# CLAIR LIGHTING MINI MIGHTY 200W

# **MANUAL**



Read the instructions carefully before use

# Catalogue

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Precautions and installation Precautions and installation

#### 1.Disclaimer

Thank you for choosing our products! 8, This product is in good condition and the package is complete when it leaves the factory. For your safe and effective use of this product, before you use this product, please read this manual carefully and completely. This manual contains important information for installation and use. Please install and operate according to the requirements of the manual. At the same time, please keep this manual properly for use at any time. Our company does not assume all responsibility for damage to lamps or other performance due to individuals not operating in accordance with the instructions during installation, use and maintenance.

This manual is subject to technical changes without prior notice.

#### 2. Maintenance

- Disconnect the power supply before performing maintenance.
- This lamp should be kept dry and avoid working in wet environment.
- Intermittent use will effectively extend the life of the luminaire.
- In order to obtain good ventilation and lighting effects, pay attention to cleaning the fan and fan net as well as the lens often.
- Do not rub the luminaires housing with organic solvents such as alcohol to avoid damage.

#### 3. Product Precautions

- This lamp is for professional use only.
- Ensure that the power supply voltage matches the required power supply voltage of the equipment before operation.
- Do not place this product in a place that is easy to loose or shake.
- During use, if the lamp is abnormal, stop using the lamp in time.
- In order to ensure the service life of the product, this product should not be placed in a humid or leaking place, and should not work in an environment where the temperature exceeds 60 degrees.
- When the lamp is used, the power supply voltage change should not exceed  $\pm 10\%$ , the voltage is too high, will shorten the life of the lamp, the voltage is too low, it will affect the light color of the lamp.
- After the power off, it takes 20 minutes to use the lamp to cool down fully before it can be used again.
- The rotating parts of the lamp and the attaching accessories must be checked regularly, and the loosening and shaking should be reinforced in time to prevent accidents.
- In order to ensure the normal use of this product, please read this instruction carefully.

#### **4.Product Description**

- Light source power: 200W;
- Voltage: AC 200V~240V/50~60Hz;
- Color disk: Each color disk consists of 9 color plates + white light;
- Pattern plate: 9 pattern effects;
- Pattern plate: 7 pattern effects;
- 540° pan, 270° tilt.
- Overheat protection;
- Control mode: DMX512/ master-slave/automatic;
- IP20 protection level

### 5. Signal cable connection

Light fixtures feature standard DMX input and output 3-core or 5-core XLR sockets. Use a twisted-pair signal cable shielded specifically for DMX 512; The signal line is generally connected at a distance of 150 meters, and the DMX512 signal amplifier must be added for long distance signal transmission.

Use a shielded twisted-pair signal line from the DMX outlet of the controller to the DMX input of the first device, and from the DMX outlet of the first device to the DMX input of the second device, and so on, until all the lamps are connected. Then install a terminal plug on the last 3-pin connector of the connecting luminaire output on each line. (Weld a 4/1W,  $120\Omega$  resistor between the 2 and 3 pins of the 3-pin pin cannon plug).

Important: The wires should not touch each other or the metal housing.

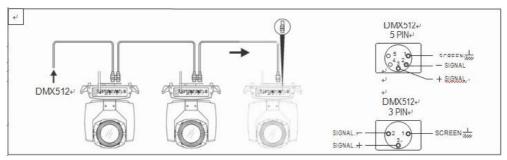


Figure 1 Schematic diagram of DMX signal wire connection

- > The calculation method of the starting address code of the lamp: The initial address code of the current luminaire is equal to (the initial address code of the previous luminaire)+(the number of channels of the luminaire)
- 1: The initial address code value of the first luminaire A001.
- 2: The basic channel number of the controller should be greater than or equal to the total number of channels used by the luminaire.
- 3: Note: when using any controller, each luminaire should have its own starting address code, if the first luminaire's starting address code is set A001, the number of luminaire channels is 16CH; Then the starting address code of the second lamp is set to A017; The starting address code of the third lamp is set to A033; And so on, (this setting also needs to be determined according to different consoles)

#### 6.Luminaire installation

Luminaires can be placed horizontally, hung diagonally, and hung upside down. Be sure to pay attention to the installation method when hanging diagonally and upside down.

