# PR

# XRLED 300 Spot

## PR-8157

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

PR LIGHTING LTD.
http://www.pr-lighting.com

## INDEX

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

## ACCESSORIES

These items are packed together with the projector:

| Name | Quantity | Unit | Remark |
|---|---|---|---|
| G clamps | 2 | Pcs | |
| XLR connector | 2 | Pcs | Without cable |
| Safety cord | 1 | Pc | |
| This manual | 1 | Pc | |
| Ω clamps | 2 | Pcs | Optional |

# SAFE USAGE OF THE PROJECTOR

When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 1.3m.   ◁   1.3m  ∈

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any other types of dimmer apparatus.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this; it should be attached as shown in "installing the projector" section.

Shields and lens shall be changed if they have become visibly damaged to such an extent than their effectiveness is impaired, for example by cracks or deep scratches.

Exterior surface temperatures of the luminaire after 5 minutes operation is 45℃, when steady state is achieved 50℃,

There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

If you have any questions, don't hesitate to consult your dealer or manufacturer.


**Always disconnection from Power before a device's installation ,cleaning and maintenance  ！**

## INSTALL THE PROJECTOR

Clamp

Safety cord

Handle

⚠ Warning

Please run the safety cord thyough a safety cord hole for safety

Safety cord hold

Operation menu
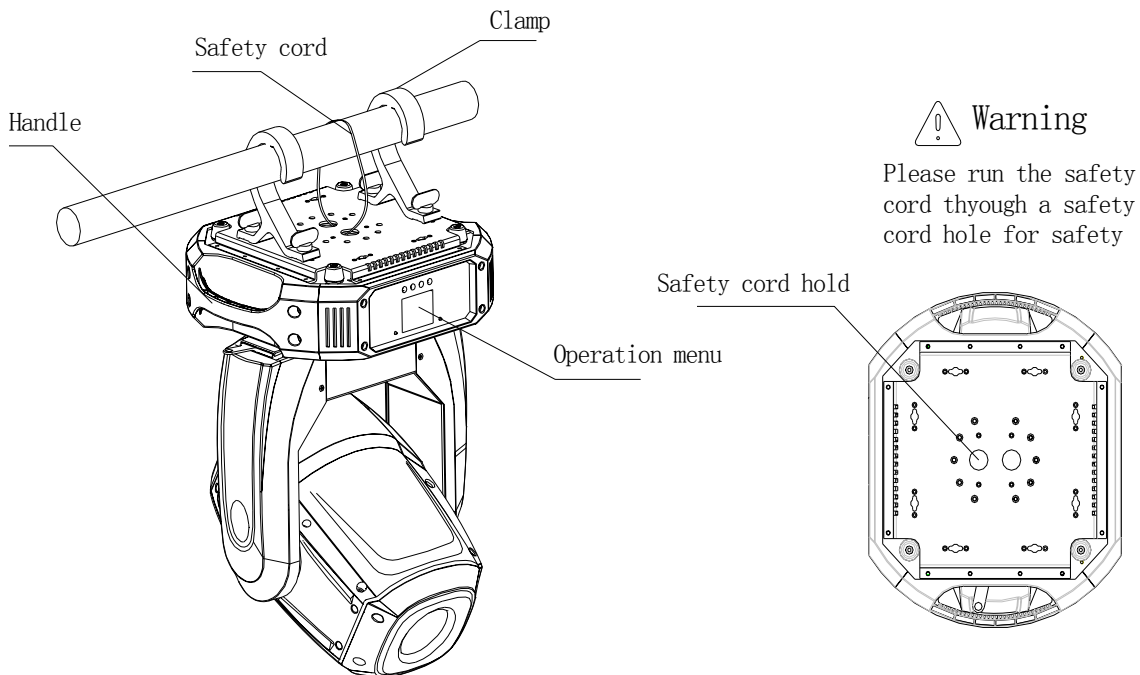
Take 2 clamps and the safety cord out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) **To pass SAFETY CORD through 1 HOLE for safety!** Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support a weight of each projector.

**WARNING:**
**1. A device    MUST be lifted or carried by its HANDLES instead of clamps.**
**2. For safety the safety cord should afford 10 times the unit's weight.**

## POWER SUPPLY-MAINS

Connect the power cord as follows:
    L (live) = brown
    E (earth) = yellow/green
    N (neutral) = blue
Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

**IMPORTANT**
**It is essential that each projector is correctly earthed and the electrical installation conforms to all relevant standards.**

# CONTROL CONNECTION
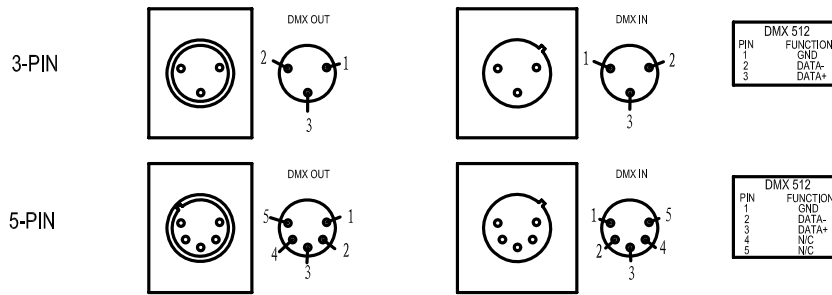


Connection between controller and projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 3 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The projector accepts digital control signals in protocol DMX512 (1990).

Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.
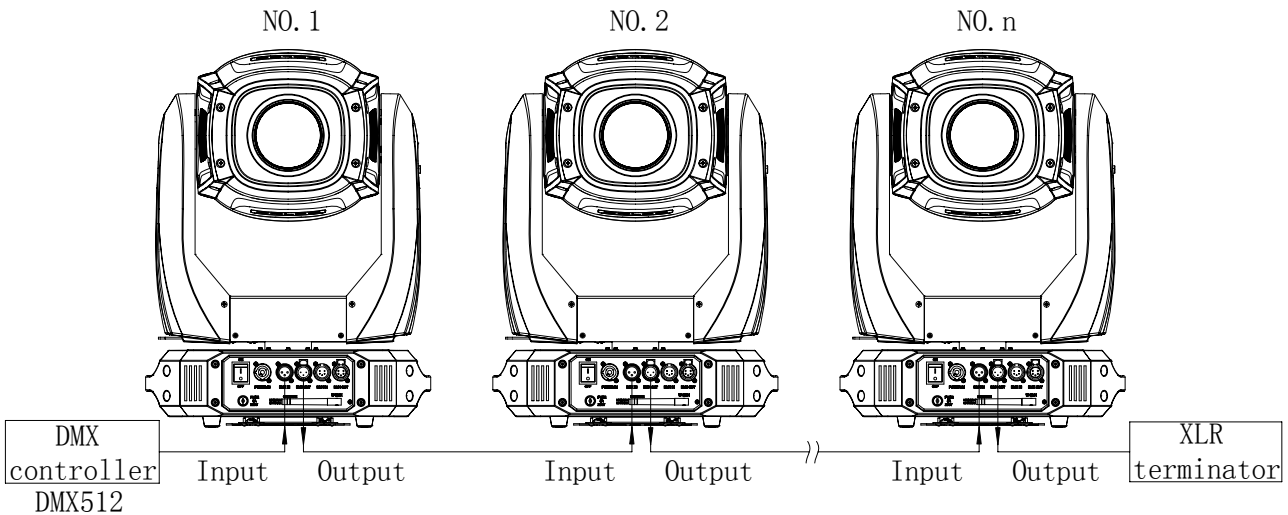


# DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.
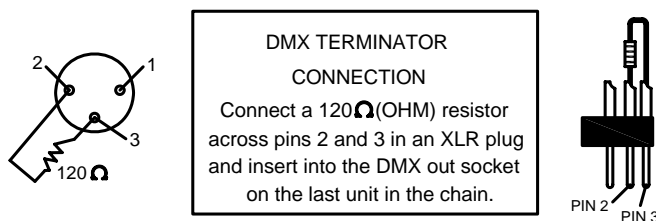
## SETUP OPTIONS-PROJECTOR CONFIGURATION
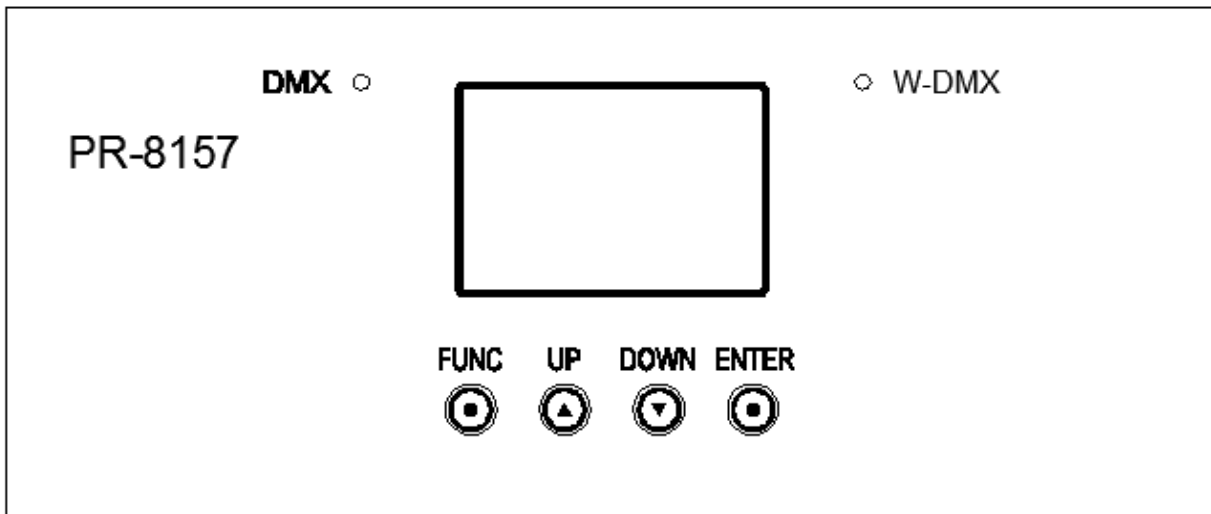


A device configuration can be set conveniently via pressbutton switch and LCD display.

Launch the projector. Press button ENTER more than 5 seconds to unlock panel, LED display shows functional menus which have their own sub-menus for designated functions, the below is the details

Press button UP or DOWN if you want to browse through the various Setup Options.

