Eternal Lighting

Premier150™ Spot

User Manual

Introduction:

Thank you for your purchase of the Premier150™ Spot. 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.

Safety Measures:

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.

DO NOT mount the projector directly onto an inflammable surface

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 20 inches from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 5 inches.

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.

Keep a projector's optical system clean. Do not touch LED lens with bare hands.

The projector should always be installed with a secondary safety cord.

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.

LED lamps should be replaced if damaged or having reached life limit.

Exterior surface temperatures of the luminaire after 5 minutes operation is 55C°, when steady state is achieved 70C°.

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.

Features:

- RGBW 150 Watt LED
- Output Lux @ 1m 40700 and @ 2m 12300+ (Comparable to 575 Watt Bulb)
- Light Source: 150 Watt RGBW LED - 60,000 Hour LED Engine Life
- Drive current 2.25 Amp
- Electrical Input Voltage 90 ~ 240V AC 50-60Hz
- Power Consumption 125W max at full output

- Control Protocol / DMX512 On-board Display for Auto and Sound Active Control & Master/Slave Functions
- DMX Modes (16CH, 18CH and 24CH Modes)
- Optical System Focus Electronic DMX Focus
- Dimmer 0-100% 8-Bit in 16CH and 18CH or 16-Bit in 24 CH
- Strobe Variable speed Mechanical (1Hz ~ 13Hz)
- Prism Rotating 3-facet prism
- Movement Pan 540° Tilt 270°
- Pan/tilt resolution 8-16 bit
- Special Pan/Tilt Movement Blackout
- User-selectable pan/tilt ranges
- 2 Gobo Wheels

(One Fixed Gobo Wheel: 7 gobos +Open)
(One Rotating Gobo Where 7 Gobos Metal and Glass +Open)

- Gobo-flow effect
- Gobo shake
- Gobo Morphing
- Bi-directional rotation
- Millions of Colors because No Color Where - Smooth color mixing
- Rainbow-flow effect
- Physical Dimensions Base 17 3/4" x 17" / Base to Head Up 17"
- Weight 29.8 lbs
- Housing Flame-retardant heavy duty plastic
- Case Color Black
- 3Pin DMX in and out
- Powercon Power Input
- DMX in/out
- Cooling Forced Convection
- Max. Ambient TEMP 113° F (45°C)

Power Supply
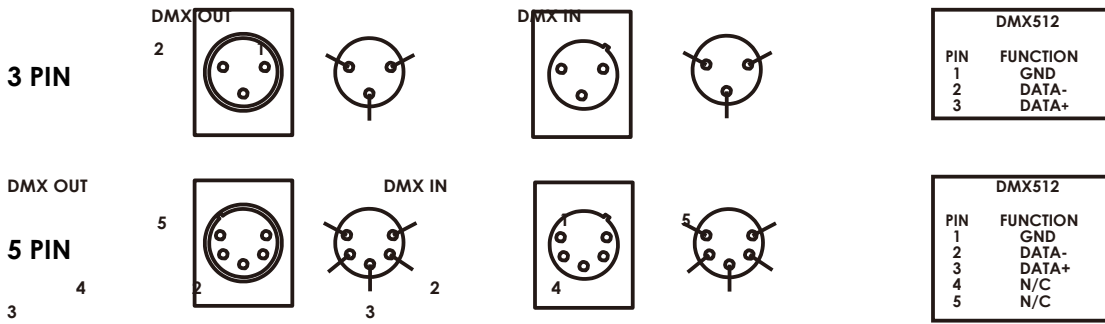
Connect the power cord as follows:
L (live) =brown
E (earth) =yellow/green
N (neutral) =blue

Use the plug provided to connect the main 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
Premier150 Spot   Eternal Lighting July 2014

3 PIN

DMX512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+

5 PIN

DMX512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+
4	N/C
5	N/C

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.
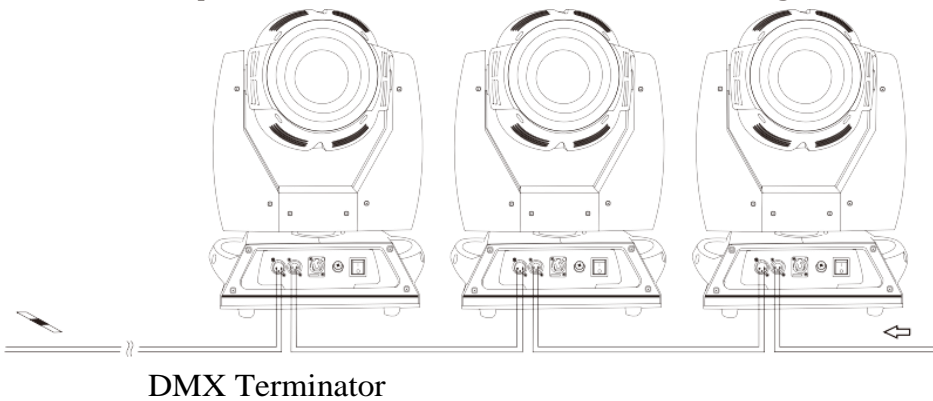
DMX Terminator

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 120 Ω(ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain.

Setup Options

FUNC DOWN UP ENTER
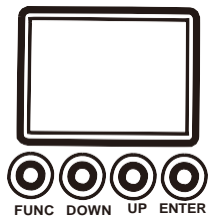
The Premier150 Spot configuration can be set conveniently by pressing the buttons on the LCD display. To browse or change the setup options, press ENTER to unlock the panel. Menu will be displayed on the screen; each menu has its own sub-menu. Each menu has specific function, refer to "Operation Menu" for detals.

- Press UP or DOWN if you want to browse or change through the various Setup Options
- Press ENTER to save your settings or ENTER the next menu
- Press UP or DOWN to change values (Add or subtract)
- Press FUNC to return to the upper menu one by one

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 has 3 DMX modes.

- Simple mode
- Standard mode
- Extended mode.

For example standard mode has 18 channels, so set the No. 1 projector's address 001, No. 2 projector's address 019, No. 3 projector's address 037, No. 4 projector's address 055 and so on.

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

Press the UP or DOWN to set the address

Press ENTER to save the command and will remember what is saved after you unplugged the fixture

Press UP or DOWN to change values

Press FUNC to return to main menu

Operation Menu

Level 1	Level 2	Level 3	Level 4
LED Stage Light 150W Led Spot DMX Address = 001			
LED Stage Light 150W Led Spot Auto = P01:S01			
LED Stage Light 150W Led Spot Master = P01:S01			
LED Stage Light 150W Led Spot Slave = P01:S01			
LED Stage Light 150W Led Spot Slave same			
LED Stage Light Address Setup	LED Stage Light Address Setup Address = 001		
LED Stage Light Reset	LED Stage Light Reset Effects		
	LED Stage Light Reset Pan & Tilt		
	LED Stage Light Reset Complete		
LED Stage Light Manual Operation	LED Stage Light Manual Operation Pan	LED Stage Light Manual Operation Pan = 000	
	LED Stage Light Manual Operation Tilt	LED Stage Light Manual Operation Tilt = 000	
	LED Stage Light Manual Operation Red	LED Stage Light Manual Operation Red = 000	

	LED Stage Light Manual Operation Green	LED Stage Light Manual Operation Green = 000	
	LED Stage Light Manual Operation Blue	LED Stage Light Manual Operation Blue = 000	
	LED Stage Light Manual Operation White	LED Stage Light Manual Operation White = 000	
	LED Stage Light Manual Operation Strobe	LED Stage Light Manual Operation Strobe = 000	
	LED Stage Light Manual Operation Fixed Gobo Wheel	LED Stage Light Manual Operation Fixed Gobo = 000	

Level 1	Level 2	Level 3	Level 4
	LED Stage Light Manual Operation Rot. Gobo Wheel	LED Stage Light Manual Operation Rot. Gobo = 000	
	LED Stage Light Manual Operation Gobo Rotation	LED Stage Light Manual Operation Gobo. Rot = 000	
	LED Stage Light Manual Operation Prism	LED Stage Light Manual Operation Prism = 000	
	LED Stage Light Manual Operation Prism Rotation	LED Stage Light Manual Operation Prism. Rot = 000	
	LED Stage Light Manual Operation Focus	LED Stage Light Manual Operation Focus = 000	
LED Stage Light Operation Mode	LED Stage Light Mode = DMX Mode	LED Stage Light DMX Mode = Short Mode	
		LED Stage Light DMX Mode = Standard Mode	
		LED Stage Light DMX Mode = Extended Mode	
	LED Stage Light Mode = Auto Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Master Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Slave SYNC Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Slave SAME Mode		
LED Stage Light Option Settings	LED Stage Light Option Pan Tilt Swap	LED Stage Light Pan Tilt Swap =OFF	
		LED Stage Light Pan Tilt Swap =ON	
	LED Stage Light Option Pan Invert	LED Stage Light Pan Invert =OFF	

		LED Stage Light Pan Invert =ON	
	LED Stage Light Option Tilt Invert	LED Stage Light Tilt Invert =OFF	

