



Dreamer

ORDERCODE 31150



SHOWELECTRONICS FOR PROFESSIONALS

Congratulations!

You have bought a great, innovative product from Showtec.

The Showtec Dreamer brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated DMX show, this product provides the effect you need.

You can rely on Showtec, for more excellent lighting products.

We design and manufacture professional light equipment for the entertainment industry.

New products are being launched regularly. We work hard to keep you, our customer, satisfied.

For more information: ivant@showtec.info

You can get some of the best quality, best priced products on the market from Showtec.

So next time, turn to Showtec for more great lighting equipment.

Always get the best -- with Showtec !

Thank you!



Showtec Dreamer™ Product Guide

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WARNING

**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**

Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Dreamer
- 1X 3m, 3-pin IEC powercable
- User manual

Contact Us

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WARNING



CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!



**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**

SAFETY INSTRUCTIONS

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!



Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never run the device without lamp!
- Never ignite the lamp if the objective-lens or any housing-cover is open, as discharge lamps may expose and emit a high ultraviolet radiation, which may cause burns.
- Never lift the fixture by holding it at the projector-head, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- Never look directly into the light source.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the lamp's life.
- Do not touch the device's housing bare-handed during its operation (housing becomes very hot).
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use device indoor, avoid contact with water or other liquids.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.

- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always replace the lamp, when it is damaged or deformed due to the heat.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used, before cleaning or when replacing lamp! Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the device and the power-cord from time to time.
- If the lens is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. The device must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use lamps and fuses of same type and rating only.
- Allow time to cool down, before replacing lamp.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.



CAUTION ! EYEDAMAGES !.
Avoid looking directly into the light source.
(meant especially for epileptics) !



OPERATING DETERMINATIONS

This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.

The minimum distance between light-output and the illuminated surface must be more than 1.3 meter.

The maximum ambient temperature t_a must never be exceeded.

If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, lamp explosion, crash etc.

You endanger your own safety and the safety of others!

Rigging

Please follow the European and national guidelines concerning rigging, trussing and all other safety issues.

Do not attempt the installation yourself !

Always let the installation be carried out by an authorized dealer !

Procedure:


- If the projector is lowered from the ceiling or high joists, professional trussing systems have to be used.
- Use a clamp to mount the projector, with the mounting-bracket, to the trussing system.
- The projector must never be fixed swinging freely in the room.
- The installation must always be secured with a safety attachment, e.g. an appropriate safety net or safety-cable.
- When rigging, derigging or servicing the projector, always make sure, that the area below the installation place is blocked and staying in the area is forbidden.

Improper installation can cause serious damage to people and property !

Connection with the mains

Connect the device to the mains with the power-plug.

Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	FASE
N	BLUE	BLACK	SILVER	NUL
	YELLOW/GREEN	GREEN	GREEN	EARTH

Make sure that the device is always connected properly to the earth!

Description of the device

Features

The Showtec Dreamer is a light effect with high output and great effects.

- 1 Color-wheel with coloured glass
- 1 Prism-wheel with 4 glass and 1 metal gobo
- DMX-control via standard DMX-controller
- 5 DMX-control channels required
- Sound-controlled via built-in microphone
- Manual focus
- Lamp MSD 200, MSD 250 or HSD 250
- Fuse T5A / 250V

Overview



Fig. 1

- 1) Mounting bracket
- 2) Fixation screw
- 3) Lens

Backside



- 4) IEC power connector / Fuse
- 5) DMX signal connector (IN)
- 6) DMX signal connector (OUT)

4 5 6

Fig. 2

Installation

Installing the Lamp

The Showtec Dreamer uses the MSD 200 (ordercode 80904P), MSD 250/2 (ordercode 80926P) or HSD 250 (ordercode 80933O) reflectorbulb as manufactured by all popular manufacturers. Use only the appropriate lamp for your unit.

Note that, product versions that use other lamps, may be offered in the future. Check your product specification label for information.

Always disconnect from electric mains power supply before changing lamps.

The lamp has to be replaced when it is damaged or deformed due to the heat.

Do not install lamps with a higher wattage! Lamps with a higher wattage generate temperatures the device was not designed for.

Damages caused by non-observance are not subject to warranty.

