唯 瑞®
Very-lite

使 用 说 明 书

VL-230BEAM 光束电脑灯

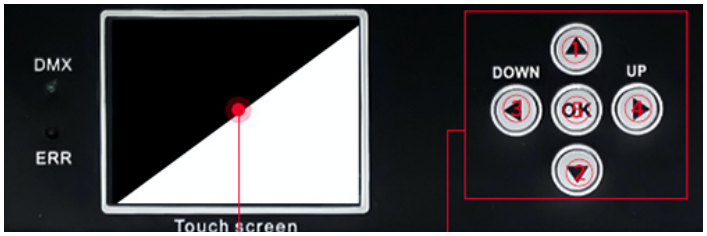
Product Manual Instruction

广州唯瑞舞台灯光设备有限公司

Guangzhou Very-lite Equipment Co., Ltd

When this product leaves the factory, its performance is intact and its packaging is complete. All users should strictly abide by the warnings and operating instructions stated in this manual. Any damage caused by misuse is not covered by the company's warranty, and the dealer is not responsible for faults and problems caused by ignoring the operating manual. .
This manual is subject to technical changes without prior notice.

1. Display



DMX: signal indicator light
ERR: error indicator light
Touch color screen combined with mechanical buttons
Chinese and English interface, can be reversed 180°
Easy and fast operation

a. During the reset process, press and hold the touch screen for 5 seconds, or press and hold the OK button for 5 seconds to interrupt the reset.
b. Press and hold the confirm key or touch screen when powering up to interrupt the reset process and enter test mode.
c. Set the DMX address to 512. Return to the main interface and press and hold "512" on the touch screen for 5 seconds, or press and hold the OK button for 5 seconds to set "show" or "hide" the LOGO.
d. The pattern wheel and color wheel have automatic magnetic detection and error correction functions. When installing the Hall, you need to pay attention. When the channel value is 0, even if you use reset calibration for fine-tuning, it is best to still align the magnet, pattern wheel and color wheel with a reset calibration range outside +-20. Zero-point error correction The function will be invalid: if the magnet can be aligned, then when the user finds that the pattern wheel or color wheel of a certain lamp is out of step, push the channel value to 0, and the system will automatically reset the pattern wheel or color wheel and correct the error.

Signal indicator:

a. The ERR red indicator light flashes, indicating that there is an error message. Go to "Information" -> "System Error Message" to view it.
b. DMX blue indicator light. If it is always on, it means DMX signal is received. If it is always off, it means there is no DMX signal.
c. If the blue indicator light on the motor driver board flashes quickly at 1-second intervals, it indicates that the serial port signal sent from the display board is received; if it flashes slowly at 2-second intervals, it indicates that there is no serial port signal. The flashing light indicates that the serial port signal is received. It indicates that the system is running; if the indicator light is always on or off, it means there is a problem with the motor drive board.

2. system message

Options	illustrate
Software version	current software version
DMX channel value	This will enter the sub-interface and display the channel value in numerical value and percentage for viewing.
System error log	If the red ERR indicator light is on, it means there is an error in the operation of the lamp. You can enter the sub-interface to view the details. After viewing, you can press the "Clear" key to clear the error record. **Note: Sometimes it is not really the installation problem of Hall or optocoupler, but the motor wires are connected reversely.**
Total usage time	Accumulated usage time (accurate to minutes)
This time of use	Usage time since power-on (accurate to minutes)
Total lighting time	Accumulated lighting time (accurate to minutes)
This time of lighting	This time of lighting (accurate to the minute)
error message	**illustrate**
Motor reset failed Serial port error	There is no response from the driver board. There is a problem with the serial communication line connecting the display board and the driver board, or there is a problem with the driver board.
X-axis reset failed	There is a problem with the X-axis photoelectric switch or the X-axis motor
Y axis reset failed	There is a problem with the Y-axis photoelectric switch or the Y-axis motor
X-axis Hall error"	There is a problem with the X-axis Hall
Y axis Hall error	There is a problem with Y-axis Hall
Color wheel reset failed	There is a problem with the color wheel Hall or the color wheel motor.
Pattern plate reset failed	There is a problem with the pattern wheel Hall or the pattern wheel motor.
Focus reset failed	There is something wrong with the focusing hall or the focusing motor.
Prism focus reset failed	There is a problem with the prism focusing Hall or the prism focusing motor.
Lamp control failed	Failed to turn on or off the bulb. There is something wrong with the lamplighter or bulb.
Soaking time is too	If the accumulated lighting time exceeds the maximum lighting time set

long Please change the bubbles!	in the "Advanced" menu, the user is prompted to change the gun in time. After changing the bubbles, clear the light bulb time in the "Advanced" menu and restart the light bulb time.

3. advanced

Set a layer of password here to prevent misoperation by non-professionals. The default password is "Shang Xia Shang Xia". Press the "OK" key to verify the password.

