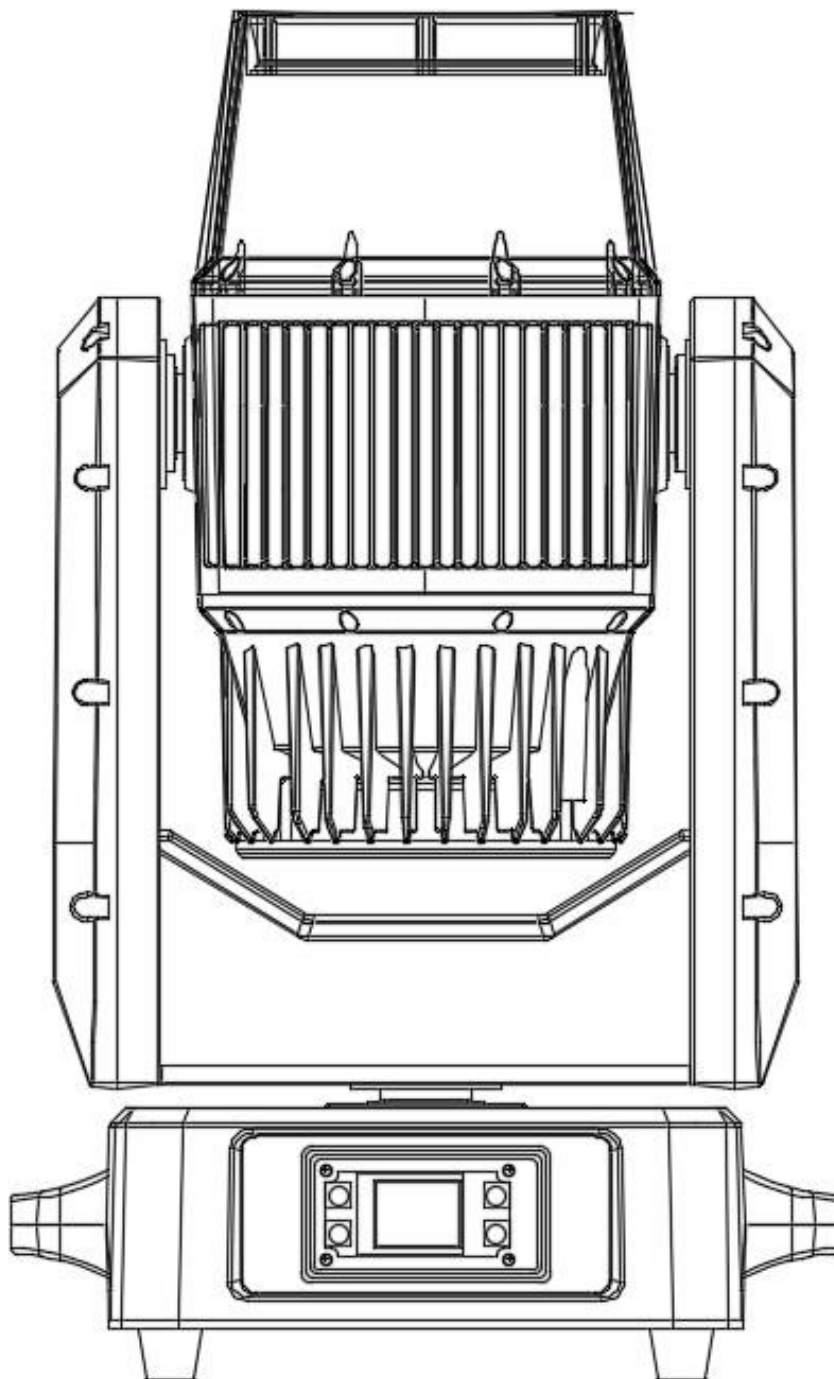


Product specification



Please read the instructions carefully before use.

Catalogue

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1. Safety guidance

note:

The equipment is packed in good condition when leaving the factory. Please follow the user manual. The machine failure caused by human factors is not covered by the warranty.

- Before using the product, please open it and check it carefully to ensure that there is no damage caused by transportation.
- The equipment is suitable for dry places and humid environments, and its protection level is IP66.
The lamps should be kept clean, and the lamps should be cleaned and maintained regularly.
- Only qualified professionals can carry out the installation, operation and maintenance of lamps and lanterns, and ensure that they are operated in strict accordance with the procedures described in this instruction.
- Use a safe rope when fixing the equipment, and lift the bottom when moving the lamps.
- Lamps and lanterns should be installed in a well-ventilated place, at least 50CM away from the wall, and check whether the ventilation holes are unobstructed.
- Ensure that the power supply voltage is consistent with the power supply voltage required by the equipment before operation.
- Each lamp should be grounded safely and installed electrically according to relevant standards to prevent electric shock.
- Please do not operate the lamps below 0°C or above 40°C.
- A small amount of smoke or odor may appear when the new lamp works, and it will disappear after 15 minutes of operation.
- Please don't put flammable materials beside the lamps when they are running, in case of fire.
- Don't use the power cord with damaged insulation, and don't put the power cord on other wires.
When the lamp is not used or cleaned, please unplug the power cord, and don't unplug or drag the power cord directly.
- After the lamps work stably, the surface temperature of lamps should be about 70 degrees. Please do not touch them with your bare hands.
- Avoid flammable liquid, water or metal from entering the interior of the lamp to avoid electric shock or fire. If foreign objects enter the lamp, please cut off the power immediately.
- Do not touch the wires when the lamps are running to prevent electric shock.
- The distance between the lamp and the irradiation surface should be more than 12M.
- There are no usable parts inside the lamp. Please do not open the lamp shell without authorization.
- If the machine breaks down, please stop using it immediately. Non-professional technicians

