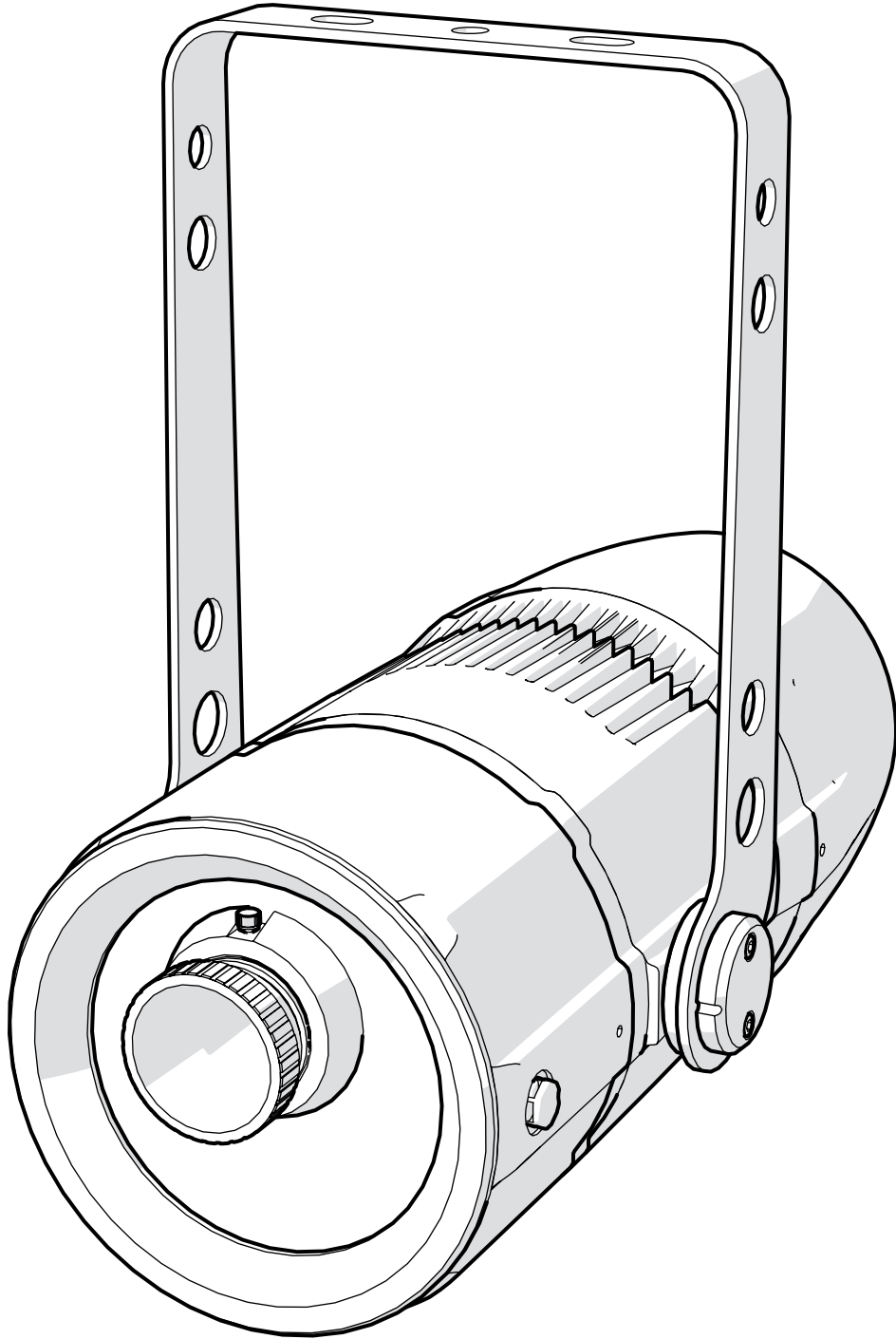


# FX PROJECTOR



**USER MANUAL**  
vrs. 1.1 - 29.09.2023

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Congratulations on having purchased a **Coemar** product. You have assured yourself of a fixture of the highest quality, both in componentry and in the technology used. We renew our invitation to you to complete the service information on the previous page, to expedite any request for service information or spares (in case of problems encountered either during, or subsequent to, installation). This information will assist in providing prompt and accurate advice from your **Coemar** service centre. Following the instructions and procedures outlined in this manual will ensure the maximum efficiency of this product for years to come.

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# 1. Packaging and transportation

## 1.1 Packaging

Open the packaging and make sure that no part of the equipment has suffered any damage during the transportation. In case of damage to the fixture, contact your carrier and your supplier immediately by telephone, fax or e-mail, and inform them you will formally notify them in writing through registered letter.

### Packing list

Ensure the packaging contains:

**1 FX PROJECTOR**

**1 Instruction manual**

## 1.2 Transportation

The **FX PROJECTOR** should be transported in either its original packaging or in an appropriate flight case.

# 2. General information

## 2.1 Safety informations

### Fire prevention:



1. Never locate the fixture on any flammable surface.
2. Minimum distance from flammable materials: 0,5 m.
3. Minimum distance from the closet illuminable surface: 0,5 m.
4. Connect the projector to mains power protected by a thermal magnetic circuit breaker.

### Prevention from electric shock:



1. Presence of high voltage inside of the fixture. Insulate the projector from mains supply before opening or performing any function which involves touching the inside of the fixture, including LED replacement.
2. For the connection to the mains, adhere strictly to the guidelines outlined in this manual.

3. The level of technology of **FX PROJECTOR** requires the use of specialised personnel for all service applications; refer all work to your authorised **Coemar** service centre.
4. A good earth connection is essential for the proper functioning of the projector. Never connect the fixture if there is no earth connection.
5. Mains cables must not come into contact with other cables.
6. Do not operate the projector with wet hands or in an area where water is present.
7. The fixture must never be located in an exposed position, or in areas of extreme humidity.