As shown in Figure 2, before positioning the luminaire, it is necessary to ensure the stability of the installation site. During the reverse hanging installation, it is necessary to ensure that the luminaire does not fall down on the support frame. It is necessary to use the safety rope to pass through the support frame and the luminaire handle for auxiliary hanging to ensure safety. Prevent the luminaire from falling and sliding.

During the installation and commissioning of the lamp, pedestrians are prohibited from passing under the lamp, and the safety rope is regularly checked for wear and whether the hook screws are loose.

If the hanging installation is not stable, resulting in the fall of the lamp and all the consequences, our company does not assume any responsibility.

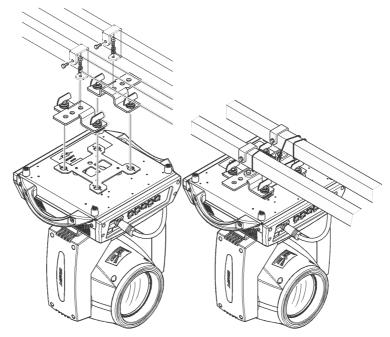
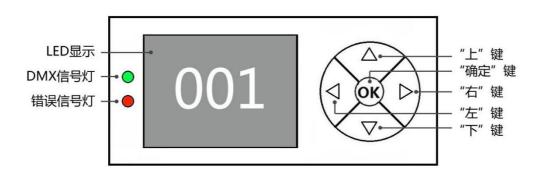


Figure 2 Schematic diagram of the lamp hanging upside down

# 2. Control panel

# 2.1 Key Instructions



"左" "右"键的功能是一样的:返回上一界面

"上"、"下"键:选择、编辑

"确定"键(即"OK"键):执行功能、开始编辑、退出编辑

Figure 3 Schematic diagram of key description on the panel

The following takes "Modify DMX address code" as an example to describe the use of keys:

- 1, if the current is not the main interface, press the "left" key (one or more times) to return to the main interface
  2, in the home screen, press the "up" key or "down" key to select the "Settings" button
  3. Press the "OK" key to enter the "Settings" interface
  4, in the "Settings" interface, press the "up" key or "down" key to select "DMX address"
- address'
- 5, press the "OK" key to enter the editing state
  6, press the "up" key or "down" key to modify the DMX address code
  7, press the "OK" key to exit the editing state

# 2.2 Menu Description



Figure 4 Schematic diagram of main menu

# **2.2.1 Settings**

| Options                     | Instructions         |   |  |
|-----------------------------|----------------------|---|--|
| Running mode                | DMX                  | Slave state: Receives DMX signals from the console or host  |  |
|                             | Bootstrap            | Host status: Self-drive and send DMX signal to slave  |  |
|                             | V o i c e<br>Control |   |  |
| DMX address                 | 1-512                | Press "OK" to enter the editing state. At this time, the hundreds digit is selected, and press the "up" and "down" keys to change the address code. Press the "OK" key again to select the tens edit. Press "OK" again to select the ones edit. Press again to exit the editing state |  |
| Motor reset                 | close                |   |  |
|                             | open                 | Light fixture reset   |  |
| Channel mode                | Standard<br>17CH     | Standard 17 channel mode  |  |
|                             | Standard<br>21CH     | Standard 21 channel mode  |  |
| Language                    | Chinese              | Set to the Chinese interface  |  |
|                             | English              | Set to English interface  |  |
| Screen flip                 | close                | Front display   |  |
|                             | open                 | Screen inverted display   |  |
| X Inversion                 | close                |   |  |
|                             | open                 |   |  |
| Y Reversal                  | close                |   |  |
|                             | open                 |   |  |
| XY swap                     | close                |   |  |
|                             | open                 | Channel to swap XY axes (incl. trims)   |  |
| XY encoder                  | open                 | Use an encoder (optocoupler) to judge out of step and automatically correct the position  |  |
|                             | close                | Correct position without using an encoder (optocoupler)   |  |
| DMX signal                  | Hold                 | Continue running in the original state  |  |
|                             | Reset                | Turn the motor back and stop running  |  |
| Restore default<br>Settings |                      | Press "OK" to see the confirmation dialog box, press "OK" again to restore the default Settings   |  |