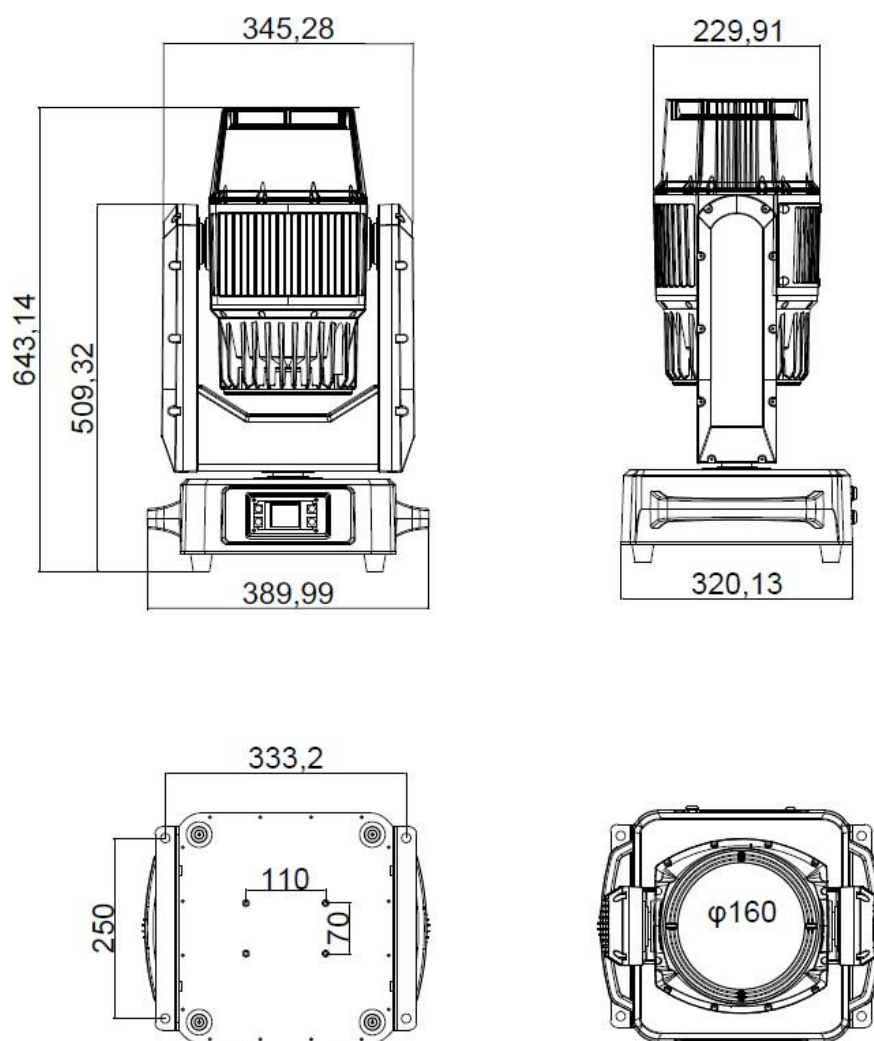
should not repair it themselves.

- Please use the original packing material when you need to transport it again.
- Please replace the bulb in time when it is damaged, deformed by heat or exceeds its service life.
- Please don't look straight when the lamp is running.

