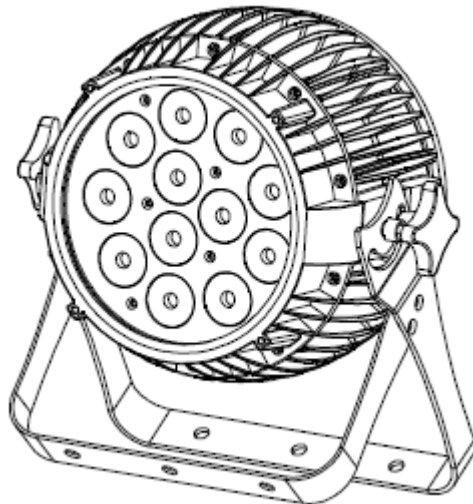


USER MANUAL

BEAMER6



LCG-1212S

(12x 12W-RGBAWU 6-in-1)

Catalogue

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Please read over this manual before operating the light

1. Summary

➤ **Summary**

- Thank you for purchasing our **BEAMER6**. Please read these instructions carefully before begin and operate the fixtures according to these instructions to avoid any possible damages and accidents causes by misusage

➤ **Product introduction**

BEAMER6 light uses casting aluminum housing, designed in a fashion of hydrodynamic form. Appearance shows. It adopts high power 6-in-1 LED, which refers to single LED is made of R,G,B,A,W,UV 6-IN-1 LED, And long life span, low consumption, good color mixing effect and high brightness are the most prominent features. Each kind of LED can be independently dimmed. The built-in program includes dimming, strobe, eotic, gradual change, fading and so on. It uses power switch, performs low weight and consumption, stable capability and long life. International standard DMX 512 signal is requested.

➤ **Packing List**

- **BEAMER6 (LCG-1212S)** 1 PC
- **DMX Signal Cable 1 Set & Connector** 1 PC
- **Waterproof input power cable 1 PC & Waterproof ouput power cable** 1 PC
- **User Manual**
- **Warranty Card**

2. Safety Instruction

➤ Safety Notes

! Enquire the skilled people before any repair;

! Always make sure disconnect from the power source before setting up, serving and moving;

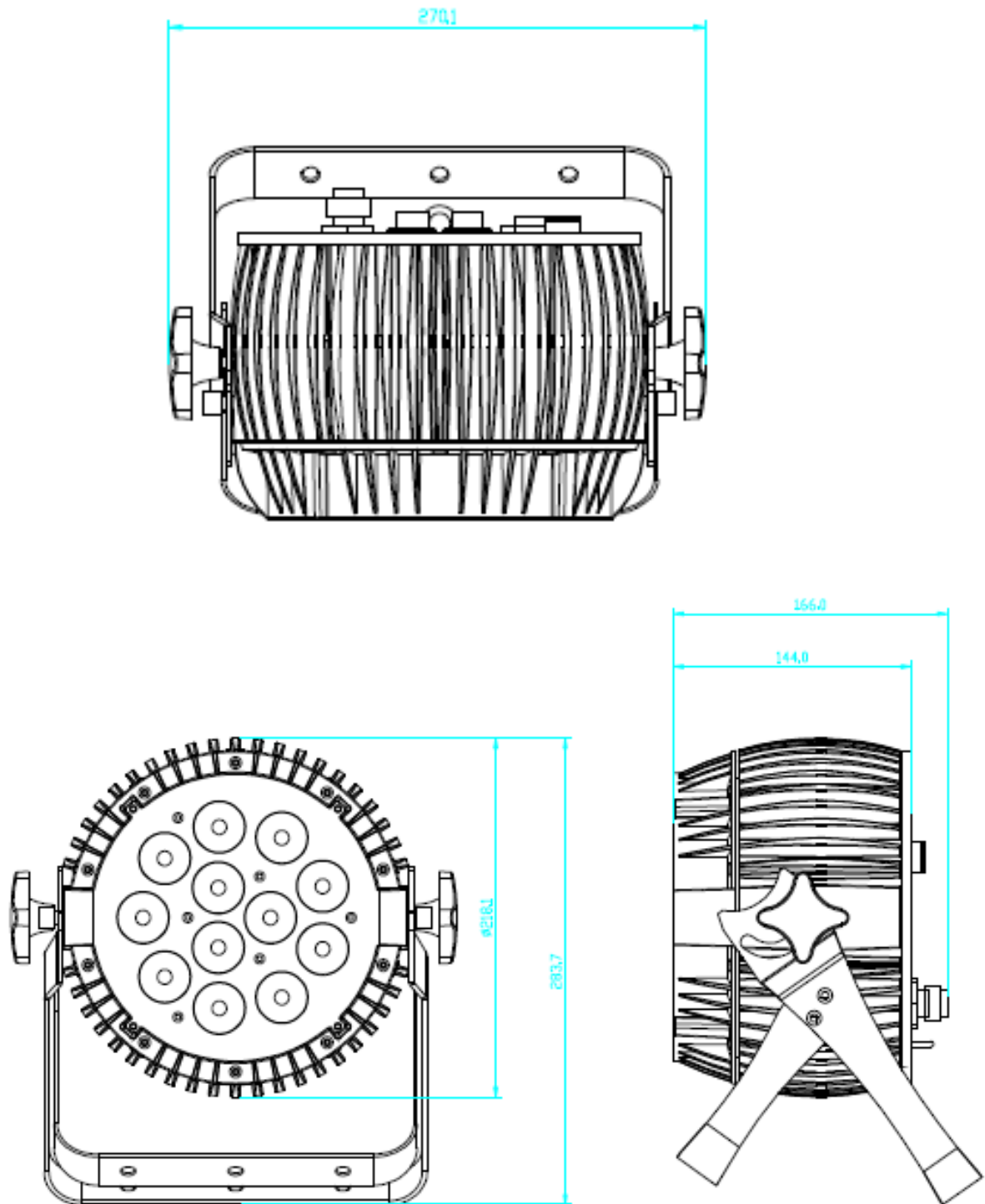
! Avoid direct eye exposure to the fixture when it is on;



instruction

- Make sure the power supply voltage are consistent with this lights, Ensure the use of voltage is in the range of the request technical parameter.
- Before the installation, please check the light's fasteners and mechanical structure have been received in good condition and appear no damage.
- This light is designed for indoor use; working temperature is lower than 40 degree.
- The fixtures maybe mounted in any position provided there is adequate room for ventilation. Make sure there are no inflammable and explosive items (ornaments) in 0.5 meters away.
- Yellow / green cabling earthling safety; no flicker when the fixture is working on.

3. Outside Size Picture



4. Main Function

- Input voltage: AC 100V-264V/47-63HZ
- Consume: 150W
- Lamp Type: 12W LED 6-in-1 R、 G、 B、 A、 W、 UV (12PCS)
- Life span: 50000~100000hours
- PWM Dimmer: 1500HZ(16666 grades)
- Control Signal: DMX512
- Control mode: stand alone/ sound activated
- Channel: 12CH、 9CH、 7CH、 6CH、 5CH、 4CH
- Function Effect: dimmer, strobe, gradual change
- Touch buttons, automatic lock key
- Built-in temperature control measurement function, when LED work overheated, intelligent reduce LED output power, current power output can be viewed
- Cooling mode: Natural Convection
- Anti-electricity intension: 1.5KV
- Insulation Resistance:>2MΩ
- Size:287.3*270.1*166.0mm
- Net Weight: 5.2 Kg
- Beam Angle: 25°
- Protection grade: IP65

