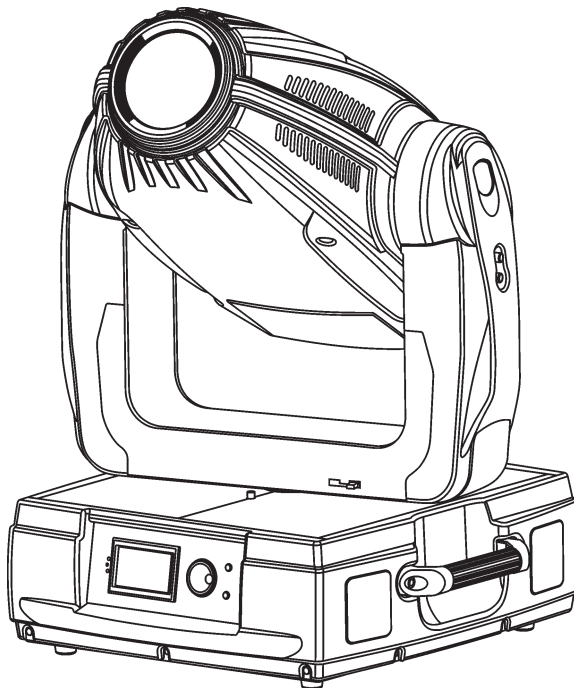


Color  
Spot **1200**<sup>AT</sup>

Color  
Spot **1200E**<sup>AT</sup>



**AT** SERIES

USER MANUAL

Version: 5.2



# Color Spot 1200<sup>AT</sup>

# Color Spot 1200E<sup>AT</sup>

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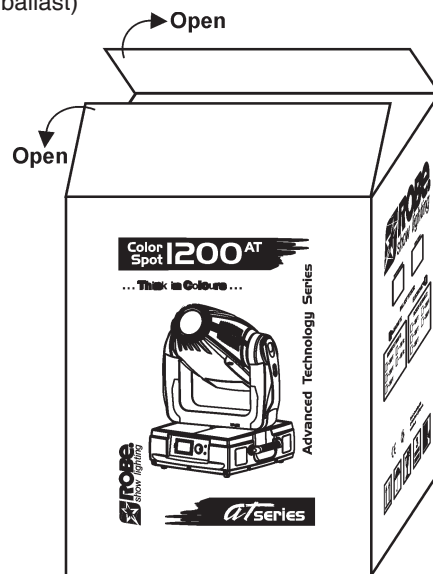
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# 1. Unpacking

## The ColorSpot 1200 AT (ColorSpot 1200E AT) cardboard box included items:

- Colorspot 1200 AT(magnetic ballast) or Colorspot 1200E AT (electronic ballast)
- User manual (1piece)
- **Small paper box with:**
- Gobo-set 10 (1 piece)
- Mounting bracket Omega CL assembled (2 pieces)

The small paper box is situated in the top part of the cardboard box.



**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 YOU INITIAL START - UP!**

## 2. Safety instructions

Every person involved with installation and maintenance of this device have to:

- be qualified
- follow the instructions of this manual

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

This device has left our premises in absolutely perfect condition. In order to maintain this 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.

### 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.

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

Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!

Make sure that the available voltage is not higher than stated on the rear panel.

Always plug in the power plug least. Make sure that the power-switch is set to off-position before you connect the device to the mains. The power-plug has to be accessible after installing the device.

Make sure that the power-cord is never crimped or damaged by sharp edges. Check the device and the power-cord from time to time.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.

The electric connection, repairs and servicing must be carried out by a qualified employee.  
Do not connect this device to a dimmer pack.

Do not switch the fixture on and off in short intervals as this would reduce the lamp's life.

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.

Do not touch the device's housing bare hands during its operation (housing becomes hot)!  
For replacement use lamps and fuses of same type and rating only.

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

### 3. Operating determinations

This device is a moving-head spot for creating decorative effects and was designed for indoor use only.

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.

Never run the device without lamp!

Do not shake the device. Avoid brute force when installing or operating the device.

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.

When choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!

The minimum distance between light-output and the illuminated surface must be more than 2.5 meters.

Make sure that the area below the installation place is blocked. Always fix the fixture with an appropriate safety-rope. Fix the safety-rope at the correct holes only.

Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.

The lamp must never be ignited if the objective-lens or any housing-cover is open, as discharge lamps may explode and emit a high ultraviolet radiation, which may cause burns.

The maximum ambient temperature 40° C must never be exceeded. Otherwise, the lamp is switched off and the fixture is out of operation for 5 minutes.

**CAUTION!**      ***The lens has to be replaced when it is obviously damaged, so that its function is impaired, e. g. due to cracks or deep scratches!***

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!

**CAUTION!**      ***The lamp has to be replaced when it is damaged or deformed due to the heat!***

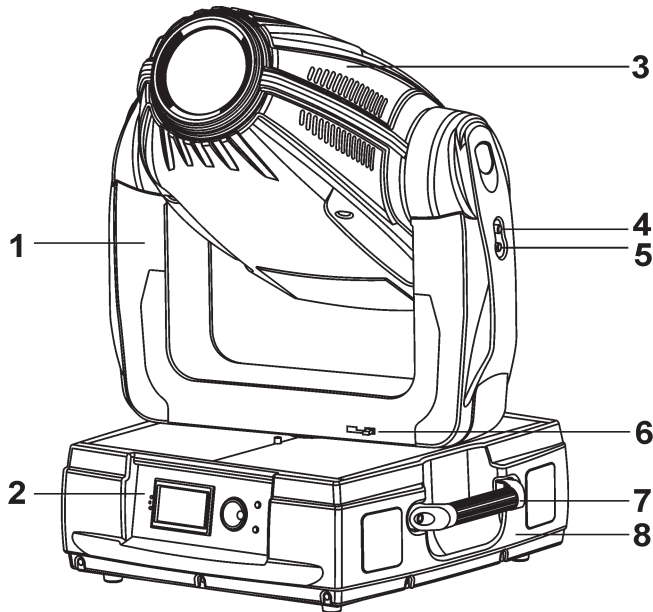
Please use the original packaging if the device is to be transported.

Please consider that unauthorized modifications on the device are forbidden due to safety reasons!

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, burns due to ultraviolet radiation, lamp explosion, crash etc.

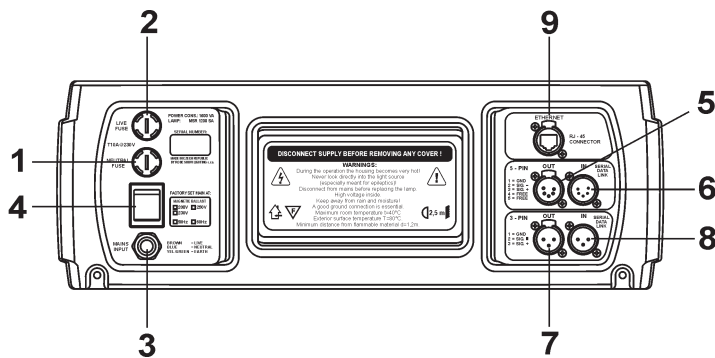
**CAUTION!**      ***The head and yoke must be unlocked before operation!***  
***Check the pan/tilt locks!***

## 4. Description of the fixture



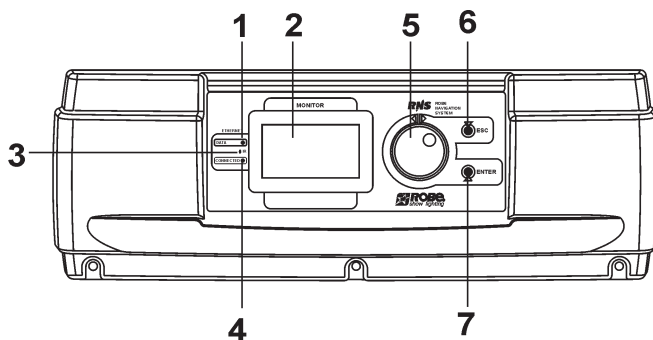
- 1 - Yoke
- 2 - Front panel
- 3 - Moving head
- 4 - Tilt lock button (red)
- 5 - Tilt unlock button (green)
- 6 - Pan lock/unlock lever
- 7 - Handle
- 8 - Base

The head can be locked for transportation- the tilt lock button (4) is pushed and the pan lock/unlock lever (6) is in lock position. To unlock the head, press the tilt unlock button (5) and move the pan lock/unlock lever (6) to unlock position.



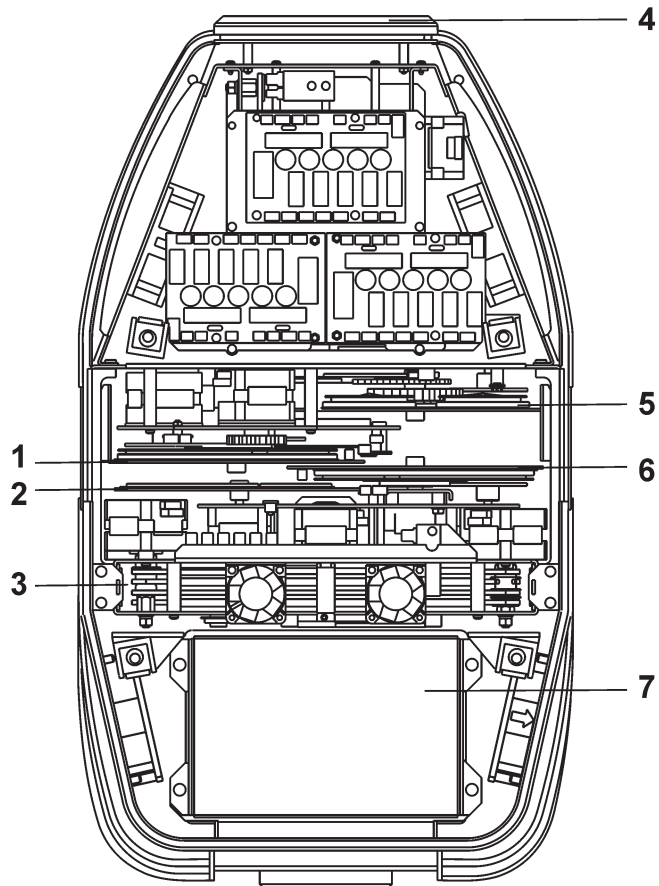
### Rear panel of the base

- 1 - Neutral fuse holder
- 2 - Live fuse holder
- 3 - Power cord
- 4 - Power switch
- 5 - 5-pin DMX output
- 6 - 5-pin DMX input
- 7 - 3-pin DMX output
- 8 - 3-pin DMX input
- 9 - Ethernet input



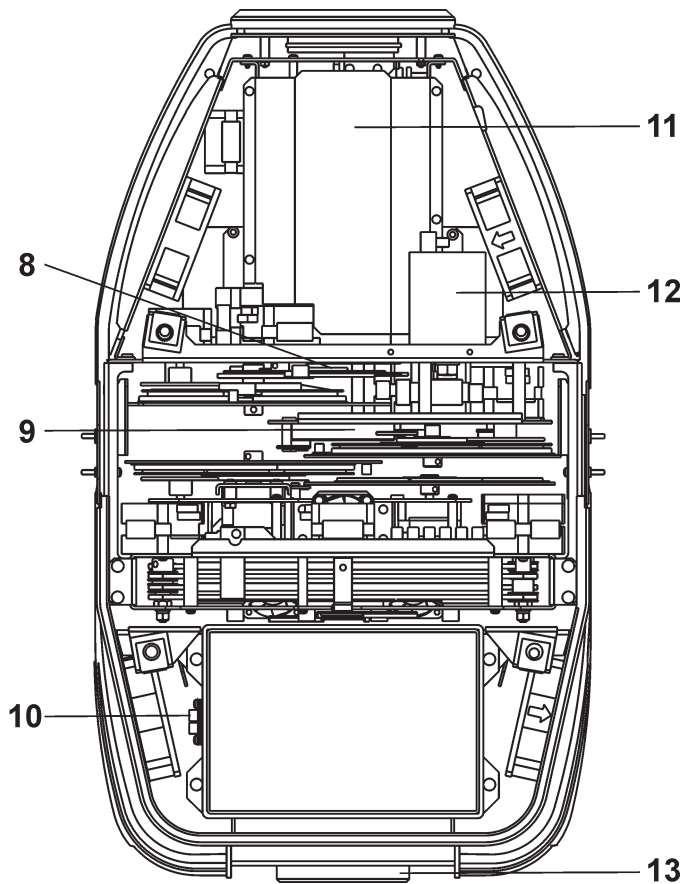
### Front panel of the base

- 1 - Network indicator
- 2 - Display
- 3 - Infra-red sensor
- 4 - Data-transfer indicator
- 5 - RNS encoder wheel
- 6 - Escape button
- 7 - Enter button



**Head inside-top side**

- 1 - Gobo wheel 2
- 2 - Colour wheel
- 3 - CMY/conver.filter module
- 4 - Objective
- 5 - Effect wheel
- 6 - Gobo wheel 1
- 7 - Lamp chamber



**Head inside-bottom side**

- 8 - Frost lamellas
- 9 - Iris
- 10 - Termostat
- 11 - Zoom/Focus module
- 12 - Igniter
- 13 - Lamp cover

## 5. Installation

### 5.1 Connection to the mains


**Verify the power supply settings before applying power!**

The factory settings are printed next to the power switch. If you wish to change the power supply settings, see the next chapter.

Install a 3-prong grounding-type plug on the power cable (only for US version 208V AC/60Hz). The earth has to be connected!

If you have any doubts about proper installation, consult a qualified electrician.

The occupation of the connection-cables is as follows:

Cable (EU)	Cable (US)-208V	Pin	International
Brown	Black	Live	L
Liht blue	White	Neutral	N
Yellow/ Green	Green	Earth	

### 5.2 Changing the power supply settings

#### Magnetic ballast

The wrong settings can cause poor performance or damage of the moving head.

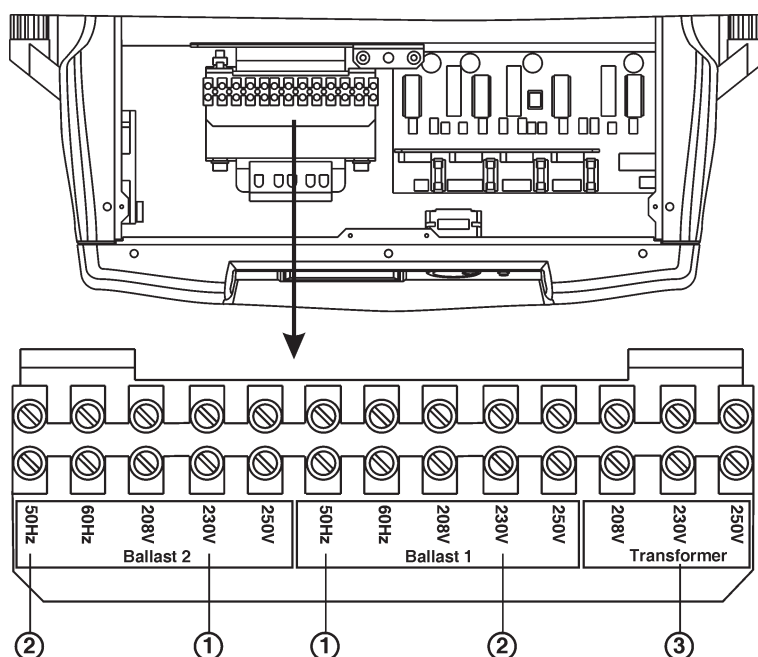
**Note:** The US-version settings is 208V AC interphase, 60Hz.

