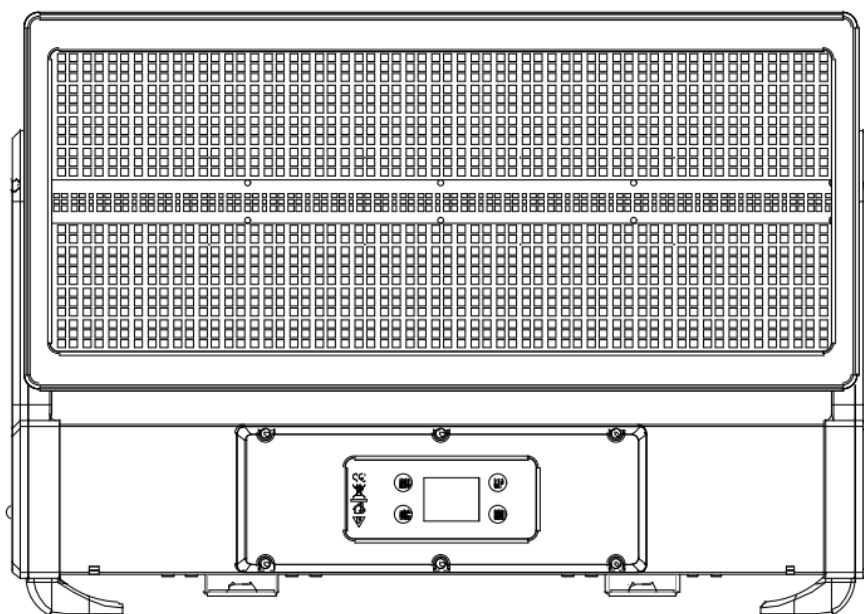




ARKISTROBE

Architectural Strobe Led Moving Head

RGB+CW Outdoor



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

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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.

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice.

Accessories

The following items have packed with the light, please pay attention to check:

Name	Quantity	Unit	Remark
Clamps	2	PCS	
Safety Cord	2	PCS	
Instructions	1	PCS	

Safety warning information

After receiving the lights, please open to check whether there is any damages caused by transportation. In case of damages caused of transportation, please don't this device and contact your dealer or manufacturer as soon as possible.

The projector is for indoor and outdoor use, IP65.

Do not install the fixtures onto inflammable surfaces directly. 

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

Do not project the beam onto inflammable surfaces, minimum distance is 3 meter.  3m 

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

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

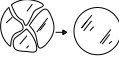
Electrical connection must only be carried out by qualified personnel.

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

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.

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°C, when steady state is achieved 70°C. There is no user serviceable parts inside the projector; do not open the housing and never operate the fixture with the covers removed.

There is no user serviceable parts inside this light, please check whether all covers or shells have been installed and screws have been tightened securely. It is forbidden to use lights with covers(or shell) open.

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

Always disconnection from Power before the device's installation, cleaning and maintenance