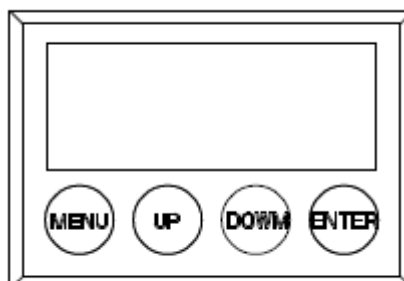
5. DMX Control Function

➤ DMX Channels

| 4CH | 5CH | 6CH | 7CH | 9CH | 12CH | VALUE | FUNCTION |
|-------|---------|-----|-----|-----|-------------------------------|---------|--|
| - | CH1 | - | CH1 | CH1 | CH1 | 0-255 | Dimming all |
| CH1 | - | CH1 | CH2 | CH2 | CH2 | 0-255 | Red |
| CH2 | - | CH2 | CH3 | CH3 | CH3 | 0-255 | Green |
| CH3 | - | CH3 | CH4 | CH4 | CH4 | 0-255 | Blue |
| - | CH2 | CH4 | CH5 | CH5 | CH5 | 0-255 | Amber |
| CH4 | CH3 | CH5 | CH6 | CH6 | CH6 | 0-255 | White |
| - | CH4 | CH6 | CH7 | CH7 | CH7 | 0-255 | UV |
| - | - | - | - | CH8 | CH8 | 0-5 | No strobe |
| | | | | | | 6-20 | Not synchronous strobe(slow to fast) |
| | | | | | | 21-60 | Synchronous strobe(slow to fast) |
| | | | | | | 61-100 | Electronic Sinewave(slow to fast) |
| | | | | | | 101-140 | Random Strobe(slow to fast) |
| | | | | | | 141-180 | Opening pulse(slow to fast) |
| | | | | | | 181-220 | Closing pulse(slow to fast) |
| | | | | | | 221-255 | Electronic Squarewave(slow to fast) |
| - | - | - | - | - | CH9(CH 9 prior to CH11) | 0-10 | No effect |
| | | | | | | 11-15 | CT01(call custom color setting CT01) |
| | | | | | | 16-20 | CT02 |
| | | | | | | 21-25 | CT03 |
| | | | | | | 26-30 | CT04 |
| | | | | | | 31-35 | CT05 |
| | | | | | | 36-40 | CT06 |
| | | | | | | 41-45 | CT07 |
| | | | | | | 46-50 | CT08 |
| | | | | | | 51-55 | CT09 |
| | | | | | | 56-60 | CT10 |
| | | | | | | 61-65 | AUTO 1 (R,G,B,A,W,UV,RG,RB,GB,AW,WUV,AUV) |
| | | | | | | 66-70 | AUTO 2 (R↑,R↓,G↑,G↓,B↑,B↓,A↑,A↓,W↑,W↓,UV↑,UV↓) |
| | | | | | | 71-75 | AUTO 3 (R↑G↑,R↓G↓,R↑B↑,R↓B↓,B↑G↑,B↓G↓) |
| | | | | | | 76-80 | AUTO 4 (R↑G↑B↑W↑,R↓G↓B↓W↓) |
| | | | | | | 81-85 | AUTO 5 (Rainbow effect: B,BG↑,BG,B↓G,G,GR↑,GR,G↓R,R,RB↑,RB,R↓ B) |
| 86-90 | CHASE 1 | | | | | | |