2. Product introduction

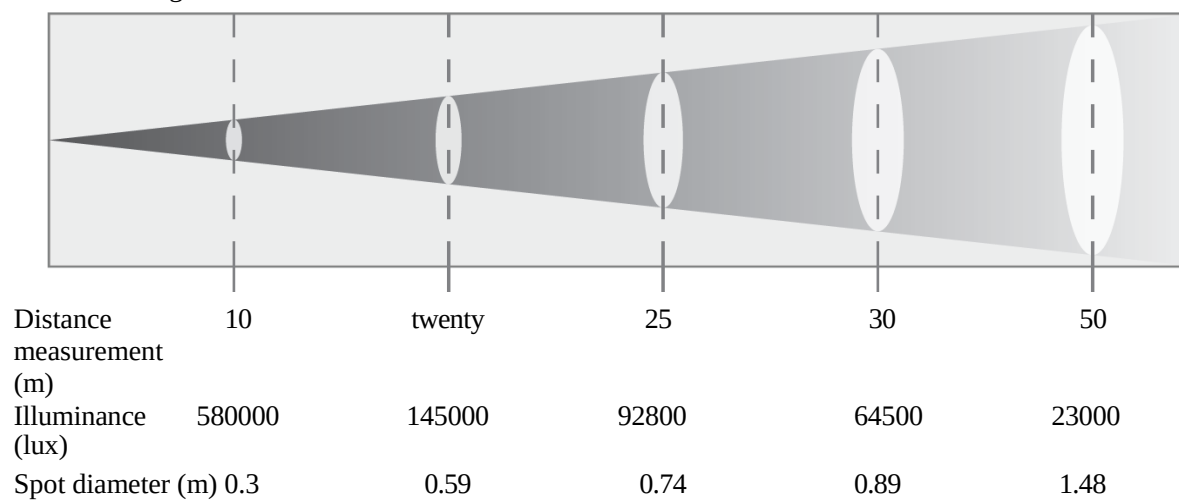
Technical parameter list	
input voltage	AC100V-240V 50/60Hz
power	650W
light source	USHIO 391W
colour temperature	7900±500K
Life of light source	1500 hours
Beam angle	1.7 °
Light exit aperture	160mm
X axis scanning	540 °
Y axis scanning	270 °
Color wheel	Color wheel of 14 colors +1 vacancy
Pattern disk	13 fixed pattern +1 white light
zoom	Electric zoom
atomize	Atomization
stroboscopic	0-20Hz, various stroboscopic effects
aiming	0%-100% smooth dimming
prism	Octagonal prism
Power connection	Waterproof power supply input and output
Signal connection	3-core waterproof DMX signal input and output
working environment	0°C~+40°C
measure	705*375*300mm
weight	25kg
the protection grades	IP66
shell	All die-cast aluminum, black paint.
Control mode	DMX512
passage	16CH
monitor	1.8-inch display with manual reverse function.

product size

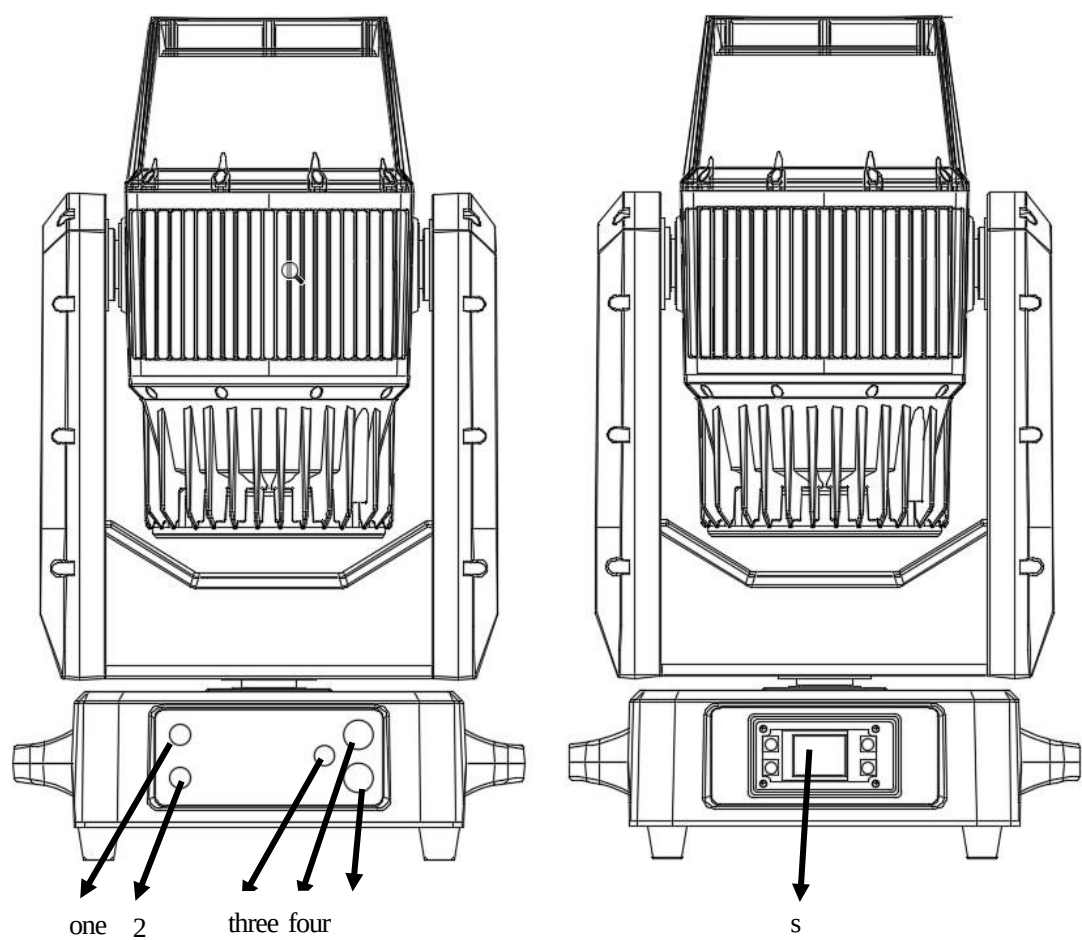


Product illumination map:

The beam angle is 1.7.



3.control panel



1.DMX input	Used for DMX512 connection, use 3-core XLR signal line to connect console and lamps, and input DMX. signal		
2. Signal output	Used for DMX512 connection, connect the next lamp with 3-core XLR signal line, and output DMX. signal		
3. Breathing valve			
4. Power input	Connect the power supply		
5. Power output	Connect the next power supply		
6. Display panel buttons	ESC	return	
	▲UP	upper/better/previous/a surname	Go to the previous option
	▼DOWN	under	Go to the latter option.
	ENTER	confirm	Confirm the selected function.