**If you want to change the power supply settings, follow the instructions:**

1. Disconnect the fixture from AC power.
2. Remove the both top base covers by loosening the 12 screws.
3. Move both wires (1) and both wires (2) on the ballast connection block to the position according to the desired voltage.  
(The fixture contains 2 magnetics ballast connected in parallel). Move the wire (3) on the transformer connection block to the position according to the desired voltage.
4. Close the base before applying AC power.

#### Ballast/transformer connection block:

Power supply settings: 230V/50Hz





## Electronic ballast

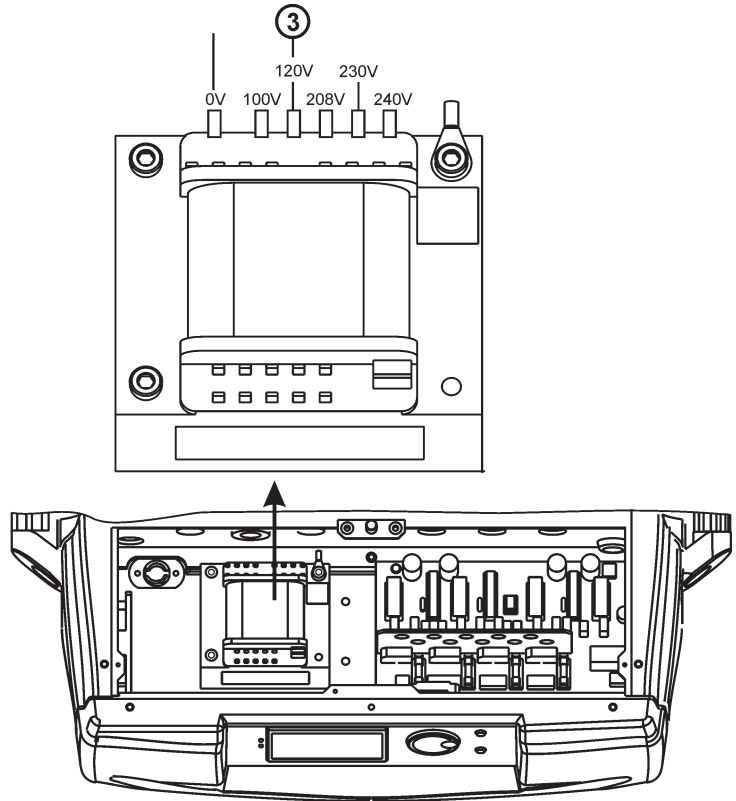
The operating range of the electronic ballast is 95 VAC-255 VAC. The transformer has to be set to the local AC voltage.

**If you want to change the power supply settings, follow the instructions:**

1. Disconnect the fixture from AC power.
2. Remove the both top base covers by loosening the 12 screws.
3. Move the wire (3) on the transformer connection block to the position according to the desired voltage.
4. Close the base before applying AC power.

### Transformer connection:

Power supply settings: 120V/60Hz

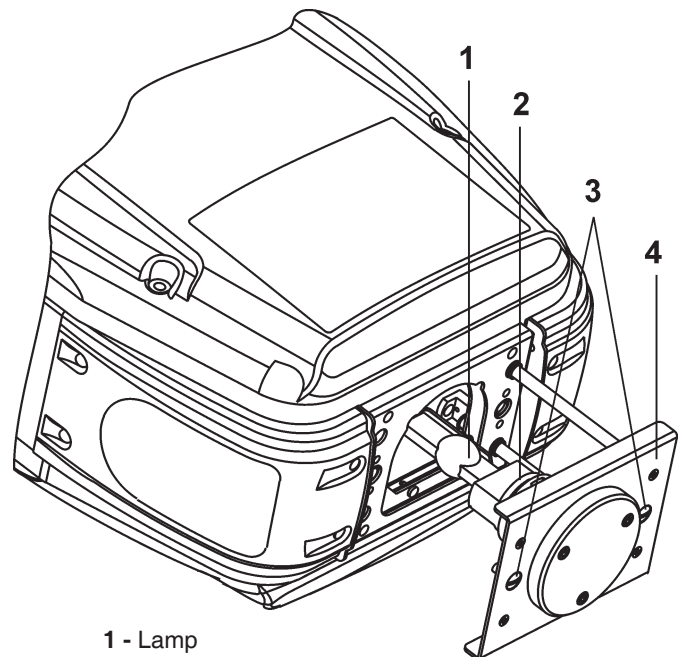


## 5.3 Fitting the lamp

**DANGER ! Install the lamps with the device switched off only.  
Unplug from mains before !**

### To insert the lamp (MSR 1200 SA):

1. Disconnect the fixture from power and allow it to cool.
2. Loosen the 2 quarter-turn fasteners marked „X, Y,” on the lamp cover at the back of the head.
3. Gently pull the lamp cover with lamp holder out of the head.
4. Holding the lamp by its ceramic base, carefully pull the lamp straight out of the lamp socket.
5. Holding the new lamp by its ceramics base, gently insert the lamp to the lamp socket. Make sure that the lamp is installed tightly into the lamp socket.  
Do not install a lamp with a higher wattage! A lamp like this generates temperatures the device is not designed for. Damages caused by non-observance are not subject to warranty. Please follow the lamp manufacturer’s notes! Do not touch the glass bulb bare hand during the installation!
6. Reinsert the lamp cover and tighten the 2 quarter-turn fasteners again.
7. Align the new lamp (see instructions below)
8. Reset „Lamp On Time” and „Lamp Strikes” counters in „Fixture information” menu.



- 1 - Lamp
- 2 - Lamp holder
- 3 - 2 quarter-turn fasteners
- 4 - Lamp cover

**Do not operate this fixture with opened housing-cover!**

## 5.4 Lamp adjustment

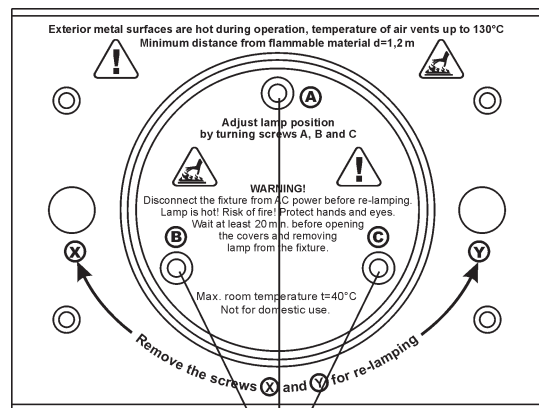
The lamp holder is aligned at the factory.

Due to differences between lamps, fine adjustment may improve light performance:

1. Switch on the fixture and after reset turn on the lamp.
2. Cancel all effects, open the shutter and focus the light on a flat surface (wall) using either DMX controller or function „Lamp adjustment“ in „Special functions menu“.
3. Center the hot-spot (the brightest part of the beam) using the 3 adjustment screws „A, B, C“. Turn one screw at a time to drag the hot-spot, diagonally across the projected image. If you cannot detect a hot-spot, adjust the lamp until the light is even.

To reduce a hot-spot, pull the lamp in by turning all three screws „A, B, C“ clockwise 1/4-turn at a time until the light is evenly distributed.

If the light is brighter around the edge than it is in the center, or if light output is low, the lamp is too far back in the reflector. „Push“ the lamp out by turning the screws „A, B, C“ counter-clockwise 1/4-turn at a time until the light is bright and evenly distributed.



3 adjustment screws „A, B, C“

## 5.5 Inserting/Exchanging gobos, colours and effects

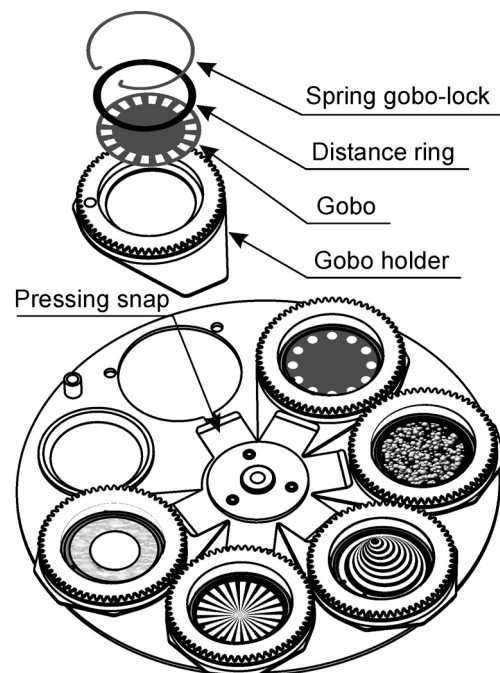
**DANGER!** Install the gobos, colours and prisms with the device switched off only. Unplug from mains before!

Turn off the lamp and allow it to cool for at least 10 minutes. Disconnect the fixture from power.

Open the bottom cover of the moving head by loosening the 4 quarter-turn fasteners on the top cover and follow the instructions below:

### Rotating gobo-wheels:

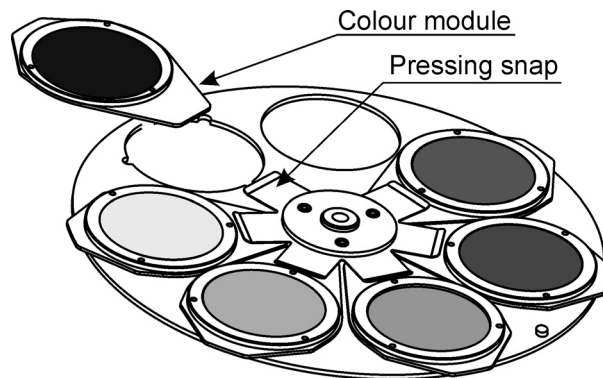
1. Gently bend out the gobo holder to release it from the fixative holes and eject it from the pressing snap.
2. Press the ends of the spring gobo-lock together with an appropriate tool and remove it. Do not touch the surface of the pattern of the glass gobos as the oils from your hands can damage the pattern.
3. Remove the distance ring and gobo and insert the new gobo (glazy side towards the lamp) with distance ring. Press the ends of the spring gobo-lock together and insert it in the front of the gobo.
4. Put the gobo holder back under the pressing snap and push it to the 3 fixative notches.



**CAUTION!** The gobo holder with the magnet must be placed in the same gobo position as it was placed before gobo replacement!

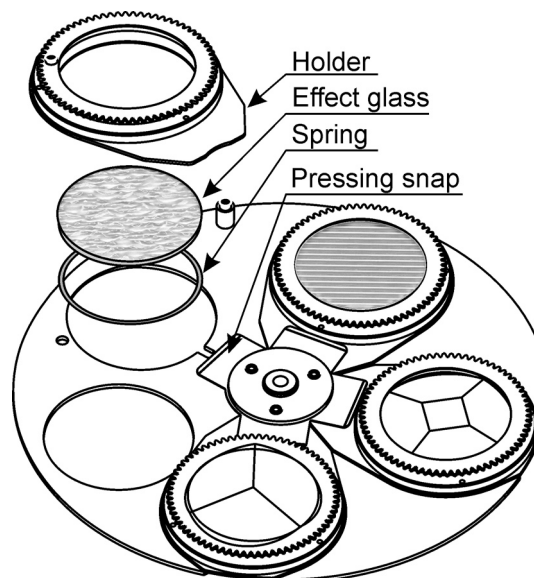
### Colour-wheel:

1. Gently bend out the colour module to release it from the fixative holes and eject it from the pressing snap.
2. Put the new colour module back under the pressing snap and push it to the 3 fixative notches.



### Effect-wheel:

1. Gently bend out the effect glass holder to release it from the fixative holes and eject it from the pressing snap.
2. Press the ends of the spring glass-lock together with an appropriate tool and remove it. Remove the glass and insert the new one.
3. Press the ends of the spring glass-lock together and insert it in the front of the glass.
4. Put the glass effect holder back under the pressing snap and push it to the 3 fixative notches.



**CAUTION!** *The effect glass holder with the magnet must be placed in the same glass position as it was placed before glass replacement!*

## 5.6 Rigging the fixture

**DANGER TO LIFE!**  
*Please consider the respective national norms during the installation!*  
*The installation must only be carried out by an authorized dealer!*

The installation of the fixture has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate catch net. This secondary safety attachment must be constructed in a way that no part of the installation can fall down if the main attachment fails.

When rigging, derigging or servicing the fixture staying in the area below the installation place, on bridges, under high working places and other endangered areas is forbidden.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert before taking into operation for the first time and after changes before taking into operation another time.

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

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

Allow the fixture to cool for ten minutes before handling.

The projector should be installed outside areas where persons may walk by or be seated.

**IMPORTANT! OVERHEAD RIGGING REQUIRES EXTENSIVE EXPERIENCE**, including (but not limited to) calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the

projector. If you lack these qualifications, do not attempt the installation yourself, but instead use a professional structural rigger. Improper installation can result in bodily injury and or damage to property.

The fixture has to be installed out of the reach of people.

If the fixture shall be lowered from the ceiling or high joists, professional trussing systems have to be used. The fixture must never be fixed swinging freely in the room.

**Caution:** Fixtures may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the fixture!

Before rigging make sure that the installation area can hold a minimum point load of 10 times the fixture's weight.

**Danger of fire!**

*When installing the device, make sure there is no highly inflammable material (decoration articles, etc.) in between a distance of min. 1,2 m.*

**CAUTION!** Use 2 appropriate clamps to rig the fixture on the truss. Follow the instructions mentioned at the bottom of the base. Make sure that the device is fixed properly! Ensure that the structure (truss) to which you are attaching the fixtures is secure.

The moving-head can be placed directly on the stage floor or rigged in any orientation on a truss without altering its operation characteristics .

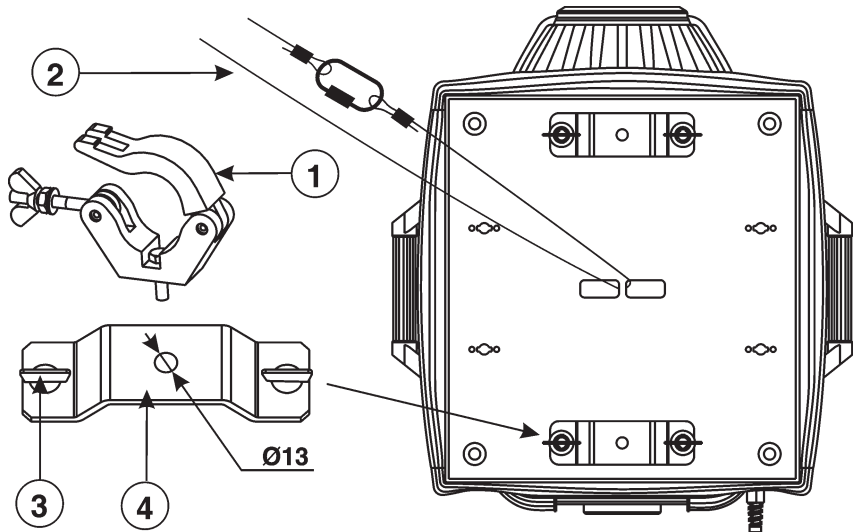
The Omega holders can be placed in 4 positions on the bottom of the base. Use the clamps (not included in delivery) with screws M12.