	Level 2	**Level 3**	**Level 4**
		LED Stage Light Tilt Invert =ON	
	LED Stage Light Option Display Setup	LED Stage Light Display Setup Delay Off	LED Stage Light Delay Off = Disable
			LED Stage Light Delay Off = Enable
		LED Stage Light Display Setup Display Invert	LED Stage Light Display Invert = OFF
			LED Stage Light Display Invert = ON
		LED Stage Light Display Setup Language	LED Stage Light Language = English
			LED Stage Light Language
	LED Stage Light Option Lost DMX	LED Stage Light Lost DMX =Clear Value	
		LED Stage Light Lost DMX =Hold Value	
LED Stage Light Advanced	LED Stage Light Access Code	LED Stage Light Access Code Code = 000	Code = 008
	LED Stage Light Adjust	LED Stage Light Adjust Pan	LED Stage Light Adjust Pan = +000
		LED Stage Light Adjust Tilt	LED Stage Light Adjust Tilt = +000
		LED Stage Light Adjust Red	LED Stage Light Adjust Red = +000
		LED Stage Light Adjust Green	LED Stage Light Adjust Green = +000
		LED Stage Light Adjust Blue	LED Stage Light Adjust Blue = +000
		LED Stage Light Adjust White	LED Stage Light Adjust White = +000
		LED Stage Light Adjust Fixed Gobo Wheel	LED Stage Light Adjust Fixed Gobo = +000
Level 1	Level 2	Level 3	Level 4
		LED Stage Light Adjust Rot. Gobo	LED Stage Light Adjust Rot. Gobo =

Level 1	Level 2	Level 3	Level 4
		LED Stage Light Adjust Prism	LED Stage Light Adjust Prism = +000
		LED Stage Light Adjust Focus	LED Stage Light Adjust Focus = +000
LED Stage Light	LED Stage Light	LED Stage Light Temperature =025C	
	LED Stage Light	LED Stage Light Fixture Hours =00000 H	LED Stage Light Reset Hours =NO
			LED Stage Light Reset Hours =YES
	LED Stage Light	LED Stage Light Product ID = Y***********	
	LED Stage Light	LED Stage Light View DMX Value Channel	
	LED Stage Light	LED Stage Light Version =1.00F	
LED Stage Light	LED Stage Light Load Defaults		
	LED Stage Light Load Defaults		

Level 1	Level 2	Level 3	Level 4
		LED Stage Light Tilt Invert =ON	
	LED Stage Light Option Display Setup	LED Stage Light Display Setup Delay Off	LED Stage Light Delay Off = Disable
			LED Stage Light Delay Off = Enable
		LED Stage Light Display Setup Display Invert	LED Stage Light Display Invert = OFF
			LED Stage Light Display Invert = ON
		LED Stage Light Display Setup Language	LED Stage Light Language = English
			LED Stage Light Language
	LED Stage Light Option Lost DMX	LED Stage Light Lost DMX =Clear Value	
		LED Stage Light Lost DMX =Hold Value	
LED Stage Light	LED Stage Light Access Code	LED Stage Light Access Code Code = 000	Code = 008
	LED Stage Light Adjust	LED Stage Light Adjust Pan	LED Stage Light Adjust Pan = +000

Level 1	Level 2	Level 3	Level 4
		LED Stage Light Adjust Tilt	LED Stage Light Adjust Tilt = +000
		LED Stage Light Adjust Red	LED Stage Light Adjust Red = +000
		LED Stage Light Adjust Green	LED Stage Light Adjust Green = +000
		LED Stage Light Adjust Blue	LED Stage Light Adjust Blue = +000
		LED Stage Light Adjust White	LED Stage Light Adjust White = +000
		LED Stage Light Adjust Fixed Gobo Wheel	LED Stage Light Adjust Fixed Gobo = +000

Level 1	Level 2	Level 3	Level 4
		LED Stage Light Adjust Rot. Gobo Wheel	LED Stage Light Adjust Rot. Gobo = +000
		LED Stage Light Adjust Prism	LED Stage Light Adjust Prism = +000
		LED Stage Light Adjust Focus	LED Stage Light Adjust Focus = +000
LED Stage Light Information	LED Stage Light Temperature	LED Stage Light Temperature =025C	
	LED Stage Light Fixture Hours	LED Stage Light Fixture Hours =00000 H	LED Stage Light Reset Hours =NO
			LED Stage Light Reset Hours =YES
	LED Stage Light Product ID	LED Stage Light Product ID = Y***********	
	LED Stage Light View DMX Value	LED Stage Light View DMX Value Channel 001 = 000	
	LED Stage Light Version	LED Stage Light Version =1.00F	
LED Stage Light Load Defaults	LED Stage Light Load Defaults =NO		
	LED Stage Light Load Defaults =YES		

Note:

Only one Projector to be set as a Master in a signal Cable. If a Master is in use, Please disable DMX control signal.

