

## Control Board

The Control Board offers several features: you can simply set the starting address, run the pre-programmed program or make a reset.

The main menu is accessed by pressing Enter until the display is lit. Browse through the menu by pressing the arrow buttons (up, down, left, right). Press Enter in order to select the desired menu. You can change the selection by pressing the arrow buttons. Press Enter in order to confirm. The functions provided are described in the following sections.

Default settings shaded. ① Basic Reload / ② Program Reload / ③ Private Reload

	Main menu	Sub menu	Display	Function
<b>Connect</b>	DMX Address ①			DMX address setting
	Wireless ①			Wireless DMX
<b>Light</b>	Lamp on/off	ON/OFF		Lamp on/off
	Automatic	ON/OFF		Lamp on/off / Power
	DMX Control	ON/OFF		Lamp on/off via DMX
	Max Temperature ①	80-139°C, 120°C/176-282°F, 248°F		Lamp off at temperature
	Lamp Adjust	PAN ...		Service function
<b>Information</b>	Time info	Current	XXXX (h)	Power on running time
		Fixture Life	XXXX (h)	Fixture running time
	Lamp info	Voltage Current Power		HID lamp information
	Temperature	Near Lamp Temp. ...	XXX °C/°F	Inside temperature
	Fans Speed	Near Lamp Fan		Fan speed
	Channel Value	PAN ...	PAN = XXX ...	DMX indicator
	Error Message	PAN, TILT ...		Error channels
	Fixture Model	xxxxxxxxxxxx		Model number and brand
	Software Ver	1U01 V 1.0.00 2U01 V 1.0.00 ...		Software version of each IC
<b>Set</b>	Reset	All		Reset all motors
		PAN&TILT		Reset only PAN/TILT
		Colors		Reset only colors
		Gobos		Reset Gobos
		Shutter		Reset Shutter
		Others		Reset other motors
	Movement ①	PAN reverse	ON/OFF	Reverse movement
		TILT reverse	ON/OFF	
		PAN degree	630/540	Select PAN-angle 630° or 540°
		Encoders	ON/OFF	Automatic PAN/TILT calibration
		PAN/TILT Mode	Stand/Smooth	Adjust PAN/TILT speed
	UI Set	Mic Sens ③	0~99%, 60%	Mic sensitivity
		No Signal ①	Close/Hold/Auto/Music	Run if no DMX
		Temperature C/F ①	Celsius/Fahrenheit	Select temperature designation °C or °F
		Fans Mode ①	Auto Speed/High Speed	Fans mode select
		Hibernation ①	OFF, 01M-99M, 15M	Standby mode
		Backlight ①	02M-60M, 02M	Display shutoff time

Set		Flip Display ①	ON/OFF	Display reverse 180 degree
		Display Bright ③	00-31 10	Display Brightness
		Brand Show ①	ON/OFF	Show brand name
		Key Lock ①	ON/OFF	Key lock activation
		Language ③	En/简/繁/Fr/Sp	Language select
	Users	User Mode ①	Standard Basic Extended User	User's mode to change channel numbers
		Edit User ③	Max Channel = XX PAN = CH01 ...	Preset User modes
	Calibration ③	--Password-- Color ...	Password=XXX Color =XXX ...	Wheel adjustment to standard position password „050“
	Fixture ID ③	Name --Password-- PID Code		Name password „050 Set PID Code of RDM
	Wireless Set ①	DMX on cable Reset Connect	ON/OFF ON/OFF	Loopthrough data Logout from sender
	Reload Default	Basic Reload ① Program Reload ② --Password-- Private Reload ③ All Reload	ON/OFF ON/OFF XXX ON/OFF ON/OFF	Basic Reload Program Reload password „050“ Private Reload All Reload
Program	Play ①	DMX receive		Back to DMX mode
		Slave receive	Slave 1, Slave 2, Slave 3	Slave setting
		Sequence	Master/Alone	Auto program
		Music	Master/Alone	Music control
	Select Chase ②	Chase Part 1 Chase Part 2 Chase Part 3	Chase 1- 8 Chase 1 Chase 1- 8 Chase 2 Chase 1- 8 Chase 3	Select programs to be run
	Edit Chase ②	Chase 1 : Chase 8	Chase Test Step 01 = SCXXX Step 64 = SCXXX	Testing program Program in loop Save and exit
	Edit Scenes ②	Edit scene 001 : Edit scene 250	Pan,Tilt, ... -- Fade Time -- -- Scene Time -- DMX Input	Save and automatically return manual scenes edit
	Scenes Record	ScXX=>ScXX		Automat. scenes rec

## Connect

### DMX address setting

With this function, you can adjust the desired DMX-address via the Control Board.

- Select “**DMX Address**” by pressing Up or Down.
- Press the Enter-button, adjust the DMX address by pressing Up or Down.
- Press the Enter-button to confirm.

## **Wireless**

From factory, this projector is prepared for wireless data transmission (W-DMX).

With the function "Wireless" you can log in the wireless receiver in to a wireless transmitter, the fixture could now receive the wireless DMX signal.

- Select "**Wireless**" by pressing Up or Down.
- Press the Enter-button to confirm.