For overhead use, always install a safety-rope that can hold at least 10 times the weight of the fixture. You must only use safety ropes with screw-on carabines. Pull the safety rope through the two apertures on the bottom of the base and over the trussing system etc. Insert the end in the carabine and tighten the fixation screw.

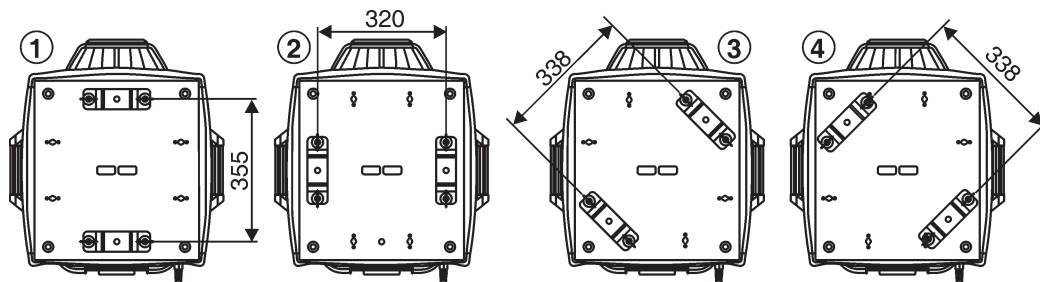
**Fixation via the omega holders**

1. Bolt each clamp (1) to the omega holder (4) with M12 bolt and lock nut through the hole in the holder.
2. Fasten the omega holders on the bottom of the base by inserting both quick-lock fasteners (3) into the holes of the base and tighten fully clockwise.
3. Fasten the safety-rope (2) through the two apertures on the bottom of the base and over the trussing system.

- 1 - Clamp
- 2 - Safety-rope
- 3 - Quick-lock fastener
- 4 - Omega holder



**Possible omega holder 4 positions:**



**When installing fixtures side-by-side, avoid illuminating one fixture with another!**

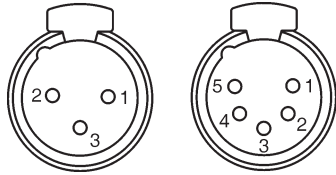
**DANGER TO LIFE!** Before taking into operation for the first time, the installation has to be approved by an expert!

## 5.7 DMX-512 connection/connection between fixtures

The fixture is equipped with both 3-pin and 5-pin XLR sockets for DMX input and output. The sockets are wired in parallel. Only use a shielded twisted-pair cable designed for RS-485 and 3-pin or 5-pin XLR-plugs and connectors in order to connect the controller with the fixture or one fixture with another.

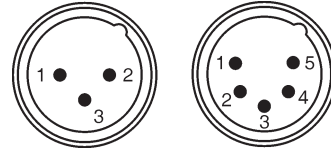
### Occupation of the XLR-connection:

**DMX - output**  
XLR mounting-sockets (rear view):



- 1 - Shield
- 2 - Signal (-)
- 3 - Signal (+)
- 4 - Not connected
- 5 - Not connected

**DMX-input**  
XLR mounting-plugs (rear view):

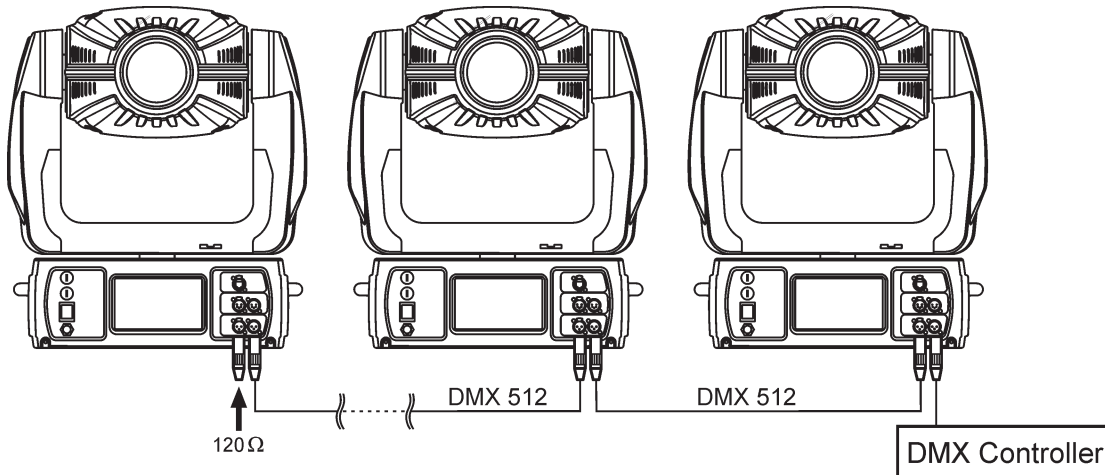


If you are using the standard DMX controllers, you can connect the DMX output of the controller directly with the DMX input of the first fixture in the DMX chain. If you wish to connect DMX controllers with other XLR outputs, you need to use adapter-cables.

### Building a serial DMX chain:

Connect the DMX output of the first fixture in the DMX chain with the DMX input of the next fixture. Always connect one output with the input of the next fixture until all fixtures are connected.

**Caution:** At the last fixture, the DMX cable has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (-) and Signal (+) into a XLR plug and plug it in the DMX output of the last fixture.



## 5.8 Ethernet connection

The fixtures on a data link are connected to the Ethernet with Art-Net communication protocol. The controlling software from PC (or lighting console) has to support Art-Net protocol.

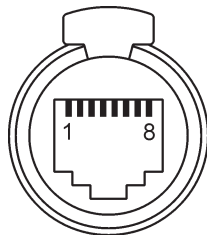
Art-Net communication protocol is a 10 Base T Ethernet protocol based on the TCP/IP. Its purpose is to allow transfer of large amounts of DMX 512 data over a wide area using standard network technology.

**IP address** is the Internet protocol address. The IP uniquely identifies any node (fixture) on a network.

**The Universe** is a single DMX 512 frame of 512 channels.

The ColorSpot 1200 AT is equipped with 8-pin RJ-45 socket for Ethernet input. Use a network cable category 5 (with four „twisted” wire pairs) and standard RJ-45 plugs in order to connect the fixture to the network.

**RJ-45 socket (front view):**



- 1- TD+
- 2- TD-
- 3- RX+
- 4- Not connected
- 5- Not connected
- 6- RX-
- 7- Not connected
- 8- Not connected

Patch cables that connect fixtures to the hubs or LAN sockets are wired 1:1, that is, pins with the same numbers are connected together:

pin	1	2	3	4	5	6	7	8
pin	1	2	3	4	5	6	7	8

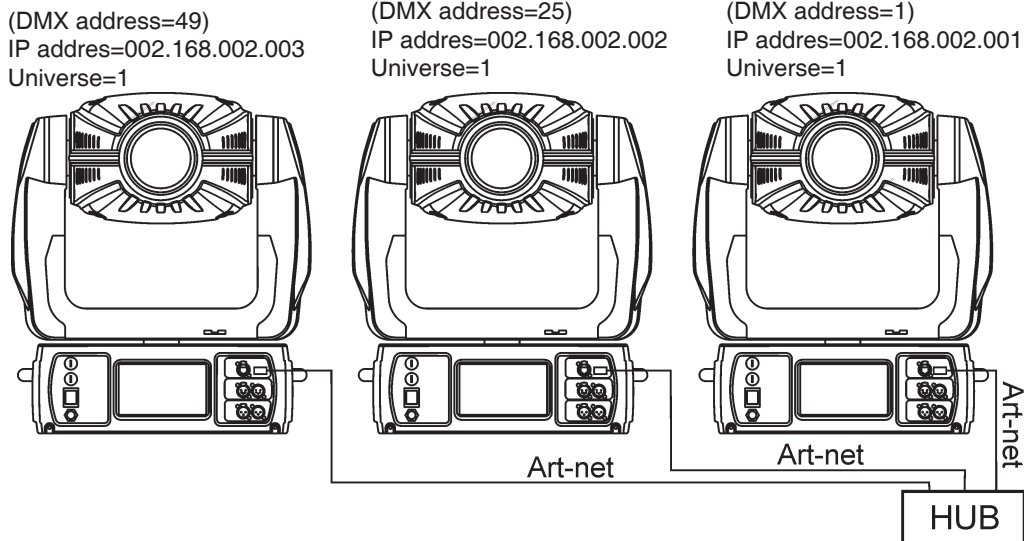
If only the fixture and the computer are to be interconnected, no hubs or other active components are needed. A cross-cable has to be used:

pin	1	2	3	4	5	6	7	8
pin	3	6	1	8	7	2	5	4

### Ethernet connection

Connect the Ethernet-inputs of all fixtures in the fixture chain with the network.  
 Option "Ethernet" has to be selected from „Set Ethernet Mode" menu on the fixture.  
 Set IP address (002.xxx.xxx.xxx / 010.xxx.xxx.xxx) and the Universe.

#### Example:



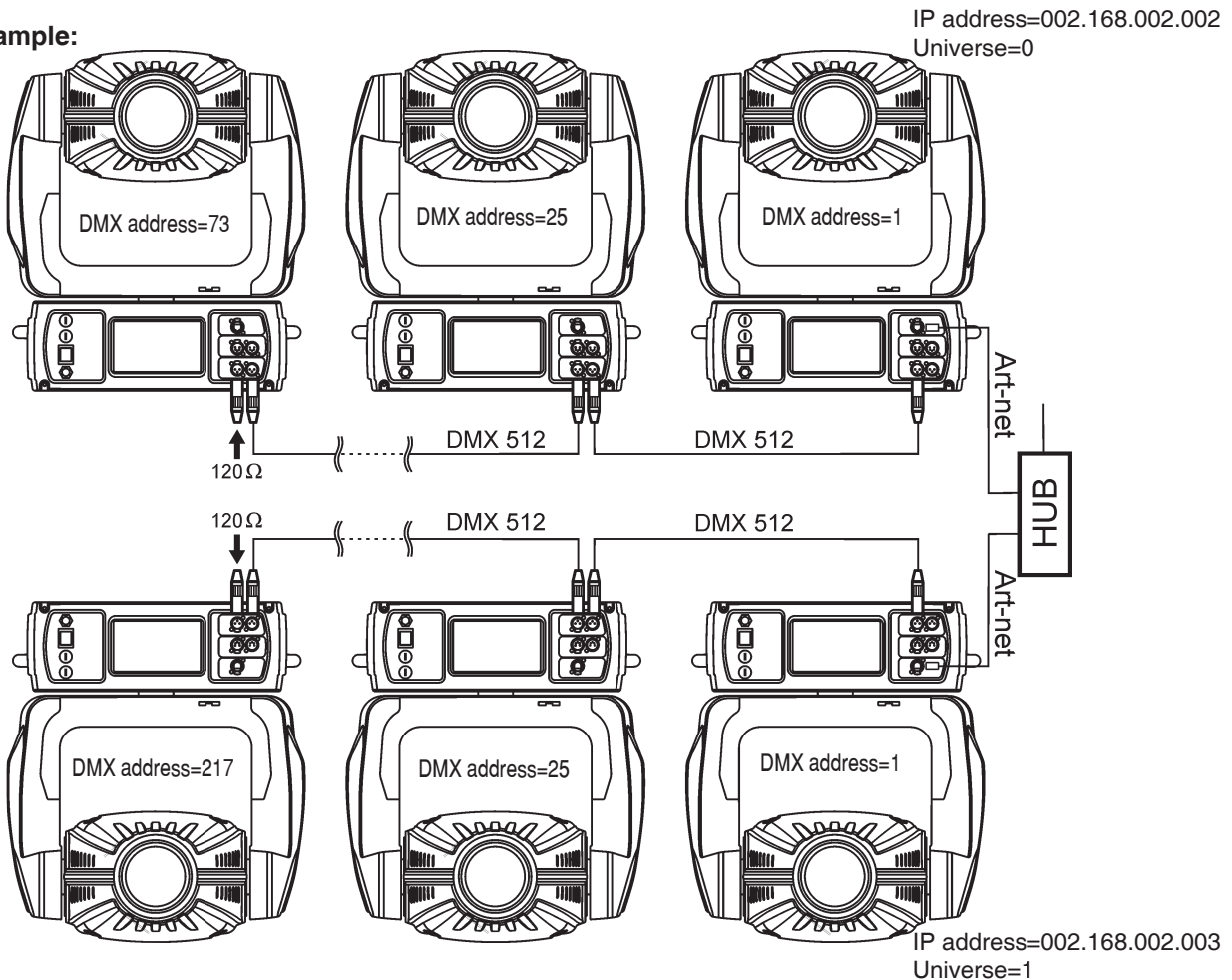
**An advised PC setting:** IP address: 002.xxx.xxx.xxx / 010.xxx.xxx.xxx (Different from fixture IP addresses)  
 NET mask: 255.0.0.0

### Ethernet / DMX connection

Options „Ethernet/DMX" has to be selected from „Set Ethernet Mode" menu on the first fixture (connected to the network) in the fixture chain, next fixtures have standard DMX addresses.  
 Connect the Ethernet-input of the first fixture in the data chain with the network. Connect the DMX output of this fixture with the input of the next fixture until all fixtures are connected to the DMX chain.

**Caution:** At the last fixture, the DMX chain has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (-) and Signal (+) into a XLR-plug and connect it in the DMX-output of the last fixture.

#### Example:



## 6. DMX protocol

Mode / Channel			Value	Function	Type of control
1	2	3			
1	1	19	0 - 255	<b>Pan</b> Pan movement by 530°	proportional
2	2	20	0 - 255	<b>Pan Fine</b> Fine control of pan movement	proportional
3	3	21	0 - 255	<b>Tilt</b> Tilt movement by 280°	proportional
4	4	22	0 - 255	<b>Tilt fine</b> Fine control of tilt movement	proportional
5	5	23	0	<b>Pan/Tilt speed , Pan/Tilt time</b> Max. speed (tracking mode)*	step
			1 - 255	<b>P./T. speed-set Speed Mode in menu: Pan/Tilt Mode</b> Speed from max. to min. (vector mode)**	proportional
			1 - 255	<b>P./T. time - set Time Mode in menu: Pan/Tilt Mode</b> Time from 0,1 s to 25,5 s. ***	proportional
6	6	24	0 - 9	<b>Power/Special functions</b> Reserved To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 s. („Shutter,Strobe” channel 23 (30,1) must be at range: 0-31 DMX).****	step
			10 - 19	Autofocus On	step
			20 - 29	Autofocus Off	step
			30 - 49	Reserved	step
			50 - 59	Pan/Tilt speed mode	step
			60 - 69	Pan/Tilt time mode	step
			70 - 79	Blackout while pan/tilt moving	step
			80 - 89	Disabled blackout while pan/tilt moving	step
			90 - 99	Blackout while colour wheel moving	step
			100 - 109	Disabled blackout while colour wheel moving	step
			110 - 119	Blackout while gobo 1/gobo 2 moving	step
			120 - 129	Disabled blackout while gobo 1/gobo 2 moving <i>To activate following functions, stop in DMX value for at least 3 s.</i>	step
			130 - 139	Lamp On,reset(total reset except pan/tilt reset)	step
			140 - 149	Pan/Tilt reset	step
			150 - 159	Colour system reset	step
			160 - 169	Gobo system reset	step
			170 - 179	Dimmer/Strobe reset	step
180 - 189	Focus/Zoom/Frost reset	step			
190 - 199	Iris/Effect/ reset	step			
200 - 209	Total reset	step			
210 - 229	Reserved	step			
230 - 239	Lamp Off	step			
240 - 255	Reserved	step			

**Notes:** \* Range 0-255 DMX at max.speed (0 DMX):

pan=4.5 s

tilt=2.6 s

\*\* Range 0-255 DMX at min. speed (255 DMX):

pan=37min.10 s

tilt=19 min.34 s

\*\*\* Short times are not used for long tracks (e.g. 0.5s for track 0-255 DMX). Times are restricted by mechanical parameters of the fixture.

\*\*\*\* The switch-functions have priority to the equivalent functions in menu „Personality” but the setting by DMX is not saved to the memory (after switching the fixture on,the setting from menu „Personality” is loaded and after that can be changed with DMX value on the channel 6).

### DMX protocol

10 - 19 Autofocus On  
20 - 29 Autofocus Off  
50 - 59 Pan/Tilt speed mode  
60 - 69 Pan/Tilt time mode  
70 - 79 Blackout while pan/tilt moving  
80 - 89 Disabled blackout while pan/tilt moving  
90 - 99 Blackout while colour wheel moving  
100 - 109 Disabled blackout while colour wheel moving  
110 - 119 Blackout while gobo1/gobo2 moving  
120 - 129 Disabled blackout while gobo1/gobo2moving

### menu „Personality”

Autofocus -->On  
Autofocus -->Off  
Pan/Tilt mode--->Speed Mode  
Pan/Tilt mode--->Time Mode  
Active blackout While-->Pan/Tilt Moving-->On  
Active blackout While-->Pan/Tilt Moving-->Off  
Active blackout While-->Colour Wheel Moving-->On  
Active blackout While-->Colour Wheel Moving-->Off  
Active blackout While-->Gobo Wheels Moving-->On  
Active blackout While-->Gobo Wheels Moving-->Off

Mode / Channel			Value	Function	Type of control
1	2	3			
	7		0 - 9 10 - 31 32 - 63 64 - 95 96 - 127 128 - 159 160 - 191 192 - 223 224 - 255	<b>Pan/Tilt macro selection</b> Disabled pan/tilt macro Reserved Figure of circle (from small to large) Figure of horizontal eight (from small to large) Figure of vertical eight (from small to large) Figure of rectangle (from small to large) Figure of triangle (from small to large) Figure of star (from small to large) Figure of cross (from small to large)	step step proportional proportional proportional proportional proportional proportional
	8		0 1 - 127 128 - 129 130 - 255	<b>Pan/Tilt macro speed</b> No macro generation Macro generation from fast to slow-forwards No macro generation Macro generation from slow to fast-backwards	step proportional step proportional
7	9	7	0 18 37 55 73 91 110 128 - 129 130 - 139 140 - 149 150 - 159 160 - 169 170 - 179 180 - 189 190 - 215 216 - 217 218 - 243 244 - 249 250 - 255	<b>Colour wheel</b> Open/white Deep red Deep blue Green Orange 6000 K temperature filter UV filter White Deep red Deep blue Green Orange 6000 K temperature filter UV filter Forwards rainbow effect from fast to slow No rotation Backwards rainbow effect from slow to fast Random colour selection by audio control (Set microphone sensitivity in menu „Personality”) Auto random colour selection from fast to slow	proportional proportional proportional proportional proportional proportional proportional proportional step step step step step step step step proportional step proportional step proportional
8	10	3	0 - 255	<b>Cyan</b> Cyan (0-white, 255-full cyan)	proportional
9	11	4	0 - 255	<b>Magenta</b> Magenta (0-white, 255-full magenta)	proportional
10	12	5	0 - 255	<b>Yellow</b> Yellow (0-white, 255-full yellow)	proportional
11	13	6	0 - 255	<b>Conversion temperature filter 3200K</b> (0-5600K, 255-3200K)	proportional
	14		0 - 3 4 - 7 8 - 11 12 - 15 16 - 19 20 - 23 24 - 27 28 - 31 32 - 35 36 - 39 40 - 43 44 - 47 48 - 51 52 - 55 56 - 59 60 - 63 64 - 67 68 - 71	<b>CMY Colour macros</b> No function Macro 1 Macro 2 Macro 3 Macro 4 Macro 5 Macro 6 Macro 7 Macro 8 Macro 9 Macro 10 Macro 11 Macro 12 Macro 13 Macro 14 Macro 15 Macro 16 Macro 17	step step step step step step step step step step step step step step step step step step





Mode / Channel			Value	Function	Type of control
1	2	3			
13	17		34 - 37	<b>Rotation - set rotation on channel(s) 14 (18,19;9,10)</b> Gobo 1 - Rainbow Chips (15030012)	step
			38 - 41	Gobo 2 - Sun Man (15030013)	step
			42 - 45	Gobo 3 - Water Drops (15030014)	step
			46 - 49	Gobo 4 - Triangle Floating (15020123)	step
			50 - 53	Gobo 5 - Laser (15020124)	step
			54 - 57	Gobo 6 - Swirl Electric (15020125)	step
			58 - 69	<b>Shaking gobos from slow to fast</b> <b>Index - set indexing on channel(s) 14 (18, 19;9,10)</b> Gobo 1 - Rainbow Chips (15030012)	proportional
			70 - 81	Gobo 2 - Sun Man (15030013)	proportional
			82 - 93	Gobo 3 - Water Drops (15030014)	proportional
			94 - 105	Gobo 4 - Triangle Floating (15020123)	proportional
106 - 117	Gobo 5 - Laser (15020124)	proportional			
118 - 129	Gobo 6 - Swirl Electric (15020125)	proportional			
				<b>Shaking gobos from slow to fast</b> <b>Rotation - set rotation on channel(s) 14 (18,19;9,10)</b>	
			130 - 141	Gobo 1 - Rainbow Chips (15030012)	proportional
			142 - 153	Gobo 2 - Sun Man (15030013)	proportional
			154 - 165	Gobo 3 - Water Drops (15030014)	proportional
			166 - 177	Gobo 4 - Triangle Floating (15020123)	proportional
			178 - 189	Gobo 5 - Laser (15020124)	proportional
			190 - 201	Gobo 6 - Swirl Electric (15020125)	proportional
			202 - 221	Forwards gobo wheel 1 rotation from fast to slow	proportional
			222 - 223	No rotation	
			224 - 243	Backwards gobo wheel 1 rotation from slow to fast	proportional
			244 - 249	Random gobo 1 selection by audio control (Set microphone sensitivity in menu „Personality“)	step
			250 - 255	Auto random gobo 1 selection from fast to slow	proportional
14	18	9	0 - 255	<b>Gobo 1 indexing and rotation</b> <b>Gobo indexing - set position on channel 13 (17;8)</b> Gobo indexing	proportional
			0	<b>Gobo rotation - set position on channel 13 (17;8)</b> No rotation	step
			1 - 127	Forwards gobo rotation from fast to slow	proportional
			128 - 129	No rotation	step
			130 - 255	Backwards gobo rotation from slow to fast	proportional
	19	10	0 - 255	<b>Gobo 1 fine indexing and rotation</b> <b>(set position on channel 13 (17;8))</b> Fine indexing (rotating)	proportional
15	20	11	0 - 9	<b>Rotating gobo wheel 2</b> <b>Index - set indexing on channel(s) 16 (21, 22;12,13)</b> Open/hole	step
			10 - 13	Gobo 1 - Diamante Spot(15040020)	step
			14 - 17	Gobo 2 - Wheel (15020126)	step
			18 - 21	Gobo 3 - Space Tunel (15020127)	step
			22 - 25	Gobo 4 - Bubbles 1 (15020128)	step
			26 - 29	Gobo 5 - 12 Dots (15020129)	step
			30 - 33	Gobo 6 - Radial Dashes (15020130)	step
			34 - 37	<b>Rotation - set rotation on channel(s) 16 (21, 22;12,13)</b> Gobo 1 - Diamante Spot (15040020)	step
			38 - 41	Gobo 2 - Wheel (15020126)	step
			42 - 45	Gobo 3 - Space Tunel (15020127)	step
			46 - 49	Gobo 4 - Bubbles 1 (15020128)	step
			50 - 53	Gobo 5 - 12 Dots (15020129)	step
			54 - 57	Gobo 6 - Radial Dashes (15020130)	step
			58 - 69	<b>Shaking gobos from slow to fast</b> <b>Index - set indexing on channel(s) 16 (21, 22;12,13)</b> Gobo 1 - Diamente Spot (15040020)	proportional
70 - 81	Gobo 2 - Wheel (15020126)	proportional			
82 - 93	Gobo 3 - Space Tunel (15020127)	proportional			
94 - 105	Gobo 4 - Bubbles 1 (15020128)	proportional			
106 - 117	Gobo 5 - 12 Dots (15020129)	proportional			
118 - 129	Gobo 6 - Radial Dashes(15020130)	proportional			



Mode / Channel			Value	Function	Type of control
1	2	3			
	25		0 - 255	<b>Fine effect indexing and rotation (set position on channel 17 (23))</b> Fine indexing (rotating)	proportional
19	26		0 1 - 179 180 - 189 190 - 211 212 - 233 234 - 255	<b>Frost</b> Open Frost from 0% to 100% 100% frost Pulse closing from slow to fast Pulse opening from fast to slow Ramping from fast to slow	step proportional proportional proportional proportional
20	27	16	0 1 - 179 180 - 191  192 - 203 204 - 215 216 - 217 218 - 219 220 - 221 222 - 223  224 - 239 240 - 255	<b>Iris</b> Open From max. diameter to min. diameter Closed <b>Pulse effects with Iris blackout</b> Pulse opening from slow to fast Pulse closing from fast to slow Random pulse opening (fast) Random pulse opening (slow) Random pulse closing (fast) Random pulse closing (slow) <b>Pulse effects with Iris blackout and zoom</b> Pulse opening from slow to fast Pulse closing from fast to slow	step proportional step  proportional proportional step step step step  proportional proportional
21	28	18	0 - 255	<b>Zoom</b> Zoom from 42° to 13°	proportional
22	29	17	0 - 255	<b>Focus</b> Continuous adjustment from far to near	proportional
23	30	1	0 - 31 32 - 63 64 - 95 96 - 127 128 - 143 144 - 159 160 - 191  192 - 223 224 - 255	<b>Shutter, strobe</b> Shutter closed, <u>Lamp power reduced after 10 s to 700W</u> Shutter open, <u>Full lamp power</u> Strobe-effect from slow to fast (max.15 ashes/s) Shutter open, <u>Lamp power reduced to 700 W</u> Opening pulse in sequences from slow to fast Closing pulse in sequences from fast to slow Shutter open, <u>Electronic strobing „ZAP“ from slow to fast</u> (from 7 to 33 ashes/s) Random strobe-effect from slow to fast Shutter open, <u>Full lamp power</u> <b>Note:</b> <u>underlined characters</u> - ColorSpot 1200E AT only	step step proportional step proportional proportional proportional  proportional step
24	31	2	0 - 255	<b>Dimmer intensity</b> Dimmer intensity from 0% to 100% (In range 0-9 DMX, lamp power reduced to 700 W after 10 s - ColorSpot 1200E AT only)	proportional
	32		0 - 255	<b>Fine dimmer intensity</b> Dimmer intensity fine	proportional

## 7. Controller mode

The fixtures are individually addressed on a data link and connected to the controller. The fixtures respond to the DMX signal from the controller.

### 7.1 DMX addressing

There are 512 available channels on DMX link. Every fixture on DMX link must have a DMX start address, which is defined as the first channel from which the fixture will respond to the controller.

If you set, for example, for the ColorSpot 1200 AT the start address to channel 25, the ColorSpot 1200 AT will use the channels 25 to 48 for control (if Mode 1 is selected from „DMX Preseting“ menu).

Please, be sure that you don't have any overlapping channels in order to control each ColorSpot 1200 AT correctly and independently from any other fixture on the DMX data link.

If two, three or more ColorSpot 1200 AT are addressed similarly, they will work similarly.

#### Controlling:

After having addressed all ColorSpot 1200 AT, you may now start operating these via your lighting controller.

**Note:** After switching on, the ColorSpot 1200 AT will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the display will start to flash with actually address.

This situation can occur if:

- the 3(or 5) pin XLR plug (cable with DMX signal from the controller) is not connected with the input of the ColorSpot 1200 AT
- the controller is switched off or defective, the cable or connector is defective or the signal wires are swap in the input connector.

### 7.2 Remotely controllable functions

#### Lamp

The ColorSpot 1200 AT is to be operated with a Philips MSR 1200 SA lamp.

A relay inside of the ColorSpot 1200 AT allows you to switch on and off the lamp via the control panel or via your DMX-controller without affecting the rest of the lighting.

**Note:** It is also important to note, that the discharge lamp is cold restrike types, that means, that they have to be cold before re-striking. For this reason, you have to wait at least 5 minutes after having switched off the lamp before you can switch it back on again. If you try to switch On the lamp within 5 minutes after having switched it Off, the ColorSpot 1200 AT will store this information and automatically ignite the lamp when the 5 minutes period has expired.

#### CMY-colours mixing system

The CMY color mixing system is based on graduated cyan, magenta, and yellow color filters. A continuous range of colors may be achieved by varying the amount of each filter from 0 to 100%.

Colour temperature correction filtre lowers the colour temperature from 5600K to 3200 K.

#### Colour wheel

The ColorSpot 1200 AT features a colour wheel with 4 colour positions, UV filter and 6000 K temp. filter and the hole (open). It is also possible to rotate the colour wheel continuously at different speeds, the so-called „Rainbow effect“ is created. Auto random colour selection, random colour selection by audio control is possible.

#### Rotating gobo wheel 1

The rotating gobo wheel includes 6 dichroic glass gobos rotating in both directions at different speeds. All rotating gobos are replaceable and fine indexable.

Rotating gobo wheel can continuously rotate in both directions from slow to fast speed.

#### Rotating gobo wheel 2

The rotating gobo wheel includes 1 glass gobo and 5 dichroic glass gobos rotating in both directions at different speeds. All rotating gobos are replaceable and fine indexable.

Rotating gobo wheel can continuously rotate in both directions from slow to fast speed.

#### Effect wheel

This wheel provides 3-facet prism, 5-facet prism and 2 glass effects rotating in both directions at different speeds. Prism/gobo macros are possible.

#### Iris

Motorized adjustable iris, wide range of variable pulse effects.

#### Frost

Frost module provides variable frost for fine frosting.

#### Focus-multistep zoom

Motorized focus enables the beam to be focused anywhere on stage, provided by the special multistep zoom with range 13°- 42°.