# 2.2.2 Manual control

This interface is used to control the current luminaire (does not receive DMX signals), corresponding to the channel. Refer to the channel table for details

| Options | Instructions |  |
|---------|--------------|--|
| 1CH.    | 0 ~<br>255   | Press "OK" to enter the editing state. At this time, the hundreds digit is |

| 15CH. | 0 ~<br>255<br>0 ~<br>255 | keys to change the channel value. Press<br>the "OK" key again to select the tens<br>edit. Press "OK" again to select the<br>ones edit. Press again to exit the |
|-------|--------------------------|--|
|       | 0 ~<br>255               | editing state  |

# 2.2.3 Information

| Options                                | Instructions  |  |
|--|---|--|
| Ver                                    |   | Software version   |
| DIS                                    |   | Display board software version   |
| MT                                     |   | Motor board software version   |
| Time information                       | Time information<br>Steps 1 Total<br>brightening<br>bubbles<br>2. Total use | Record the cumulative bright-bubble time<br>Record the lighting time   |
| System<br>error                        |   | If the red ERR indicator light shines, it indicates that the lamp is running incorrectly, and the details can be viewed from this sub-interface. After viewing, you can press the "Clear" button to clear the error record |
| Blower<br>speed                        |   | Displays the current blower speed  |
| Hall Status                            | 11100010  | 0 when magnetic is detected, 1 otherwise   |
| The X-axis encodes the disk step value | 0000  | When traveling in the forward direction, the step value should increase, and when traveling in the reverse direction, the step value should decrease. The number should be normal every time you reach the same point      |
| The Y-axis encodes the disk step value | 0000  | When traveling in the forward direction, the step value should increase, and when traveling in the reverse direction, the step value should decrease. The number should be normal every time you reach the same point      |
| Permission<br>Duration                 |   | 9999 No encryption; Other values can be used with encryption   |

# A. Error message description

| Common Error<br>Messages         | Instructions   |  |
|----------------------------------|--|--|
| MT board<br>connection<br>failed | Motor board not responding. There is a problem with the serial communication line connecting the display board to the motor board, or there is a problem with the motor board. |  |

| X-axis reset<br>failed  | There is a problem with the X-axis photoelectric switch, or the X-axis motor or motor board |  |
|---|---|--|
| Y-axis reset failed Y-axis photoelectric switch, or Y-axis motor or board problem |   |  |
| X-axis Hall<br>error  | X-axis Hall, or a problem with the motor board  |  |
| Y-axis Hall<br>error  | Y-axis Hall, or a problem with the motor board  |  |
| Color disk<br>reset failed  | Color disk Hall, or there is a problem with the color disk motor                            |  |
| The pattern plate failed to reset   | Pattern plate Hall, or pattern plate motor has a problem                                    |  |
| The focus reset failed  | Focusing Hall, or a problem with the focusing motor   |  |
| Bulb control<br>failure   | Failure to light or extinguish bubbles, lamplighter or bulb problem                         |  |
| failure   | bulb problem  |  |

# 2.2.4 Factory

| calibrate | Data download    | After changing the display board, download the calibration data of the original display board from the motor board |  |
|-----------|------------------|--|--|
|           | X-axis           | After entering the sub-interface, the  |  |
|           | Y-axis           | reset position of the motor such as X axis and Y axis can be adjusted to make                                      |  |
|           | Colors           | up for the error on the hardware<br>installation. The adjustment range is  |  |
|           | Patterns         | -128~+127, and +0 indicates no adjustment.   |  |
|           | GIFs             |  |  |
|           | GIF rotation     |  |  |
|           | Focusing         |  |  |
|           | Zoom in          |  |  |
|           | Prism zero       |  |  |
|           | Prism stroke     |  |  |
|           | Fogging zero     |  |  |
|           | Atomizing stroke |  |  |
|           | Zero clearing    | close  |  |
|           |                  | On, the data is restored to default values   |  |
|           | Power            | Power regulation   |  |
|           | X Hall           | Off, X Hall report wrong off   |  |
|           |                  | On, X Hall reports the wrong off   |  |
|           | Y Hall           | Off, Y Hall reports wrong off  |  |
|           |                  | On, Y Hall reports an error  |  |