Installation

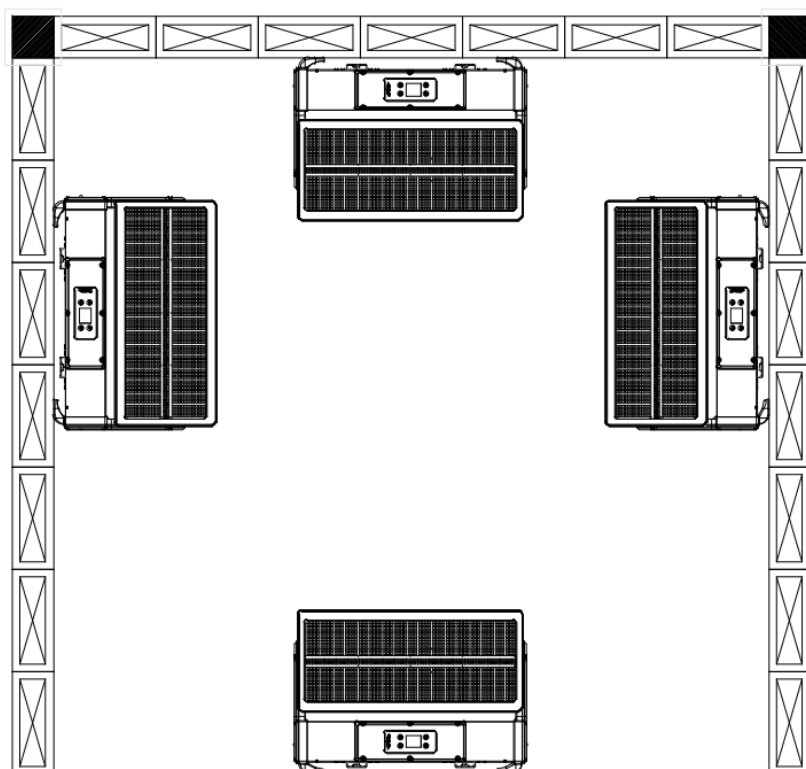
Rigging using the omega brackets



- Fix the clamp to the bracket by tightening the M12 nut and bolt to the bracket through the $\Phi 13$ hole in the middle of the bracket.
- Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise.
- Install the second Omega holder.
- Pull the safety cable through the holes on the bottom of the base and over the trussing system or another suitable rigging point. Insert the end into the carbine and tighten the safety screw.

Important

This step is very important to ensure safe rigging of the fixture.



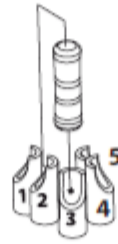
- Be sure this fixture is kept at least 0.1 m away from any flammable materials (decoration etc.)
- Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.

Signal and power connect

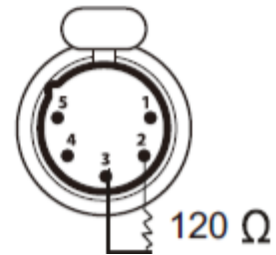
DMX - INPUT
XLR plug



Pin1 : GND - Shield
Pin2 : - Signal
Pin3 : + Signal
Pin4 : N/C
Pin5 : N/C



DMX - OUTPUT
XLR socket



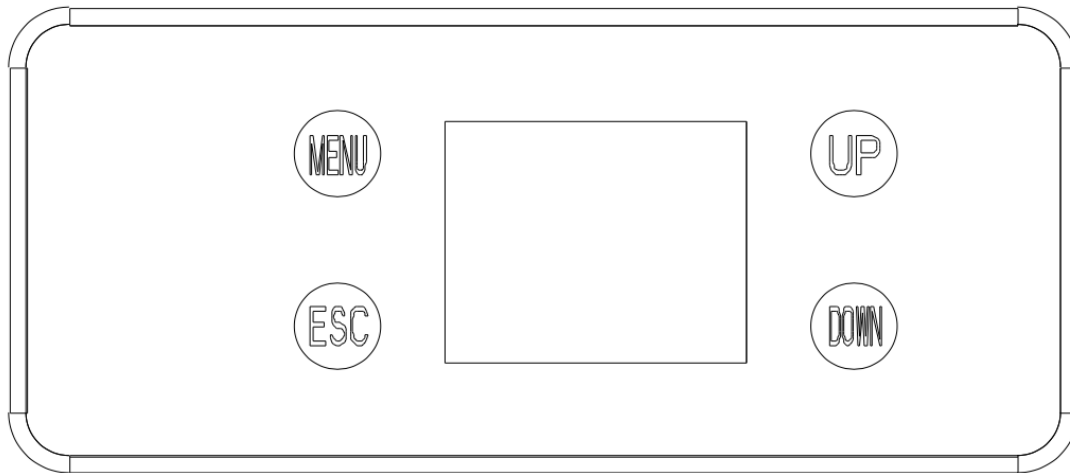
For the connection of control signals, 2-pin shielded cables with a diameter not less than 0.5 mm must be used between the fixture and the controller and between the fixtures. Please use the 5-pin signal output / incoming line of the lamp to connect. The connections between the 5-pin signal line ports are shown in the figure above. It must be noted that the 5 pin of the XLR plug / socket must not be in contact with the inner shell or between the cores when connecting. The XLR plug / socket and the XLR control cable cannot be connected in any other way than the connection shown in the figure above. This product receives the international standard DMX512 (1990) control signal.