If a device with wireless receiver is connected with a DMX-controller via cable, the device will be controlled by the cabled controller and not by the wireless transmitter.

## **Light**

### **Lamp on or off**

With this function you can switch the lamp on or off via the Control Board.

- Select "**Lamp on/off**" by pressing Up or Down.
- Press the Enter-button, the display shows "**ON**" or "**OFF**".
- Press Up or Down to select "**ON**" if you wish to strike the lamp or "**OFF**" in order to switch it off.
- Press the Enter-button to confirm.

### **Lamp on by power on**

With this function you can select if the lamp will be switched on when switching the power on. Select "**ON**" by pressing Up or Down if you wish to enable this function or "**OFF**" if you don't.

### **Lamp on/off via external controller**

With this function you can select if you can switch the lamp on or off via an external controller. Select "**ON**" by pressing Up or Down if you wish to enable this function or "**OFF**" if you don't.

### **Max Temperature**

With this function you can set the inside temperature at which the projector will automatically switch the lamp off. Press Up or Down to select the maximum inside temperature between 80 °C and 139 °C. Inside temperatures below 90 °C are not critical. 90 °C and more should lead to the lamp being switched off. Please note that the outside temperature should not exceed 45 °C.

## **Information**

### **Time information**

#### **Current**

With this function, you can display the temporary running time of the device from the last power on. The display shows "XXXX", "X" stands for the number of hours. The counter is reset after turning the device off.

#### **Fixture Life**

With this function, you can display the running time of the device. The display shows "XXXX", "X" stands for the number of hours.

#### **Lamp information**

With this function, you can display the applied voltage, current and power of the high-intensity discharge lamp.

#### **Temperature**

##### **Near lamp Temp**

With this function you can display the temperature in the projector-head (near CMY-filter) in degree Celsius/degree Fahrenheit.

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#### **Fan speed**

With this function you can display the current fan speed. The display shows "XXXX", "X" stands for RPM.

#### **DMX indicator**

With this function, you can display with which value the respective channel is sent.

#### **Error channels**

With this function, you can display the channel errors.

## Fixture Model

With this function, you can display the model number and brand of the fixture.

## Software version

With this function you can display the software version of each IC.

- Select "**Software ver.**" by pressing Up or Down.
- Press the Enter-button, the display shows e.g. "**1U01 VX.X.XX**", "X.X.XX" stands for the version number.

## Set

### Reset

With this function you can reset the device via the Control Board. You can select the different Reset-functions by pressing Up or Down.

## Movement

### PAN Reverse

With this function you can reverse the PAN-movement.

### TILT Reverse

With this function you can reverse the TILT-movement.

### PAN degree

With this function you can select the PAN-degree.

- Select "**PAN degree**" by pressing Up or Down.
- Press the Enter-button, the display shows "540".
- Press Up or Down to select the desired degree between "540" and "630".
- Press the Enter-button to confirm.

### Automatic PAN/TILT calibration

With the function "Encoders" you can calibrate the PAN/TILT movement to the correct starting position.

### Adjust PAN/TILT speed

With this function you can define the PAN/TILT speed. You can select one of two different modes.

## UI Set

### Mic sensitivity

With this function, you can select the desired microphone sensitivity between 0 % and 99 %.

- Select "**Mic Sens**" by pressing Up or Down.
- Press the Enter-button.
- Press Up or Down to select the desired sensitivity.
- Press the Enter-button to confirm.

### No DMX status

With the function "**No Signal**", you can set different modes if there is no DMX-signal.

- Select "**Close, Hold, Auto or Music**" by pressing Up or Down.
- Press Up or Down to select between "Close", "Hold", "Auto" or "Music".
- Press the Enter-button to confirm.

### Select temperature designation

With this function you can select the temperature designation.

- Select "**Temperature C/F**" by pressing Up or Down.
- Press Up or Down to select the desired degree between "Celsius" and "Fahrenheit".
- Press the Enter-button to confirm.

### Adjust ventilation fans mode

With this function, you can adjust the ventilation fans mode.

- Select "**Fans Mode**" by pressing Up or Down.
- Press Enter to confirm; the display shows "Auto Speed".
- Press Up or Down to select "Auto Speed" or "High Speed".
- Press the Enter-button to confirm.

### **Hibernation - power standby mode**

With this function you can put the device in the power standby mode. This function will be automatically activated after a predefined period of time of no DMX activity. In standby mode the lamp/LEDs and all motors will power down if no DMX signal is sent to the fixture for a period of e. g. 15 minutes (can be user defined). The fixture will automatically reset and return to normal operation once a DMX signal is sent.

### **Backlight**

With this function you can shut off the display after 2 to 60 minutes.

### **Flip Display**

With this function you can flip the display by 180° for a better view when the fixture is hung from the truss or a ceiling.

### **Display Bright**

With this function, you can select the desired display brightness.

### **Brand Show**

With this function you can show or hide the brand name 'FUTURELIGHT' on the display.