3.1

# **Channel Table**

| Channel s | 17 Channel mode  | 21 Channel mode        |
|-----------|------------------|------------------------|
| 1         | X                | X                      |
| 2         | X Fine tuning    | X Tweaks               |
| 3         | Y                | Y                      |
| 4         | Y Fine tuning    | Y Tweaks               |
| 5         | XY speed         | XY speed               |
| 6         | Dimmer           | Dimming                |
| 7         | Cut light/strobe | Cut light/stroboscopic |
| 8         | Color disc       | Color plate            |
| 9         | Pattern tray     | Pattern plate          |
| 10        | Glass Chart      | Botu                   |
| 11        | Botu rotation    | Botu rotation          |
| 12        | Focusing         | Focusing               |
| 13        | Zoom in          | Zoom in                |
| 14        | Prism            | Prisms                 |
| 15        | Prism rotation   | Prism rotation         |
| 16        | Atomization      | Atomizing              |
| 17        | resetting        | Reset                  |
| 18        |                  | Retain                 |
| 19        |                  | Color speed            |
| 20        |                  | Dimming speed          |
| 21        |                  | Pattern speed          |

|             |                        | İ  |   |
|-------------|------------------------|--|---|
| Chann<br>el | Features               | Channel values   | Effects   |
| 1           | X-axis                 | 000-255  | Horizontal 540 degree scan  |
| 2           | X-axis fine-<br>tuning | 000-255  | Horizontal 1.2 degree fine tuning   |
| 3           | Y-axis                 | 000-255  | Vertical 270 degree scan  |
| 4           | Y-axis fine-<br>tuning | 000-255  | Vertical 1.2 degree fine tuning   |
| 5           | XY speed               | 000-255  | Fast to slow  |
| 6           | Dimming                | 000-255  | Go from dark to light   |
| 7           | Stroboscop<br>ic       | 000-003<br>004-250<br>251-255  | Lightbrake off Stroboscopic from slow to fast Light gate on → (controlled by dimmer   |
| 8           | Color dial             | 000-002<br>003 -005<br>006- 008<br>009 - 011<br>012- 014<br>015- 017<br>018- 020<br>021- 023<br>024- 026<br>027- 029<br>030- 032<br>033- 035<br>036- 038<br>039- 041<br>042- 044<br>045- 047<br>048- 050<br>051- 053<br>054- 056<br>057- 059<br>060-159<br>160 -205<br>206 - 255 | White light + Color 1 Color 1 Color 1+ Color 2 Color 2 Color 2+ color 3 Color 3+ Color 4 Color 4+ Color 5 Color 5 Color 5+ Color 6 Color 6+ Color 7 Color 7+ Color 8 Color 8 Color 8+ color 9 Color 9+ white light Color linear Reverse flow (fast to slow) Forward flow (slow to fast) |