Press button ENTER to save your settings or enter the next menu.

Press button UP or DOWN to shift.

Press button FUNC, it will return to the upper menu one by one. If you stay for minutes defaulted will show display status automatically.

## TO SET THE DMX START ADDRESS

Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The fixture have 3 DMX modes. There are standard mode, extended mode and short mode. For example standard mode has 20 channels, so set the No. 1 projector's address 001, No. 2 projector's address 021, No. 3 projector's address 041, No. 4 projector's address 061, and so on.

Launch the projector. Press button ENTER more than 5 seconds to unlock panel.

Press button FUNC to display **DMX address**;

Press button UP and DOWN, you can set the address;

Press button ENTER to confirm, after powered next time, the last saved settings will be showed.

Press button FUNC, it will return to the upper menu one by one.

## STAND-ALONE MODE

Operate the projector without connecting a controller, enable the master mode in the operation panel, the projector will run in Stand-Alone mode automatically.
DMX address can be set without limitations.

## MASTER/SLAVE MODE

Many projectors can run synchronously in the Master/Slave mode by linking them with each other. Select one projector as the master with setting options at any mode of master's modes enabled and make the other projectors as the slaves with setting options slave mode enabled and their DMX start address "001".

Using XLR-XLR cables, Connect the first fixture's output to the second fixture's input, and connect the second fixture's output to the third fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.

After powered, the groupwill run in synchronous Master/Slave Mode.
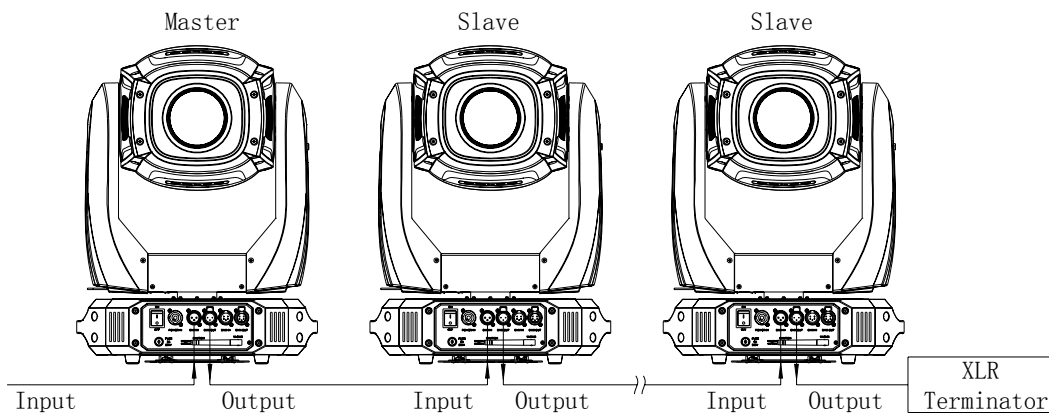
# OPERATION MENU

| 1st LEVEL | 2nd LEVEL | 3rd LEVEL | 4th LEVEL |
|---|---|---|---|
| DMX Address | XXX<br>（1~499） | | |
| Reset | Are You Sure | | |
| Config Settings | DMX Mode<br>（Default is：Standard） | Standard 20 | |
| | | Short 15 | |
| | | Extended24 | |
| | Pan Tilt Swap<br>（Default is：OFF） | OFF | |
| | | ON | |
| | Pan&Tilt Invert<br>（Default is：OFF） | OFF | |
| | | ON | |
| | Wireless Mode<br>（Default is：XLR First） | XLR First | |
| | | XLR Only | |
| | | Wireless Only | |
| | | Wireless First | |
| | | WirelessTo XLR | |
| | Unlink Wireless | YES | |
| | MasterSlaveSelec<br>（Default is：slave） | Slave | |
| | | Master | |
| | FactorySettings | YES | |
| | ParameterTransm | YES | |
| | Display Options | Language | English / Chs |
| | | Display Mode | Off After Delay / On Always |
| | | Display Reverse | OFF / ON |
| | | DisplayContrast | 0~18 |
| Information | Power On Hours | XXXX | |
| | SoftwareVersion | X.X.X | |
| Test Mode | Self Test | YES | |
| | Manual Test | Lamp LED | OFF |
| | | | On |
| | | Colour Wheel | White |
| | | | Colour 1 –Colour8 |
| | | | Rotation |
| | | | Stop rotating |
| | | | ReverseRotation |
| | | IRIS | No |
| | | | Effect 1 |
| | | | Effect 2 |
| | | | Effect 3 |
| | | F-Gobo wheel | NO Gobo |
| | | | Gobo 1 - Gobo 7 |
| | | | Rotation |

| | | | Reverse Rotation |
|---|---|---|---|
| | | | Shake 1 ~ 6 |
| | | Rotating Gobo | NO Gobo |
| | | | Gobo 1 - Gobo 7 |
| | | | Rotation |
| | | | Reverse Rotation |
| | | | Shake 1 ~ 6 |
| | | Gobo rotation | Stop rotating |
| | | | Rotation |
| | | | ReverseRotation |
| | | PrismSet | NO |
| | | | Have |
| | | PrismRotate | Stop |
| | | | Rotation |
| | | | ReverseRotation |
| | | Focus | 0-255 Linearly focusing |
| | | Zoom | 0-255 Linearly Zoom |
| | | Pan Location | 0-255 |
| | | Tilt Location | 0-255 |
| | | Pan&Tilt Speed | 0-255 |
| Operation Mode | Static Scene 1~16 | CH1 Strobe | 0-255 |
| | | CH2 Dimmer | 0-255 |
| | | CH3 Colour Wheel | 0-255 |
| | | CH4 Iris | 0-255 |
| | | CH5 F-Gobo wheel | 0-255 |
| | | CH6 R-Gobo | 0-255 |
| | | CH7 Gobo-R | 0-255 |
| | | CH8 Prism Set | 0-255 |
| | | CH9 PrismRotate | 0-255 |
| | | CH10 Focus | 0-255 |
| | | CH11 Zoom | 0-255 |
| | | CH12PanLocation | 0-255 |
| | | CH13TiltLocatio | 0-255 |
| | | CH14 Keep Time | 0~25 |
| | DMX Operation DMX | | |
| | Preset Memory | | |
| | UserProcess | | |

**Remark:**
1. In the synchronous control of multiple projectors parameters can be transmitted from the master including: DMX mode, display setting, operation mode(user memory data included);
2. All projectors Accepting parameters will automatically be set to slave mode.

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# REPLACING GOBOS

Rotating Gobo Wheel

Fixed Gobo Wheel
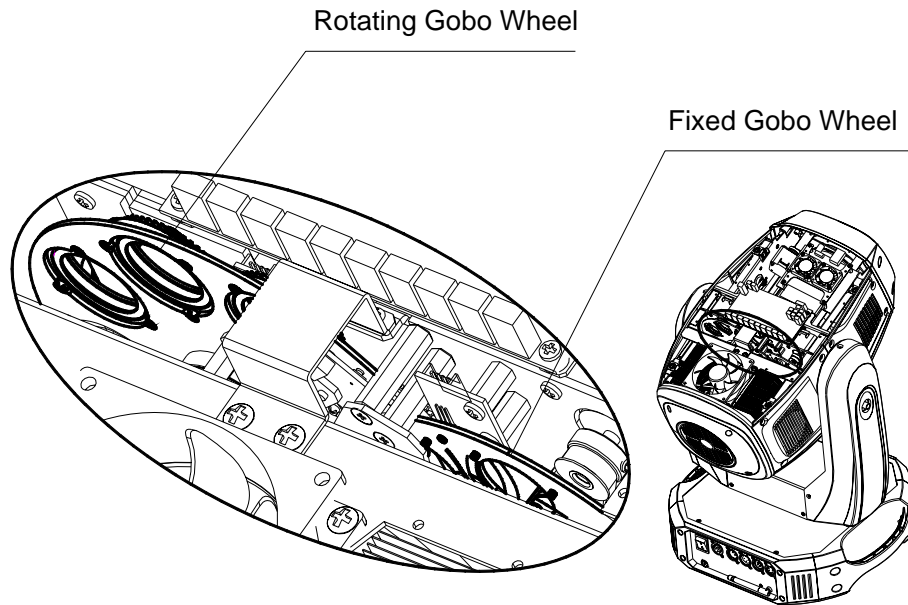
Disconnect the fixture from power. Carefully lift off the cover by undoing the 4 fast-fit screws.

Before the replacement of fixed gobos, take leaf spring out using finger, push the gobos out carefully and insert new gobos.

For rotating gobos: take rotating gobo wheel out by hand, push gobos out after pulling out leaf springs. Insert new gobos into gobo holders, then insert leaf spring back and make sure it is in narrow ring groove in the holder, i.e. internal ring groove in the holder, then flatten it. At last, use appropriate tool to push tightening spring back, then put the holder back into the wheel by another hand.

**Note:** If the gobo is a glass one, it should be touched with glabrous, clean and soft tissue or cloth matted between hand and glass instead of with bare hand.

Close the rear cover and fasten 4 fast-fit screws.

# DMX PROTOCOL

| Short mode | Standard mode | Extended mode | FUNCTION | DMX | DESCRIPTION |
|---|---|---|---|---|---|
| 1 | 1 | 1 | Strobe | 000-015 | black |
| | | | | 016-255 | Strobe speed from slow to fast |
| 2 | 2 | 2 | Dimmer | 000-255 | Dimming from dark to light (0-100%) |
| | | 3 | Dimmer Fine | 000-255 | Dimmer in 16 Bit precision |
| 3 | 3 | 4 | Color Wheel | 000-015 | White |
| | | | | 016-031 | Color 1 |
| | | | | 0320-47 | Color 2 |
| | | | | 048-063 | Color 3 |
| | | | | 0640-79 | Color 4 |
| | | | | 080-095 | Color 5 |
| | | | | 096-111 | Color 6 |
| | | | | 112-127 | Color 7 |
| | | | | 128-143 | Color 8 |
| | | | | 144-175 | Rotation(From Slow to Fast) |
| | | | | 176-223 | Stop at White |
| | | | | 224-255 | Reverse Rotation(From Slow to Fast) |
| 4 | 4 | 5 | Iris | 000-207 | From big to Small |
| | | | | 208-223 | Iris effect 1 |
| | | | | 224-239 | Iris effect 2 |
| | | | | 240-255 | Iris effect 3 |
| | | 6 | Iris Fine | 000-255 | Iris    in 16 Bit precision |
| 5 | 5 | 7 | Fixed Gobo Wheel | 000-015 | White |
| | | | | 016-031 | Gobo1 |
| | | | | 032-047 | Gobo 2 |
| | | | | 048-063 | Gobo 3 |
| | | | | 064-079 | Gobo 4 |
| | | | | 080-095 | Gobo 5 |
| | | | | 096-111 | Gobo 6 |
| | | | | 112-127 | Gobo 7 |
| | | | | 128-143 | Rotation from slow to fast |
| | | | | 144-159 | Reverse rotation from slow to fast |
| | | | | 160-175 | Gobo shake 1 from fast to slow |
| | | | | 176-191 | Gobo shake 2 from fast to slow |
| | | | | 192-207 | Gobo shake 3 from fast to slow |
| | | | | 208-223 | Gobo shake 4 from fast to slow |
| | | | | 224-239 | Gobo shake 5 from fast to slow |

| | | | | 240-255 | Gobo shake 6 from fast to slow |
|---|---|---|---|---|---|
| 6 | 6 | 8 | Rotating Gobo Wheel | 000-015 | white |
| | | | | 016-031 | Gobo1 |
| | | | | 032-047 | Gobo 2 |
| | | | | 048-063 | Gobo 3 |
| | | | | 064-079 | Gobo 4 |
| | | | | 080-095 | Gobo 5 |
| | | | | 096-111 | Gobo 6 |
| | | | | 112-127 | Gobo 7 |
| | | | | 128-143 | Rotation speed from slow to fast |
| | | | | 144-159 | Reverse rotation from slow to fast |
| | | | | 160-175 | Gobo shake 1 from fast to slow |
| | | | | 176-191 | Gobo shake 2 from fast to slow |
| | | | | 192-207 | Gobo shake 3 from fast to slow |
| | | | | 208-223 | Gobo shake 4 from fast to slow |
| | | | | 224-239 | Gobo shake 5 from fast to slow |
| | | | | 240-255 | Gobo shake 6 from fast to slow |
| 7 | 7 | 9 | Gobo rotation | 000-207 | 0~540°indexable |
| | | | | 208-223 | Gobo rotation from slow to fast |
| | | | | 224-239 | Stop rotating |
| | | | | 240-255 | Reverse rotation from slow to fast |
| | 8 | 10 | Gobo rotation Fine | 000-255 | Gobo rotation in 16 Bit precision |
| 8 | 9 | 11 | Prism | 000-019 | White |
| | | | | 020-255 | Prism |
| 9 | 10 | 12 | Prism rotation | 000-063 | Stop rotating |
| | | | | 064-127 | Prism rotation from slow to fast |
| | | | | 128-191 | Stop rotating |
| | | | | 192-255 | Reverse rotation from slow to fast |
| 10 | 11 | 13 | Focus | 000-255 | Linearly focusing |
| | | 14 | Focus Fine | 000-255 | Focus in 16 precision |
| 11 | 12 | 15 | Zoom | 000-255 | Linearly focusing |
| | | 16 | Zoom Fine | 000-255 | Focus in 16 precision |
| 12 | 13 | 17 | Pan | 000-255 | Pan rotation 0°~ 540° |
| | 14 | 18 | Pan Fine | 000-255 | Pan rotation in 16 precision |
| 13 | 15 | 19 | Pan unlimited rotation | 000-127 | No |
| | | | | 128-191 | Pan forward unlimited rotation from slow to Fast |
| | | | | 192-255 | Pan reverse unlimited rotation from slow to Fast |
| 14 | 16 | 20 | Tilt | 000-255 | Tilt rotation 0°~270° |
| | 17 | 21 | Tilt Fine | 000-255 | Tilt rotation in 16 precision |
| | 18 | 22 | Tilt Shake | 000 | invalid |

| | | | | 001-009 | Effect 1(speed from fast to slow) |
|---|---|---|---|---|---|
| | | | | 010-019 | Effect 2(speed from fast to slow) |
| | | | | 020-029 | Effect 3(speed from fast to slow) |
| | | | | 030-039 | Effect 4(speed from fast to slow) |
| | | | | 040-049 | Effect 5(speed from fast to slow) |
| | | | | 050-059 | Effect 6(speed from fast to slow) |
| | | | | 060-069 | Effect 7(speed from fast to slow) |
| | | | | 070-079 | Effect 8(speed from fast to slow) |
| | | | | 080-089 | Effect 9(speed from fast to slow) |
| | | | | 090-099 | Effect 10(speed from fast to slow) |
| | | | | 100-109 | Effect 11(speed from fast to slow) |
| | | | | 110-119 | Effect 12(speed from fast to slow) |
| | | | | 120-129 | Effect 13(speed from fast to slow) |
| | | | | 130-139 | Effect 14(speed from fast to slow) |
| | | | | 140-149 | Effect 15(speed from fast to slow) |
| | | | | 150-159 | Effect 16(speed from fast to slow) |
| | | | | 160-169 | Effect 17(speed from fast to slow) |
| | | | | 170-179 | Effect 18(speed from fast to slow) |
| | | | | 180-189 | Effect 19(speed from fast to slow) |
| | | | | 190-199 | Effect 20(speed from fast to slow) |
| | | | | 200-209 | Effect 21(speed from fast to slow) |
| | | | | 210-219 | Effect 22(speed from fast to slow) |
| | | | | 220-229 | Effect 23(speed from fast to slow) |
| | | | | 230-239 | Effect 24(speed from fast to slow) |
| | | | | 240-255 | Effect 25(speed from fast to slow) |
| | 19 | 23 | Pan & tilt speed | 000-255 | Pan & tilt speed from fast to slow |
| 15 | 20 | 24 | Control | 000-049 | Reserved |
| | | | | 050-255 | Reset |