The signal connection of multiple fixtures, the maximum number of connection is 32 fixtures, use a 5-pin signal cable from the DMX output port of the controller to the DMX input line of the 1st fixture, and connect from the DMX output line of the first fixture To the DMX input line of the second fixture, and so on, until all the fixtures are connected.

When the first fixture is not connected to the controller (the signal line connection between the other fixtures remain unchanged), it is the connection mode of master-slave synchronous control. However, to achieve master-slave synchronization control, the first fixture should be set as the master in the menu, and the remaining fixtures should be set as slaves (the default value is slave).

When connecting the power supply, the power supply of each fixture should be connected separately. Please note that the power supply voltage and frequency must match with the power supply voltage and frequency listed in the product manual.

Display



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

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

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

Press button **UP** or **DOWN** to shift.

Press button **ESC** will return to the upper menu one by one.

Display setting

Level 1	Level 2	Level 3	Level 4	Option/Value range
DMX Addr				1 – 512
Channel Mode				differ depending upon the model
Run Mode				DMX/Auto/Manual
Lamp				Off/On
Reset Operating				
	Reset All			
	Pan/Tilt			
	...			
DMX Manual				
	Pan			
	...			
	Auto Exit			never/10Sec/20Sec...
	Keep			
Settings				
	Master/Remote			Slave/Master
	Pan Reverse			N/Y
	Tilt Reverse			N/Y
	Pan Range			
		Start		0 – 255
		End		0 - 255
	Tilt Range			
		Start		0 – 255
		End		0 - 255
	P/T Speed RLT			N/Y
	Auto Ignition			N/Y
	Lost Signal			Keep/Dim Off
	Auto Master			N/Y
Adv.Settings				
	Fine Adj			
	Language			中文/Eng/
	Display Settings			
		Sleep		Never/10Sec/20Sec/ 30Sec ...
		Invert		N/Y
		Brightness		1 - 10

		Display Lock		Off/On
		Blink		Off/On
	Fine Adj Assist			
		Recover		
		Show Backup		
	Recover Setting			
	Factory Settings			
Info				
	Vers			
	Err State			
	DMX Monitor			
		DmxValue		1 - Max channels
		FPS		###Fps
		Total Chns		###
	Security			
	Lamp/LED UsageTime			
		Current		###Min
		Total		###Hour
		Clear		
	Device UsageTime			
		Current		###Min
		Total		###Hour
		Clear		
Test				

Dmx Channel

22 Channel Mode

22-ch	Function	Value	Description
1	Tilt	000-255 0-270°	Y Rotational Angle
2	Tilt fine	000-255	Y Rotational Angle Fine
3	Tilt speed	000-255	From fast to slow
4	ALL-Dimmer	000-255 0%~ 100%	ALL-Dimmer 0-100%
5	Red	000- 255 0%~ 100%	Red Dimmer 0-100%
6	Green	000- 255 0%~ 100%	Green Dimmer 0-100%
7	Blue	000- 255 0%~ 100%	Blue Dimmer 0-100%
8	White	000- 255 0%~ 100%	White Dimmer 0-100%
9	Golden	000- 255 0%~ 100%	Golden Dimmer 0-100%
10	Strobe RGB	000-008	No Strobe
		009-255	Strobe speed from slow to fast
11	Strobe White/Golden	000-008	No effect
		009-255	Strobe speed from slow to fast
12	FlashDuration White/Golden	000-127	No Strobe
		128-164	Slow start and quick stop, speed from slow to fast
		165-169	The strobe switch time is equal to the length
		170-206	Fast open slow close, speed from slow to fast
		207-211	The strobe switch time is equal to the length
		212-255	Random strobe
13	White/Golden Macro	000-007	No effect
		008-255	Macro effect
14	white/Golden Speed Control	000- 255	Color mixing effect speed selection
15	RGB pattern&number& word	000-255	Pattern&Numbers&Character Selection
16	RGB Macro	000-007	No effect
		008-255	Macro effect
17	RGB Macro	000- 255	Color mixing effect speed selection