### **Key lock**

With this function you can lock the keys of the Control Board to e.g. prevent menu tampering. If this function is activated, the keys will be automatically locked from the last command. In order to deactivate or temporarily deactivate the keylock function, press the keys in the following order: ↑ UP, ↓ DOWN, ← LEFT, → RIGHT and ENTER to regain access to the menu commands.

### **Language select**

With this function, you can select the desired display language.

### **Users**

#### **User mode**

With this function, you can create user defined channel orders.

#### **Edit User**

With this function, you can adjust the preset user definition.

### **Calibration**

With this function, you can calibrate and adjust the effect wheels to their correct positions. The password for this function is „050“.

### **Fixture ID**

### **RDM**

With this function you can call up various submenus via RDM.

This device is RDM ready. RDM stands for "Remote Device Management" and makes remote control of devices connected to the DMX-bus possible. ANSI E1.20-2006 by ESTA specifies the RDM standard as an extension of the DMX512 protocol.

Manual settings like adjusting the DMX starting address are no longer needed. This is especially useful when the device is installed in a remote area.

RDM is integrated in DMX without influencing the connections. The RDM-data is transmitted via the standard XLR-poles 1 and 2 – new DMX-cables are not necessary. RDM ready and conventional DMX devices can be operated in one DMX line. The RDM protocol sends own packages in the DMX512 data feed and does not influence conventional devices.

If DMX splitters are used and RDM control is to be used, these splitters must support RDM.

The number and type of RDM parameters depend on the (optional) RDM controller being used.

### **Wireless Set**

With the function "**DMX on cable**", you can loopthrough the DMX signal via DMX cable and with the function "**Reset Connect**", you can log out the projector from the wireless sender.

## **Reload Default**

With this function you can restore the factory settings of the device. The different settings (marked in the table) will be set back to the default values (shaded).

## **Program**

### **Play**

#### **DMX Receive**

With this function, you can set the device to the DMX mode.

#### **Slave Receive**

With this function, you can define the device as slave. You can choose one of three different Slave programs. For further information see „Edit Chase”.

#### **Sequence**

With this function, you can run the internal program. You can select the desired program under “Select Chase”. You can set the number of steps under “Edit Chase”. You can edit the individual scenes under “Edit Scenes”. With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.

#### **Music**

With this function, you can run the internal program sound-controlled. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.

#### **Select chase for auto program**

With this function, you can select the program for the Program Run.

#### **Edit chase**

With this function, you can edit the internal programs.

#### **Edit scenes**

With this function, you can edit the scenes of the internal programs.

#### **Rec. Controller**

The device features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the device. Adjust the desired scene numbers by pressing Up or Down (from – to). When you call up the scenes at your controller, they will automatically be transmitted to the device.

#### **Excursion:**

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop. The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to „Slave 1“ in the menu „Set to Slave“, the Master unit sends „Auto Program Part 1“ to the Slave unit. If set to „Slave 2“, the Slave unit receives „Chase Part 2“.

#### **To start a Auto Program please proceed as follows:**

##### **1. Slave-Setting**

- Select “**Program**” by pressing Up or Down.
- Press the Enter-button to confirm.
- Select “**Slave**” by pressing Up or Down.
- Press the Enter-button to confirm.
- Press Up or Down to select “**Slave 1**”, “**Slave 2**” or “**Slave 3**”.
- Press the Enter-button to confirm.

##### **2. Automatic Program Run**

- Select “**Program**” by pressing Up or Down.
- Press the Enter-button to confirm.
- Select “**Sequence**” by pressing Up or Down.
- Press the Enter-button to confirm.
- Press Up or Down to select “**Master**” or “**Alone**”. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.
- Press the Enter-button to confirm.

### 3. Program for Select Chase

- Select **“Edit Chase”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Select **“Select Chase”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Press Up or Down to select **“Chase Part 1”**, **“Chase Part 2”** or **“Chase Part 3”**, and thus select which Slave program is to be sent. Selection „Part 1“ means, that the Slave unit runs the same program as the master units.
- Press the Enter-button to confirm.

### 4. Program selection for Edit Program

- Select **“Edit Chase”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Select **“Edit Chase”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Press Up or Down to select the desired program. With this function you can edit specific scenes into a specific program.
- Press the Enter-button to confirm.

### 5. Automatic Scene Recording

- Select **“Edit Chase”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Select **“Edit scenes”** by pressing Up or Down.
- Press the Enter-button to confirm.
- Press Up or Down to select the desired scene numbers. You can program a maximum number of 250 scenes.
- Press the Enter-button to confirm.
- Press Up or Down to select the desired value.
- Press the Enter-button to confirm.

### Example:

Program 2 includes scenes: 10, 11, 12, 13;

Program 4 includes scenes: 8, 9, 10 and

Program 6 includes scenes: 12, 13, 14, 15

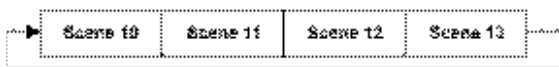
Chase Part 1 is Program 2;

Chase Part 2 is Program 3;

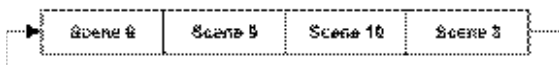
Chase Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:

Part 1:



Part 2:



Part 3:

