

On turning the TEST microswitch (15) onto the ON position, the projector runs a self-check routine, during which the effects are mechanically reset, with the projector on. At the end of the operation, or whenever you want to interrupt this procedure, turn the TEST microswitch back onto OFF.

Whereas, on setting all the channels on level 0 (blackout), after an interval of 2 seconds, the effects are re-calibrated, thanks to which it is possible, from the control unit, to take back onto the correct position any motorized effects that during operation had accidentally "lost step".

The entire re-calibration cycle lasts approximately 35 seconds and can be stopped at any time by simply setting a channel at a level above 0.

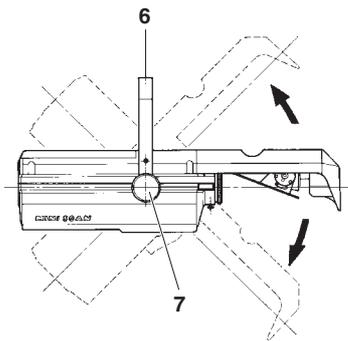
## 4 PROJECTOR POSITIONING

Before proceeding, set the channels as shown in the following table.

CHANNEL	CURSOR POSITION
1 COLOUR DISC	0 % (white spot)
2 GOBO ROTATION	-
3 GOBO SELECTION	-
4 DIMMER / STOP / STROBE	100 % (white spot)
5 PAN	50 % (central position)
6 TILT	50 % (central position)
7 EFFECTS DISC	0 % (white spot)

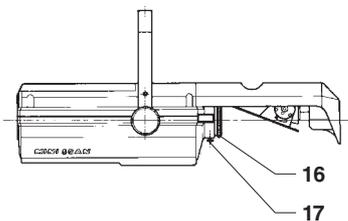
### • Light beam centring

After carrying out the operations described, loosen the knobs (7), proceed by moving the projector on the bracket (6) to position the beam of light on the central point of the scene, then lock the knobs (7).



### • Adjusting the lens

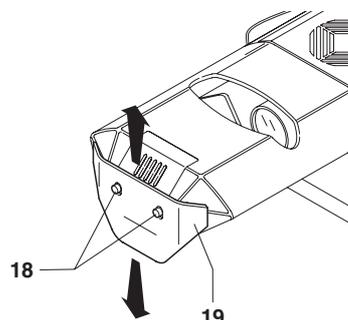
Move the lens (16) axially to obtain perfect focusing of the projected image, then lock the handwheel (17).



### • Adjusting the lens hood

Loosen the two handwheels (18), move the lens hood (19) in the directions shown by the arrows and lock it in the desired position by tightening the two handwheels (18).

Check the positioning of the lens hood by taking the TILT to 100% (with microswitch 12 in the OFF position) and moving the PAN from 0% to 100%.



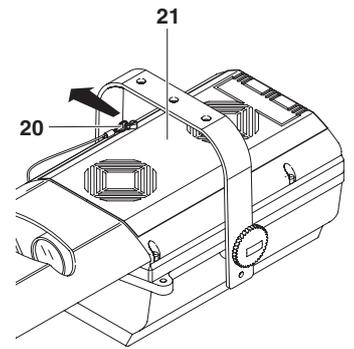
## 5

## MAINTENANCE

### • Opening and closing the projector

Loosen the handwheel (20) and slightly lift the top cover (21), then forcing it sideways in the direction shown by the arrow free the cover from the body of the projector.

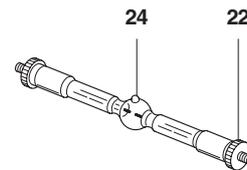
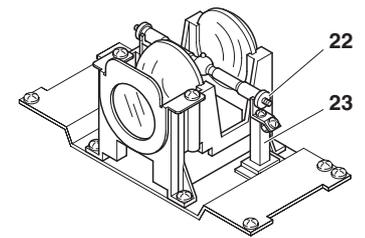
After maintenance, fit the top cover (21) back on, repeating the previous sequence in reverse order.



### • Re-lamping

After opening the projector, loosen the two side ring nuts (22) of the lamp to replace and remove it from the mountings (23).

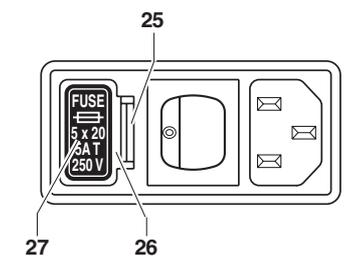
Take the new lamp out of its package, loosen the two side ring nuts (22) and insert it in the mountings (23). Finally, screw on the ring nuts.



**IMPORTANT:** To distribute the beam of light uniformly, the lamp needs to be positioned with the protrusion (24), visible on the bulb, outside the optical axis of the projector. For this purpose it is recommended to turn the protrusion towards the top cover of the projector

### • Replacing fuses

To replace the fuses, press the tab (25) and take out the fuse-holder box (26). Replace blown fuses with new ones of the type specified on the label (27) on the fuse-holder box (26). Put it back in so the tab (25) clicks home.



### • Removing the lens hood plate

Before carrying out the routine maintenance operations on the effects unit, described below, it is necessary to remove the lens hood plate (28) by unscrewing the two handwheels (29), take care not to drop them inside the projector.

After the necessary maintenance, fit the lens hood plate (28) back on, securing it with the two handwheels (29).