	Speed Control		
18	BackGround Red	000- 255	BackGround Red Dimmer
19	BackGround Green	000- 255	BackGround Green Dimmer
20	BackGround Blue	000- 255	BackGround Blue Dimmer
21	Macro Direction	000-127	Macro running forward
		128-255	Macro running Reverse
22	Function	0-219	No effect
		220-240	Reset
		241-255	No effect

285 Channel Mode

285-ch	Function	Value	Description
1	Tilt	000-255 0-270°	Y Rotational Angle
2	Tilt speed	000-255	Y Rotation speed from fast to slow
3	ALL-Dimmer	000-255 0%~ 100%	ALL-Dimmer 0-100%
4	Strobe RGB	000-008	No Strobe
		009-255	Strobe speed from slow to fast
5	Function	0-219	No effect
		220-240	Reset
		241-255	No effect
6	Red 1	000- 255 0%~ 100%	Dimmer 0-100%
7	Green1	000- 255 0%~ 100%	Dimmer 0-100%
8	Blue 1	000- 255 0%~ 100%	Dimmer 0-100%
9	Red 2	000- 255 0%~ 100%	Dimmer 0-100%
10	Green 2	000- 255 0%~ 100%	Dimmer 0-100%
11	Blue 2	000- 255 0%~ 100%	Dimmer 0-100%
...	...	...	...
252	Red 83	000- 255 0%~ 100%	Dimmer 0-100%
253	Green 83	000- 255 0%~ 100%	Dimmer 0-100%
254	Blue 83	000- 255 0%~ 100%	Dimmer 0-100%
255	Red 84	000- 255 0%~ 100%	Dimmer 0-100%
256	Green 84	000- 255 0%~ 100%	Dimmer 0-100%
257	Blue 84	000- 255 0%~ 100%	Dimmer 0-100%
258	White1	000- 255 0%~ 100%	Dimmer 0-100%
259	Golden 1	000- 255 0%~ 100%	Dimmer 0-100%

260	White2	000- 255	0%~ 100%	Dimmer 0-100%
261	Golden 2	000- 255	0%~ 100%	Dimmer 0-100%
...	...	...	...	...
282	White 14	000- 255	0%~ 100%	Dimmer 0-100%
283	Golden 14	000- 255	0%~ 100%	Dimmer 0-100%
284	White 14	000- 255	0%~ 100%	Dimmer 0-100%
285	Golden 14	000- 255	0%~ 100%	Dimmer 0-100%

Maintenance

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 color filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic color 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 color filters or housing of the apparatus.

Trouble shooting

Problems	Action
The fixture wont switch on properly	➤ power cord connection is not normal ➤ the switching power supply is damaged or the connection is not normal, professional qualified technician needed to carry out maintenance and repair ➤ control board connection is not normal , professional qualified technician needed to carry out maintenance and repair
The fixture switch on, but LED not bright and not controlled	➤ LED board connection is not normal, professional qualified technician needed to carry out maintenance and repair
Switch on and light normally, but not controlled by controller	➤ check the DMX starting address code setting is correct or not ➤ Check the cable signal line is damaged or not
The fixture is dim and the brightness drops sharply	➤ The fixtures temperature is too high, please take necessary ventilation and heat dissipation measures

Technical data

ARKISTROBE PL16814 (Old PL815BAR)

ELECTRICAL AND CONNECTORS

Input voltage range: 100-240V AC 50/60Hz

Power consumption: 1100W (max 1500W)

Power Connection: Seetronics Powercon True

Signal Connection: 5 Pin XLR In and Out

LIGHT SOURCE

Main light: 1344 x 0.5W RGB LED (168 sections)

Middle Tube: 336 x 4W WW CW LED (14 sections)

Rated life: 50000h

MOVEMENT

Tilt movement: 180°

COLOUR

RGB+CW/WW color mixing

EFFECT

The RGB face can be divided into 168 sections and also the white tube can be divided into 12 sections, then the whole array can be fully pixel mapped through any standard controller.

It also features dynamic movement with a 16 bit, 180° tilt range, allowing you to place effect wherever and whenever, and get

Dimensional drawing