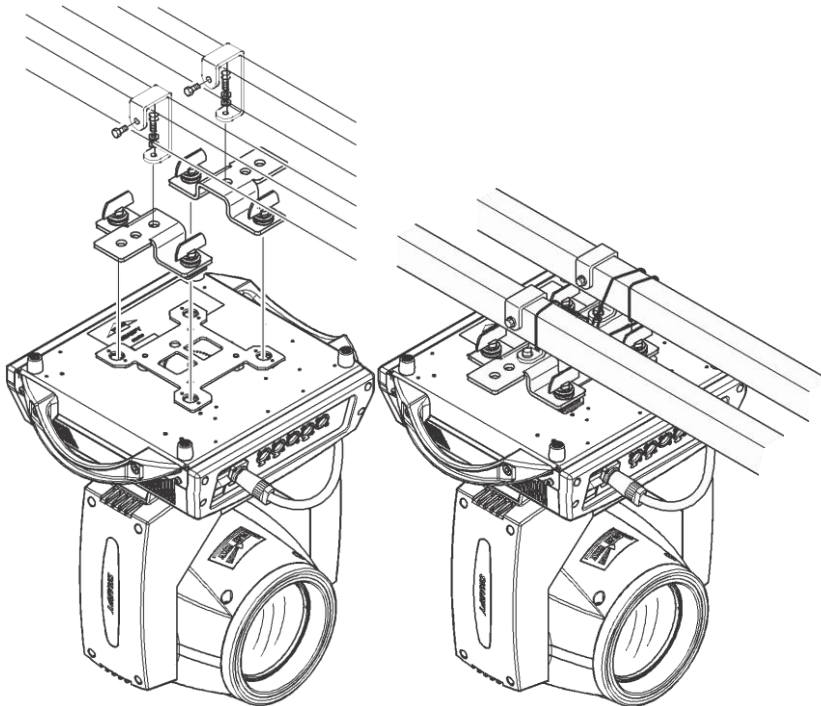
This product uses IP65 waterproof power cord IN/OUT.

Connect the power cord hand in hand

Note: Due to power reasons, a 1.5-square-millimeter power cord can only carry at most 4 sets (230V)
and at most 2 sets (120V).

4. Lighting installation

- 1 The installation of the equipment should be carried out by professionals, away from areas where unauthorized personnel may touch the lamps with their hands. Never stand directly under the lamp when assembling, disassembling or repairing it.
- 2 When installing lamps and lanterns, make sure that the lamps and lanterns are installed firmly to prevent them from vibrating and slipping during operation. Also make sure that the structure of the fixed lamp can support 10 times the weight of the lamp without deformation. When installing the lamp, a safety rope that can support the lamp for 12 times should be used to ensure that the lamp will not fall when the fixture fails.
- 3 This lamp is completely operable in three different installation positions: hoisting, measuring and hanging or placing on a flat horizontal surface. Always use and install the attached safety rope as a safety measure to prevent lamps from being accidentally damaged or causing casualties when the fixture fails.



5. Lighting settings

Menu function

- ▶ For the first time to use the menu that needs to be unlocked, press the [Up] and [Down] buttons twice in turn and then press the [ENTER] key to unlock it.
- ▶ Use the [ENTER], [Up] and [Down] buttons to browse the menu.
- ▶ To select menu options or confirm the selected settings, press the [ENTER] button.
- ▶ To return to the previous menu without making any changes, please press the [MENU] button to return to exit.

Lamps that have not been operated for a long time will automatically lock the screen. You need to press the [Up] and [Down] buttons twice in turn and then press the [ENTER] key to unlock them.

Menu functions are as follows

The schematic diagram of the lamp panel is shown in Figure 3. The upper left corner of the header is the number of lamp channels, the upper middle red font is the service time of the lamp, the upper right corner shows the fault state of the lamp (if there is fault information, it will show "ERR", otherwise it will show "NOR"), and the lower part is the status bar, which shows the signal, bulb state and communication state of the current lamp (the panel in the figure is an example picture, which does not represent the real appearance of the product panel. Please select the panel of the same type as the product you hold for reference.

This lamp supports DMX/RDM protocol. When the lamp is searched by the RDM host, the letters "RDM" will appear on the panel, indicating that the lamp is enumerated normally.

Note: Do not click on the display screen with a sharp or sharp object to avoid damage.



Fig. 1 schematic diagram of touch key display panel

operate

Use touch keys to operate lamps.

The middle area is the display area, and the two sides are the input areas. You can use the touch keys to control the cursor to select the items to be set or viewed, and press the OK key to complete the operation.

Parameter numerical input

When the selected parameter item needs to enter a numerical value, it will open such as 图4Shown window:



Figure 2
Numerical
Settings Page

- Setting value: You can set the required value by pressing the "Up" and "Down" buttons.
- Save the numerical value: after setting the data by pressing the key, press the "ENTE" key, and the numerical value will be saved to the internal storage immediately, and the saved numerical value will be applied to the lamp at the next startup.