### Dimmer/Shutter/Strobe

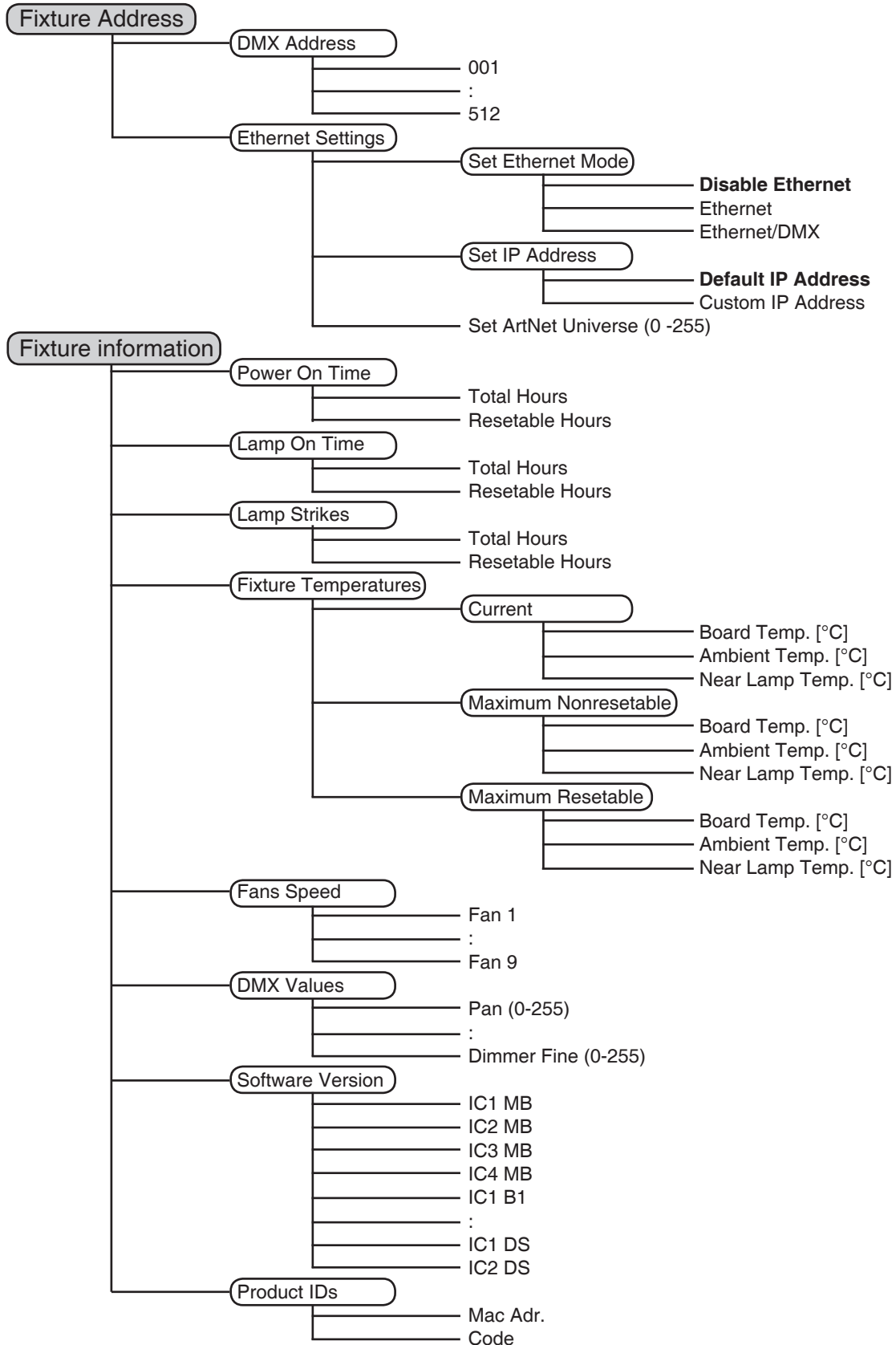
Smooth 0 - 100 % dimming is provided by the combined mechanical dimmer/shutter unit. This unit may also be used for strobe effect (1 - 15 ashes per second)

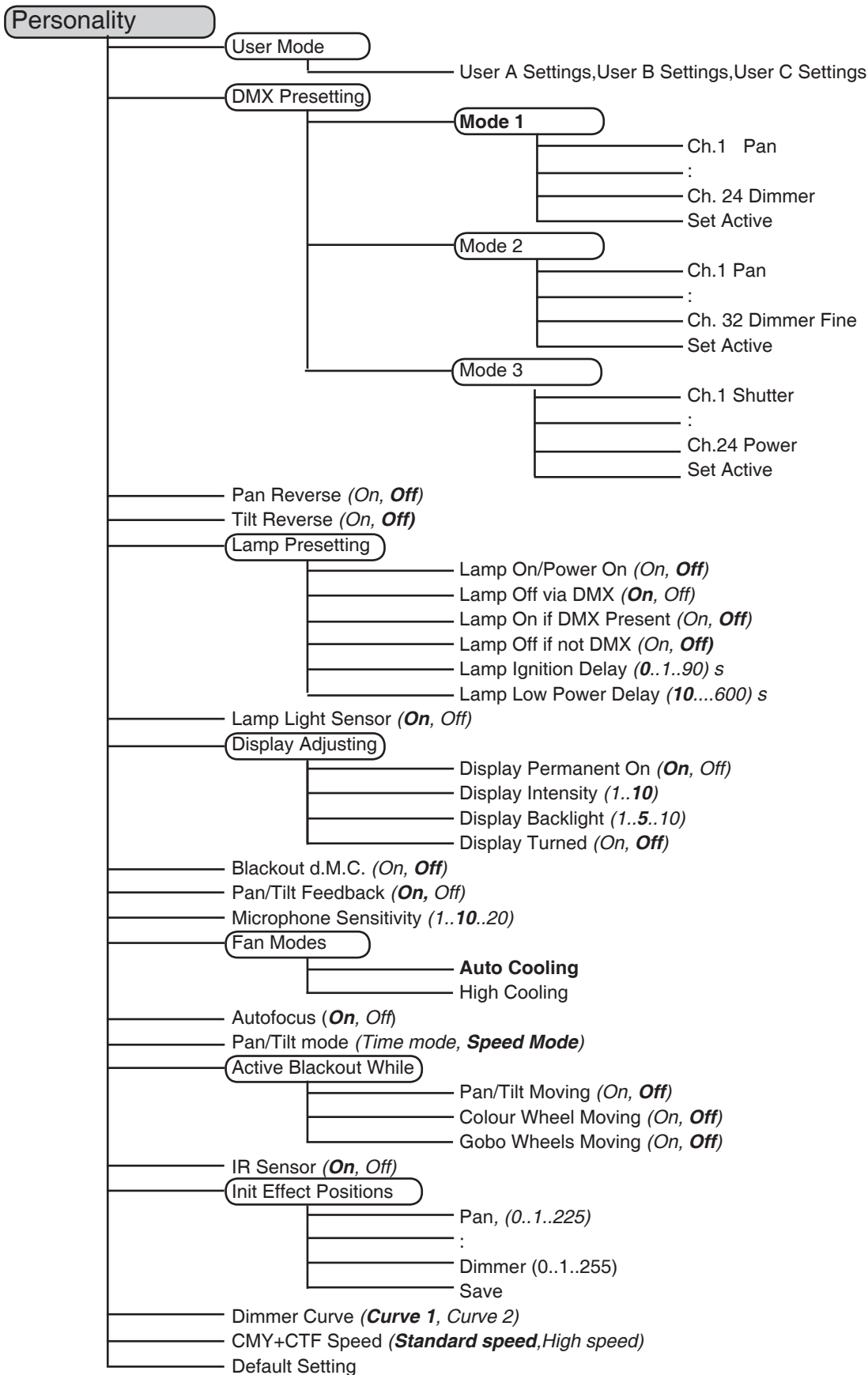
### Fans

By the Control Board using the „Fan Modes” function you can choose the 2 types of the fan speed operating modes.

## 8. Control menu map

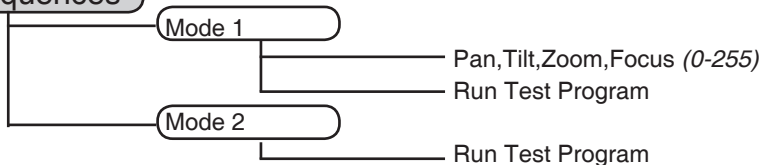
**Note:** Default settings = **Bold print**



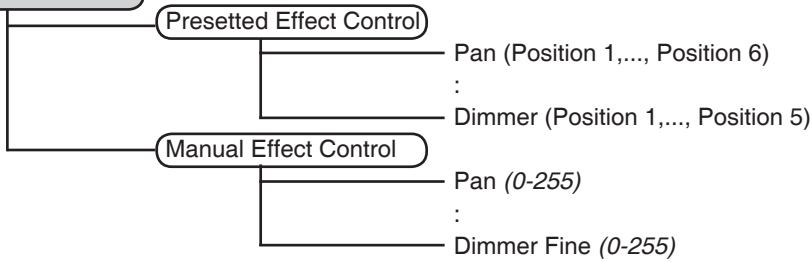


**Lamp On/Off** (*On, Off*)

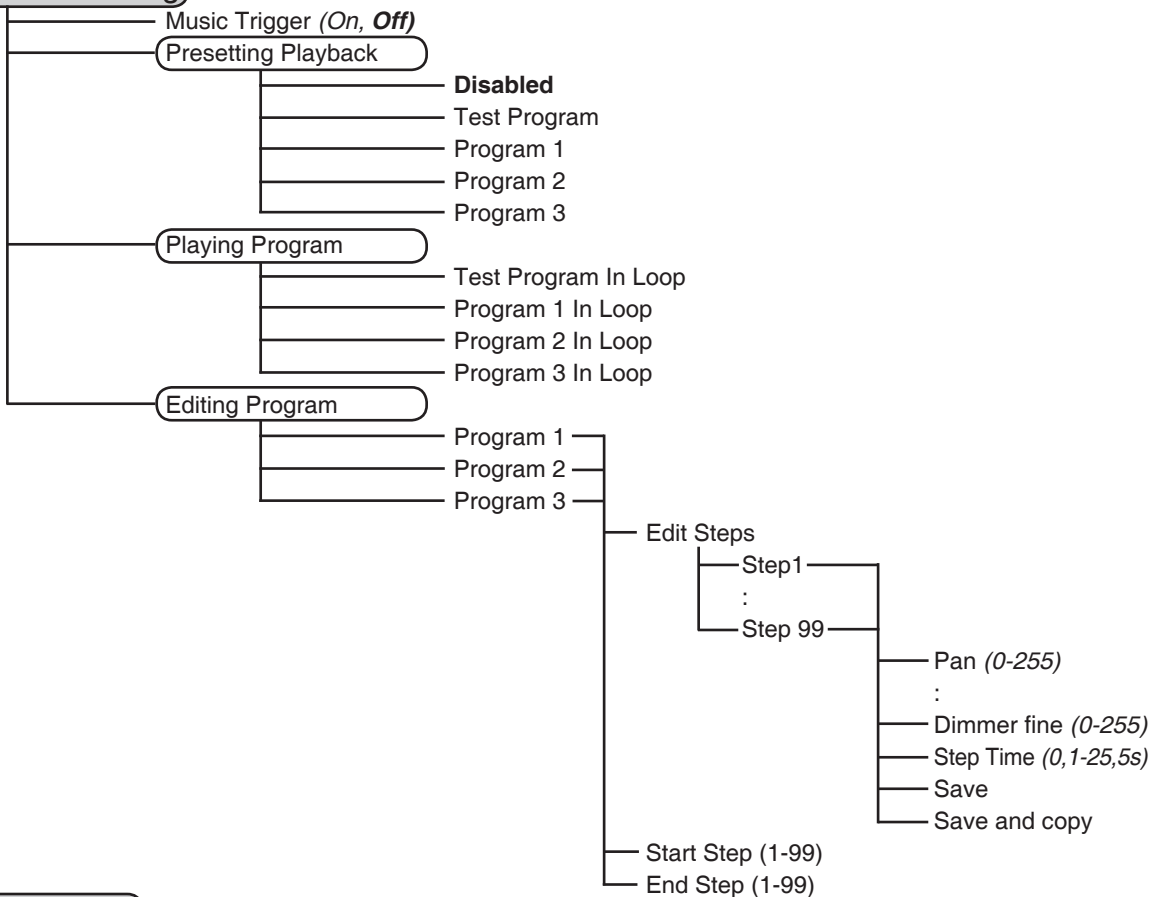
**Test sequences**



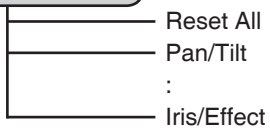
## Manual Mode



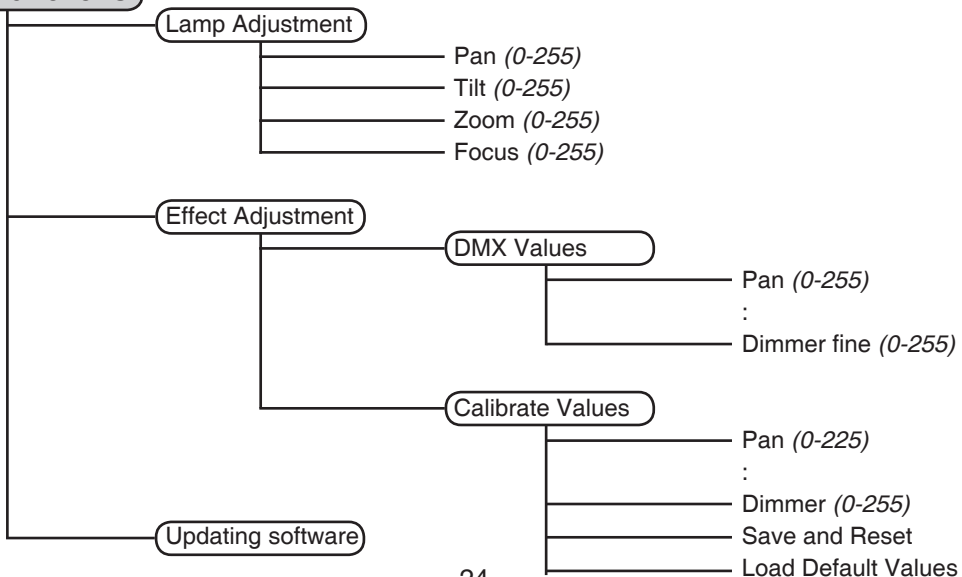
## Stand- alone setting



## Reset functions



## Special functions





## 9. Control menu

The control panel situated on the front panel of the base offers several features. You can simply set the DMX address, read the number of the lamp or unit hours, switch On and Off the lamp, run test, make a reset and also use many functions for setting fixture behaviour.

### Control elements on the control board:

[RNS] encoder wheel-moves between menu items on the the same level, scrolls between values.

[ESC] button-leaves menu without saving changes

[ENTER] button-enters menu, confirms adjusted values and leaves menu

**After switching the fixture on,  
the display shows the initial screen:**



**Press [ENTER],  
the display shows current address:**



The main menu of the control panel is accessed by pressing [ENTER] button. To browse through the menu, rotate [RNS] wheel. To select a function or submenu, press [ENTER] button. Presetted options are displayed negative.

### 9.1 Fixture Address

Use this menu to set the DMX address.

**DMX Address** - Select this submenu to set DMX start address.

**Ethernet Settings** - Select this submenu to set the fixture for Ethernet operating.

**Set Ethernet Mode** - Select this submenu to select Ethernet operating mode:

**Disable Ethernet** - disables network operating.

**Ethernet** - Data are received to the Ethernet input of the fixture - every fixture from fixture chain has to be connected to the network.

**Ethernet/DMX** - Data go from Ethernet input „through“ the fixture to the DMX output of the fixture- it is possible to connect the next fixture to DMX output and to make a DMX chain.

**Set IP Address** - Select this submenu to set IP address.IP address is the Internet protocol address.

The IP uniquely identifies any node (fixture) on a network. There can't be 2 fixtures with the same IP address on the network!