| | | | | | | | |
|---------|--|---|---|-----|---|---------|---|
| | | | | | | 91-95 | CHASE 2 |
| | | | | | | 96-100 | CHASE 3 |
| | | | | | | 101-110 | Reserved |
| | | | | | | 111-200 | R:111-115,G:116-120,B:121-125,A:126-130,W:131-135,UV:136-140,YELLOW:141-145,PINK:146-150,CYAN:151-155,ORANGE:156-160,VIOLET:161-165,GOLDEN:166-170,2700K:171-175,3200K:176-180,4000K:181-185,5500K:186-190,6500K:191-195,RGBW:196-200 |
| | | | | | | 201-255 | Reserved |
| - | - | - | - | - | CH10 | 0-255 | 0-255(S),(speed of AUTO, fast to slow, when AUTO1-AUTO5 effective) |
| - | CH5 | - | - | - | CH11 (RGB color mixing instead of RGB channels but A W UV channels not affected) | 0-10 | No effect |
| | | | | | | 11 | Blue (Blue=full, Red+Green=0)(step) |
| | | | | | | 12-50 | Red=0, Green->up,Blue =full(proportional) |
| | | | | | | 51 | Light Blue (Red=0, Green=full, Blue =full)(step) |
| | | | | | | 52-90 | Red=0, Green=full, Blue->down(proportional) |
| | | | | | | 91 | Green (Red=0, Green=full, Blue =0)(step) |
| | | | | | | 92-130 | Red->up, Green=full, Blue=0(proportional) |
| | | | | | | 131 | Yellow (Red=full, Green=full, Blue=0)(step) |
| | | | | | | 132-170 | Red=full, Green->down, Blue=0(proportional) |
| | | | | | | 171 | Red(Red=full, Green=0, Blue=0)(step) |
| | | | | | | 172-210 | Red=full, Green=0, Blue->up(proportional) |
| | | | | | | 211 | Magenta (Red=full, Green=0, Blue=full)(step) |
| | | | | | | 212-250 | Red -> down, Green=0, Blue=full(proportional) |
| 251-255 | Blue (Red=0, Green=0, Blue=full)(step) | | | | | | |
| - | - | - | - | CH9 | CH12 | 0-10 | Use the dimmer mode which menu had set up |
| | | | | | | 11-20 | Linear curve and not smooth |
| | | | | | | 21-30 | Square law curve and not smooth |
| | | | | | | 31-40 | Inverse square law curve and not smooth |
| | | | | | | 41-50 | S-curve and not smooth |
| | | | | | | 51-60 | Linear curve and smooth |
| | | | | | | 61-70 | Square law curve and smooth |
| | | | | | | 71-80 | Inverse square law curve and smooth |
| | | | | | | 81-90 | S-curve and smooth |
| | | | | | | 91-255 | Use the dimmer mode which menu had set up |

6. Display Operation instruction



- MENU : access the menu or return to a previous menu option
- ENTER: select the current menu option
- UP: menu selection or parameter increments
- DOWN: menu selection or parameters decrease

Menu Tree

| Tab | Level 1 | Level 2 | Level 3 | Level 4 |
|----------------------|--------------------|---|---------------|---------|
| ADDR(Address) | 001-512 | | | |
| STAT(Static control) | R | <u>0</u> -255* | | |
| | G | <u>0</u> -255* | | |
| | B | <u>0</u> -255* | | |
| | A | <u>0</u> -255* | | |
| | W | <u>0</u> -255* | | |
| | UV | <u>0</u> -255* | | |
| | SHUT | <u>0</u> -255* | | |
| | PRSC(Preset color) | NONE,R,G,B,A,W,UV,YELLOW,PINK,CYAN,ORANGE,VIOLET,GOLDEN,2700K,3200K,4000K,5500K,6500K,RGBW* | | |
| SET(Set) | CAL(Calibration) | R(Red) | <u>0-255</u> | |
| | | G(Green) | <u>0-255</u> | |
| | | B(Blue) | <u>0-255</u> | |
| | | A | <u>0-255</u> | |
| | | W | <u>0-255</u> | |
| | | UV | <u>0-255</u> | |
| | | USE | <u>YES/NO</u> | |
| | | CHMD(Channel) | <u>12CH</u> | |

| | | | | |
|------------------------|--------------------------|--|----------|----------------|
| | mode) | | | |
| | | 9CH | | |
| | | 7CH | | |
| | | 6CH | | |
| | | 5CH | | |
| | | 4CH | | |
| | DIM(Dimming mode) | LIN/SQR/ISQR/SCUR/LIN. /SQR./ISQR/SCUR. | | |
| | DISY(Display set) | ON(Permanent on) | | |
| | | <u>2MIN</u> (2 minutes off) | | |
| | LOCK(Key 2 minutes lock) | YES/ <u>NO</u> | | |
| CTST(Custom color set) | CT01 | R(Red) | 0-255 | |
| | . | G(Green) | 0-255 | |
| | . | B(Blue) | 0-255 | |
| | . | A | 0-255 | |
| | . | W | 0-255 | |
| | . | UV | 0-255 | |
| | CT10 | | | |
| AUTO(Auto) | AT01 | 0-255* | | |
| | AT02 | 0-255* | | |
| | AT03 | 0-255* | | |
| | AT04 | 0-255* | | |
| | AT05 | 0-255* | | |
| | CHS1 | RUN..* | | |
| | CHS2 | RUN..* | | |
| | CHS3 | RUN..* | | |
| PROG (Program) | CHS1 (Chase 1) | SC01 (Scene 1) | R(Red) | 0-255 |
| | . | . | G(Green) | 0-255 |
| | . | . | B(Blue) | 0-255 |
| | . | . | A | 0-255 |
| | . | . | W | 0-255 |
| | . | . | UV | 0-255 |
| | . | . | SHUT | 0-255 |
| | . | . | AUTO | NONE,AT01-AT05 |
| | . | . | ATSP | 0-255(S) |
| | . | . | TIME | 0-255(S) |
| | . | . | WAIT | 0-25.5(S) |
| | . | . | USE | YES/NO |
| | . | SC20 (Scene 20) | | |

| | | | | |
|-----------------------|---------------------------|--------------|--|--|
| | CHS3 (Chase 3) | | | |
| INFO (Information) | SOFT(Software version) | Vx.x | | |
| | POW(Power reduction) | 100%/80%/50% | | |
| LOAD(Load) | ST L (Setting load) | YES/NO | | |
| | PR L (Program load) | YES/NO | | |
| SEND(Send) | YES/NO | | | |

Instructions:

When enter to the “*” position displayed on the LED, the light will automatically set as master and send data to external. Other fixtures can receive this data and will synchronously running without manually set as slave. When power cycle it will jump to the “*” position and running again. And in these position it will not return back to the default display after two minutes.

6.1 DMX ADDRESS SETTING

- 1) Press the **【ENTER】** button in **【ADDR】** menu, then enter to the DMX address setting.
- 2) Press the **【UP/DOWN】** button to select **【1-512】** numerical value.
- 3) Press the **【ENTER】** button to escape and save.

6.2 STATIC SETTING

- 1) Press the **【ENTER】** button in **【STAT】** menu, then enter to the static setting.
- 2) Press the **【UP/DOWN】** button to select **【RED】** , **【GREEN】** , **【BLUE】** , **【AMBER】** , **【WHITE】** , **【UV】** and **【SHUT】** .
- 3) Press the **【UP/DOWN】** button to set up the **【0-255】** numerical value.
- 4) Press the **【ENTER】** button to escape and save.

6.3 COLOR CAST CALIBRATION SETTING

- 1) Press the **【ENTER】** button in **【CAL】** menu, then enter to the color cast calibration setting.
- 2) Press the **【UP/DOWN】** button to select **【RED】** , **【GREEN】** , **【BLUE】** , **【AMBER】** , **【WHITE】** , **【UV】**
- 3) Press the **【UP/DOWN】** button to set up the **【0-255】** numerical value.

- 4) On the **【USE】** interface, pressing **【YES】** button means valid, **【NO】** means invalid.
- 5) Press the **【ENTER】** button to escape and save.

Illustrations: When pressing the **【YES】** button which means valid on the **【USE】** interface, the actual output value of RED, GREEN, BLUE, AMBER, WHITE, UV is output in accordance with the percentage which the color cast calibration value divides 255.