Set options on/off

- When the set parameter is ON/OFF, just click the corresponding item to switch the parameter value, and the modified parameter will be saved to the internal storage. Press the parameter option on the right, and the corresponding option will be grayed out. When the hand is released, the corresponding parameters will be changed and saved.
- The determination of important parameters will be set through the confirmation window, as follows figure 5Shown:

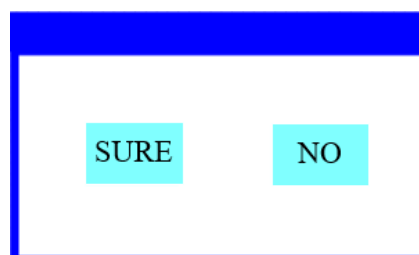


Figure 3 Determine the input window

Sub-Page (Parameters)



图 6-1地址设置



图 6-2运行设置



图 6-3显示设置



图 6-4场景设置



图 6-5高级设置



图 6-6状态设置

Function operation and parameter setting

Enter the setting interface, as shown in figure 6-1:

In the main interface, you can enter the corresponding parameter setting interface by selecting six buttons. Set DMX address code

Through the page shown in Figure 6-1 below, the DMX address and channel mode of lamps and lanterns can be set.



Figure6-1

The menu setting of lamps and lanterns optimizes the address setting, and several settings of address codes are as follows:

- If "Previous" or "Next" is selected, the lamp will automatically calculate the address code of the next or previous one according to the current address code and channel data, which can be set quickly;
- Click on the address code value to enter the numerical editing window, where you can set any valid address code, the lamps and lanterns automatically obtain the current channel number of lamps and lanterns, and automatically filter the unusable address code (512- current channel number).
- Lamps support RDM protocol, and the address code of lamps can be set remotely through RDM.
- Channel mode: different channel modes can be selected cyclically;

Set the working mode of lamps.



Figure6-2

Through the page shown in Figure 6-2 above, you can set the operation mode of lamps and control the light bulbs. Lamps support four operation modes. (DMX mode, self-propelled mode, voice control mode and scene mode), please refer to the previous section for detailed parameter numerical settings, and the specific parameters are described in the following table:

operational mode

DMX mode	Console mode, receiving DMX signal, RDM signal.	
Self-propelled mode	Lamps run automatically according to the built-in program.	
Voice control mode	When the lamp detects a strong sound, the lamp will automatically run a scene according to the built-in program, otherwise it will remain the last one. Secondary scene	
Scene mode 01	1~10	Output the specified scene.
	automatic	Automatically output scenes in the sequence of set scene time (non-0), and scenes with time of 0 are automatically output.
		Skip and ignore
Master-slave selection	Non-DMX mode takes effect. Select the data output mode, and the lamps and lanterns automatically detect the DMX state and automatically switch to lose. Out, prevent data conflict.	
	host machine	Lamps and lanterns according to the built-in operation, if DMX no signal, the output data (synchronization), otherwise don't output number.
	From the machine	Lamps and lanterns according to the built-in operation, no output data (not synchronized with other lamps and lanterns).
	automatic	If there is no signal from DMX, the lamps will run according to the built-in operation; otherwise, the lamps will work according to the DMX signal.
Light bulb switch	The confirmation dialog box pops up (bulb light source), select "SURE" to confirm the current operation, turn on or off the bulb, and switch the time. The interval is limited to 30 seconds.	
	close	The current bulb output has been turned off.
	open	The current light output is already on.

The scene mode is suitable for a single lamp or a small number of lamps. You only need to output a fixed scene, or you need to run a simple program. You can edit it in the scene page without connecting the console.

If the light source of the lamp is a light bulb, please wait for 10 minutes after turning off the light bulb before turning it on.

Panel display settings



Figure 6-3

Lamps and lanterns support bilingual, upside-down display, etc. Enter the corresponding parameter settings as shown in Figure 6-3, and the specific menu contents are shown in the following table:

display setting

language	Set the displayed language.	
	English	English display
	Chinese	Chinese display
screen saver	Set the display content or mode of the screen after no operation for 30 seconds.	
	close	Keep the last operation page and highlight the screen.
	Mode 1	Screen extinction
	Mode 2	Black screen, showing the address code of the current lamp in the lower left corner.
	Mode 3	Display trademark information, address code and operation mode.
	Mode 4	Display the trademark information, address code and operation mode, and stop the screen after 30 seconds.
Screen rotation	Set the display direction of the screen.	
	close	Non-inverted display
	open	Inverted display
DMX indication	Set the indication mode of DMX signal indicator.	
	Mode 1	Lights when there is a signal, and goes out when there is no signal.
	Mode 2	When there is a signal, it goes out, and when there is no signal, it lights up.
	Mode 3	Flashes when there is a signal and goes out when there is no signal.
Screen backlight	Set the brightness of the screen backlight after 10 seconds of no operation, and it will be fully lit when it is operated.	
	1~10	10 grades
Lock Screen	Set whether to open the anti-misoperation locking interface.	
	close	Only after re-energizing, editing the lamp parameters will enter the anti-misoperation interface once.
	open	After a period of no operation, editing the lamp parameters will enter the anti-misoperation locking interface.