Procedure :

1. Loosen the 2 screws on the back of the housing.
2. Gently remove the metal housing.
3. Read lamp instructions. Do not touch the lamp bulb glass. (See Figure 3.)
Oil on hands shortens the lamp life. (If you touch the bulb glass, wipe off the glass with a clean, lint-free towel and rubbing alcohol.)
4. Insert the lamp pins into the small holes in the lamp socket. You can adjust the distance between the lamp and the lens (screw C) on the back.
5. Put the lamp cover back and fasten the screws snugly. Then put the metal housing back and fasten the screws snugly

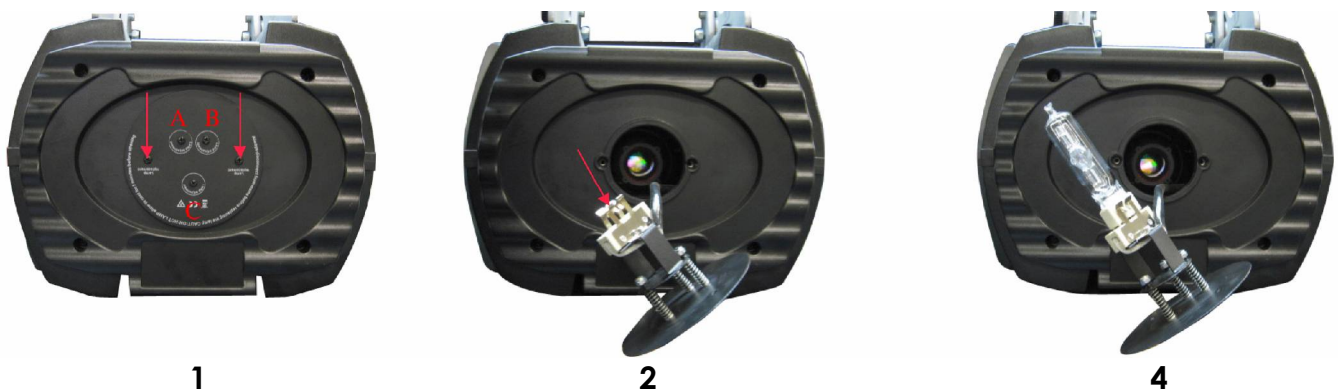


Fig. 3



Backside Lamp Board

Fig. 4

Lamp Adjustment

You can adjust the lamp's position by turning the screws C (closer/further to the reflector) and B (left/right to center the lamp to the gobo-wheel).

The lamp position is set in the factory. As the lamps, which can be used, differ from manufacturer to manufacturer, it can be necessary to readjust the position. The lamp must be readjusted e.g., if the light does not seem to be evenly distributed within the ray of light.

Ignite the lamp and focus the ray of light on an even surface (wall). As the optimal distance between the lamp and the lens was already set during the installation with screw "C", only the "Hot Spot" (the brightest part of the ray of light) must be centered. Turn in addition screw "A". If the Hot Spot appears too bright, you can weaken its intensity, by moving the lamp closer to the reflector. Turn in addition screw "A", until the light is evenly distributed. If the light at the outside edge of the ray of light appears brighter as in the center, the lamp is too close to the reflector. In this case move the lamp away from the reflector, until the light is evenly distributed and the ray of light appears bright enough.

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

One Dreamer

1. Fasten the effect light onto firm trussing (Use a 30-kg rated or stronger C-clamp fastened onto the Dreamer). Leave at least 1 meter on all sides for air circulation.
2. Plug one end of the electric mains power cord into the IEC socket on the unit.
Then plug the other end of the cord into a proper electric power supply socket.
3. Turn on the music. If P4 (Audio) is set, then the fixture will react to the beat of the music.

Multiple Dreamer

1. Fasten the effect light onto firm trussing (Use a 30-kg rated or stronger C-clamp fastened onto the Dreamer). Leave at least 1 meter on all sides for air circulation.
2. Use a 3-p XLR cable to connect the Dreamer's and other devices.
The pins:



1. Earth
2. Signal -
3. Signal +

3. Link the units as shown in (figure 5), Connect a DMX signal cable from the first unit's DMX "out" socket to the second unit's "in" socket. Repeat this process to link the second, third, and fourth units.
4. Supply electric power: Plug electric mains power cords into each unit's IEC socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.
- 5) Only one fixture can be the master. The slave devices must have the same DMX address as the master.