# INDICATION OF LED DIGITAL TUBE

LED Indications：

| Green Indication | ON | DMX Signal OK |
|---|---|---|
| | OFF | NO DMX Signal |
| Blue Indication | ON | Wireless DMX Signal available |
| | Off | Not linked to any transmitter |
| | Flash | Lose link with a transmitter or being linked with one |

Explanations for logo on top-right of the LCD display：

| S | Slave |
|---|---|
| M | Master |
| D | DMX512 Mode |
| I | Preset Memory |
| U | User's Memory |
| T | Test Memory |
| Lock Logo | Buttons are Locked, buttons are unlocked and lock logo disappears after "Enter" button pressed more than 3 seconds |

# MAINTENANCE

If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification. Should these be damaged call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating, should either of these operate, check that the fans are not blocked, and if they are dirty clean them before switching on the projector again. Check that the fans are operational, if not call a qualified technician.

**Any maintenance work should only be carried out by qualified technicians.**

# LUBRICATION

To ensure the continuous rotation of the rotating gobos and linear motion of the lens for focusing, it is recommended that the bearings for the rotating gobos and the 2 shafts for the focusing lens holder be lubricated periodically, preferably every two months. Use only high quality, high-temperature resistant grease instead of any type of oil. When lubricating
the bearings, a syringe with a fine needle is the easiest way to introduce the grease to the bearings around each gobo.

# KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic colour filters.**

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days and clean the internal optics at least once every 30 / 60 days.

**Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.**

# TROUBLESHOOTING

| PROBLEM | ACTION |
|---|---|
| The projector doesn't switch on | ➢ Check the fuse on the power socket.<br>➢ Replace the lamp. |
| The lamp comes on but the projector doesn't respond to the controller | ➢ Make sure that the projector is correctly configurated.<br>➢ Replace or repair the DMX cable. |
| The projector only functions intermittently | ➢ Make sure the fan is working and not dirty. |
| Defective projection | ➢ Check the lenses are not broken.<br>➢ Remove dust or grease from the lenses. |
| The project image appears to have a halo | ➢ Make sure the lamp is installed correctly.<br>➢ Carefully clean the optical group lenses and the projector components. |
| The beam appears dim | ➢ Check the optics is clean.<br>➢ Replace with a new lamp of the specified type and rating. |

# TECHNICAL DATA

**VOLTAGES:**

100V/120V/200V/220V/230V/240V AC，50/60Hz

**POWER CONSUMPTION:**

240W@220V

**LIGHT SOURCE:**

LED Lamp White Module

CT:8000K±500K

CRI:76

**COLOURS:**

1color wheel: 8 colors +white

With variable speed bi-directional rainbow effect

Step/linear colour changing is available

**GOBOS:**

**1 Rotating gobo wheel:**

7interchangeable gobos+ white ,glass or metal gobos can be fixed

Indexable , bi-directionally rotatable and Wheel Scrolling at variable speeds, shakable at variable speeds

**1 Fixed gobo wheel :**

7 interchangeable gobos+ white

bi-directional wheel scrolling at variable speeds, shaking at variable speeds

Gobo diameter: Φ24mm

Gobo image diameter: Φ20mm

**PRISM:**

1x3 facet prism, bi-directionally rotatable at variable speeds

**Iris:**

Linearly adjusted with Macro

**FOCUS:**

linearly focusing controlled by DMX

**DIMMER:**

0-100% linearly adjustable

**STROBE:**

Electronic strobe, 0.3~20 F.P.S

**HEAD MOVEMENT:**

Pan continuous   rotation, Tilt 0 ° ~270º with auto position correction

Swap and Invert functions of Pan and Tilt

**BEAM ANGLE:**

13°～26°linear adjustment

**CONTROL:**

DMX512, 3 pin, 5 pin interfaces

15channels in short mode, 20channels in standard mode, and 24channels in extended mode.