6.4 CHANNEL MODE SETTING

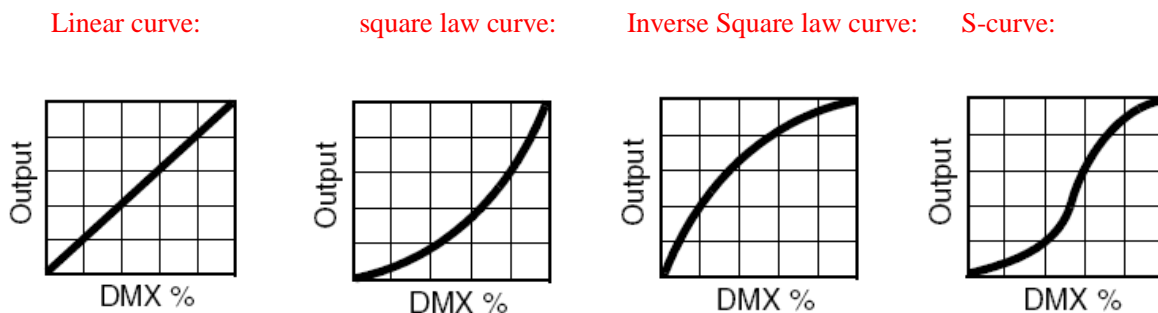
- 1) Press the **【ENTER】** button in **【CHMD】** menu, then enter to the channel mode setting.
- 2) Press the **【UP/DOWN】** button to select **【12CH】** , **【9CH】** , **【7CH】** , **【6CH】** , **【5CH】** , **【4CH】**
- 3) Press the **【ENTER】** button to escape and save.

6.5 DIMMING MODE SETTING

- 1) Press the **【ENTER】** button in **【DIM】** menu, then enter to the dimming mode setting.
- 2) Press the **【UP/DOWN】** button to select **【LIN】** , **【SQR】** , **【ISQR】** , **【SCUR】** , **【LIN.】** , **【SQR.】** , **【ISQR.】** and **【SCUR.】** .
- 3) Press the **【ENTER】** button to escape and save.

Illustrations: When setting **【LIN.】** , **【SQR.】** , **【ISQR.】** and **【SCUR.】** in **【DIM】** menu, there will be added a little delay dimming effect for smooth..

Dimming curve:



6.6 DISPLAY SETTING

- 1) Press the **【ENTER】** button in **【DISY】** menu, then enter to the display setting.
- 2) Press the **【UP/DOWN】** button to select **【ON】** , **【2 MINUTES OFF】**
- 3) Press the **【ENTER】** button to escape and save.

6.7 AUTO LOCK KEY SETTING

- 1) Press the **【ENTER】** button in **【LOCK】** menu, then enter auto lock key setting.

- 2) Press the **【UP/DOWN】** button to select **【YES】** , **【NO】**
- 3) Press the **【ENTER】** button to escape and save.

Instructions:

When set to [YES], it will lock automatically after two minutes to prevent accidental triggering flood flushing, and then press any key for 10 seconds to unlock.Sometimes it will display decreasing time 10,9,8...0.

6.8 CUSTOM COLOR TEMPERATURE SETTING

- 1) Press the **【ENTER】** button in **【CTST】** menu, then enter to the custom color setting.
- 2) Press the **【UP/DOWN】** select **【CT01】** ... **【CT10】**
- 2) Press the **【UP/DOWN】** button to select **【1-512】** numerical value.
- 3) Press the **【ENTER】** button to escape and save.

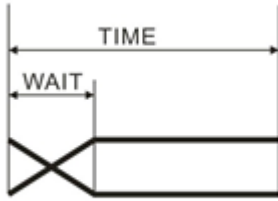
6.9 AUTO RUN, SELF-PROGRAM RUN

- 1) Press the **【ENTER】** button in **【AUTO】** menu, then enter to the auto run,self-program run.
- 2) Press the **【UP/DOWN】** button to select **【AT01】** ... **【AT05】** , **【SPEED】** , **【CHASE01】** ... **【CHASE03】**
- 3) Press the **【ENTER】** button to start running.

6.10 EDIT SELF-PROGRAM

- 1) Press the **【ENTER】** button in **【PROG】** menu, then enter to the edit self-program.
- 2) Press the **【UP/DOWN】** button to select **【CHASE01】** ... **【CHASE03】**
- 3) Press the **【ENTER】** button for confirmation and enter to the next menu.
- 4) Press the **【UP/DOWN】** button to select **【SCENE01】** ... **【SCENE20】**
- 5) Press the **【ENTER】** button for confirmation and enter to the next menu.
- 6) Then press the **【UP/DOWN】** button to select **【RED】** ... **【SHUT】** , **【TIME】** , **【WAIT】** , **【USE】**
- 7) Press the **【UP/DOWN】** button to set up the parameter which are needed.
- 8) Press the **【ENTER】** button to escape and save.