Multiple Dreamer Set Up

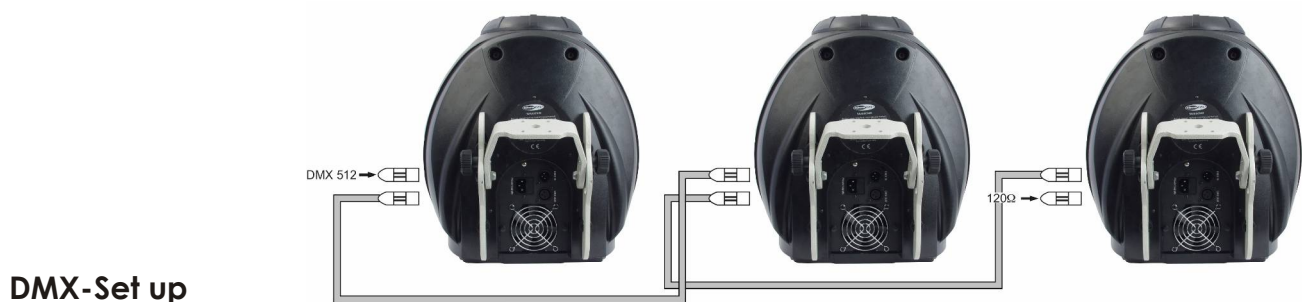


Fig. 5

Note : Link cables and dip switches before connecting electric power

DMX Protocol

Channel 1 – Color-wheel

000	Blackout
001-127	Indexed color change
128-187	Color scroll: Fast > Slow (clockwise)
188-193	Stop
194-255	Color scroll: Slow > Fast (counter-clockwise)

Channel 2 – Gobo-wheel

000-019	Blackout
020-039	Gobo 1
040-059	Gobo 2
060-079	Gobo 3
080-099	Gobo 4
100-120	Gobo 5
121-147	Bounce™ Slow > Fast: Gobo 1
148-174	Bounce™ Slow > Fast: Gobo 2
175-201	Bounce™ Slow > Fast: Gobo 3
202-228	Bounce™ Slow > Fast: Gobo 4
229-255	Bounce™ Slow > Fast: Gobo 5

Channel 3 – Gobo Rotation

000-007	No rotation
008-255	Clockwise rotation

Channel 4 – Prism Rotation

000-007	No rotation
008-127	Clockwise rotation: Fast > Slow
128-135	No rotation
136-255	Counter-clockwise rotation: Slow > Fast

Channel 5 – Built-in Programs

000-023	Normal
024-047	Program 1
048-071	Program 2
072-095	Program 3
096-119	Program 4
120-142	Program 5
143-167	Program 6
168-191	Program 7
192-215	Program 8
216-239	Program 9
240-255	Program 10

Control Panel

When the indicator light is on, means the Dreamer is working

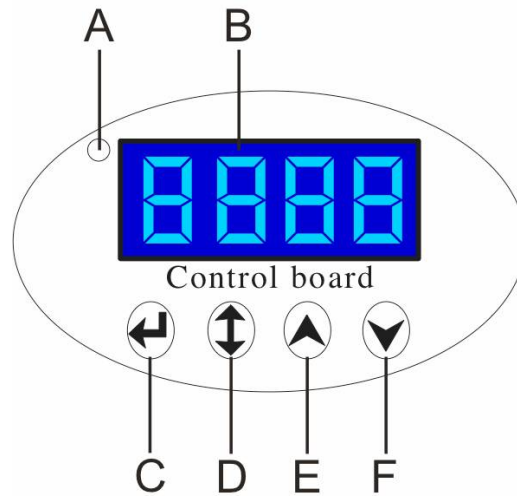


Fig. 6

- | | |
|-------------------|------------------|
| A. LED | D. [MODE] Button |
| B. Display | E. Up Button |
| C. [ENTER] Button | F. Down Button |

Control Mode

The fixtures are individually addressed **A001 - A511** on a data-link and connected to the controller. The fixtures respond to the DMX signal from the controller. (When you select the DMX address and save it, the controller will display the saved DMX address the next time.)

