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# VISTA 20R



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# Chapter 1 Installation and attention

## 1. Maintenance

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan ,fan net , and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

## 2. Statement

The product has perfect performance and integrity packing. All users should be strictly complying with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing. Any damage resulting by misuse is not within the Company's warranty. Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

**Note:** All information is subject to change without prior notice.

## 3. Safety Precaution

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
- Always mount this unit in safe and stable matter.
- Install or dismantle should operate by professional engineer.
- Using lamp, the change rate of power voltage should be within $\pm 10\%$ , If the voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off light , until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.
- In order to make sure the product is used well, please read the Manual carefully.

## 4. Product Instruction

- Lamp: 440W (life:2200 hours Color temperature: 8000K)
- Channel mode:22 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Amazing dot matrix, four tact switch, 180° turning show
- Color wheel: one color wheel, 15 kinds of color chips in one color wheel
- Gobo: 17 static gobos, 9 rotation gobos;
- Effect Wheel: Rotation 8+16 prism, effect move , frost
- 0-100% mechanical dimming, mechanical dimming and free dimming available.

- strobe macro control available.
- Lens optical system achanical fouce .beam angle 0~4°
- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 750W
- IP level :IP20
- Magnetic ballast and AC/Dc power supply

## 5. Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

**IMPORTANT:** The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

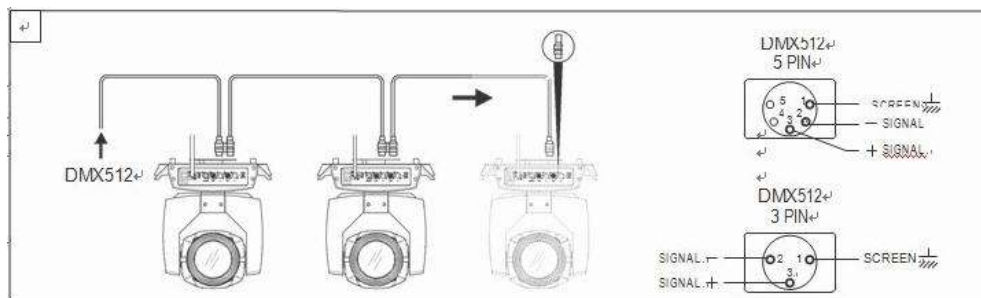


Figure 1 DMX Cable connection

## 6. Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.

- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

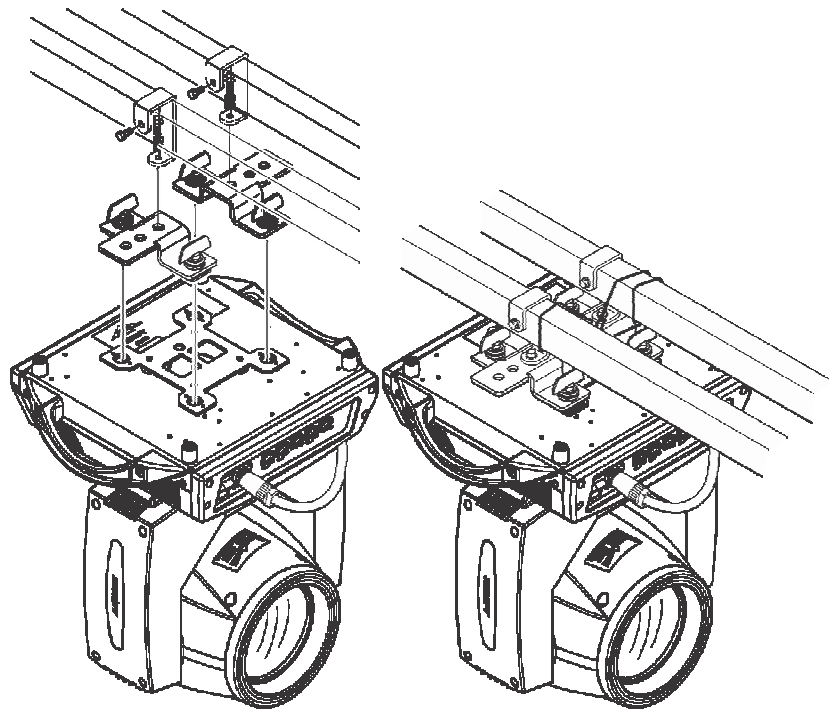


Figure 2 Installation

## Chapter 2 Panel operation

### 1. Brief

The light panel diagram show as Figure 3, Left area is TFT Displayer, support touch, and right area is encoder button, both of touch and coder button can operate light and setting.

Display & operation just like 'Android operation system', touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.