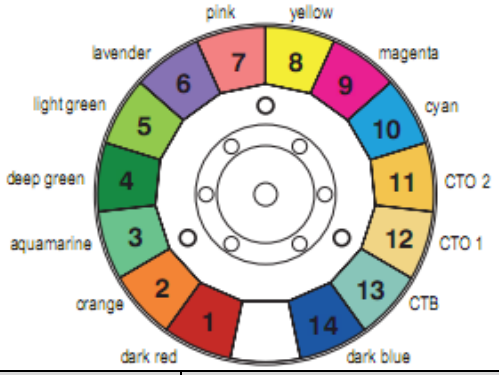
Options	illustrate
reset calibration	After entering the sub-interface, you can adjust the reset position of the X-axis, Y-axis and other motors to make up for the error in hardware installation. The adjustment range is -128~+127, +0 means no adjustment.
Maximum light bubble time	0-9999 hours, the system will have an alarm prompt when operating the maximum lighting time
Clear bubble time	After clearing, the lighting time will be reset.
Sensor monitoring	Real-time monitoring of the status of various photoelectric switches, Hall and other sensors on the lamp

4. Channel description

aisle CHANNEL	CHANNEL MODE			
	16		20	
1	color wheel	COLOR WHEEL	color wheel	COLOR WHEEL
2	Cut light/strobe	STOP/STROBE	Cut light/strobe	STOP/STROBE
3	Dimming	DIMMER	Dimming	DIMMER
4	Gobo	STATIC GOBO CHANGE	Gobo	STATIC GOBO CHANGE
5	prism	PRISM INSERTION	prism	PRISM INSERTION
6	prism rotation	PRISM ROTATION	prism rotation	PRISM ROTATION
7	Not used yet	Effects Movement(unused)	Not used yet	Effects Movement(unused)
8	atomization	FROST	atomization	FROST
9	focusing	FOCUS	focusing	FOCUS
10	X	PAN	X	PAN
11	X fine-tuning	PAN FINE	X fine-tuning	PAN FINE
12	Y	TILT	Y	TILT
13	Y fine adjustment	TILT FINE	Y fine adjustment	TILT FINE
14	Not used yet	Effects Movement(unused)	Not used yet	Effects Movement(unused)
15	reset	RESET	reset	RESET
16	light bulb control	LAMP CONTROL	light bulb control	LAMP CONTROL
17			XY speed	PAN TILT TIME
18			color wheel speed	COLOR TIME
19			Dimming - Prism - Fog	DIMMER-PRISM-FROST TIME

			speed	
20			Pattern wheel speed	GOBO TIME

- **COLOR WHEEL - channel 1**



BIT	EFFECT	Effect	Remark
255	FAST ROTATION	fast spin	
…	…	…	
150	SLOW ROTATION	slow rotation	
145	BLUE + WHITE	Dark blue + white light	To make memory easier, color values are always multiples of 5. Linear change: The color ratio is adjustable, for example: when the value is 5, white is 50%, dark red is 50%; if the value is 4, white is 60%, dark red is 40%; if the value is 6, white is 40%, dark red is 60%. Non-linear changes: Colors are adjusted in units of secondary colors. "Linear" and "non-linear" selections for color patches can be made through the settings menu.
140	BLUE	dark blue	
135	CTB 8000+BLUE	CTB 8000 + dark blue	
130	CTB 8000	CTB 8000	
125	CTO 190 + CTB 8000	CTO 190 + CTB 8000	
120	CTO 190	CTO 190	
115	CTO 260 + CTO 190	CTO 260 + CTO 190	
110	CTO 260	CTO 260	
105	CYAN + CTO 260	Cyan + CTO 260	
100	CYAN	blue	
0 95	MAGENTA + CYAN	magenta + cyan	
0 90	MAGENTA	magenta	
0 85	YELLOW + MAGENTA	yellow + magenta	
0 80	YELLOW	yellow	
0 75	PINK+YELLOW	pink + yellow	
0 70	PINK	pink	
0 65	LAVENDER + PINK	Lilac + pink	
0 60	LAVENDER	Lilac	
0 55	LIGHT GREEN + LAVENDER	light green + lavender	
0 50	LIGHT GREEN	light green	
0 45	GREEN + LIGHT GREEN	Dark green + light green	
0 40	GREEN	dark green	
0 35	AQUAMARINE + GREEN	green + dark green	
0 30	AQUAMARINE	green	
0 25	ORANGE + AQUAMARINE	orange + green	
0 20	ORANGE	orange color	
0 15	RED + ORANGE	deep red + orange	
0 10	RED	deep red	
00 5	WHITE+RED	white+dark red	
00 0	WHITE	White	

- **STOP/STOBE - channel 2**

BIT	EFFECT	Effect	Remark
252-255	OPEN	shutter open	Controlled by dimming channel
239-251	RANDOM FAST STROBE	Random fast strobe	
226-238	RANDOM MEDIUM STROBE	Random medium speed strobe	
213-225	RANDOM SLOW STROBE	Random slow strobe	
208-212	OPEN	shutter open	Controlled by dimming channel
207	FAST PULSATION	Pulse strobe	
...	...	...	
108	SLOW PULSATION	Pulse strobe	
104-107	OPEN	shutter open	Controlled by dimming channel
103	FAST STROBE	Strobe	
...	...	...	
00 4	SLOW STROBE	Strobe	
00 0- 00 3	CLOSED	shutter closed	