Scene mode

Enter the page shown in Figure 6-4 below (the channel shown in the picture is only an example of introducing functions, please refer to the channel table description in the next chapter for the specific channel table of this product), and the lamps will enter the scene editing mode. Under this page, if the option of 【 Console Mode 】 is turned off, the lamps will not receive DMX console data, and the edited

data will be immediately reflected on the lamps. When it is turned on, the console signal will be received and the console data will be read and reflected on the corresponding channel display.

场景模式 X	
[场景选择]	1
[场景时间]	0.0s
[控制台模式]	关闭
01.色盘	000
02.频闪	000
03.调光	000

Figure 6-4

The content of the page depends on the currently selected channel, and the displayed channel content and sequence are consistent with the lamps and lanterns channel table. Through this page, you can edit 10 scenes, as shown in the following table:

Scene mode		
Scene selection	Select the scene to be operated at present.	
	1~10	10 scene formatting
Scene time	Set the retention time of the current scene when it is automatic. The final time is determined by the scene time multiple, and the unit is 0.1 second.	
	0	The current scene does not participate in automatic scene output.
	1-255	0.1 seconds to 25.5 seconds
1. X axis	0-255	Set the data of each channel, and the display content and sequence correspond to the channel table of lamps one by one.
.....	0-255	
.....	0-255	
Function	0-255	

If the valid reset data is edited in the reset channel in the scene, the lamp will be reset, but after the reset, the value of the corresponding reset channel will be automatically cleared to prevent multiple consecutive resets.

Check this page to get the current channel table order of lamps and lanterns. Please refer to the detailed channel description for specific channel data.

Setting working parameters of lamps and lanterns

高级设置 X	
X轴反向	关闭
Y轴反向	关闭
光耦校正	开启
X轴偏移量	010
Y轴偏移量	010
数据保持	关闭

Figure 6-5

Enter the page as shown in Figure 6-5 above, and adjust the field parameters of lamps and lanterns to facilitate the field installation of lamps and lanterns, etc.

Advanced settings

X-axis inversion	Set the x-axis rotation direction.	
	close	Not reversed
	open	opposite direction
Y-axis inversion	Set the y-axis rotation direction.	
	close	Not reversed
	open	opposite direction
Optical coupler correction	Set whether lamps detect XY out-of-step and correct it.	
	close	Do not correct the position after out of step.
	open	Automatically correct the position after out-of-step and record the out-of-step fault.
X axis offset	Set the position of the zero point of the lamp X axis.	
	4-150	
Y axis offset	Set the position of Y-axis zero point of lamps and lanterns.	
	4-48	
Data retention	Set the output state of lamps and lanterns without DMX signal.	
	close	There is no signal, so the motor and light source return to the position and state when the reset is completed.
	open	No signal, keep the last frame of DMX data output.
Scene time multiple	Determine the scene retention time together with the scene time.	
	1-255	Retention time = scene time * multiple
Light-on mode	Set the way to turn on the light bulb for the first time after it is powered on.	
	Power-on bubble	Turn on the light bulb first, and reset the lamp after 30 seconds.
	Bubble opening after reset	Reset the lamp after 3 seconds of power-on, and turn on the bulb after the reset is completed.
	Manual foaming	After the reset is completed, manually turn on the light bulb through the menu or console.
Lamp reset	The confirmation box pops up, and after selecting "SURE", the position of lamps and lanterns will return to the initial position.	
Factory settings	The confirmation box pops up, and after selecting "SURE", the parameters of lamps and lanterns will return to the factory settings.	

When the power-on and bulb-on mode is selected, the lamp will wait for the bulb for 30 seconds after power-on, so that the bulb can be fully started, and then the reset procedure can be started after the internal voltage is stable enough. If the field capacity is stable, the power-on and bulb-on mode is recommended.

When the lamp can't correct its position, please check whether the "optical coupler correction" is turned off first.

When the signal is turned off, if the position of the lamp is not output as expected, please check the "data retention" setting first.

When setting the XY offset, after setting, please control XY with the maximum stroke first, so as to check that after setting, XY will not hit the positioning rod or shell.

View the current status of lamps and lanterns

状态信息 X	
电机信息	
故障/状态信息	
灯具状态	
版本	C8.1.0
光源时间	0: 00
灯具时间	15: 32

Figure 6-6

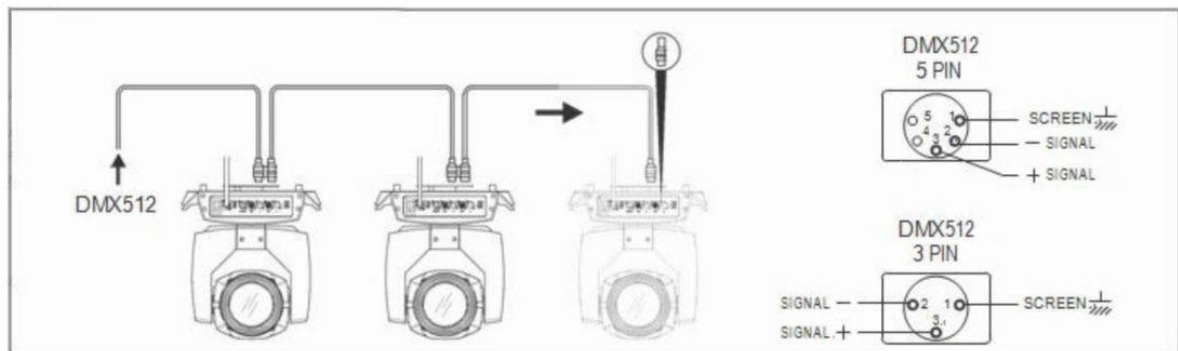
Enter the page as shown in Figure 6-6, where you can view the information and real-time status of lamps and lanterns, so as to know the use status of lamps and lanterns. If lamps and lanterns need after-sales, please provide the status information displayed on this page for judgment, as shown in the following table:

status messages

Motor information	Displays the information status of all motors and signals in the lamp.	
	Hall	If it is not displayed, it means that the motor has no Hall correction, 0 means that the motor leaves the correction position point, 1. A point indicate that that motor is in a correction position.
	condition	Displays the motor reset completion status.
	X axis	Display the real-time position value of X-axis optocoupler feedback.
	Y axis	Display the real-time position value of Y-axis optocoupler feedback.
	Optocoupler	Displays the level status of two signals of X-axis and Y-axis optocoupler, binary.
Fault/status record	Displays the fault records of the last 8 times when the lamps are reset and running. The fault records will not be saved after power failure, and they will be saved at the next time. Electrical cycle is effective	
	Fault data	Total number of faults detected after power-on.
	12: :03	Power-on time when the fault occurs, in minutes.
	Hall fault	When the corresponding motor is reset, the motor does not detect an effective Hall signal.
	Hall short circuit	When the motor is reset, the Hall signal of the motor is always valid.
	Optocoupler fault	No effective optocoupler signal was detected when the corresponding motor was reset.
	be out of step	The corresponding motor is out of step during operation.
	Hit the rod	When the corresponding motor is reset, it hits the positioning rod.
	Bulb failure	Accidental bubble extinction of light bulb
	Sensor failure	The temperature sensor signal is abnormal.
	Fan failure	The main fan is not working properly.
Lamp state	Displays the key status data of the current lamps for reference.	
	communication	0~100%, communication quality of internal data link of lamps and lanterns.
	miscount	Total number of error frames detected after power-on, cumulative
	Light source temperature	Displays the temperature of the current light source, and "-" indicates no detection.
	Display panel temperature	Displays the temperature of the current display panel or the ambient temperature nearby.
	Sensor 1 temperature	Displays the current motherboard temperature or the ambient temperature of the motherboard installation location.
Version information	Display the information and version of current lamps, which is an important reference for after-sales maintenance.	
	equipment	The name of the lamp is the same as the equipment information of RDM.
	model	The model of lamps and lanterns is the same as the model information of RDM.
	display panel	Firmware version and serial number of display board
	Main board 1	Firmware version and serial number of motherboard 1
Light source time	Record the total cumulative time of turning on the light source, in minutes, which is manually cleared by the user as a regular maintenance dimension of the light source. Time reference of protection	
Lamp time	Record the total cumulative time for turning on lamps and lanterns, in minutes, which cannot be cleared.	

6.DMX512 control

6.1 DMX connection



Schematic diagram of
DMX signal line
connection

1. In order to reduce signal errors and avoid signal weakening and interference during transmission, a 120Ω 1/4W resistor can be added between the 2 cores and 3 cores at the DMX output of the last machine.
2. Connect lamps with XLR signal line, one end is connected to the output port of lamps, and the other end is connected to the input port of the next lamp. XLR signal lines can only be used in series, not in parallel. The DMX512 signal transmission speed is very fast, the signal line is damaged, the welding place is not firm, and the contact is not good, which will affect the signal transmission and cause the system to shut down.
3. When the machine power supply of a unit is disconnected, the connection between DMX output and input is bypassed to maintain the connectivity of DMX lines.
4. Each lamp should have an address code, which can receive the information sent by the console, ranging from 1 to 512.
5. The terminal of DMX512 system needs to be equipped with a terminator to reduce errors in signal transmission.
6. 3-core XLR connectors are more common than 5-core XLR connectors:
3-core XLR: pin1: gnd, PIN 2: negative signal, PIN 3: positive signal. 4-core XLR: PIN1: gnd, pin 2: negative signal, PIN 3: positive signal, PIN4/PIN5: unused.

6.2 Address code setting

When using DMX controller to control lamps and lanterns, you need to set the starting address (1-512) for lamps and lanterns, so that the machine can Received DMX signal.

Press the MENU button to ENTER the main menu, select DMX settings, press the ENTER button to confirm, press the UP/DOWN button to select the address code (1-512), and press the Enter button to save.