Illustrations: When **【USE】** is set to be **【NO】** , or the parameter of **【TIME】** is 0, it will not run this scene. When **【WAIT】** is set to be FADE time, the running process is as the following chart showing.



6.11 CHECK THE LIGHTING INFORMATION

- 1) Press the **【ENTER】** button in **【INFO】** menu, then enter to the checking the lighting information.
- 2) **【SOFT】** button is for software version information.
- 3) **【POW】** button is for the current information of power reduction. It is 100% output in normal conditions, but 80% or 50% output in over temperature protection situation.

6.12 LIGHTING SETTING PARAMETER RESET

- 1) Press the **【ENTER】** button in **【ST L】** menu, then enter to the lighting setting parameter reset.
- 2) Press the **【UP/DOWN】** button to select **【YES】** .
- 3) Press the **【ENTER】** button to escape and save.

Illustrations: “ADDR” “CTST” and “PROG” are not reset, the others reset to the underlined value of the word.

6.13 **【PROG】** SELF-PROGRAMMING PARAMETER RESET

- 1) Press the **【ENTER】** button in **【PR L】** menu, then enter to the **【PROG】** self-programming parameter reset.
- 2) Press the **【UP/DOWN】** button to select **【YES】** .
- 3) Press the **【ENTER】** button to escape and save.

6.14 LIGHTING PARAMETER DOWNLOADING EACH OTHER VIA DMX CABLE

- 1) Press the **【ENTER】** button in **【SEND】** menu, then enter to sending parameter to other lightings.
- 2) Press the **【UP/DOWN】** button to select **【YES】** .
- 3) Press the **【ENTER】** button to confirm sending.

Illustrations:

- 1) Please disconnect the connection of projector and DMX console before sending the parameter.
- 2) The information of **【ADDR】** 、 **【CAL】** can't be sent, can't be downloaded each other.
- 3) There will be an automatic reset of the other projectors after receiving parameter correctly.

7. Operating Control Instruction

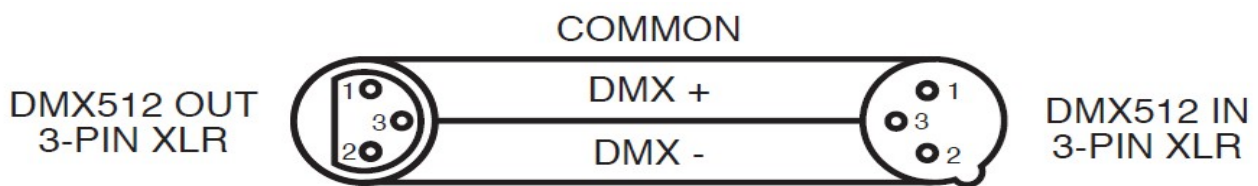
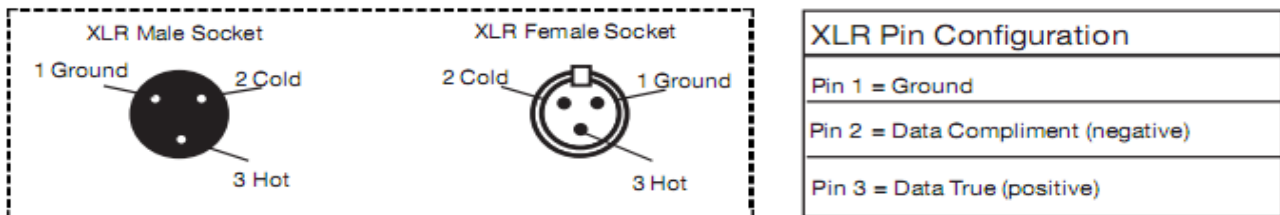
➤ Master/Slave

When the fixtures work in master mode it will send out the signal for the slave synchronous with it. To avoid the host signal and DMX512 signals interfere with each other, should cut off the DMX512 signals. The signal lines are longer than 60 meters (20 lamps), should increase a signal amplifier.