Master/slave mode

Stand-alone mode

Self-test mode

**OTHER FUNCTIONS:**

Adjustable Pan & Tilt speed

Fixture usage time display

Software version display

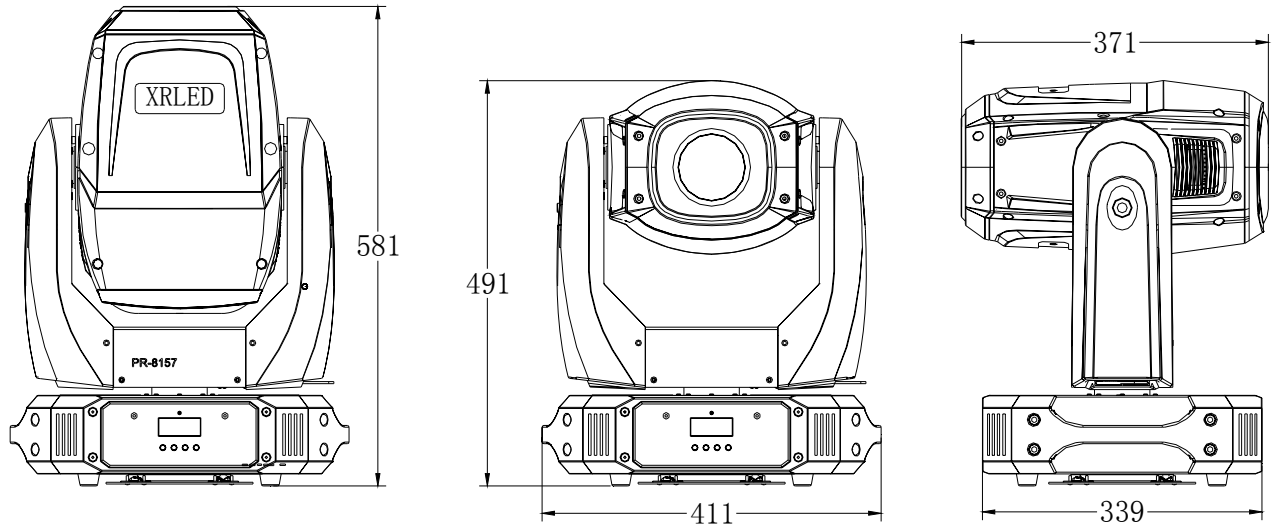DMX512 wireless Function

Optional DMX512 wireless Transmitter

**HOUSING:**

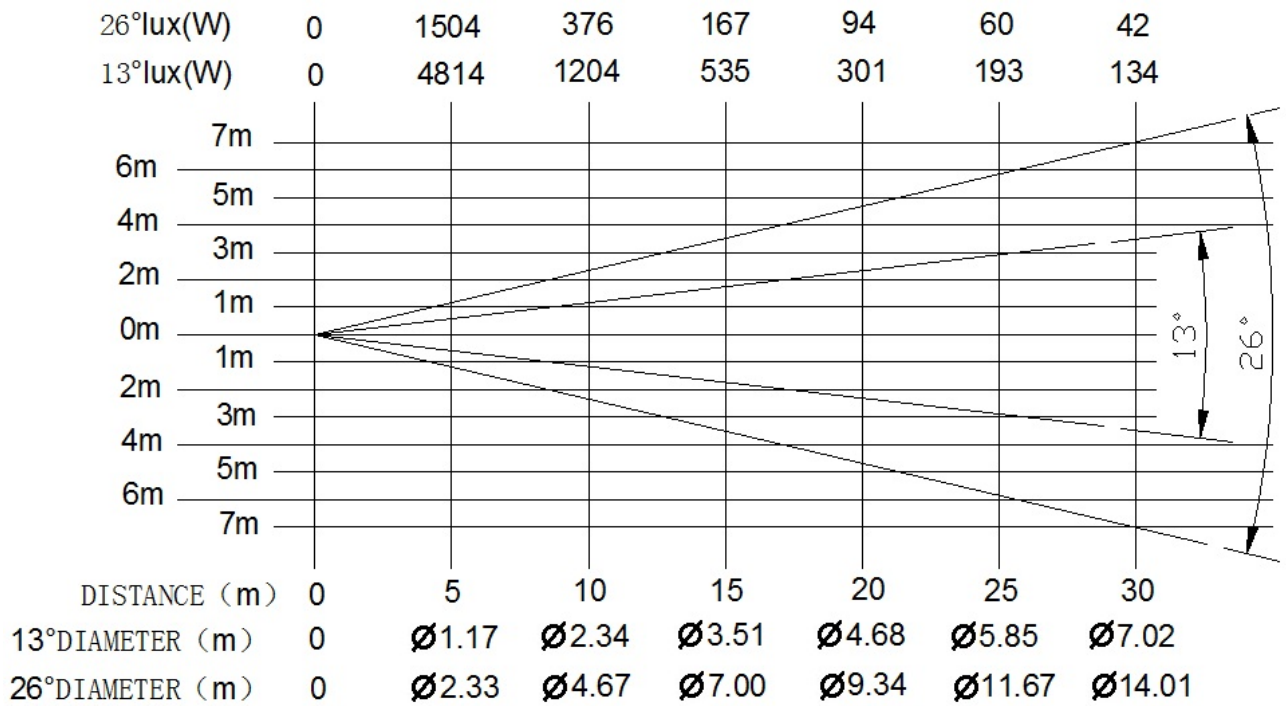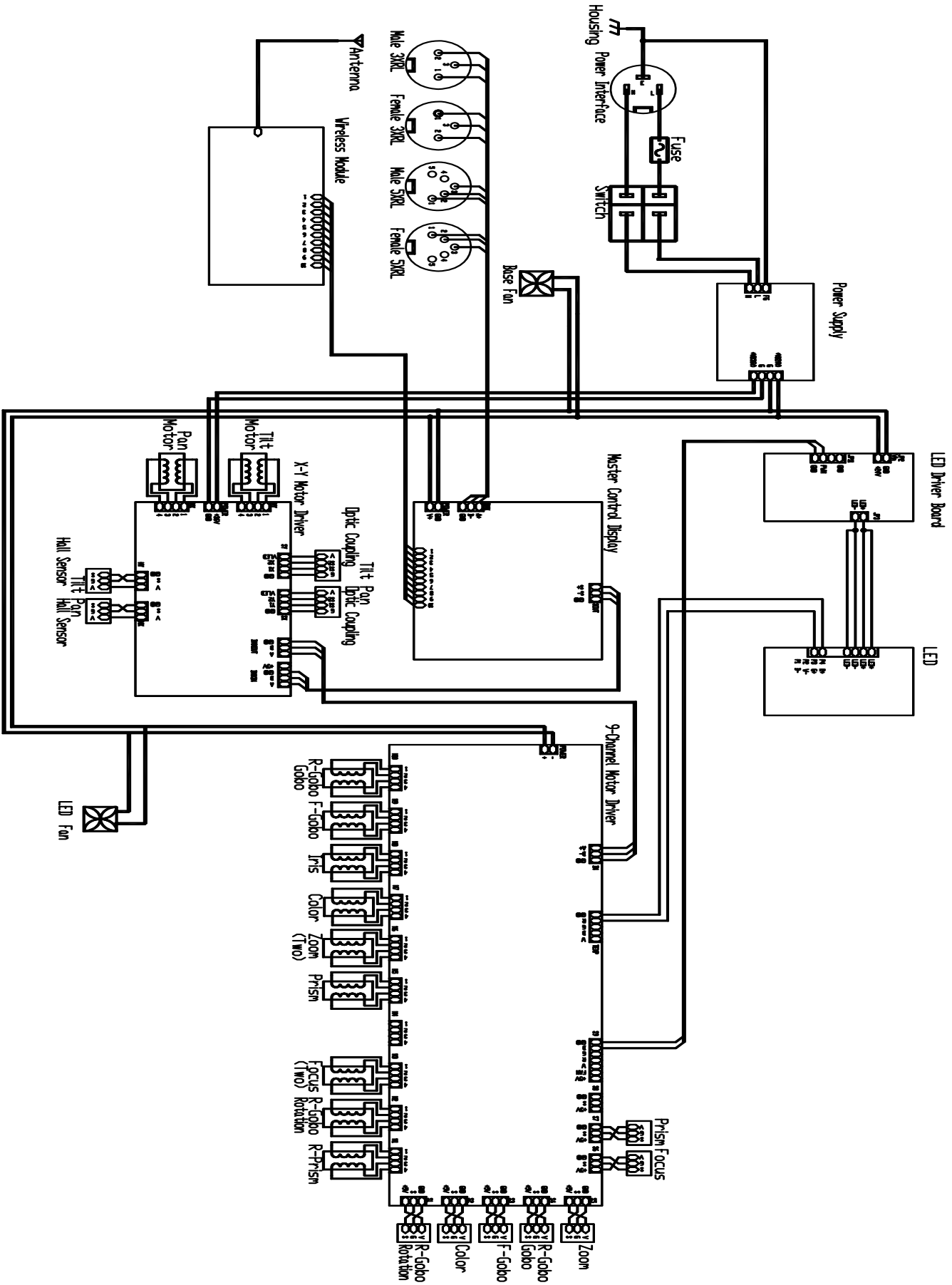High Temperature Composite plastic, IP20