### **Safety:**



1. The projector must always be installed with bolts, clamps, or other fixing devices which are suitably rated to support the weight of the projector.
2. Always use a secondary safety fixing device with chain or steel wire of a suitable rating to sustain the weight of the unit in case of failure of the principal fixing point.
3. The external surfaces of the unit, at various points, may reach 60°C. Never handle the unit until at least 10 minutes have elapsed since the LED was turned off.
4. Never install the fixture in an enclosed area lacking sufficient air flow; the ambient temperature must not exceed 40°C.
5. The projector contains electronic and electrical components which must under no circumstances be in contact with water, oil or any other liquid. Failure to do so will compromise the proper functioning of the projector.

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## **2.2 Warranty conditions**

1. The fixture is under warranty for 24 months from the purchase date against factory defections.
2. Damage ought to unskillfulness, inappropriate use, or lack of suggested maintenance are excluded from the warranty.
3. Warranty expires when the projector is opened by unauthorized personnel.
4. Warranty doesn't include the replacement of the fixture.
5. Serial number and model of the fixture are necessary to retrieve informations and assistance from the dealer.

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## **2.3 EC Norms**

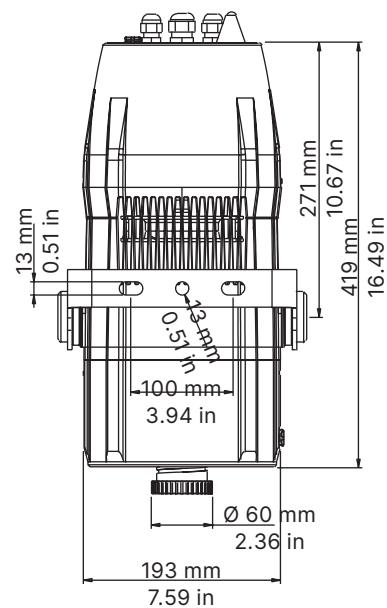
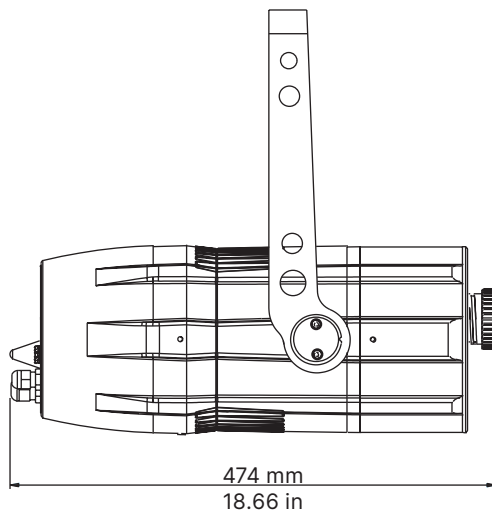
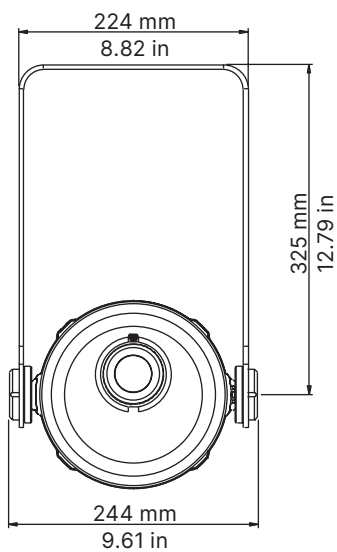
1. The fixture satisfies the essential requirements of the directive 2004/108/EC, 2006/95/EC, 2011/65/EC, 2002/96/EC & 2003/108/EC.
2. The fixture is in accordance with the standard EN 50419 (RoHS) and satisfies the requirements of the directive 2002/96/EC (WEEE).