**Default IP Address** - Presetted IP address, you can edit only first number of IP address (2 or 10)  
e.g. **002.019.052.086**.

**Custom IP Address** - The option enables edit all numbers of IP address e.g. **002.019.052.086**.

To set the custom IP address:

1. Select „Custom IP Address“ and press [ENTER].
2. Use RNS wheel to set the first number of IP address
3. Press [ENTER] to move on the second number of IP address
4. Repeat steps 2 and 3 for the third and the fourth number of IP address.

If you want to return back on the previously edited number, press [ESC].

**Set ArtNet Universe** - Select this submenu to set a Universe (0-255). The Universe is a single DMX 512 frame of 512 channels.

### 9.2 Fixture informations

Use this menu to read an useful information about the fixture.

**Power On Time** - Select this submenu to read the number of operation hours.

**Total Hours** - The function shows the total number of the operation hours since the ColorSpot 1200 AT has been fabricated.

**Resetable Hours** - The function shows the number of the operation hours that the ColorSpot 1200 AT has been powered on since the counter was last reset. In order to reset this counter to 0, press [ENTER] twice.

**Lamp On Time** - Select this submenu to read the number of the operation hours with the lamp on.

**Total Hours** - The function shows the total number of the operation hours with the lamp on since the ColorSpot 1200 AT has been fabricated.

**Resetable Hours** - The function shows the number of the operation hours with the lamp on that the ColorSpot 1200 AT has been powered on since the counter was last reset. In order to reset this counter to 0, press [ENTER] twice.

**Lamp Strikes** - Select this submenu to read the total number of the lamp strikes.

**Total Hours** - The function shows the total number of the lamp strikes since the ColorSpot 1200 AT has been fabricated.

**Resetable Hours** - The function shows the number of the lamp strikes since the counter was last reset. In order to reset this counter to 0, press [ENTER] twice.

**Fixture Temperatures** - Select this submenu to read the temperatures of the fixture:

**Current** - Select this function to read the current temperatures of the fixture inside (Board Temp., Ambient Temp., Near Lamp Temp.)

**Maximum nonresetable** - The function shows the max.temperatures of the fixture inside (Board Temp., Ambient Temp., Near Lamp Temp.) since the ColorSpot 1200 AT has been fabricated.

**Maximum resetable** - The function shows the maximum temperatures of the fixture inside (Board Temp., Ambient Temp., Near Lamp Temp.) since the respective counter was last reset. In order to reset desired counter to 0, press [ENTER] twice.

Measurement points:

**Board Temp.** - temperature on the main board in the fixture base.

**Ambient Temp.** - temperature of the air which is sucked to the fixture base. This temperature can be different from the real ambient temperature due to e.g. suction of the hot air from the fixture head to the base if the fixture is hanging at the ceiling. Please note that the ambient temperature should not exceed 40°C.

**Near Lamp Temp.** - temperature in the lamp chamber.

**Fans Speed** - Select this function to read the actual speed of the fans(revolutions per minute):

**Fan1** - The fan cools the lamp peak

**Fan 3** - The fan on the rear left side of the head

**Fan 5** - The left fan at the CMY module

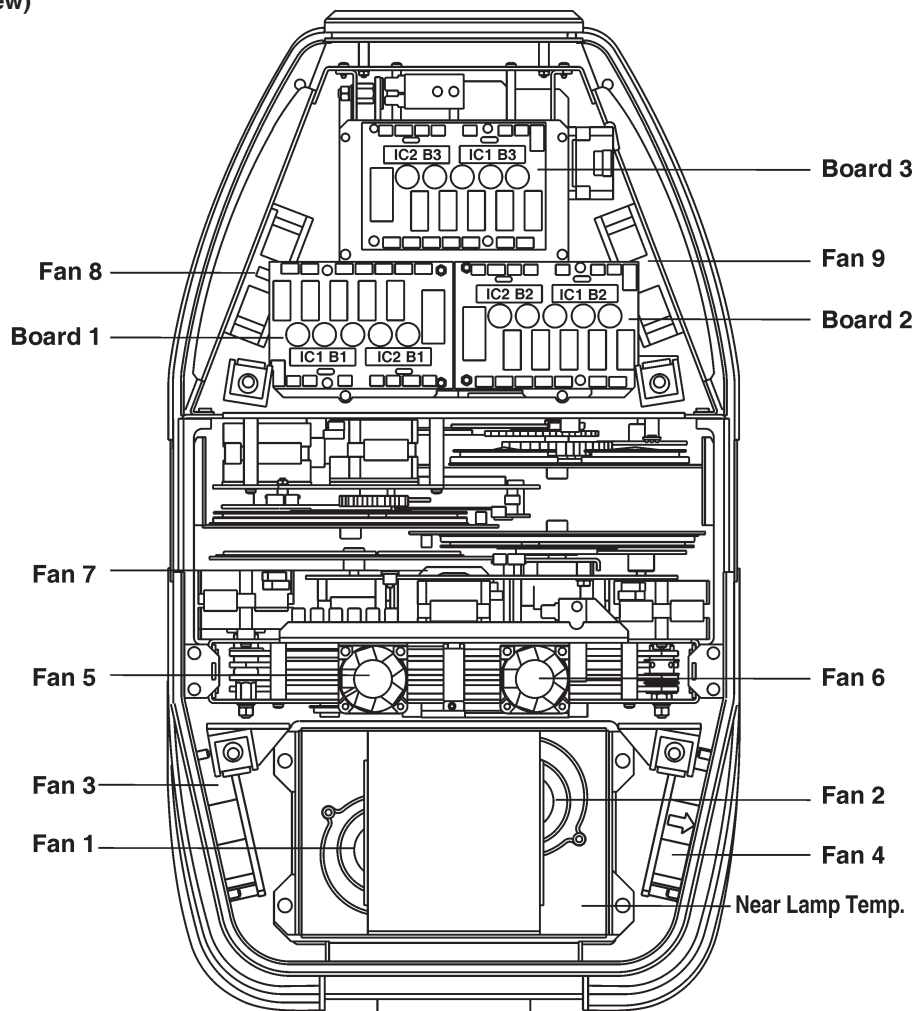
**Fan 6** - The right fan at the CMY module

**Fan 7** - The Fan inside the head

**Fan 9** - The fan on the front right side of the head

**Location of the fans:**

(Top view)



**DMX Values** - Select this function to read DMX values of each channel received by the fixture.

**Product IDs** - Select this function to read the MAC address or fixture code.

**Software Version** - Select this function to read the software version of the fixture modules:

**IC1 MB** - Main processor on the main board in the fixture base

**IC2 MB** - Tilt processor on the main board in the fixture base

**IC3 MB** - Pan processor on the main board in the fixture base

**IC4 MB** - EEprom on the main board in the fixture base

**IC1 B1** - Shutter/conversion filter 3200K processor on the board 1 in the fixture head

**IC2 B1** - Gobo wheel 1/gobo rotation/colour wheel processor on the board 1 in the fixture head

**IC1 B2** - CMY processor on the board 2 in the fixture head

**IC2 B2** - Effect wheel/effect rotation processor on the board 2 in the fixture head

**IC1 B3** - Zoom/focus/frost processor on the board 3 in the fixture head

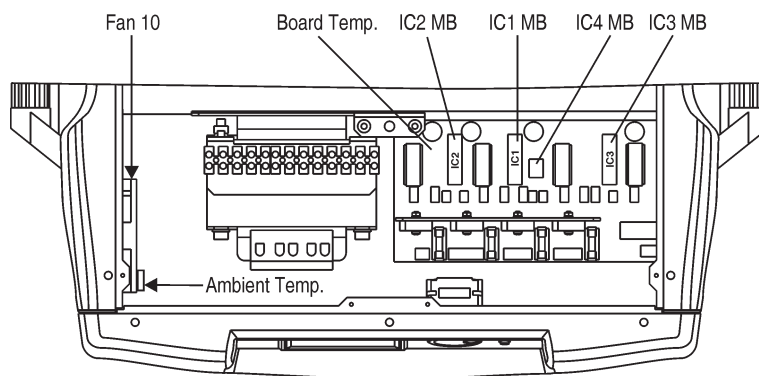
**IC2 B3** - Gobo wheel 2/gobo rotation/iris processor on the board 3 in the fixture head

**IC1 DS** - Display processor on the display module in the fixture base

**IC2 DS** - Memory on the display module in the fixture base

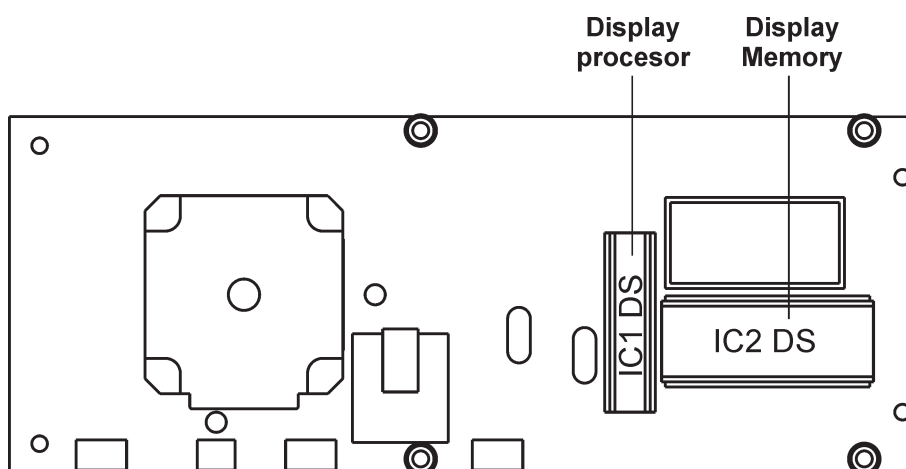
**Location of the fans, processors and temperature measuring points:**

(Top view)



**Display module**

(Rear view)



### 9.3 Personality

Use this menu to modify ColorSpot 1200 AT operating behavior.

**User mode** - ColorSpot 1200 AT allows you to recall up to 3 user settings. After switching the fixture on for the first time, the **User A settings** are active. All changes made in „Personality” menu, „Fixture Address” menu and Music Trigger and Presetting Playback functions from „Stand-alone setting” menu are saved to the **User A settings**. If you now set the **User B settings** active, from this moment these changes are saved to the **User B settings**. After switching the fixture off and on, the User B setting is active. In this way you may use 3 fixture operating behaviour.

**User A Settings** - The function recall the user A settings.

**User B Settings** - The function recall the user B settings.

**User C Settings** - The function recall the user C settings.

**Pan Reverse** - Select this function to invert the pan movement.

**Tilt Reverse** - Select this function to invert the tilt movement.

**DMX Presetting** - Select this function to set desired effects assigning to the channels. You can choose 2 effects orders (Mode 1-24 channels, Mode 2-32 channels, Mode 3-24 channels).

**Mode 1 - Default channel setting:**

Channel	Effect	Channel	Effect
1	Pan	13	Gobo Wheel 1
2	Pan Fine	14	Gobo 1 Indexing
3	Tilt	15	Gobo Wheel 2
4	Tilt Fine	16	Gobo 2 Indexing
5	Pan/Tilt Speed	17	Effect Wheel
6	Spec. Func.	18	Effect Indexing
7	Colour Wheel	19	Frost
8	Cyan	20	Iris
9	Magenta	21	Zoom
10	Yellow	22	Focus
11	Conversion Filter	23	Shutter/Strobe
12	Effect Speed	24	Dimmer

**Mode 2**

Channel	Effect	Channel	Effect
1	Pan	17	Gobo Wheel 1
2	Pan Fine	18	Gobo 1 Indexing
3	Tilt	19	Gobo 1 F. Indexing
4	Tilt Fine	20	Gobo Wheel 2
5	Pan/Tilt Speed	21	Gobo 2 Indexing
6	Special Functions	22	Gobo 2 F. Indexing
7	Pan/Tilt Macro	23	Effect Wheel
8	P./T. Macro Speed	24	Effect Indexing
9	Colour Wheel	25	Effect F. Index.
10	Cyan	26	Frost
11	Magenta	27	Iris
12	Yellow	28	Zoom
13	Conversion Filter	29	Focus
14	CMY Colour Macro	30	Shutter/Strobe
15	Effect Speed	31	Dimmer
16	Effect Spd Assig.	32	Dimmer Fine

**Mode 3**

Channel	Effect	Channel	Effect
1	Shutter/Strobe	13	Gobo 2 F. Indexing
2	Dimmer	14	Effect Wheel
3	Cyan	15	Effect Indexing
4	Magenta	16	Iris
5	Yellow	17	Focus
6	Conversion Filter	18	Zoom
7	Colour Wheel	19	Pan
8	Gobo Wheel 1	20	Pan Fine
9	Gobo 1 Indexing	21	Tilt
10	Gobo 1 F. Indexing	22	Tilt Fine
11	Gobo Wheel 2	23	Pan/Tilt Speed
12	Gobo 2 Indexing	24	Spec. Func.

Please refer to the chapter „DMX - protocol” for detail description.

**Lamp Presetting** - Select this menu to change the lamp „behaviour“.

**Lamp On/Power On** - Select this function to turn the lamp on automatically after switching the fixture on.

**Lamp Off via DMX** - Select this function to switch off the lamp via DMX.

**Lamp On if DMX Present** - This function allows you to strike the lamp automatically after 26 seconds if DMX signal is present on the data link. If the ignition is unsuccessful (e.g. lamp is too hot), the fixture will try to ignite the lamp after next 26 s. This process will repeat until the lamp lights.

**Lamp Off if not DMX** - This function allows you to switch Off the lamp automatically after 2 minutes if DMX signal is missing on the data link.

**Lamp Ignition Delay** - This function allows you to set the time delay (0-90s) before the lamp will be ignited. This setting will not affect starting the lamp direct from the control panel (menu "Lamp On/Off").

**Lamp Low Power Delay** - This function enables set the time period after that the lamp power will be reduced if the shutter/dimmer is closed. The delay time can be set up to 600seconds. Default setting is 10s.

**Lamp Light Sensor** - Select this function to switch the lamp light sensor on or off. The option „On“ is for the standard operation.

Important: The option „Off“ is for „emergency operation“ only if the lamp light sensor is defective and you will wait for a service intervention! If the lamp light sensor is switched off and at switching the lamp on the electronics will still try to ignite the lamp until it shines (even when the lamp is damaged or absent), on this account some electronics parts could be damaged!

**Display Adjusting** - This function allows you to change the display settings.

**Display Permanent On** - This function allows you to keep the display on or to turn off automatically 2 minutes after last pressing any button (or a wheel movement) on the control panel.

**Display Intensity** - Select this function to adjust the display intensity (1-min., 10-max.).

**Display Backlight** - Select this function to adjust the display backlight (1-min., 10-max.).


**Display Turned** - Select this function to turn the display by 180°.

**Blackout d.M.C.** - Select this function to enable the blackout during the head movement correction (if the moving head lost its right pan/tilt position for a short moment).

**Pan/Tilt Feedback** - This function allows to return the moving head to the required pan/tilt position after changing the position by external force (e.g. by stroke).

**Be careful, the Pan/Tilt Feedback OFF is not the standard operation and the head of the fixture can be damaged!**

**Note:** If the feedback was switched off, the pan/tilt-position is changed by an external force and the feedback is switched on again, the moving head might not to be synchronized with the DMX signal. You have to make a reset in order to synchronize the moving head with the DMX signal.