Please refer to the chart below to set the address codes of the first four lamps:

passage	address	The first address	Second address	Third address	Channel 4 address
16CH	001-0016	001	0017	032	048

6.3 DMX

passage	Channel name	Channel value	function
one	X axis	0-255	0-540 degrees
2	X-axis fine tuning	0-255	0-2 degrees
three	Y axis	0-255	0-270 degrees
four	Y axis fine tuning	0-255	0-1 degree
five	XY speed	0-255	From fast to slow
six	stroboscopic	000-007	Closed light
		008-015	consecrate
		016-131	Strobe, from slow to fast
		132-139	consecrate
		140-181	Turn it on and off slowly
		182-189	consecrate
		190-231	Turn it off quickly and turn it on slowly
		232-239	consecrate
		240-247	Random stroboscopic
		248-255	consecrate
seven	aiming	0-005	No function
		006-255	0-100% dimming
eight	Dimming and fine tuning	0-255	Dimming and fine tuning
nine	Color wheel	0-4	white light
		5-8	White light+color 1
		9-12	Color 1
		13-17	Color 1+ Color 2
		18-21	Color 2
		22-25	Color 2+ color 3
		26-29	Color 3
		30-34	Color 3+ color 4
		35-38	Color 4
		39-42	Color 4+ color 5
		43-48	Color 5
		49-51	Color 5+ color 6
		52-55	Color 6

		56-59	Color 6+ color 7
		60-63	Color 7
		64-68	Color 7+ color 8
		69-72	Color 8
		73-76	Color 8+ color 9
		77-81	Color 9
		82-85	Color 9+ color 10
		86-89	Color 10
		90-93	Color 10+ color 11
		94-98	Color 11
		99-102	Color 11+ color 12
		103-106	Color 12
		107-110	Color 12+ color 13
		111-115	Color 13
		116-119	Color 13+ color 14
		120-123	Color 14
		124-127	Color 14+ color 15
		128-189	Rotate clockwise, from fast to slow
		190-193	Stop turning
		194-255	Rotate counterclockwise from slow to fast.
10	Pattern disk	0-4	white light
		5-9	Pattern 1
		10-14	Pattern 2
		15-19	Pattern 3
		20-24	Pattern 4
		25-29	Pattern 5
		30-34	Pattern 6
		35-39	Pattern 7
		40-44	Pattern 8
		45-49	Pattern 9
		50-54	Pattern 10
		55-59	Pattern 11
		60-64	Pattern 12
		65-69	Pattern 13
		70-79	Pattern 1 dithers from slow to fast.
		80-84	Pattern 2 dithers, from slow to fast

		85-89	Pattern 3 dithers, from slow to fast
		90-94	Pattern 4 dithers from slow to fast.
		95-99	Pattern 5 dithers from slow to fast.
		100-104	Pattern 6 dithers from slow to fast.
		105-109	Pattern 7 dithers from slow to fast.
		110-114	Pattern 8 dithers from slow to fast.
		115-119	Pattern 9 dithers from slow to fast.
		120-124	The pattern 10 wobbles from slow to fast.
		125-129	The pattern 11 wobbles from slow to fast.
		130-134	The pattern 12 wobbles from slow to fast.
		135-139	The pattern 13 wobbles from slow to fast.
		140-195	Reverse flow from fast to slow
		196-199	Stop turning
		200-255	From slow to fast forward flow
11	prism	000-019	No function
		020-075	Prism 1(8 Prism)
		076-127	Prism 2(16 Prism)
		128-255	Prism 1(8 prism)+Prism 2(16 prism) superposition effect fruit
twelve	Prism rotation	0-127	Slide, 0-360
		128-189	Rotate clockwise, from fast to slow
		190-193	stop
		194-255	Rotate counterclockwise from slow to fast.
13	atomize	000-007	all-or-none
		008-255	atomize
14	focus	0-255	Focus 0-100%
15	Focusing fine adjustment	0-255	Focusing fine adjustment
16	Functional channel	000-099	No function
		100-105	Turn off the light bulb in 3 seconds.
		106-199	No function
		200-205	Turn on the light bulb in 3 seconds
		206-209	No function
		210-215	Reset XY motor after 3 seconds.
		216-219	No function

		220-235	Reset the effect motor after 3 seconds.
		236-239	No function
		240-255	Reset the whole lamp after 3 seconds.

7. Troubleshooting

The following are some problems that often occur in the operation of the equipment, with some suggestions for troubleshooting:

A. the lamps are not working, there is no light, and the fan does not turn.

Check the power contact.

- ▶ Detect voltage.
- ▶ Check the indicator light of the power switch.

B. Control of uncontrolled station

Check whether the DMX signal connector and signal line are connected correctly.

- ▶ Check whether the address code is set correctly.
- ▶ If the DMX signal transmission is intermittent, whether the check card Nong Block and the signal line are well connected.
- ▶ Try it with another controller.
- ▶ Check whether the distance between DMX signal line and high voltage wire is too close, which will damage or interfere with the signal circuit.

8. Equipment cleaning

In order to maintain the best performance of lamps and ensure the best lighting effect, it is absolutely necessary to keep lamps clean. Lamps and lanterns must be cleaned regularly to avoid dust, dirt and smoke residues from accumulating on the surface or inside of lamps and lanterns. The cleaning frequency depends on the application environment. If dust enters the lamp due to the installation and construction environment, please clean it immediately to avoid damage to the optical part of the lamp due to excessive dust.

- ▶ It is recommended to use soft lint-free cloth and high-quality glass cleaning liquid, and solvents are not allowed under any circumstances.
- ▶ Dry the parts carefully.
- ▶ Wipe the outside of the lens at least every 20 days.