DMX Addressing

The control panel on the front side of the base allows you to assign the DMX fixture address, which is the first channel from which the Dreamer will respond to the controller.

Please note when you use the controller, the unit has **5** channels.

When using multiple Dreamer's, make sure you set the DMX addresses right.

Therefore, the DMX address of the first Dreamer should be **1(A001)**; the DMX address of the second Dreamer should be **1+5=6(A006)**; the DMX address of the third Dreamer should be **6+5=11(A011)**, etc.

Please, be sure that you don't have any overlapping channels in order to control each Dreamer correctly.

If two or more Dreamer's are addressed similarly, they will work similarly.

For address settings, please refer to the instructions under "Addressing" (menu **A001**)

Controlling:

After having addressed all Dreamer fixtures, you may now start operating these via your lighting controller.

Note: After switching on, the Dreamer will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the "**LED**" on the control panel will not flash.

The problem may be:

- The XLR cable from the controller is not connected with the input of the Dreamer.
- The controller is switched off or defective, the cable or connector is defective, or the signal wires are swapped in the input connector.

Note: It's necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

Stand-alone Mode

The fixtures on a data-link are not connected to the controller, but can execute pre-set programs, which can be different for every fixture.

To set the program to be played, see the "Stand-alone setting " (menu **F8-Y F9-Y**) Stand-alone operation" can be applied to a single fixture (the fixture may be set to the master/slave mode or controller mode) or to multiple fixture operating synchronously.

For synchronous operation of multiple fixtures the fixtures must all be connected on a data-link and one of them is the master and the rest slaves. The DMX address of all the slaves are assigned to **A001** and on that particular slave address only one fixture can be connected. To the fixture as the master or slave, see "Addressing" (menu **A001**).


If the master fixture resets or runs a test (program), all slaves will execute these acts too.

You can't play or edit any program on a slave, if the master is switched on and connected to the master/slave chain.

It's necessary to insert the XLR termination plug (with 120 Ohm) into the input of the master fixture and into the output of the last slave fixture in the data-link, in order to ensure proper transmission on the data link.

Functions control panel

The control panel is situated on the front of the base and offers several features. You can simply set the DMX address, make a reset and also use many functions for setting purposes.

The main menu of the control panel is accessed by pressing the  button [MODE] - press this one until the display shows **A001** (with actually stored address).

Browse the menu by pressing  or  buttons - the display will show :

P1- P2- P3- P4- P5- P6- P7- P8-

Press  if you wish to select one of them. The functions are described in the following sections and the function hierarchy is shown below.


Functions outline

U 101	Version 101 - Display the version of the fixture
RESET	Reset - Make an internal check
P1-	Function 1 - No function
P2-	Function 2 - No function
P3-	Function 3 - Reset
P4-	Function 4 - Run programs via the built-in microphone
P5-	Function 5 - Run a built-in program
P6-	Function 6 - No function
P7-	Function 7 - No function
P8-	Function 8 - Invert display direction
PASS	Pass - Confirm information
A001	Address 001 - Display the DMX address of the fixture (from A001 to A511)
n -	No - Don't select the present function
y -	Yes - Select the present function

Addressing

With this menu you can set the DMX address or address a fixture as a master/slave.

ADD- DMX addressing

1) Press , until the display shows **ADD**.

2) Press  to confirm, the display will show **PASS** (with actually stored address).

And press  and  to select the required address **ADD1 - AS11**, press  to confirm.





```

      ADD1
    [▲]   [▼]
    AS11  ADD2
    AS10  ADD3
    AS09  ADD4
    .
    .
    ADD1  AS11
  
```

3) Press , the chosen address is shown on the display.

Operating options

These options allow you to modify the Dreamer's operating behavior.

Press  to select the desired option, Press  to cancel the desired option and press  to set the value. To return to the menu, press .

```


    P1-  P2-  P3-  P4-  P5-  P6-  P7-  P8-
    n    n    n    n    n    n    n    n
    y    y    y    y    y    y    y    y
  
```


Please refer to chapter "DMX Protocol" for a detailed description.