|    |                                  | i e  |   |
|----|----------------------------------|--|---|
| 9  | Pattern<br>plate                 | 000 - 009<br>010 - 019<br>020 - 029<br>030 - 039<br>040 - 049<br>050 - 059<br>060 - 069<br>070 - 079<br>080 - 089<br>090 - 094<br>095 - 099<br>100 - 104<br>105 - 109<br>110 - 114<br>115 - 119<br>120 - 124<br>125 - 129<br>130 - 134<br>135 - 200<br>201 - 255 | White light Solid Figure 1 Solid Figure 2 Solid Figure 3 Solid Figure 4 Fixation Figure 5 Solid Figure 6 Fixation Figure 7 Fixation Figure 8 White light jitter (slow to fast) Solid Figure 1 Jitter (slow to fast) Solid Figure 3 Jitter (from slow to fast) Fixed Figure 4 Jitter (from slow to fast) Solid Figure 5 Jitter (slow to fast) Solid Figure 6 Jitter (from slow to fast) Solid Figure 6 Jitter (from slow to fast) Fixed Figure 8 Jitter (from slow to fast) Forward flowing water (from fast to slow) Backward flow (slow to fast) |
| 10 | G l a s s pattern                | 000 - 009<br>010 - 019<br>020 -029<br>030 -039<br>040 - 049<br>050 - 059<br>060 - 069<br>070 - 079<br>080 - 089<br>090 - 099<br>100 - 109<br>110 - 119<br>120 - 129<br>130 - 139<br>140 - 149<br>150 - 200<br>201 - 255  | Pattern 1 Pattern 2 Pattern 3 Pattern 4 Pattern 5 Pattern 6 Pattern 7 Pattern 8 Pattern 2 Jitter (slow to fast) Pattern 3 Shake (slow to fast) Pattern 4 Shake (slow to fast) Pattern 5 Jitter (slow to fast) Pattern 7 Jitter (slow to fast) Pattern 8 Jitter (slow to fast) Pattern 7 Jitter (slow to fast) Pattern 8 Jitter (slow to fast) Pattern 8 Jitter (slow to fast) Backward running water (fast to slow) Forward flow (slow to fast)   |
| 11 | G l a s s p a t t e r n rotation | 000-127<br>128-191<br>192-255  | Angle adjustment Reverse fast rotation to slow rotation Forward slow spin to fast spin  |
| 12 | Focusing                         | 000-255  | Pattern sharpness from far to near  |
| 13 | Enlarge                          | 000-255  | Pattern clarity from far to near  |
| 14 | Prisms                           | 000-127<br>128-255   | Prism pop<br>Prism cut  |

| 15 | Prism<br>rotation                            | 000-127<br>128-191<br>192-255 | Prism Angle adjustment Reverse rotation (from fast to slow) Forward rotation (slow to fast) |
|----|--|-------------------------------|---|
| 16 | Atomizing                                    | 000-127<br>128-255            | Atomizing cut out<br>Atomizing cut  |
| 17 | Reset  | 000-249<br>250-255            | Invalid area<br>Whole machine reset   |
| 18 | Retain                                       | 000-255                       |   |
| 19 | Color wheel speed                            |                               |   |
| 20 | Dimming -<br>Prism -<br>atomization<br>speed |                               | Speed from fast to slow   |
| 21 | Pattern disk<br>speed                        |                               |   |

# 4. Common faults

According to some common faults, the corresponding solutions are put forward. Any problems that cannot be solved should be dealt with by professionals. Disconnect the light fixture from the power supply before maintaining it.

#### 1. The light bulb is not working

- Check that the voltage that matches the light fixture is installed;
- Check whether the lamp power supply connection or control switch is in poor contact;
- Check whether the power supply is insufficient;
- Check whether the DMX512 controller sent instructions.

# 2. The light fixture does not accept control from the console after normal reset

- Check luminaire digital start address value and function options are correct;
- Check whether the connection of the communication control line is correct, the communication line is too long or has been interrupted;
- Check whether the control equipment is invalid, check whether the signal amplifier connected to the series is invalid;
- Check whether the communication line is too long or other devices interfere with each other;
- Optimize wiring, shorten the length of the control signal line, high-voltage and low-voltage lines separate wiring;
- Add signal amplifiers;
- Signal line using high quality shielded twisted pair wire;
- Connect the signal terminal resistor (120 ohms) at the end of the lamp.

#### 3. Luminaire does not start

- Check that the power supply parameters are consistent with the luminaire;
- Check the lamps in the long distance transportation process due to extrusion deformation, internal parts vibration, moisture and other reasons, resulting in poor contact
   Or fall off.

- Please check whether the internal wire integration connector of the lamp has fallen off and is loose
- Check whether the electronic components of the lamp (such as electronic transformer, PCB board, motor control board, etc.) are loose, short circuit and burned out.
  - 4. When working, the action of the X axis or Y axis of the lamp is not normal
- Check them one by one by following the previous step;
- Check whether the transmission belt corresponding to the X and Y axis direction in the lamp falls off and breaks;
- Check whether the data feedback receiver (optocoupler) corresponding to the X and Y directions in the lamp is damaged;
- Restart and reset once.