# 3. Product specifications

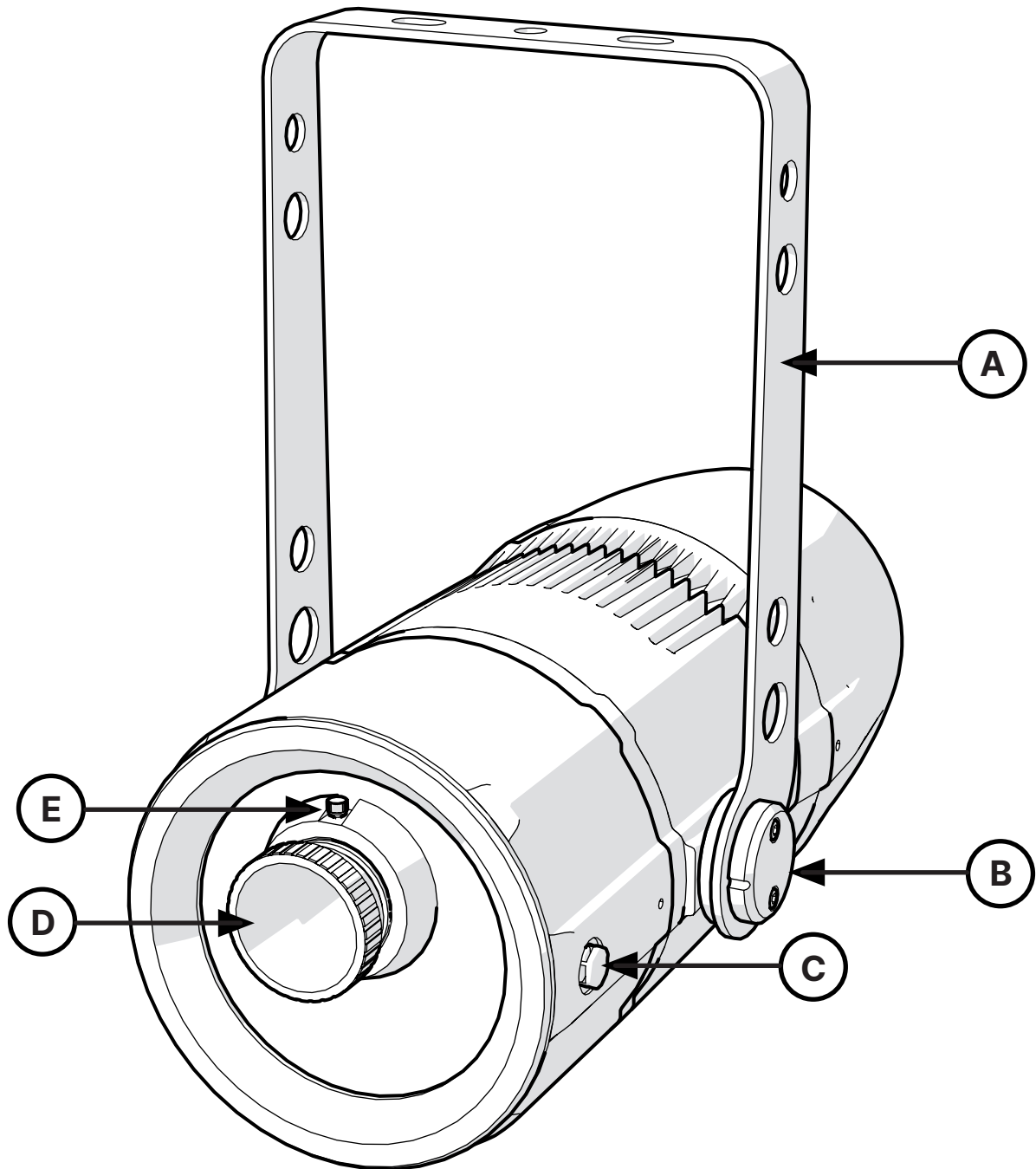
## 3.1 Technical characteristics

<b>Power supply</b>	90-230 V, auto-sensing, 50/60 Hz
<b>Max power consumption</b>	160 W
<b>Color temperature</b>	<b>Daylight</b>
<b>Weight (without optic)</b>	9.5 Kg / 20.94 lbs
<b>Ambient Operating Temperature</b>	From 0°C to +40°C (from 32°F to 104°F)
<b>IP rating</b>	65

## 3.2 Dimensions



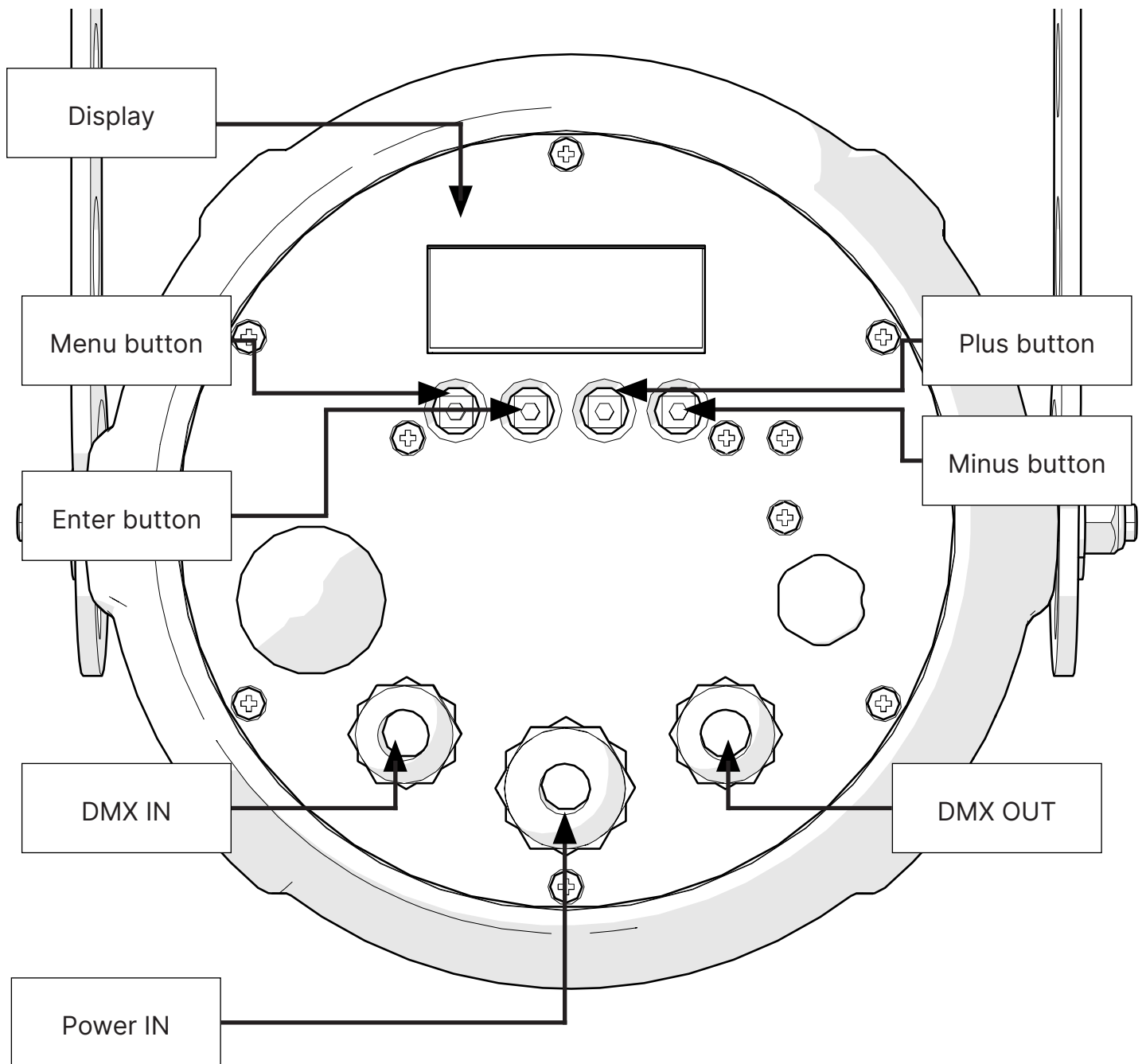
### 3.3 Unit's main components



Components description	
<b>A</b>	Adjustable yoke
<b>B</b>	Yoke adjusting screws
<b>C</b>	Vent valve
<b>D</b>	Lens (interchangeable)
<b>E</b>	Lens knob



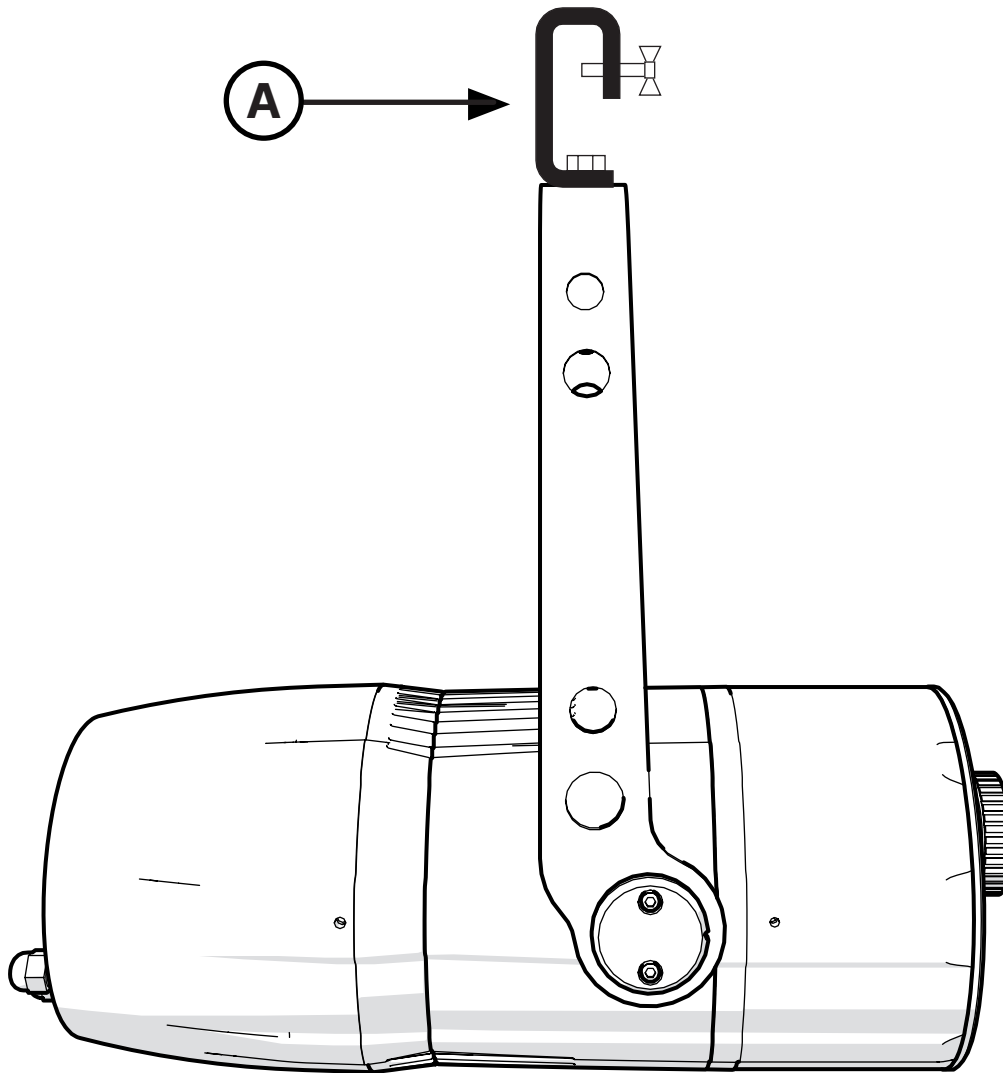
### 3.4 Back panel description



# 4. Installation

## 4.1 Mechanical installation

**FX PROJECTOR** may be hung from an appropriate structure in any position or on tripod. If hanging the fixture from a lighting truss or similar, we recommend the use of an appropriate clamp "A", as shown in the following diagram.



### **Warning!!**

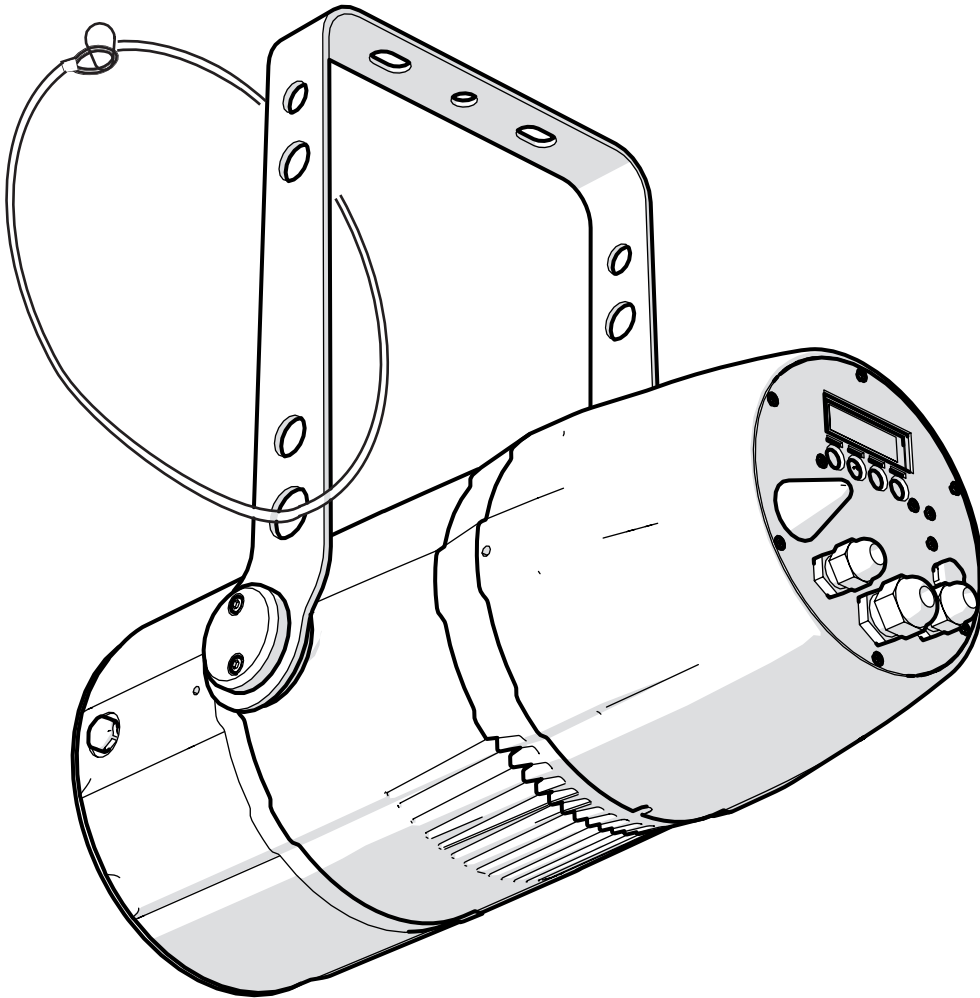
Always ensure that your support structure and fixing (bolts, clamps, etc...) are rated A to support the weight of the fixture.

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## 4.2 Safety chain

When hanging it is recommended to use a safety chain, as required by current legislation. The safety chain must pass through the handles of the unit and then attached to the structure.

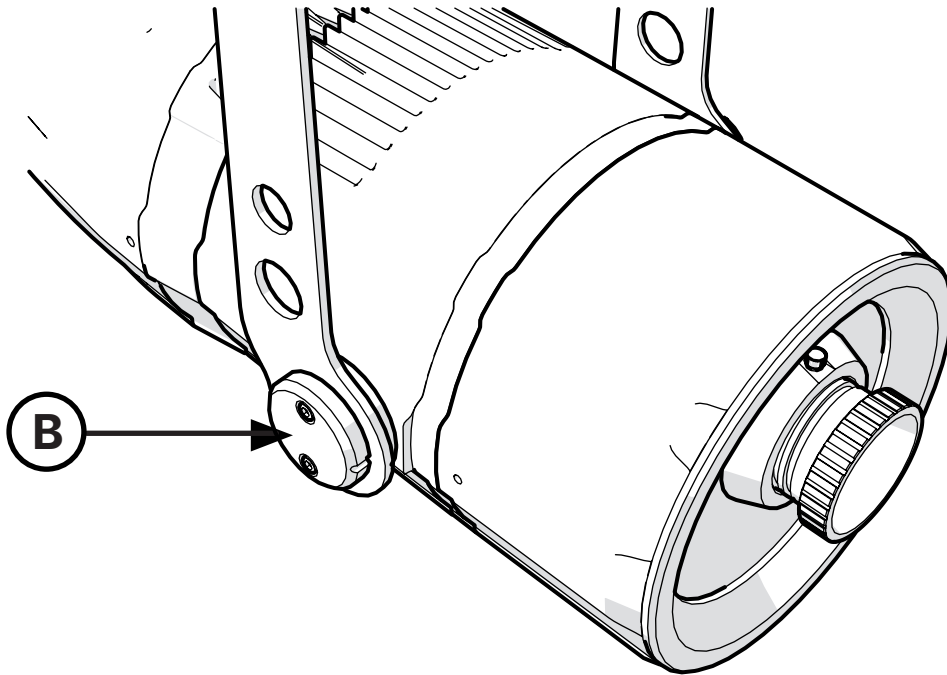
If using steel cables and chains not 's production, make sure they are suitable to support the weight of the unit according to normative UL/ETL (required: the weight of 6 complete devices for at least one hour).



---

## 4.3 Adjusting unit's tilt

1. In order to adjust the tilt of the unit simply loose the side screw "B" on the both side of the yoke by using an allen key of 2.5, adjust the tilt and lock the yoke by tightening the screw again.

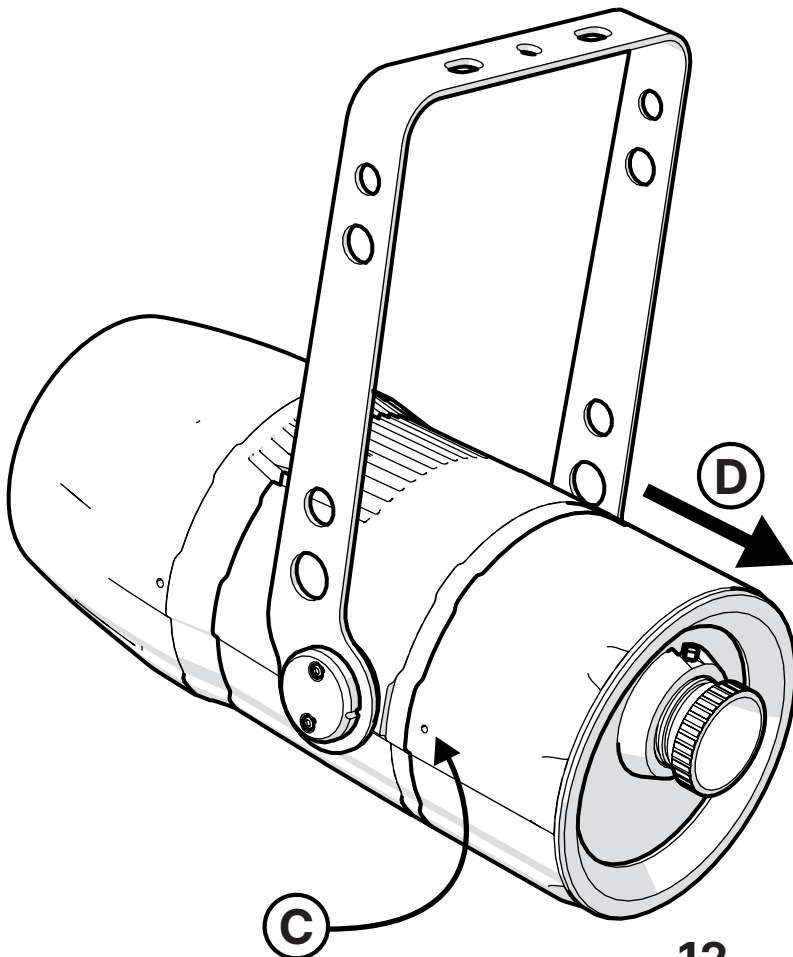


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## 4.4 Optical group

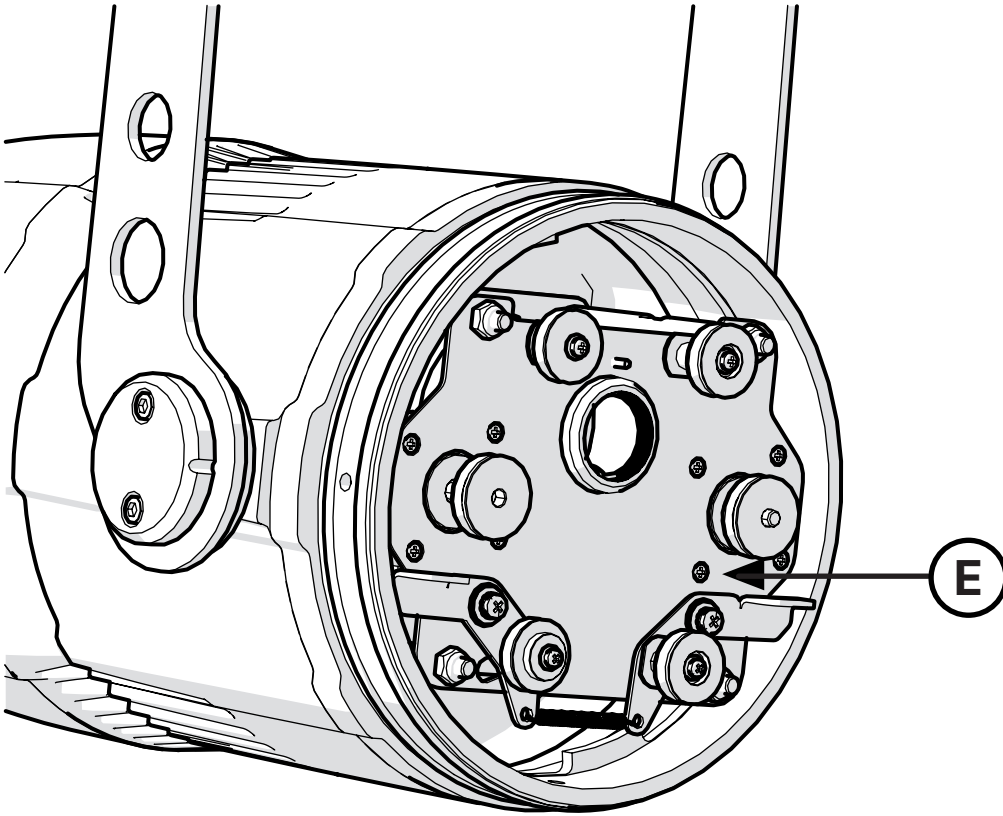
Follow these steps in order to configure the optical group properly:

1. Remove the two screws "C" placed on both sides of the optical holder tube;
2. Gently remove the optical holder tube "D" pulling it away from the body;



!Before closing the cover after each cleaning or adjustment, remember to heat the LEDs for at least 20 minutes, to be sure to eliminate all traces of humidity inside and make sure that the sheaths remain in their seat to avoid infiltrations.

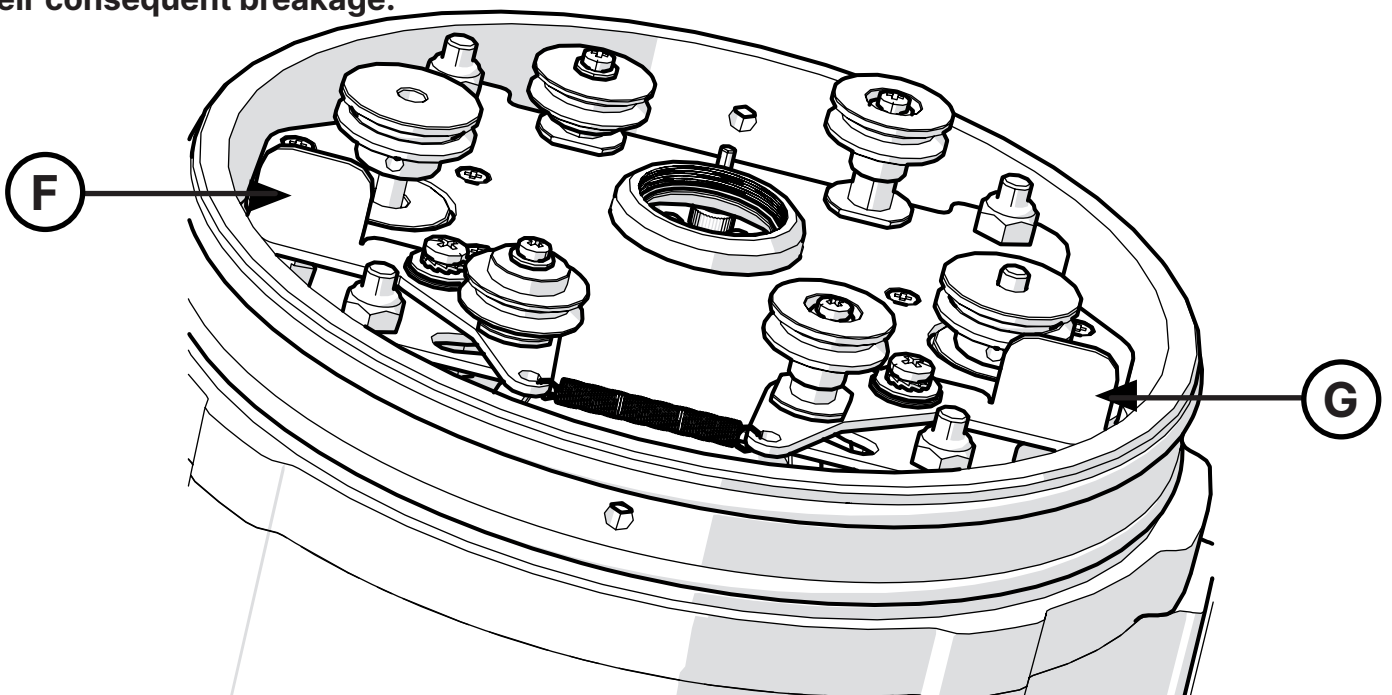
3. Once opened the **FX PROJECTOR** you can see the gobo holder "E" in which you can mount your Animation Wheels and a gobo.



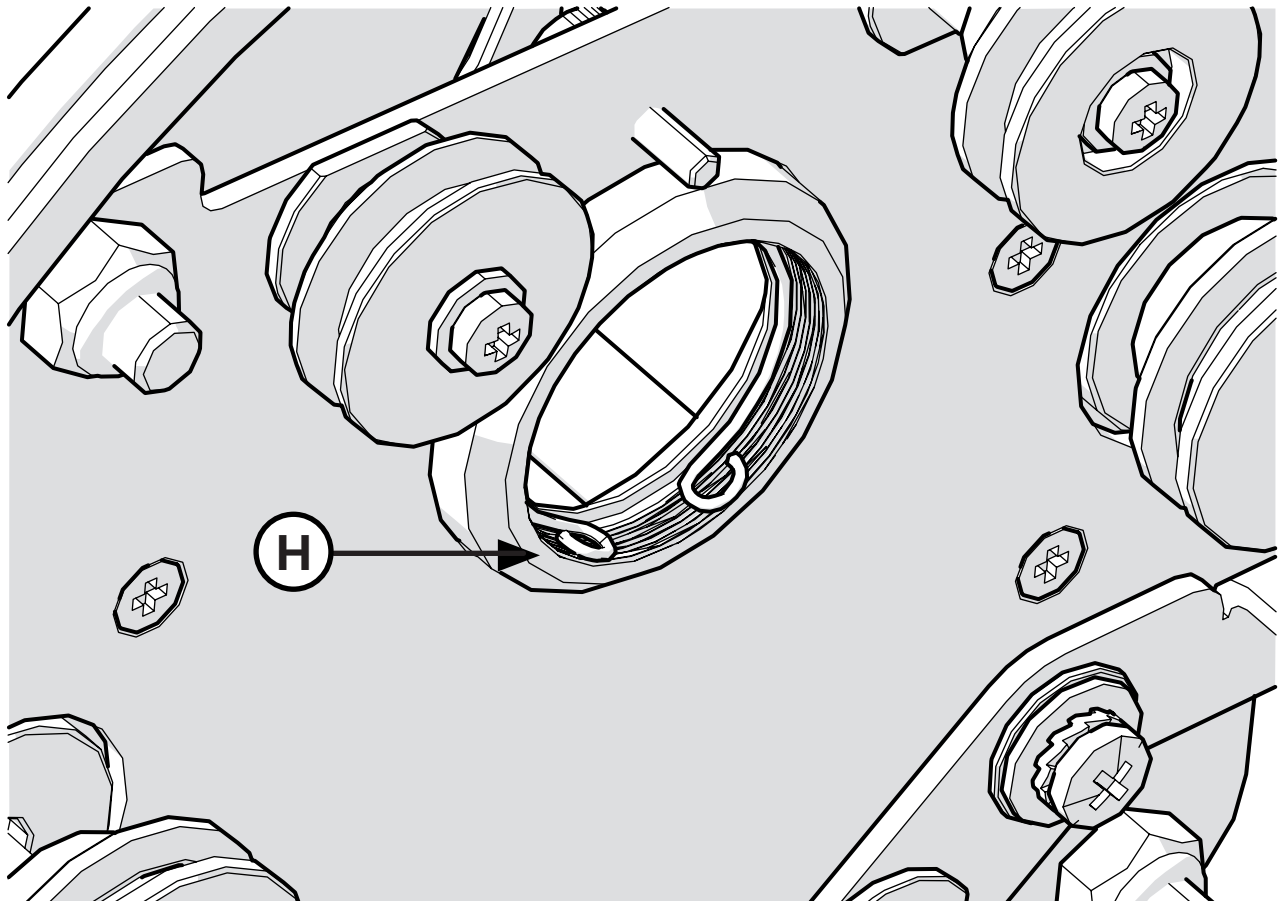
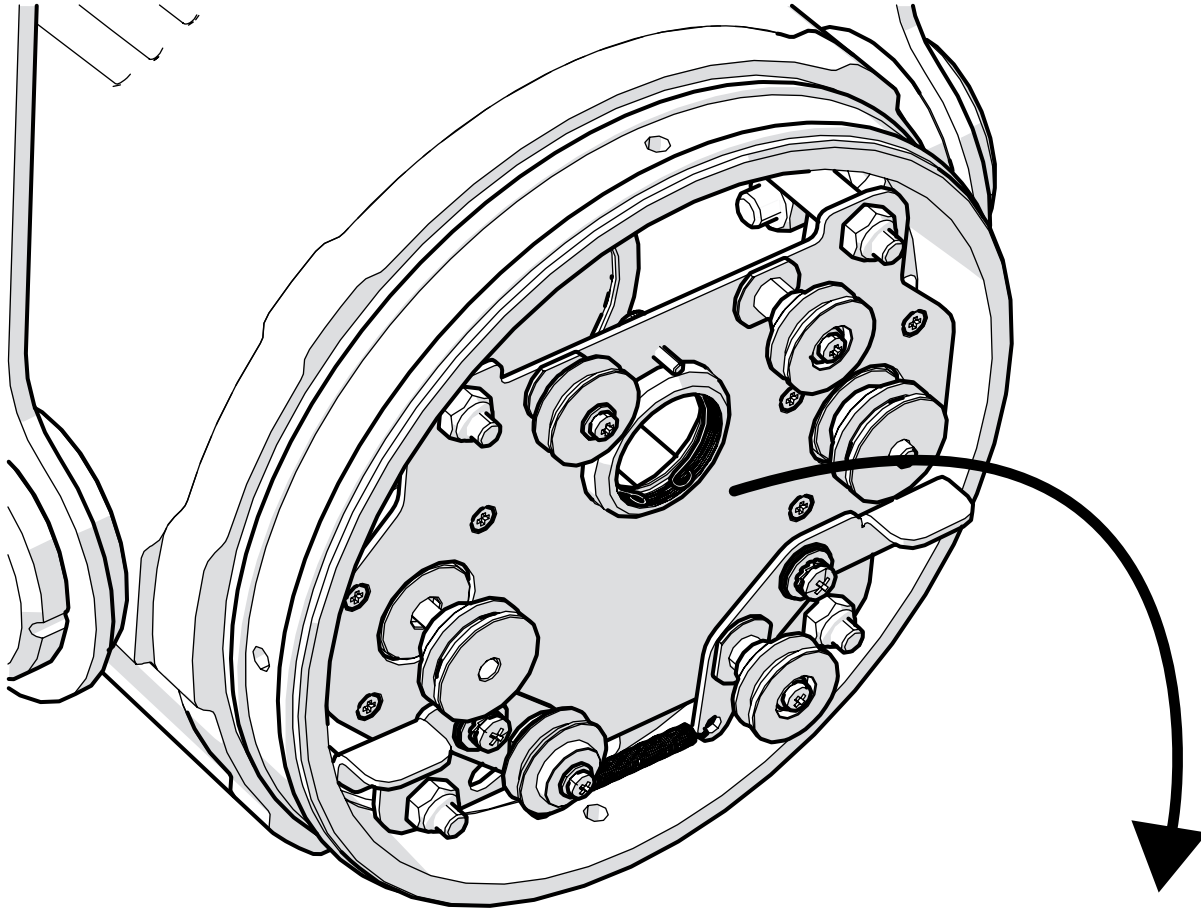
#### 4.5 How to change the Animation Wheels (B size Gobo)