**Microphone Sensitivity** - Select this function to adjust the microphone sensitivity from 1 (maximum) to 20 (minimum). If the sensitivity is correctly adjusted, the mark  will appear (blinking in the bass beat.)

**Fan Modes** - By using this function you can choose 2 types of the fan speed operating modes.

**Auto Cooling** - The fans automatically raise their speed in order to control inside temperature of the lighting, if the temperature inside increases about certain level (the low fan speed reduces the cooling of the lighting). This cycle can repeat several times until the temperature inside is on a suitable level.

**High Cooling** - The cooling fans work on max. speed (max. cooling). This mode we recommend for high ambient temperature (30 °C and more).

**Autofocus** - The function improves the image on the wall if the zoom changes (its effect is the best for gobos from gobo wheel 2 and for distance cca 6 m). If you want to focus the image on the long distance (more than 15 m), this function should be set off.

**Pan/Tilt mode** - Use this menu to set the character of the pan/tilt movement.

**Time mode** - Pan and tilt will move with different speeds and they will come at the same time to end point (pan and tilt sets its optimal speed).

**Speed Mode** - Pan and tilt will move with the same speed as adjusted by the channel 5 (Pan/Tilt speed). E.g. pan will come to the end point and wait for tilt, which has longer track.

**Active Blackout while:** - Use this function if you wish to close the light output during effect changes.

**Pan/Tilt Moving** - This function closes the light output during pan/tilt changes.

**Colour Wheel Moving** - This function closes the light output during colour changes.

**Gobo Wheels Moving** - This function closes the light output during gobo wheel 1/gobo wheel 2 changes.

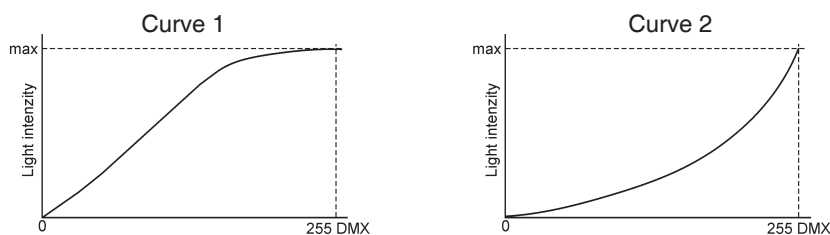
**IR Sensor** - Select this function to switch on/off infra-red remote control.

**Init Effect Positions** - Select this function to set all effects to the desired positions. After switching the fixture on (if DMX is not connected), all effects will move to this init positions.

**Note: If you operate 24 channels pre-setting (Mode 1) and you adjust DMX values for channels which are not included in this mode, you will not be able to change these effects from the controller !**

**For example:** You operate the Mode 1 and in „Init Effect Positions“ menu is adjusted **CMY Colour Macro =150**, this value should be 0 or you will not be able to control cyan, magenta and yellow because these effects are used in CMY macros and the macros have a priority.

**Dimmer Curve** - Select desired dimmer running.



**CMY-CTF Speed** - Select this option to select desired speed of movement of CMY and CTF lamelas: Standard speed or High speed. Default setting is Standard speed.

**Default Settings** - Select this option to reset all fixture personalities to the default values.

## 9.4 Lamp On/Off

Use this option in order to switch on/off the lamp. It is also important to note, that the lamp is cold restrike type, that means, that it has to be cold before striking.

## 9.5 Test sequences

Use this menu to run a special demo-test sequences without an external controller, which will show you some possibilities of using ColorSpot 1200 AT.

**Mode 1** - This mode is suitable for projections on the wall, ceiling or ground without any head movement.

**Mode 2** - This mode uses all ColorSpot 1200 AT functions including pan/tilt movement and therefore is good for a complete introduction of the fixture.

## 9.6 Manual mode

**Presettled Effects** - Select this menu to call up presettled positions of channel effects.

**Manual Effect control** - Select this menu to control channels by control elements on the control board.

## 9.7 Stand-alone setting

Use this menu to set options for stand-alone mode as a selection of the playing program, programming and modifying current programs.

**Music Trigger** - Select this function to enable the sound control of the running programs via the built-in microphone.

**Presetting Playback** - This function allows you to select the program which will be played in the stand-alone mode after switching the fixture on. Selected program will be played continuously in a loop.

**Disabled** - The option disables „Presetting playback” function.

**Test Program** - The option will start built-in test program.

**Program 1** - The option will start created program No. 1

**Program 2** - The option will start created program No. 2

**Program 3** - The option will start created program No. 3

**Note:** If the fixture operates in the controller mode (DMX controller is connected) and any program from this menu is selected, in this case the fixture will not respond to the DMX controller after switching on and will play selected program.

**Playing program** - Select this menu to run a built-in program or the 3 freely-programmable programs in a loop.

**Test Program In Loop** - The option starts built-in test program.

**Program 1 In Loop** - The option starts created program No. 1

**Program 2 In Loop** - The option starts created program No. 2

**Program 3 In Loop** - The option starts created program No. 3

Select the program you wish and press [ENTER]. The selected program starts running. By Pressing [ENTER] again is possible to pause the program running.

**Editing Program** - Select this menu to edit or create the program. The ColorSpot 1200 AT has one built-in program and the 3 free programs, each up to 99 steps. Each program step has a step time. Step time-the time, during which effects last in the current step.

### Procedure:

1. Select the program you want to edit („Program 1” - „Program 3”) and press [ENTER].
2. Select „Edit Steps” menu and press [ENTER].
3. Select the desired program step („Step 01” - „Step 99”) and press [ENTER].
4. Select the desired item and press [ENTER]. Now you can edit DMX value for selected item:
  - "Pan" - a coarse pan, value 0-255
  - "Pan Fine" - a fine pan, value 0-255
  - "Tilt" - a coarse tilt, value 0-255

"Tilt Fine" - a fine tilt, value 0-255  
 "Pan/Tilt Speed" - a speed of pan/tilt movement, value 0-255  
 "Spec. Func." - a special functions, lamp on/off, reset, value 0-255  
 "Pan/Tilt Macro" - a pan/tilt macro, value 0-255  
 "P./T.Macro Speed" - a pan/tilt macro speed, value 0-255  
 "Colour Wheel" - a colour wheel, value 0-255  
 "Cyan" - a cyan, value 0-255  
 "Magenta" - a magenta, value 0-255  
 "Yellow" - a yellow, value 0-255  
 "Conversion Filter" - a conversion temperature filter, value 0-255  
 "CMY Colour Macro" - a CMY colour macro, value 0-255  
 "Effect Speed" - a effect speed, value 0-255  
 "Effect Speed. Assig." - a effect speed assigning, value 0-255  
 "Gobo Wheel 1" - a rotating gobo wheel 1, value 0-255  
 "Gobo 1 Indexing" - a gobo 1 - coarse indexing and rotation, value 0-255  
 "Gobo 1 F. Indexing" - a gobo 1 - fine indexing and rotation, value 0-255  
 "Gobo Wheel 2" - a rotating gobo wheel 2, value 0-255  
 "Gobo 2 Indexing" - a gobo 2 - coarse indexing and rotation, value 0-255  
 "Gobo 2 F. Indexing" - a gobo 2 - fine indexing and rotation, value 0-255  
 "Effect Wheel" - an effect wheel and prism/gobo macro, value 0-255  
 "Effect Indexing" - an effect - coarse indexing and rotation, value 0-255  
 "Effect F. Index." - an effect - fine indexing and rotation, value 0-255  
 "Frost" - a frost, value 0-255  
 "Iris" - an iris, value 0-255  
 "Zoom" - a zoom, value 0-255  
 "Focus" - a focus, value 0-255  
 "Shutter/Strobe" - a shutter and strobe, value 0-255  
 "Dimmer" - a dimmer intensity-coarse, value 0-255  
 "Dimmer Fine" - a dimmer intensity-fine, value 0-255

5. Select „Save” or „Save and Copy” and press [Enter] to confirm adjusted values:

"Save" - saving the current prog. step

"Save and Copy" - saving and copying the current prog. step to the next prog. step.

6. Go on next prog. step and repeat this procedure (steps 4 and 5).

After creation the program, you can simply reduced its length (by changing the start/end steps) using the „Start Step” and „End Step” menu.

## 9.8 Reset functions

The ColorSpot 1200 AT can be reset totally or by function modules. Select relevant function to run a reset:

**Reset All** - This function enables the fixture to index all effects and return to their standard positions.

**Pan/Tilt** - This function resets pan and tilt.

**Colour System** - This function resets colour wheel and CMY/conversion filter module.

**Gobo System** - This function resets both rotating gobo wheels 1 and 2.

**Dimmer/Strobe** - This function resets dimmer/strobe module.

**Focus/Zoom/Frost** - This function resets focus, zoom and frost.

**Iris/Effect** - This function resets iris and effect wheel.

## 9.9 Special functions

Use this menu for special services like adjusting lamp or adjusting effects.

**Lamp Adjustment** - This function can be used when you make the fine adjustment of the lamp. If you select this function, all effects will be canceled, shutter will be opened and the dimmer intensity will be set onto 100%. By using the options „**PAn, Tilt, Zoom, Focus**” you can focus the light on a surface (wall) and perform the fine lamp adjustment.

**Effect Adjustment** - By this function you can calibrate and adjust the effects to their standard/right positions. Disconnect the DMX controller from the fixture and select „**DMX Values**” menu. The display shows step by step effects by which you can adjust the fixture to the required position before the function calibration. When the positioning is finished, select „**Calibrate Values**” and press [ENTER]:

### 1. Calibration via the control board

Select desired effect, press [ENTER] and adjust its right value (0 - 255). This can be repeated for each calibrated effect if it is required. When the calibration is finished, it is necessary to use the „**Save and Reset**” function to write the calibration values to the memory and to make a reset in order to check the newly adjusted positions of the calibrated effects.

**List of the calibrated effects:**

Pan	Yellow	Gobo 2 Indexing
Tilt	Conversion Filter	Effect Wheel
Colour Wheel	Gobo Wheel 1	Effect Indexing
Cyan	Gobo 1 Indexing	Iris
Magenta	Gobo Wheel 2	Dimmer

### 2. Calibration via the DMX controller

Connect the DMX controller to the fixture. Select desired effect and press [ENTER]. Now you can calibrate the selected

effect by your controller.

DMX calibration protocol for Mode 1 and Mode 3 (24 control channels):

Pan .....	channel 25	Yellow .....	channel 30	Gobo 2 Indexing .....	channel 35
Tilt .....	channel 26	Conversion Filter ...	channel 31	Effect Wheel .....	channel 36
Colour Wheel ...	channel 27	Gobo Wheel 1 .....	channel 32	Effect Indexing .....	channel 37
Cyan .....	channel 28	Gobo 1 Indexing ....	channel 33	Iris .....	channel 38
Magenta .....	channel 29	Gobo Wheel 2 .....	channel 34	Dimmer .....	channel 39

DMX calibration protocol for Mode 2 (32 control channels):

Pan .....	channel 33	Yellow .....	channel 38	Gobo 2 Indexing .....	channel 43
Tilt .....	channel 34	Conversion Filter ...	channel 39	Effect Wheel .....	channel 44
Colour Wheel ...	channel 35	Gobo Wheel 1 .....	channel 40	Effect Indexing .....	channel 45
Cyan .....	channel 36	Gobo 1 Indexing ....	channel 41	Iris .....	channel 46
Magenta .....	channel 37	Gobo Wheel 2 .....	channel 42	Dimmer .....	channel 47

After having calibrated required effects, use the „**Save and Reset**” function to write the calibration values to the memory and to make a reset in order to check the newly adjusted positions of the calibrated effects.

Item „**Load Default Values**” enables to load default factory calibration values.

**Updating software** - This option is available in the fixture with software version 3.0 or higher. Using this function you can update software in the fixture via PC and serial link.

The following are required in order to update software:

- PC running Windows 95/98/2000/XP or Linux
- DMX Software Uploader
- Flash cable RS232/DMX (No.13050624)

**Note 1:** Software update should execute a qualified person. If you lack qualification, do not attempt the update yourself and ask for help your ROBE distributor.

**Note 2:** DMX address, IP address, programs 1-3 and all functions in menu Personality will be set to their default values.

#### To update software in the fixture:

##### 1. Installation of DMX Software Uploader.

1. DMX Software Uploader program is available from the ROBE web site at [WWW.robe.cz](http://WWW.robe.cz).
2. Make a new directory ( e.g. Robe\_Uploader) on your hard disk and download the software to it.
3. Unpack the program from the archive. Program file has name: DSU\_name of corresponding fixture\_SoftwareID. If the Robe fixture is produced in magnetic and electronic ballast version, name of DMX Software Uploader is the same for both versions. SoftwareID describes the versions of fixture software included in DMX Software Uploader. Higher number means later software versions.

##### 2. Fixture software updating.

1. Determine which of your COM port is available on your PC and connect it with to the DMX input of the fixture using the Flash cable. Do not extend this cable! Disconnect the fixture from the other fixtures in DMX chain! Turn on the computer and the fixture. Make sure that the lamp is switched off.
2. Switch the fixture to the update mode by selecting the option Updating Software in menu Special Functions on the fixture control panel. (From this option you cannot return back to the main menu. If you do not want to continue in software update, you have to switch off and on the fixture to leave this option!)
3. It is recommended that you exit all programs before running this Software Uploader.
4. Start the Software Uploader program. Select desired COM and then click Connect button. If the connection is OK, click Start Uploading button to start uploading. It will take several minutes to perform software update. If the option "Incremental Update" isn't checked, all processors will be updated (including processors with the same software version).

If you wish to update only later versions of processors, enable the Incremental Update check box.

Avoid interrupting the process. Update status is being displayed in the list window.

When the update is finished, the line with the text "The fixture is successfully updated" will appear in this window and the fixture will reset with the new software.

Note: In the case of interruption of the upload process (e.g. power cut), the fixture remains in the update mode and you have to repeat the software update again.

For example: The fixture was switched off before finishing software upload. After switching the fixture on again, the fixture is still in the update mode and the display is dark. Restart the Software Uploader program and repeat software update from your PC.

## 10. Low power mode

This mode omits fixture reset after switching the fixture on and lowers motor powers of the fixture. „Low power mode” is useful in special cases, e.g. if the fixture is in a light case and you want to set its DMX address without taking it out from the case. To enter „Low power mode”:

Press and hold [ENTER] and at the same time switch on the Power switch. The following message appears:

Really Skip Initial Reset?

Escape/Enter

Press [ENTER] to activate „Low power mode” without fixture reset. Now you can set features and behaviour of the fixture by using „Fixture Address” menu and „Personality” menu. It is expected, that this mode will be exited by switching the fixture off, but if you want to go directly to „normal operation mode”, execute any fixture reset.

**Note: All motors in „Low power mode” are deactivated and switching the lamp on from the control panel is blocked.**



## 11. Error and information messages

Occured errors during fixture operation are signaled by warning icon on the display:



Press [ESC] to see the current error messages.

### Description of the error messages:

#### **Active Lamp Timer**

This message appears if you try to switch on the lamp within 5 minutes after having switched it off (the lamp is too hot). The message will appear on the display if the lamp doesn't ignite within 28 seconds. The ColorSpot 1200 AT will store this information and automatically ignite the lamp when the 5 minutes period has expired.

**Caution:** The message is disabled if the lamp light sensor (function „Lamp Sensor“ in menu Personality) is switched Off.

