

IP65 1334 STROBE EFFECT LIGHT

USER MANUAL



For safety, please read this user manual carefully before initial use.

Tealshine reserves the right to revise the manual at any time. Information and specifications within this manual are subject to change without notice. Tealshine assumes no liability or responsibility for any errors or omissions. Please consult Tealshine for any clarification or information regarding this item.

Guangzhou Tealshine Lighting Limited
Website: www.tealshine.com
Email: info@tealshine.com

1 Important Safety Information

Symbol	Meaning
	General risk.
	Electric shock risk
	Hot surface
	Suitable for indoor use only.
$T_a 45^{\circ}\text{C}$	Maximum operating ambient temperature.
	Minimum distance from illuminated objects.
	Do not stare at the operating light source.
 Risk Group 2	Photo-biological safety risk group2
	Never expose the front lens to sunlight or any strong artificial Light source from any angle to avoid damage of head internal parts.



European Community Directive 2012/19/EU on Waste Electrical and Electronic Equipment. (WEEE)

2 General Warning

Carefully read the instruction contained in this User Manual, as they give important information regarding your safety and others during installation, use, and maintenance of the product.

The unit is not suitable for domestic use and must be installed by qualified personnel only.

The device must always be equipped with an efficient ground connection.

3 Level of protection IP



- The projector is classified as an ordinary appliance and its protection level against the penetration of solid and liquid objects is IP65.
- The projector contains electric and electronic components which should under no circumstances come into contact with oil, water, or any other liquid. The proper functioning of the unit would be compromised should this occur.

4 Included Items

- 1x PowerCON female connector
- 2x Omega clamp with ¼- turn “Fast Lock” connection(For moving head)
- Safety cable(Optional)
- Signal cable

5 General Warranty Conditions

The unit is guaranteed for 12 months from the date of purchase against manufacturing material defects.

The warranty covers defects in materials and workmanship. The warranty is not applicable where a defect is caused by misuse or unauthorized repair of the product.

Any functional or/and physical modification of the product is not allowed.

6 Product Installation

The unit is suitable for dry locations only.

The unit may be either floor or ceiling mounted.

6.1 Floor mounting

For floor mounting installations, This model is supplied with four rubber mounting feet at the base

6.2 Ceiling mounting

For ceiling mounting installations, we recommend the use of appropriate clamps to fix the unit to the mounting surface.

The supporting structure from which the unit is hung should be capable of bearing the weight of the unit, as should any clamps used to hang it.

The structure should also be sufficiently rigid as not to move or shake whilst the device is moving.

Four ¼-turn “Fast Lock” connections placed in the base of the unit allow this model to hang by using Omega brackets (provided with the unit).

6.3 Safety Cable

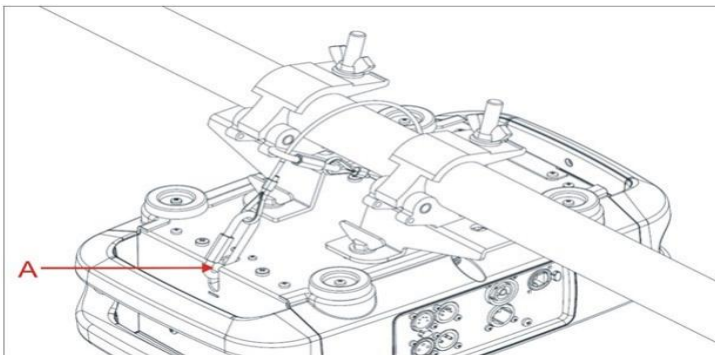


A safety cable must be securely fixed to this model and to the suspension truss in order to avoid the fixture accidentally falling, should the main fixing point fail.

The safety cable used must be approved by a notified body according to IEC 60598-2-17 and must be capable of bearing at least 10 times the weight of the unit. For more information,

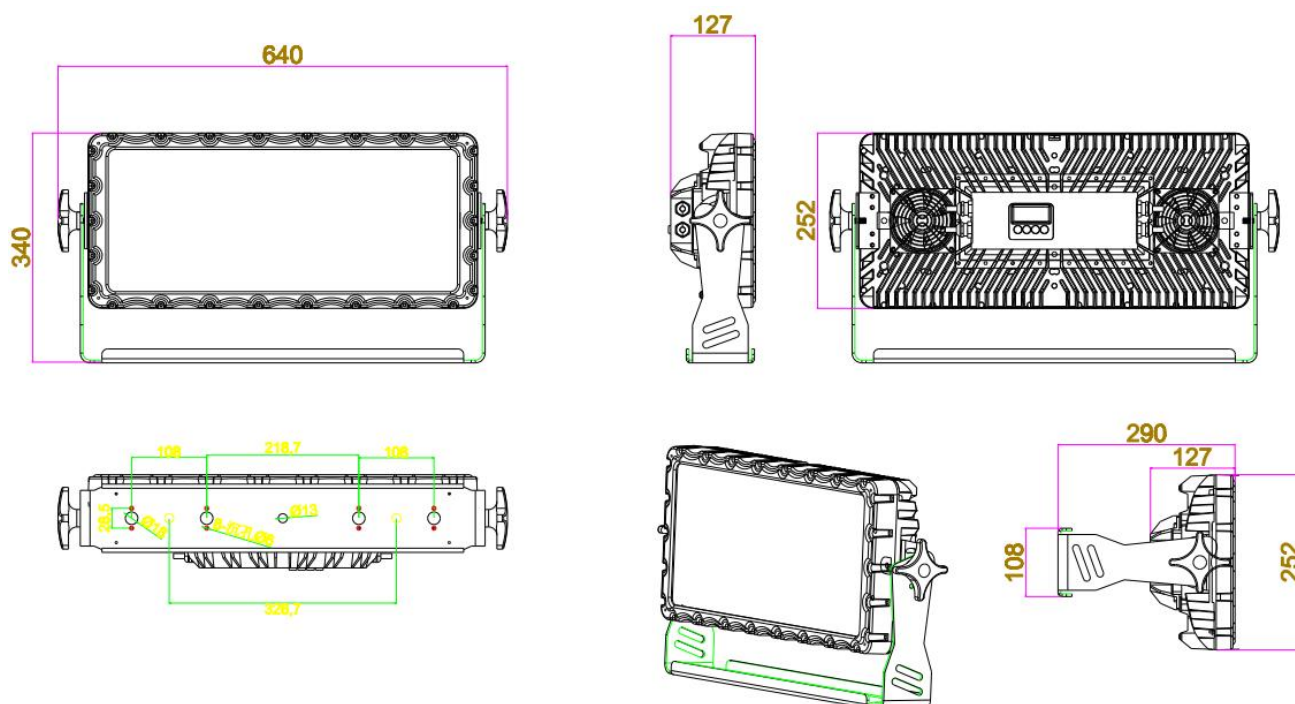
please refer to an authorized service center.

You may attach the safety cable to the attachment point (A) located at the base of the fixture, as shown in the picture as below.

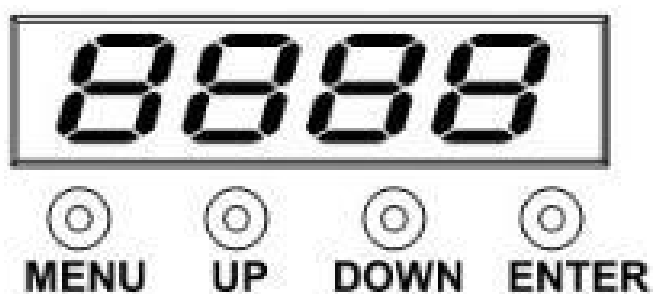


7 Product Features

7.1 Dimensions



7.2 Menu Operation



MENU	• To access the control menus in the display panel. • To return to the previous level in the menu structure without saving any changes. • To exit the menus.
ENTER	• To select any desired menu. • To confirm any selection made or save any changes.
UP / DOWN	• To navigate the menus' structure. • To scroll between any values.

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7.3 Menu

A001	➡	A512	DMX Address Setting
CH03	➡	CH72	Channel Mode CH03/CH07/CH72
M000	➡	M126	Marco,M000~M126
S000	➡	S255	Marco Speed,S000~ S255
Soud	➡	Soud	Sound Control
R255	➡	R000	Red Brightness,R000~R255
G255	➡	G000	Green Brightness,G000~G255
B255	➡	B000	Blue Brightness,B000~B255
T000			Current Temperature

General operation of the setup menu:

- Press the MENU button to ENTER the setup menu.
- Press the UP/DOWN buttons to browse the menu until the required function shows up.
- Select the functions with the ENTER button.
- Use UP/DOWN buttons to change the values.
- Press the ENTER button to confirm the selected values.
- Press the MENU button to return to a higher level in the menu or leave the setup menu.
- Press the MENU button during 2s to unlock the setup menu.
- Press the UP/DOWN buttons together to flip the display.

DMX setting menu:

DMX ADDRESS

Used to set the desired DMX address.

- Press the UP/DOWN buttons to browse the menu until the required function shows up
- Press the ENTER button:the values can be changed
- Use UP/DOWN buttons to select the desired DMX512 address.The last occupied DMX address is also shown:make it easier to set the address of the next unit in the chain.
- Once the correct address shows on the display,press the ENTER button to save it.

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7.4 DMX Chart

CH03

CH	VALUE	FUNCTION
1	000-255	0-100% Red dimmer from dark to bright
2	000-255	0-100% Green dimmer from dark to bright
3	000-255	0-100% Blue dimmer from dark to bright

CH07

CH	VALUE	FUNCTION
1	000-255	Dimmer
2	000-255	Strobe
3	000-255	Marco(See VI pattern effect)
4	000-255	Speed
5	000-255	0-100% Red dimmer from dark to bright
6	000-255	0-100% Green dimmer from dark to bright
7	000-255	0-100% Blue dimmer from dark to bright

CH72

CH	VALUE	FUNCTION
1	000-255	Plate pixel 1 red 0-100%
2	000-255	Plate pixel 1 green 0-100%
3	000-255	Plate pixel 1 blue 0-100%
4	000-255	Plate pixel 2 red 0-100%
5	000-255	Plate pixel 2 green 0-100%
6	000-255	Plate pixel 2 blue 0-100%
...	...	...
70	000-255	Plate pixel 24 red 0-100%
71	000-255	Plate pixel 24 green 0-100%
72	000-255	Plate pixel 24 blue 0-100%

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PLATE PIXEL DISTRIBUTION



VI Pattern effect(Code:11~122)

CH	CODE	EFFECT
0-1	0	No functions
2-3	1	100% Red
4-5	2	100% Green
6-7	3	100% Green
8-9	4	100% Red&Green
10-11	5	100% Red&Blue
12-13	6	100% Green&Blue
14-15	7	100% Red&Green&Blue
16-17	8	Effect from code 1-7
18-19	9	Fading
20-21	10	Pulse
22-23	11	Red leds in an I-shape bouncing from right to left
24-25	12	Green leds in an I-shape bouncing from right to left
26-27	13	Blue leds in an I-shape bouncing from right to left
28-29	14	Red &green leds in an I-shape bouncing from right to left
30-31	15	Red &blue leds in an I-shape bouncing from right to left
32-33	16	Green&blue leds in an I-shape bouncing from right to left
34-35	17	Red&green&blue leds in an I-shape bouncing from right to left
36-37	18	Effect from code 11-17
38-39	19	Red leds in an I-shape bouncing from left to right
40-41	20	Green leds in an I-shape bouncing from left to right
42-43	21	Blue leds in an I-shape bouncing from left to right
44-45	22	Red &green leds in an I-shape bouncing from left to right
46-47	23	Red &blue leds in an I-shape bouncing from left to right
48-49	24	Green&blue leds in an I-shape bouncing from left to right
50-51	25	Red&green&blue leds in an I-shape bouncing from left to right
52-53	26	Effect from code 19-25
54-55	27	Red leds in an II-shape bouncing from right to left
56-57	28	Green leds in an II-shape bouncing from right to left
58-59	29	Blue leds in an II-shape bouncing from right to left
60-61	30	Red &green leds in an II-shape bouncing from right to left
62-63	31	Red &blue leds in an II-shape bouncing from right to left
64-65	32	Green&blue leds in an II-shape bouncing from right to left
66-67	33	Red&green&blue leds in an II-shape bouncing from right to left
68-69	34	Effect from code 27-33
70-71	35	Red leds move horizontally in three long segments from top to bottom
72-73	36	Green leds move horizontally in three long segments from top to bottom
74-75	37	Blue leds move horizontally in three long segments from top to bottom
76-77	38	Red&green leds move horizontally in three long segments from top to bottom
78-79	39	Red&blue leds move horizontally in three long segments from top to bottom
80-81	40	Green&blue leds move horizontally in three long segments from top to bottom
82-83	41	Red&green&blue leds move horizontally in three long segments from top to bottom
84-85	42	Effect from code 35-41
86-87	43	Red leds in two I-shape bouncing from right to left
88-89	44	Green leds in two I-shape bouncing from right to left
90-91	45	Blue leds in two I-shape bounce from right to left
92-93	46	Red &green leds in two I-shape bouncing from right to left
94-95	47	Red &blue leds in two I-shape bouncing from right to left
96-97	48	Green&blue leds in two I-shape bouncing from right to left
98-99	49	Red&green&blue leds in two I-shape bouncing from right to left
100-101	50	Effect from code 43-49
102-103	51	Red leds in an I-shape refreshing from left to right

CH	CODE	EFFECT
104-105	52	Green leds in an I-shape refreshing from left to right
106-107	53	Blue leds in an I-shape refreshing from left to right
108-109	54	Red&green leds in an I-shape refreshing from left to right
110-111	55	Red&blue leds in an I-shape refreshing from left to right
112-113	56	Green&blue leds in an I-shape refreshing from left to right
114-115	57	Red&green&blue leds in an I-shape refreshing from left to right
116-117	58	Effect from code 51-57
118-119	59	Plate pixel 1 red crossfade from back and forth
120-121	60	Plate pixel 1 green crossfade from back to forth
122-123	61	Plate pixel 1 blue crossfade from back to forth
124-125	62	Plate pixel 1 red&green crossfade from back to forth
126-127	63	Plate pixel 1 red&blue crossfade from back to forth
128-129	64	Plate pixel 1 green&blue crossfade from back to forth
130-131	65	Plate pixel 1 red&green&blue crossfade from back to forth
132-133	66	Effect from code 59-65
134-135	67	Plate pixel 3 red crossfade from back and forth
136-137	68	Plate pixel 3 green crossfade from back to forth
138-139	69	Plate pixel 3 blue crossfade from back to forth
140-141	70	Plate pixel 3 red&green crossfade from back to forth
142-143	71	Plate pixel 3 red&blue crossfade from back to forth
144-145	72	Plate pixel 3 green&blue crossfade from back to forth
146-147	73	Plate pixel 3 red&green&blue crossfade from back to forth
148-149	74	Effect from code 67-73
150-151	75	Plate pixel 1 red crossfade around the four sides from back and forth
152-153	76	Plate pixel 1 green crossfade around the four sides from back to forth
154-155	77	Plate pixel 1 blue crossfade around the four sides from back to forth
156-157	78	Plate pixel 1 red&green around the four sides crossfade from back to forth
158-159	79	Plate pixel 1 red&blue around the four sides crossfade from back to forth
160-161	80	Plate pixel 1 green&blue around the four sides crossfade from back to forth
162-163	81	Plate pixel 1 red&green&blue around the four sides crossfade from back to forth
164-165	82	Effect from code 75-81
166-167	83	Red leds in an I-shape bouncing from left to right
168-169	84	Green leds in an I-shape bouncing from left to right
170-171	85	Blue leds in an I-shape bouncing from left to right
172-173	86	Red &green leds in an I-shape bouncing from left to right
174-175	87	Red &blue leds in an I-shape bouncing from left to right
176-177	88	Green&blue leds in an I-shape bouncing from left to right
178-179	89	Red&green&blue leds in an I-shape bouncing from left to right
180-181	90	Effect from code 83-89
182-183	91	Red leds in an I-shape refreshing from left to right
184-185	92	Green leds in an I-shape refreshing from left to right
186-187	93	Blue leds in an I-shape refreshing from left to right
188-189	94	Red&green leds in an I-shape refreshing from left to right
190-191	95	Red&blue leds in an I-shape refreshing from left to right
192-193	96	Green&blue leds in an I-shape refreshing from left to right
194-195	97	Red&green&blue leds in an I-shape refreshing from left to right
196-197	98	Effect from code 91-97
198-199	99	Plate pixel 2 red leds in two I-shape bouncing from right to left
200-201	100	Plate pixel 2 green leds in two I-shape bouncing from right to left
202-203	101	Plate pixel 2 blue leds in two I-shape bounce from right to left
204-205	102	Plate pixel 2 red &green leds in two I-shape bouncing from right to left
206-207	103	Plate pixel 2 red &blue leds in two I-shape bouncing from right to left
208-209	104	Plate pixel 2 green&blue leds in two I-shape bouncing from right to left
210-211	105	Plate pixel 2 red&green&blue leds in two I-shape bouncing from right to left

CH	CODE	EFFECT
212-213	106	Effect from code 99-105
214-215	107	Plate pixel 2 red leds in an I-shape refreshing from back to forth
216-217	108	Plate pixel 2 green leds in an I-shape refreshing from back to forth
218-219	109	Plate pixel 2 blue leds in an I-shape refreshing from back to forth.
220-221	110	Plate pixel 2 red &green leds in an I-shape refreshing from back to forth
222-223	111	Plate pixel 2 red &blue leds in an I-shape refreshing from back to forth
224-225	112	Plate pixel 2 green&blue leds in an I-shape refreshing from back to forth
226-227	113	Plate pixel 2 red &green&blue leds in an I-shape refreshing from back to forth
228-229	114	Effect from code 107-113
230-231	115	Plate pixel 2 red leds from end to end
232-233	116	Plate pixel 2 green leds from end to end
234-235	117	Plate pixel 2 blue leds from end to end
236-237	118	Plate pixel 2 red&green leds from end to end
238-239	119	Plate pixel 2 red&blue leds from end to end
240-241	120	Plate pixel 2 green&blue leds from end to end
242-243	121	Plate pixel 2 red&green&blue leds from end to end
244-245	122	Effect from code 115-121
246-247	123	Rainbow refresh from four cells to four cells
248-249	124	Rainbow refresh from eight cells to eight cells
250-251	125	Rainbow wave refresh from four cells to four cells
252-253	126	Rainbow wave refresh from eight cells to eight cells
254-255	127	Change RGB background

The device is controlled by universal DMX 512 protocol, DMX address is the start channel used to receive instructions from the external controller. For independent control, each fixture must be assigned its unique address control channels. For example, there is channel modes: 14/16, if we set the mode at standard 16 channels mode, and there are several models need to be independently controlled, we just simply address first fixture at 1, and second fixture at 17, third one at 33, etc.

- If the devices have the same address, they will behave synchronically.
- Display is flashing when no DMX signal is received.

8 More Functions

- Software upgrade function via DMX cable. If there is any new firmware for this device, it can be upgraded simply via a software upgrade box, without the need to change any mechanical parts. The upgrade box is not included in the package, if you need any further assistance please contact your authorized dealer.
- Hibernation. The device will enter standby mode if activated after a period of disconnecting DMX signal to save power and will wake immediately when the DMX signal is sent or received again.

9 Technical Specifications

Power

- Input Voltage: 90~260V AC, 50/60Hz
- Power Consumption: 400W
- Fuse: F5A, 250V

Photometric

- Light Source:1334 pcs*0.3W RGB LEDs
- PWM: 1,000Hz
- LED Lifespan: 50,000hours
- Beam angle:60°

Effects

- Dimmer: 0~100%
- Individual LED zones: 24 RGB-zones
- Full color control individually
- Pulse effect
- Strobe:1-30Hz
- Pure smooth Color Mixing
- Different kinds of preset macro effects with variable speed

Control

- Protocol: DMX512, master-slave, sound activated or auto operation
- DMX Channels: 3/7/12
- IP65 3-pin XLR IN/OUT
- IP65 PowerCon IN/OUT
- Display: 4-button LED display control panel

Housing

- Materials: Aluminium die-cast
- Finishing: Matte black
- IP rating: IP65
- Cooling: Fan
- Net weight: 15.8kgs
- Gross weight:17.8kgs
- Product dimension:640*127*290mm
- Rigging: Power cable, signal cable, safety chain

Cooling System

- Advanced cooling system integrated aluminum
- Efficient low noise self adjusting fan cooling system
- Constant temperature readout and management function
- Over temperature protection management

Working Environment

- Maximum Ambient Temperature:45°C
- Minimum Operating Temperature:-10°C
- Protection Rating:IP65

Approvals

- CE compliant
- RoHS compliant

10 Periodic Cleaning



WARNING! Disconnect from mains before servicing.

10.1 Mechanical Parts

Periodically check all mechanical parts, gears, guides, belts, etc., for wear and tear. Replace them if necessary.

Periodically check the lubrication of all components, particularly the parts subjected to high temperatures. If necessary, apply suitable lubricant (available from factory) where needed.

Check the tension of the belts and adjust them where necessary.

10.2 Electrical Components

Check all electrical components for correct earthing and proper connection of all connectors. Refasten where necessary.