When multiple projectors' work together in synchronous control state, Parameters can be transmitted from the master projector to the slave projectors such as DMX channel mode, Display setting status and operation mode (User memory data is included). Before parameters transmitted, the projector which will send parameters should be set as a Master and others set as Slaves.

DMX Protocol

Mode/Channel			FUNCTION	VALUE	DESCRIPTION
Short mode	Standard mode	Extended mode			
1	1	1	Pan	0~255	Pan Moving 0 - 540 Degree
		2	Pan Fine	0~255	Pan Fine Moving
2	2	3	Tilt	0~255	Tilt Moving 0 - 270 Degree
		4	Tilt Fine	0~255	Tilt Fine Moving
	3	5	Move Speed	0~255	Moving Speed From Fast To Slow
3	4	6	Dimmer	0~9	Shut Off (0%)
				10~255	Line Dimmer
4	5	7	Strobe	0~9	No Strobe
				10~255	Strobe From Slow To Fast （1Hz - 25Hz)
5	6	8	Red	0~255	8 Bit Red
		9	Red Fine	0~255	16 Bit Red
6	7	10	Green	0~255	8 Bit Green
		11	Green Fine	0~255	16 Bit Green
7	8	12	Blue	0~255	8 Bit Blue
		13	Blue Fine	0~255	16 Bit Blue
8	9	14	White	0~255	8 Bit White
		15	White Fine	0~255	16 Bit White
10		16	Virtual Color	0~9	No Function
				10~24	Color Temperature 2700K
				25~39	Color Temperature 3200K
				40~54	Color Temperature 4200K
				55~69	Color Temperature 5600K
				70~84	Color Temperature 8000K
				85~99	R
				100~114	R+G
				115~129	G
				130~144	G+B
				145~159	B
				160~174	B+R
				175~255	Virtual Color Rainbow

Mode/Channel			FUNCTION	VALUE	DESCRIPTION
Short mode	Standard mode	Extended mode			
9	11	17	Fixed Gobo Wheel	0~9	White (No Gobo)
				10~19	Gobo 1
				20~29	Gobo 2
				30~39	Gobo 3
				40~49	Gobo 4
				50~59	Gobo 5
				60~69	Gobo 6
				70~79	Gobo 7
				80~89	Gobo 1 Shake From Slow To Fast
				90~99	Gobo 2 Shake From Slow To Fast
				100~109	Gobo 3 Shake From Slow To Fast
				110~119	Gobo 4 Shake From Slow To Fast
				120~129	Gobo 5 Shake From Slow To Fast
				130~139	Gobo 6 Shake From Slow To Fast
				140~149	Gobo 7 Shake From Slow To Fast
				150~202	Forward Rotation Effect From Fast To Slow
				203~255	Forward Rotation Effect From Slow To Fast
10	12	18	Rotation Gobo Wheel	0~9	White (No Gobo)
				10~19	Gobo 1
				20~29	Gobo 2
				30~39	Gobo 3
				40~49	Gobo 4
				50~59	Gobo 5
				60~69	Gobo 6
				70~79	Gobo 7
				80~89	Gobo 1 Shake From Slow To Fast
				90~99	Gobo 2 Shake From Slow To Fast
				100~109	Gobo 3 Shake From Slow To Fast
				110~119	Gobo 4 Shake From Slow To Fast
				120~129	Gobo 5 Shake From Slow To Fast
				130~139	Gobo 6 Shake From Slow To Fast

				140~149	Gobo 7 Shake From Slow To Fast
10	12	18	Rotation Gobo Wheel	150~202	Forward Rotation Effect From Fast To Slow
				203~255	Forward Rotation Effect From Slow To Fast
11	13	19	Gobo Rotation	0~127	Gobo Index
				128~190	Gobo Forward Rotation From Fast To Slow
				191~192	Stop Rotation
				193~255	Gobo Reverse Rotation From Slow To Fast
12	14	20	Prism Insertion	0~127	Prism Excluded
				128~255	Prism Inserted
13	15	21	Prism Rotation	0~127	0 - 540 Angle Degree Index
				128~190	Forward Rotation from Fast to Slow
				191~192	Stop
				193~255	Reverse Rotation from Slow to Fast
14	16	22	Focus	0~255	Line Focus
15	17	23	Call Program	0~50	No Function
				51~100	Preset Program 1
				101~150	Preset Program 2
				151~200	Preset Program 3
				201~255	Preset Program 4
16	18	24	Function "Stay in a certain value for more than 5 seconds"	0~24	Unused
				25~49	Reset: Effects
				50~74	Unused
				75~99	Reset: Pan Tilt
				100~124	Unused
				125~149	Reset: Complete
				150~174	Unused
				175~199	Unused
				200~224	Unused
				225~255	Unused