**WEIGHT:**

19.2Kg

**SIZES:**



**LIGHT OUTPUT:**

| 26°lux(W) | 0 | 1504 | 376 | 167 | 94 | 60 | 42 |
| 13°lux(W) | 0 | 4814 | 1204 | 535 | 301 | 193 | 134 |



| DISTANCE（m） | 0 | 5 | 10 | 15 | 20 | 25 | 30 |
| 13°DIAMETER（m） | 0 | Ø1.17 | Ø2.34 | Ø3.51 | Ø4.68 | Ø5.85 | Ø7.02 |
| 26°DIAMETER（m） | 0 | Ø2.33 | Ø4.67 | Ø7.00 | Ø9.34 | Ø11.67 | Ø14.01 |

# COMPONENT ORDER CODES

| NAME | PART NO. | QUANTITY | REMARK |
|------|----------|----------|--------|
| 300W POWER SUPPLY | 192010168 | 1 | |
| 150W LIGHT SOURCE | 150020271 | 1 | |
| FUSE | 270041037 | 1 | |
| TILT BELT | 290151339 | 1 | |
| PAN BELT | 290151218 | 1 | |
| HEAD BOTTOM FAN | 030060035 | 1 | |
| BASE FAN | 030069005 | 1 | |
| PAN MOTOR | 030040229 | 1 | |
| TILT MOTOR | 030040207 | 1 | |
| CONSTANT CURRENT SUPPLY | 192010167 | 1 | |
| PAN/TILT DRIVE PCB | 230060224 | 1 | |
| MOTOR DRIVE PCB | 230060225 | 1 | |
| DISPLAY PCB | 230060223 | 1 | |

# PR LIGHTING LTD.

1582 Xingye Avenue, Nancun Panyu
Guangzhou, 511442 China
TEL: +86-20-3995 2888
FAX: +86-20-3995 2330