#### **Lamp Error**

The ignition of the lamp is seven times unsuccessful (the "Active Lamp Timer" message appeared six times before), and the display shows "Lamp Error", meaning that the lamp could be damaged or even missed or there could be a failure on the ignitor or ballast.

Please place or replace the lamp and contact your dealer if the situation was not caused by the lamp.

**Caution:** The message is disabled if the lamp light sensor (function „Lamp Sensor“ in menu Personality) is switched off.

#### **Overheated ->Lamp low**

This message informs that the fixture head is overheated and the lamp power was reduced to 700 W. After 10 minutes the lamp power will be switched to the full power.

#### **Overheated ->Lamp Off**

This message informs that the fixture head is overheated and the lamp was switched off by its temperature sensor.

#### **Lamp Sensor Error**

This message informs the lamp light sensor is failed.

**Caution:** The message is disabled if the lamp sensor (function Lamp Sensor in menu Personality) is switched Off.

#### **Short Power Error**

This message will appear if the fixture was shortly disconnect from the main.

#### **Supply Frequency Error**

This message will appear if the frequency of the main is not standard 50 or 60 Hz. This message can appear as a result of the interference during the lamp starting (if the lamp or igniter is old) or as a result of the interference by neighbouring devices. **In these cases the message does not affect the fixture operating!**

The following error messages are separated into 2 groups:

**xxxx xxxx Error 1** (e.g. *Colour Wheel Error 1*, *Gobo 2 Index Error 1*)

**xxxx xxxx Error 2** (e.g. *Colour Wheel Error 2*, *Gobo 2 Index Error 2*)

There are some possible reasons of faults:

#### **Message**

**xxxx xxxx Error 1**

#### **Characteristic fault**

Magnetic sensor is permanently On (e.g. leading wire is short-circulated, defective stepping motor, defective control circuit on the PCB)

**xxxx xxxx Error 1/xxxx xxxx Error 2**  
(together)

Magnetic sensor is permanently Off (e.g. leading wire is disconnected, defective magnetic sensor, missing magnet), defective stepping motor.

#### **Colour Wheel Error 1 (Colour Wheel Error 2)**

The messages will appear after the reset of the colour wheel if this wheel is not located in the default position.

#### **Gobo 1 Wheel Error 1 (Gobo 1 Wheel Error 2)**

The messages will appear after the reset of the gobo wheel 1 if this wheel is not located in the default position.

#### **Gobo 1 Index Error 1 (Gobo 1 Index Error 2)**

The messages will appear after the reset of the gobo wheel 1 if the rotating gobo wheels are not located in the default positions.



## **CMY-colours mixing module**

- Smooth CMY colour mixing system
- Colour temperature correction filter lowers the colour temperature from 5600K to 3200 K
- 63 colour macros

## **Colour wheel**

- 4 dichroic filters, UV filter, 6000K temp. filter plus white
- Colour wheel with variable rotation speed in both directions
- All colour-modules are interchangeable
- Random colour selection by audio control
- Auto random colour selection

## **Rotating gobo wheel 1**

- 6 replaceable dichroic glass gobos plus an open position rotating in both directions at different speeds
- Fine gobo indexing and rotation
- Rotating gobo-wheel cont. rotation
- Shaking gobos with variable speed
- Random gobo selection by audio
- Auto random gobo selection
- Dichroic glass gobos: outside diameter= 37,3 mm, image diameter =31,5 mm, high temperature borosilicate or better glass, thickness=1,1mm up to 5 mm, coating: dichroic or enhanced aluminium

## **Rotating gobo wheel 2**

- 6 replaceable gobos (1 glass gobo, 5 dichroic glass gobos plus an open position) rotating in both directions at different speeds
- Fine gobo indexing and rotation
- Rotating gobo-wheel cont. rotation
- Shaking gobos with variable speed
- Random gobo selection by audio
- Auto random gobo selection
- Rotating gobo-wheel cont. rotation
- Dichroic glass gobos: outside diameter= 37,3 mm, maximum image diameter=31,5 mm, high temperature borosilicate or better glass, thickness=1,1mm up to 5mm, coating: dichroic or enhanced aluminium - Glass gobo: outside diameter= 37 mm, high temperature borosilicate or better glass, thickness=1,1mm up to 5 mm

## **Effect wheel**

- 3-facet prism, 5-facet prism and 2 glass effects rotating in both directions at different speeds.
- Prism outside diameter= 46,8 mm
- Fine prism indexing and rotation
- 16 Prism/gobo macros

## **Strobe**

- Strobe effect with variable speed (1 - 15 flashes per second)
- Preprogrammed macros with variable/random pulse effects

## **Dimmer**

- Smooth micro-step driven dimming

## **Frost**

- Separate variable frost for fine frosting

## **Focus/Zoom**

- Remotely controllable motorized focus
- Motorized zoom with range 13°- 42°

## **Iris**

- Motorized (steplessly adjustable) iris for different beam diameters

## **Motors**

- 17 high quality stepping-motors controlled by microprocessors

## **Electronics**

- control via control panel with graphic LCD display and 2 buttons/rotating wheel
- Readout fixture and lamp usage, receiving DMX values, temperature, etc
- Built-in analyzer for easy fault finding, error messages
- Remotely switching on/off the lamp by DMX

- Built-in demo sequences
- Silent fans cooling
- Stand alone operation
- Self-resetable thermo-fuse
- Digital serial input DMX-512
- Ethernet connector
- Magnetic or electronics ballast
- 3 control-channels presettings (24 and 32 control channels)

### Data input/output

- 3-pin and 5-pin XLR male sockets for DMX data input
- 3-pin and 5-pin XLR female sockets for DMX data output
- RJ- 45 male socket for Ethernet connection

### Pan/Tilt

- Pan movement range 530°
- Tilt movement range 280°
- 16 bit movement resolution
- Automatic Pan/Tilt position correction
- Remotely controllable speed of Pan/Tilt movement for easy programming
- Maximum Pan movement 530° in 4,5 s
- Maximum Tilt movement 280° in 2,6 s

### Rigging

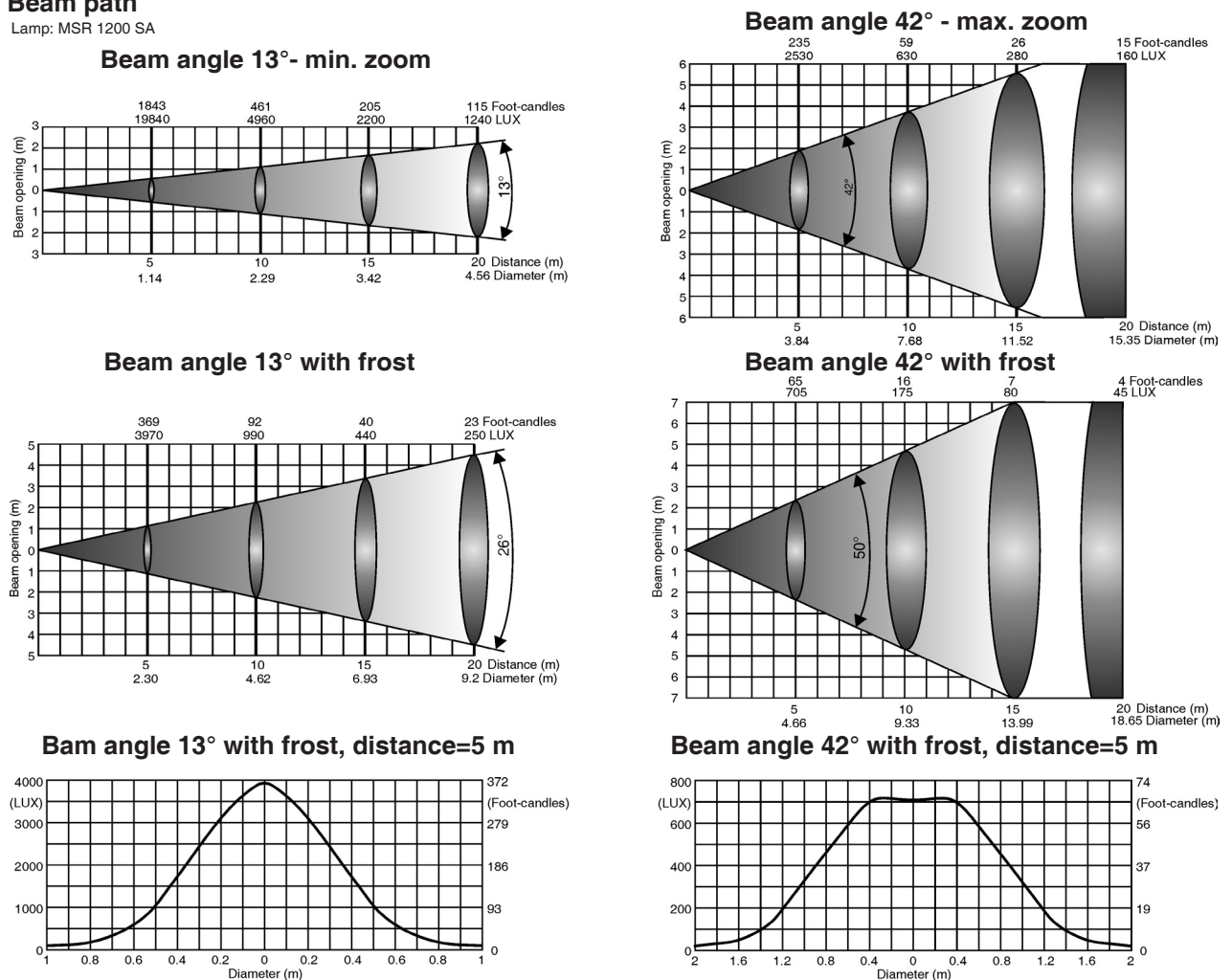
- Stands directly on the floor
- Mounts horizontally or vertically with 2 clamps
- fastening of the clamp brackets in 4 positions
- Safety chain/cord attachment apertures

### Temperatures

- Maximum ambient temperature: 40° C
- Maximum housing temperature of the head: 130° C

### Beam path

Lamp: MSR 1200 SA

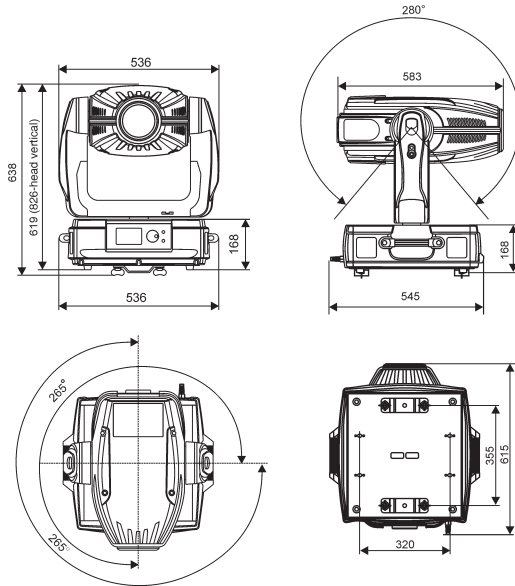


### Minimum distances

- Min. distance from flammable surfaces: 1,2m
- Min. distance to lighted object: 2,m

### Dimensions and weight

- Weight - Colorspot 1200 AT (magnetic ballast): 51,5 kg
- Weight - Colorspot 1200E AT (electronic ballast): 42 kg



### Accessories:

- Gobo-set 10 (No. 15050019) ..... 1 piece
- Mounting bracket Omega CL assembled (No. 99010420) ..... 2 pieces

### Optional accessories:

- Remote control IR (No. 13050419)
- Flash Cable RS232/DMX (No. 13050624)

## 13. Maintenance and cleaning

It is absolutely essential that the fixture is kept clean and that dust, dirt and smoke-uid residues must not build up on or within the fixture. Otherwise, the fixture's light-output will be significantly reduced. Regular cleaning will not only ensure the maximum light-output, but will also allow the fixture to function reliably throughout its life.

A soft lint-free cloth moistened with any good glass cleaning uid is recommended, under no circumstances should alcohol or solvents be used!

***DANGER ! Disconnect from the mains before starting any maintenance work***

The front objective lens will require weekly cleaning as smoke-uid tends to building up residues, reducing the light-output very quickly. The cooling-fans should be cleaned monthly.

The interior of the fixture should be cleaned at least annually using a vacuum-cleaner or an air-jet.

Dichroic colour filters, CMY lamelas,gobo wheels and the internal lenses should be cleaned monthly.

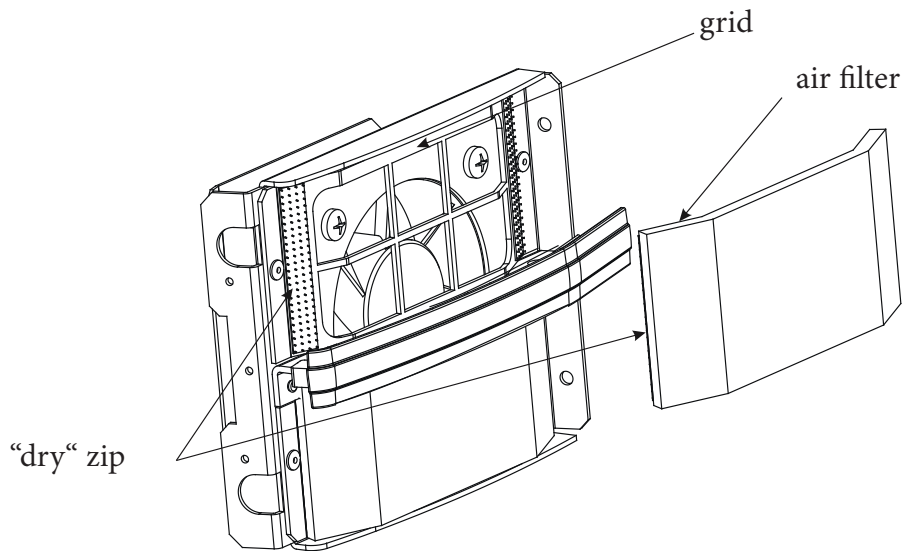
Remove dust and dirt from the fans and cooling vents using a soft brush and vacuum-cleaner.

***Important! Check the air filters periodically and clean before they become clogged!***

Clean the air filters from the front fans with a vacuum cleaner, compressed air or you can wash them and put back dry.

### Replacing the air filters.

- 1)Disconnect the fixture from power.
- 2)Remove both top and bottom cover of the head (by loosening the 4 quarter-turn fasteners on each cover)
- 3)Remove the air filters (they are fixed with a "dry"zip) from grids.
- 4)Clean or replace the air filters.
- 5)Place the filters on the grid and put head cover back.



There are no serviceable parts inside the device except for the lamp and the main fuse. For replacing lamp, please refer to the instructions under „Fitting/Exchanging the lamp“.

#### **Replacing the fuse**

If the lamp burns out, the fine-wire fuse of the device might fuse, too. Only replace the fuse by a fuse of the same type and rating.

Before replacing the fuse, unplug mains lead.

#### **Procedure:**

- 1) Unscrew the fuseholder on the rear panel of the base with a fitting screwdriver from the housing (anti-clockwise).
- 2) Remove the old fuse from the fuseholder.
- 3) Install the new fuse in the fuseholder.
- 4) Replace the fuseholder in the housing and fix it.

More complicated maintenance and service operations are only to be carried out by authorized dealers.