P1-y – No function

P2-y – No function

P3-y - Reset function

This option enables the Dreamer to index all effects (function) and return to their standard positions. Press , until the display shows **P3-n** or **P3-y**.

If the display shows **P3-n** (with actually stored address). Press , the display shows **P3-y**.

Press  to run a reset. The option enables the Dreamer to index all effects (functions) and return to their standard positions, the display shows **PASS**, (with actually stored address). If you want address no reset, don't select **P3-y**.

P4-Y - Music trigger

The Dreamer enables the sound control of the running programs via the built-in microphone. Press **↗**, until the display shows **P4-n** or **P4-Y**.

If the display shows **P4-n** (with actually stored address). Press **▼**, the display shows **P4-Y**.

Press **↶** to music trigger. The display shows **PASS**, (with actually stored address). If you want address no music trigger, don't select **P4-Y**.

P5-Y - Playing program

This function allows you to run a built-in program. Press **↗**, until the display shows **P5-n** or **P5-Y**.

If the display shows **P5-n** (with actually stored address). Press **▼**, the display shows **P5-Y**.

Press **↶** to play the program. the display shows **PASS**, (with actually stored address). If you want address no playing program don't select **P5-Y**.

P6-Y - No function

P7-Y - No function

P8-Y - Display reverse

With this function, you can adjust the display by 180°. Press **↗**, until the display shows **P8-n** or **P8-Y**.

If the display shows **P8-n** (with actually stored address). Press **▼**, the display shows **P8-Y**.

Press **↶** to play the program. The display shows **PASS**, (with actually stored address). If you want address no playing program, don't select **P8-Y**.

Colorwheel



Fig. 7

Rotating Gobowheel



Fig. 8

Maintenance

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by an expert after every four years in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

1. All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
2. There may not be any deformations on housings, fixations and installation spots.
3. Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
4. The electric power supply cables must not show any damages or material fatigue.

The Showtec Dreamer requires almost no maintenance. However, you should keep the unit clean.

Otherwise, the fixture's light-output will be significantly reduced. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Wipe lens clean with glass cleaner and a soft cloth. Do not use alcohol or solvents.

The front lens will require weekly cleaning, as smoke-fluid tends to build up residues, reducing the light-output very quickly.

The cooling-fans, dichroic colour-filters, the gobo-wheel, the gobos and the internal lenses should be cleaned monthly with a soft brush.

Please clean internal components once a year with a light brush and vacuum cleaner.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Changing the Lamp

1. Disconnect mains power supply, and allow 15 minutes to cool down. Loosen the 2 screws on the back of housing.
2. Gently remove the metal housing.
3. Follow directions for installing a new lamp, page 7.

Replacing a Fuse

Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out. If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below to do so.

1. Unplug the unit from electric power source.
2. Insert a flat-head screwdriver into a slot in the fuse cover. Gently pry up the fuse cover. The fuse will come out.
3. Remove the used fuse. If brown or unclear, it is burned out.
4. Insert the replacement fuse into the holder where the old fuse was. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.

Troubleshooting

No Light

This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps. If the light effect does not operate properly, refer servicing to a technician.

Response: Suspect three potential problem areas: the power supply, the lamp, the fuse.

1. Power supply. Check that the unit is plugged into an appropriate power supply.
2. The lamp. Replace the old lamp with a new one with the same specifications. See page 7 for replacing lamps.
3. The fuse. Replace the fuse. See page 18 for replacing the fuse.

No Response to DMX

Response: Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

1. Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
2. Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products ? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

See next page for more problem solving.