- **DIMMER - channel 3**

BIT	EFFECT	Effect	Remark
255	100%	Brightness 100%	
...	...	...	
00 0	0%	Brightness 0%	

➢ **STATIC GOBO CHANGE - channel 4**

BIT	EFFECT	Effect	Remark
255	GOBO 11SHAKE, FAST SPEED	Pattern 16 rapid dither	Every 5 values correspond to a pattern
…	…	…	
251	GOBO 11 SHAKE, SLOW SPEED	Pattern 16 slow dither	
250	GOBO 10 SHAKE, FAST SPEED	Pattern 15 rapid jitter	
…	…	…	
246	GOBO 10SHAKE, SLOW SPEED	Pattern 15 slow dither	
…	…	…(Pattern 3 to Pattern 9)	
185	GOBO 2 SHAKE, FAST SPEED	Pattern 2 rapid jitter	
…	…	…	
181	GOBO 2 SHAKE, SLOW SPEED	Pattern 2 slow dither	
180	GOBO 1 SHAKE, FAST SPEED	Pattern 1 rapid jitter	
…	…	…	
176	GOBO 1 SHAKE, SLOW SPEED	Pattern 1 slow dither	
175	FAST ROTATION	Fast rotation (forward)	
…	…	…	
135	SLOW ROTATION	Slow rotation (forward)	
130-134	STOP	Stop (white)	
129	SLOW ROTATION	Slow rotation (reverse)	
…	…	…	
0 85	FAST ROTATION	Fast rotation (reverse)	
0 80	GOBO 16	Pattern 16	Every 5 values correspond to a pattern
0 75	GOBO 15	Pattern 15	
0 70	GOBO 14	Pattern 14	
0 65	GOBO 13	Pattern 13	
0 60	GOBO 12	Pattern 12	
0 55	GOBO 11	Pattern 11	
0 50	GOBO 10	Pattern 10	
0 45	GOBO 9	Pattern 9	
0 40	GOBO 8	Pattern 8	
0 35	GOBO 7	Pattern 7	
0 30	GOBO 6	Pattern 6	
0 25	GOBO 5	Pattern 5	
0 20	GOBO 4	Pattern 4	
0 15	GOBO 3	Pattern 3	
0 10	GOBO 2	Pattern 2	
00 5	GOBO 1	Pattern 1	
00 0	WHITE	white light	

- **PRISM INSERTION 1- channel 5**

BIT	EFFECT	Effect	Remark
128-255	PRISM1 INSERTED	insert prism	
00 0-127	PRISM1 EXCLUDED	remove prism	

- **PRISM ROTATION - channel 6**

BIT	EFFECT	Effect	Remark
255	FAST ROTATION	Fast rotation (forward)	
...	...	...	
193	SLOW ROTATION	Slow rotation (forward)	
191-192	STOP	stop	
00 0	SLOW ROTATION	Slow rotation (reverse)	
...	...	...	
128	FAST ROTATION	Fast rotation (reverse)	
00 0-127	POSITION	Prism angle adjustment	

- **Effects Movement(unused) - channel 7**
- **FROST - channel 8**

BIT	EFFECT	Effect	Remark
128-255	FROST INSERTED	atomization	
00 0-127	FROST EXCLUDED	No atomization	

- **FOCUS - channel 9**

BIT	EFFECT	Effect	Remark
255	100%	Focus 100%	
...	...	...	
00 0	0%	Focus 0%	

- **PAN - channel 10 (omitted)**
- **PAN FINE - channel 11 (omitted)**
- **TILT - channel 12 (omitted)**
- **TILT FINE - channel 13 (omitted)**
- **Effects Movement(unused) - channel 14**
- **RESET-channel 15**

BIT	EFFECT	Effect	Remark
128-255	Complete	All motors reset	Reset starts after staying in the corresponding area for 5 seconds. Resetisactivated passing through the unused range and staying 5 seconds.
0 77-127	Pan/Tilt Reset	Large motor (XY axis) reset	
0 26- 0 76	Effects Reset	Small motor reset	
00 0- 0 25	Unused Range	Invalid area	

- **LAMP CONTROL - channel 16**

BIT	EFFECT	Effect	Remark
101-205	LAMP ON	light bulb	Start turning the light bulb on and off after staying in the
0	LAMP OFF	extinguish the light	

10-100		bulb	corresponding area for 5 seconds. Lamp switch passing through the unused range and staying 5 seconds.
00 0- 00 9	UNUSED RANGE	Invalid area	

- **TIMING CHANNELS**

	Timing Channel	Channel function	Remark
19	Pan-Tilt time	Pan-Tilt-(Pan fine-Tilt fine)	255 SLOW SPEED … … 0 FAST SPEED
20	Color time	Color wheel	
twenty one	Beam time	Dimmer-Prism-Frost	
twenty two	Gobo time	Static Gobo	

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Official website : www.gzverylite.com Web : www.very-lite.co

verylite@163.com

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