Figure 3 Panel diagram

### 2. Operation

#### 1. Operate light with touch or encoder button

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is rotary encoder with button, As auxiliary input interface, if disable touch function,, the encoder can been choose to set or view the item, and then press the encoder button to confirm the selection, rotary encoder again set the parameter value, finally, Press encoder button one again to save value or setting.

#### 2. Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

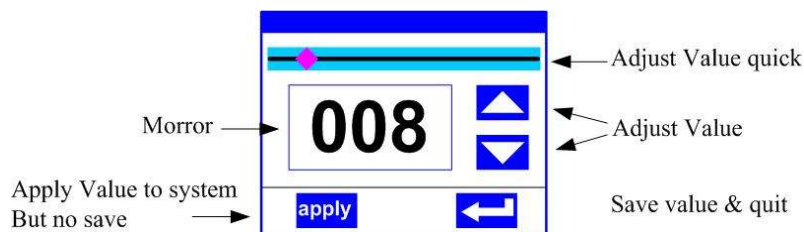


Figure 4 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click the button of 'up' or 'down' whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.
- **Apply value:** When Value had been modified, Then press the bottom of 'apply' in the left corner to apply to the light, but hav't saved;
- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will be saved into internal memory.

### 3. Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by click corresponding item, the setting will be saved right now.
- When the parameter is a key item, click corresponding item, a dialog shown in Figure 5 will be pop up ask for the confirm. Click 'sure' to confirm.

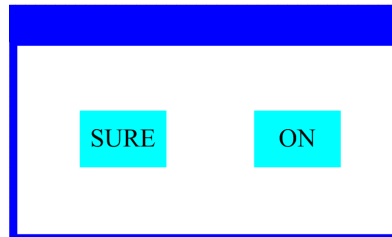


Figure 5 Dialog of confirm

### 4. Sub Menu (Parameter)

Click item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS: Set light DMX address.
- WORKMOD: Set light work mode, master or slave mode when in auto run mode.
- DISPLAY: Set display parameter, eg. select language.
- TEST: Used for test light, modify DMX channel data to test function, the corresponding function of reference channel function table.
- ADVANCE: Set light running parameter.
- STATUS: view light current status.

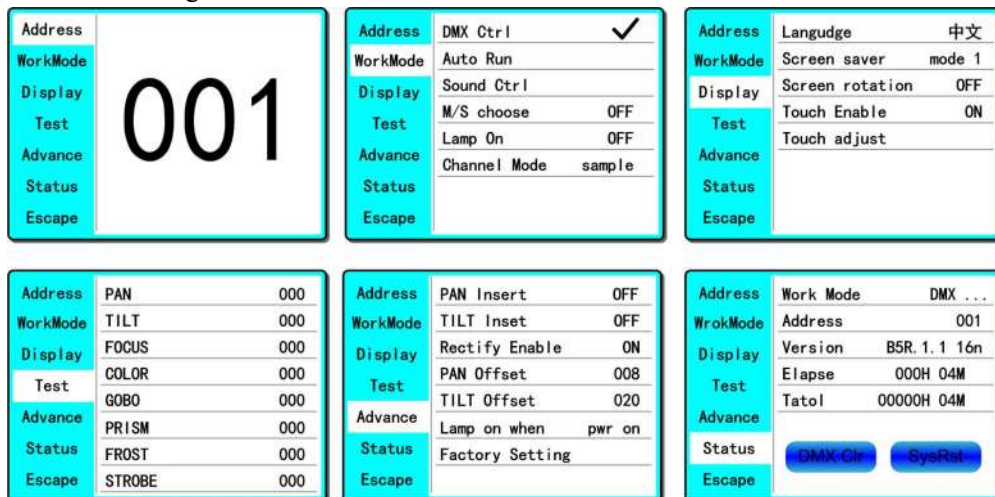


Figure 6 Parameter menu

### 3. Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 6

- In main menu, click 1/6 function button into corresponding parameter menu.
- In sub menu(page), click main item on the left side of display, can shift to corresponding sub menu(page) quickly.

## 1. Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not be controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

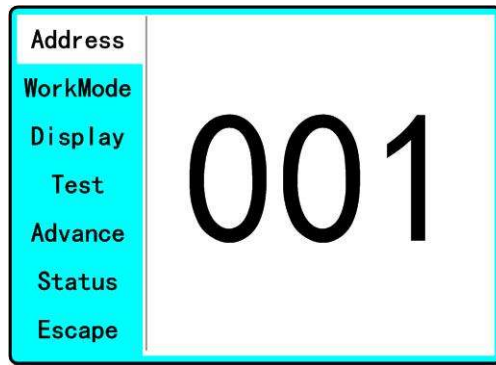


Figure 7 page of DMX Address

## 2. Set Light work mode

Enter the page of 'WORK MOD' as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode..

Light includes 3 work mode: DMX MODE, AUTO RUN and SOUND MODE, Parameter definition as following:

- **DMX Mode:** Under this mode, the light receive data from the DMX controller and move.
- **AUTO RUN:** Under this mode, light will run with inside code(data), ignore data from DMX controller.
- **SOUND Ctrl:** Under this mode, light ignore data from DMX controller., When there is a strong sound in stage, the light will run a scene, otherwise it will keep the last scene.
- **M/S Choose:** 'M/S Choose' is available when light just in 'AUTO RUN' or 'SOUND Ctrl' mode. If this item is set as 'OFF', the light don't send data to other light via DMX Cable. When 'ON', the data will send to other slave light immediately.
- **Lamp control:** Turn on lamp when this item is set 'ON', otherwise, turn off lamp. The gap between operation is limited to 30 second.
- **Channel mode:** Light support 2 DMX Channel mode: sample or extend.

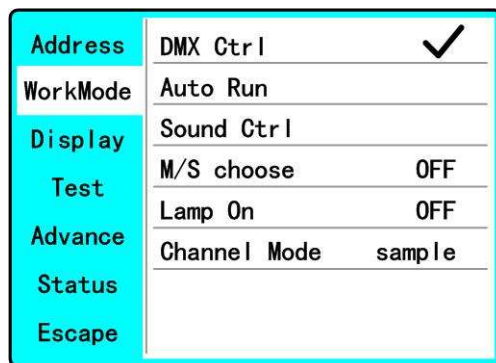


Figure 8 page of work mode

### 3. Set display

Light support 2 language, rotation display, Enter page as shown in Figure9 to set parameter following:

- **Language:** Select display as simplified Chinese or English.
- **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status. When set as ‘mode 1’, saver status is close display, as ‘mode 2’ saver status will display DMX address code(DMX MODE) or display LOGO(AUTO RUN or SOUND CTRL). As ‘OFF’, keep light up displayer and show main menu.
- **Screen Rotation:** rotate displayer.
- **Touch enable:** Disable or enable touch function, when disable, use encoder to operate light and set parameter.
- **Touch adjust:** adjust touch function, normally, not enter this item.

Address	Langudge	中文
WorkMode	Screen saver	mode 1
Display	Screen rotation	OFF
Test	Touch Enable	ON
Advance	Touch adjust	
Status		
Escape		

Figure9 page of display

### 4. Test light

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

- PAN: range for 0 to 255;
- TILT: range for 0 to 255;
- FOCUS: range for 0 to 255;
- COLOR: range for 0 to 255;
- GOBO: range for 0 to 255;
- PRISM: range for 0 to 255;
- FROST: range for 0 to 255;;
- STROBE: range for 0 to 255;。

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
Test	COLOR	000
Advance	GOBO	000
Status	PRISM	000
Escape	FROST	000
	STROBE	000

Figure 10 page of Test

## 5. Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

- Pan Invert: Reverse PAN move.
- Tilt Invert: Reverse TILT mover.
- Rectify enable: set as 'OFF', PAN or TILT will disable position rectify function. As 'ON', when PAN or TILT lose steps, light will rectify auto.
- Pan Offset: Set PAN original position.
- Tilt Offset: Set TILT original position.
- Lamp up when: Select lamp on mode, includes 3 mode: power on, after reset done and manual;
- Factory setting: restore all parameter to factory setting.

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	Rectify Enable	ON
Test	PAN Offset	008
	TILT Offset	020
Advance	Lamp on when	pwr on
Status	Factory Setting	
Escape		

Figure 11 page of run parameter

## 6. View status

Enter the page as shown in Figure 12:

- View light current status, version;
- DMXClr: Click to clear all DMX data to '0'.
- SysRst: Click to reset light.

Address	Work Mode	DMX ...
WrokMode	Address	001
Display	Version	B5R.1.1 16n
Test	Elapse	000H 04M
	Tatol	00000H 04M
Advance		
Status	<input type="button" value="DMX Clr"/> <input type="button" value="SysRst"/>	
Escape		

Figure 12 page of status

# Chapter 3 Channel description

## 1. Channel table

Light support 2 DMX mode: 20ch (Standard) and 16ch (sample), as shown in Table 1:

Table 1 Channel brief

<b>Channel</b>	<b>Name</b>	<b>Value</b>	<b>Brief</b>
1	<b>PAN</b>	0~255	Pan movement by 540
2	<b>PAN Fine</b>	0~255	Fine control of pan movement
3	<b>TILT</b>	0~255	Tilt movement by 270
4	<b>TIL Fine</b>	0~255	Fine control of tilt movement
5	<b>XY Speed</b>	0~255	Fast to slow
6	<b>Dimming</b>	0~255	0~100% Linear dimming
7	<b>strobe</b>	0~31	Close
		32~63	Open
		64~95	Fade in strobe, Slow to fast
		96~127	Open
		128~159	Free strobe, Slow to fast
		160~191	Open
		192~250	Pulse strobe, Slow to fast
		251~255	Open
8	<b>Color 1</b>	0~4	White
		5~9	Color 1
		10~14	Color 2
		15~19	Color 3
		20~24	Color 4
		25~29	Color 5
		30~189	CMY
		190~219	Forwards rainbow effect from fast to slow
		220~224	Stop
		225~255	Backwards rainbow effect from slow to fast
9	<b>Color 2</b>	0~4	White
		5~9	Color 1
		10~14	Color 2
		15~19	Color 3
		20~24	Color 4
		25~29	Color 5
		30~189	CMY
		190~219	Forwards rainbow effect from slow to fast
		220~224	Stop

		225~255	Backwards rainbow effect from slow to fast
10	<b>Color 3</b>	0~4	White
		5~9	Color 1
		10~14	Color 2
		15~19	Color 3
		20~24	Color 4
		25~29	Color 5
		30~189	CMY
		190~219	Forwards rainbow effect from slow to fast
		220~224	Stop
		225~255	Backwards rainbow effect from slow to fast
11	<b>Fixed gobo wheel</b>	0~3	White
		4~9	Gobo 1
		10~15	Gobo 2
		16~21	Gobo 3
		22~27	Gobo 4
		28~33	Gobo 5
		34~39	Gobo 6
		40~45	Gobo 7
		46~51	Gobo 8
		52~57	Gobo 9
		58~63	Gobo 10
		64~69	Gobo 11
		70~75	Gobo 12
		76~81	Gobo 13
		82~87	Gobo 14
		88~93	Gobo 15
		94~99	Gobo 16
		95~100	Gobo 17
		101~106	White
		107~114	Gobo 1 shake, Slow to fast
115~122	Gobo 2 shake, Slow to fast		
123~130	Gobo 3 shake, Slow to fast		
131~138	Gobo 4 shake, Slow to fast		
139~146	Gobo 5 shake, Slow to fast		

		147~154	Gobo 6 shake, Slow to fast
		155~162	Gobo 7 shake, Slow to fast
		163~170	Gobo 8 shake, Slow to fast
		171~178	Gobo 9 shake, Slow to fast
		179~186	Gobo 10 shake, Slow to fast
		187~194	Gobo 11 shake, Slow to fast
		195~202	Gobo 12 shake, Slow to fast
		203~210	Gobo 13 shake, Slow to fast
		211~218	Gobo 14 shake, Slow to fast
		219~226	Gobo 15 shake, Slow to fast
		227~234	Gobo 16 shake, Slow to fast
		235~242	Gobo 17 shake, Slow to fast
		243~244	white
		245~260	Forwards rainbow effect from slow to fast
		261~262	Stop
		263~288	Backwards rainbow effect from slow to fast
12	<b>Gobo wheel</b>	0~9	White
		10~19	Gobo1
		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 8
		90~99	Gobo 9
		100~110	Gobo 1 shake, Slow to fast
		111~121	Gobo 2 shake, Slow to fast
		122~132	Gobo 3 shake, Slow to fast
		133~143	Gobo 4 shake, Slow to fast
		144~154	Gobo 5 shake, Slow to fast
		155~165	Gobo 6 shake, Slow to fast
		166~176	Gobo 7 shake, Slow to fast
		177~187	Gobo 8 shake, Slow to fast
		188~199	Gobo 9 shake, Slow to fast
		200~201	White

		202~227	Forwards rainbow effect from fast to slow
		228~229	Stop
		230~255	Backwards rainbow effect from slow to fast
13	<b>Gobo Rotation</b>	0~127	0~400 angle
		128~191	Forwards rainbow effect from fast to slow
		192~255	Backwards rainbow effect from slow to fast
14	<b>Prism 1</b>	0~127	Open position (hole)
		128~255	Insert prism1
15	<b>Prism 2</b>	0~127	Open position (hole)
		128~255	Insert prism2
16	<b>Prism Rotation</b>	0~127	0~400 angle
		128~191	Forwards rainbow effect from fast to slow
		192~255	Backwards rainbow effect from slow to fast
17	<b>Prism amplification</b>	0~255	From small to big
18	<b>Frost</b>	0~255	0~100% frost
19	<b>Focus</b>	0~255	0~100%Focus
20	<b>Zoom</b>	0~255	From small to big
21	<b>Lamp control</b>	10~100	Lamp on
		100~255	Lamp off
22	<b>Reset</b>	1~100	Small motor reset
		100~255	Reset all



# **VISTA 20R**

## **USER MANUAL**



**Please read this manual  
before operate**