Problem	Probable cause(s)	Remedy
One or more fixtures are completely dead.	No power to the fixture	Check that power is switched on and cables are plugged in.
	Primary fuse blown.	Replace fuse.
Fixtures reset correctly, but all respond erratically or not at all to the controller.	The controller is not connected.	Connect controller.
	3-pin XLR Out of the controller does not match XLR Out of the first fixture on the link (i.e. signal is reversed).	Install a phase reversing cable between the controller and the first fixture on the link.
Fixtures reset correctly, but some respond erratically or not at all to the controller.	Poor data quality	Check data quality. If much lower than 100 percent, the problem may be a bad data link connection, poor quality or broken cables, missing termination plug, or a defective fixture disturbing the link.
	Bad data link connection	Inspect connections and cables. Correct poor connections. Repair or replace damaged cables.
	Data link not terminated with 120 Ohm termination plug.	Insert termination plug in output jack of the last fixture on the link.
	Incorrect addressing of the fixtures.	Check address setting.
	One of the fixtures is defective and disturbs data transmission on the link.	Bypass one fixture at a time until normal operation is regained: unplug both connectors and connect them directly together. Have the defective fixture serviced by a qualified technician.
	3-pin XLR Out on the fixtures does not match (pins 2 and 3 reversed).	Install a phase-reversing cable between the fixtures or swap pin 2 and 3 in the fixture, that behaves erratically.
Shutter closes suddenly	The color wheel, gobo wheel, or a gobo has lost its index position and the fixture is resetting the effect.	Contact a technician for servicing if the problem persists.
No light	The power supply settings do not match local AC voltage and frequency.	Disconnect fixture. Check settings and correct if necessary.
	Lamp missing or blown	Disconnect fixture and replace lamp.
Lamp cuts out intermittently.	Fixture is too hot.	Allow fixture to cool. Clean fan. Make sure air vents at control panel and front lens are not blocked. Turn up the air conditioning.
	The power supply settings do not match local AC voltage and frequency.	Disconnect fixture. Check settings and correct if necessary.

Product Specification

Model: Showtec Dreamer

Voltage: 240V-50Hz (CE)

Power: 350W

Fuse: 5A / 250V

Dimensions: 430x400x230mm (LxWxH)

Weight: 13,64 kg

Operation and Programming

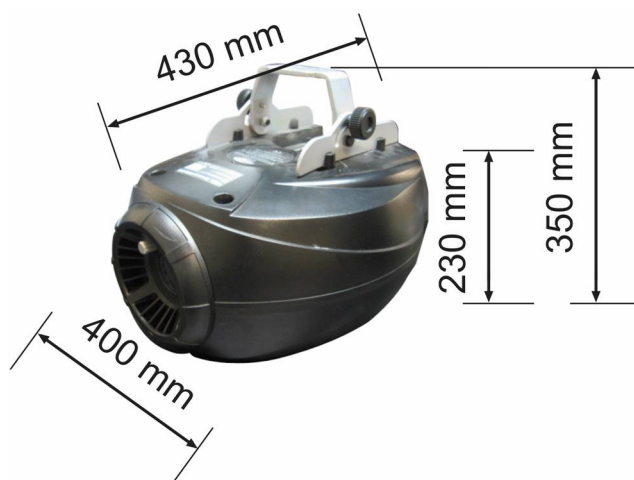
Signal pin OUT: pin 1 earth, pin 2 (-), pin 3 (+)

Set Up and Addressing: LED control panel

DMX Channels: 5

Signal input 3-pin XLR male

Signal output 3-pin XLR female



Lamp

Allowed lamp models*:

Philips MSD 200 (2000 hr; 6000K) ordercode 80904P

Philips MSD 250/2 (2000 hr; 8500K) ordercode 80926P

Osram HSD 250 (1000 hr; 7800K) (ordercode 80933O)

Control: Automatic and DMX remote ON / OFF

Electro-mechanical effects

Color-wheel: with variable rotation speed

Rotating Gobo-wheel: 5 gobos (4 glass gobo and 1 metal gobo).

All lenses are anti-reflection coated

High luminous-efficiency parabolic mirror and double condenser lens

DMX-control via standard DMX-controller

Sound-controlled via built-in microphone

Wheel control: auto-electronic reset

Gobos

Gobo diameter (metal or glass) 31 mm

Maximum image diameter 28 mm

Glass gobo: heat-resistant and intensify glass; dichroic glass coating

Max. ambient temperature t_a : 55°C; Max. housing temperature t_b : 80°C

Cooling: 1 axial fan in the projector

Motor: 3 high quality stepping-motor controlled by microprocessors

Minimum distance:

Minimum distance from flammable surfaces: 0.5m

Minimum distance to lighted object: 1.3m

*: Versions for other lamps may be produced. Please check the specification label on your product.

Design and product specifications are subject to change without prior notice.



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