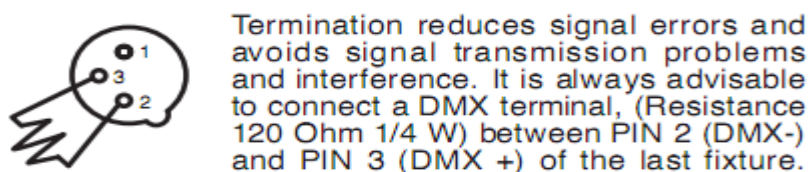
8. XLR cable connecting

➤ XLR cable:

The standard connection way of the XLR is: one end connects to the male plug, and the other connects to the female. As below: pin 1: ground, pin 2: negative signal, pin 3: positive signal



Noted : In order to avoid failures and interference signal transmission , we connect a resistance 120Ω ($1/4W$) at the end of the DMX connecting as below:



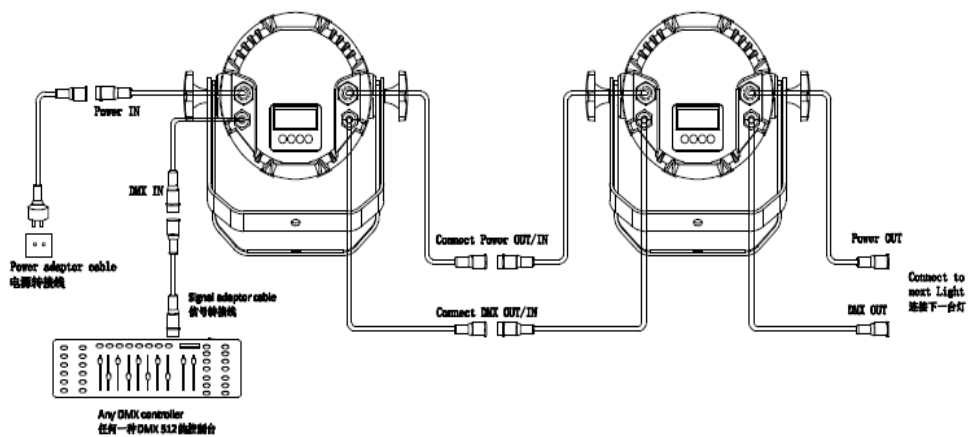
➤ The Conversion between 3 pin and 5 pin XLR

If the output cable of DMX512 controller is the 5PIN, please use 1pc 5PIN to 3PIN cable

| 3-Pin XLR to 5-Pin XLR Conversion | | |
|-----------------------------------|------------------------|---------------------|
| Conductor | 3-Pin XLR Female (Out) | 5-Pin XLR Male (In) |
| Ground/Shield | Pin 1 | Pin 1 |
| Data Compliment (- signal) | Pin 2 | Pin 2 |
| Data True (+ signal) | Pin 3 | Pin 3 |
| Not Used | | Do Not Use |
| Not Used | | Do Not Use |

9. Connecting picture

➤ Light connecting picture :



10. Trouble Shooting

| PROBLEM | REASON AND ACTION |
|---|--|
| The lighting can't be started normally | <ul style="list-style-type: none">➤ Check the power connection is correct or not.➤ Please detect the voltage.➤ Power supply is damaged or incorrect connected. Call a qualified personnel to fix it.➤ Connection of control board is not correct. Call a qualified personnel to fix it. |
| Out of console's control | <ul style="list-style-type: none">➤ <input type="checkbox"/> Please check the DMX connector and the power connection is connected correctly or not. It means having signal if it shows twinkling of the decimal point which in the lower right corner of the screen when exiting the screen saver.➤ Please check the DMX address setting of lighting is correct or not.➤ Check 【CHMD】 setting is correct or not.➤ Please check whether the DMX line is near to the high voltage wire or not. In that case, it will damage or interfere the DMX electric circuit. |
| The beam appears dim ,the brightness declines obviously | <ul style="list-style-type: none">➤ Check whether the 【CAL】 is started or not and the set value is too small.➤ Check whether the 【POW】 is in over temperature protection situation or not, if yes, please take measures for ventilation. |