Once opened the **FX PROJECTOR** take your gobos and proceed with the insertion. To do so push the trigger "F", this will create the space to insert the **Animation Wheel 1 (the gobo closer to the LED)**; push the trigger "G" to create the space to place the **Animation Wheel 2 (the gobo further to the LED)**.

**N.B. The Animation wheels (gobos) must be inserted during the installation. Avoid a transport or shipment with the gobos mounted, these could cause them to escape from the guides and their consequent breakage.**



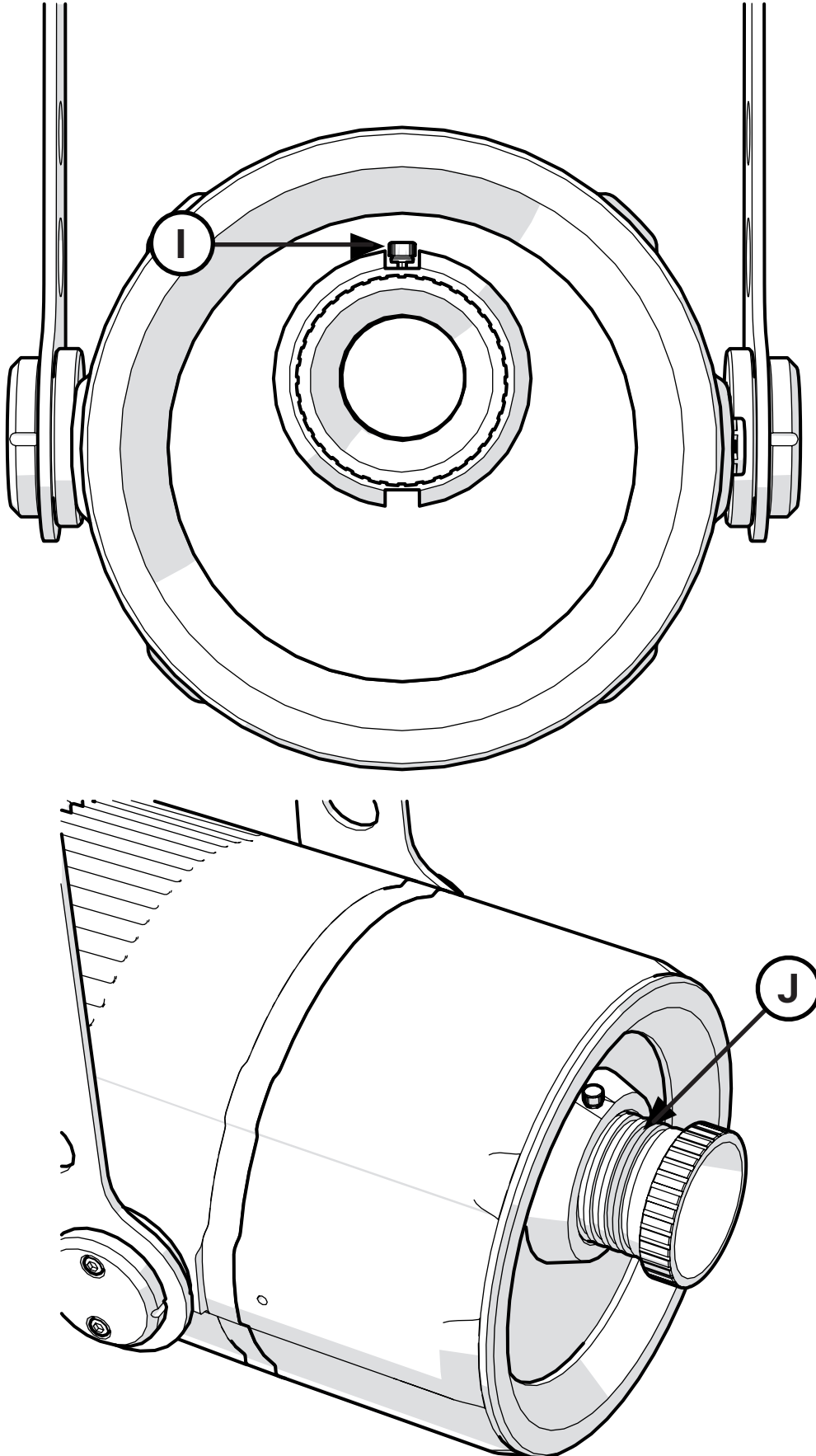
It is possible to insert a third fixed gobo, to do so use the small spring "H" to lock it once the gobo is placed.



## 4.6 Focus

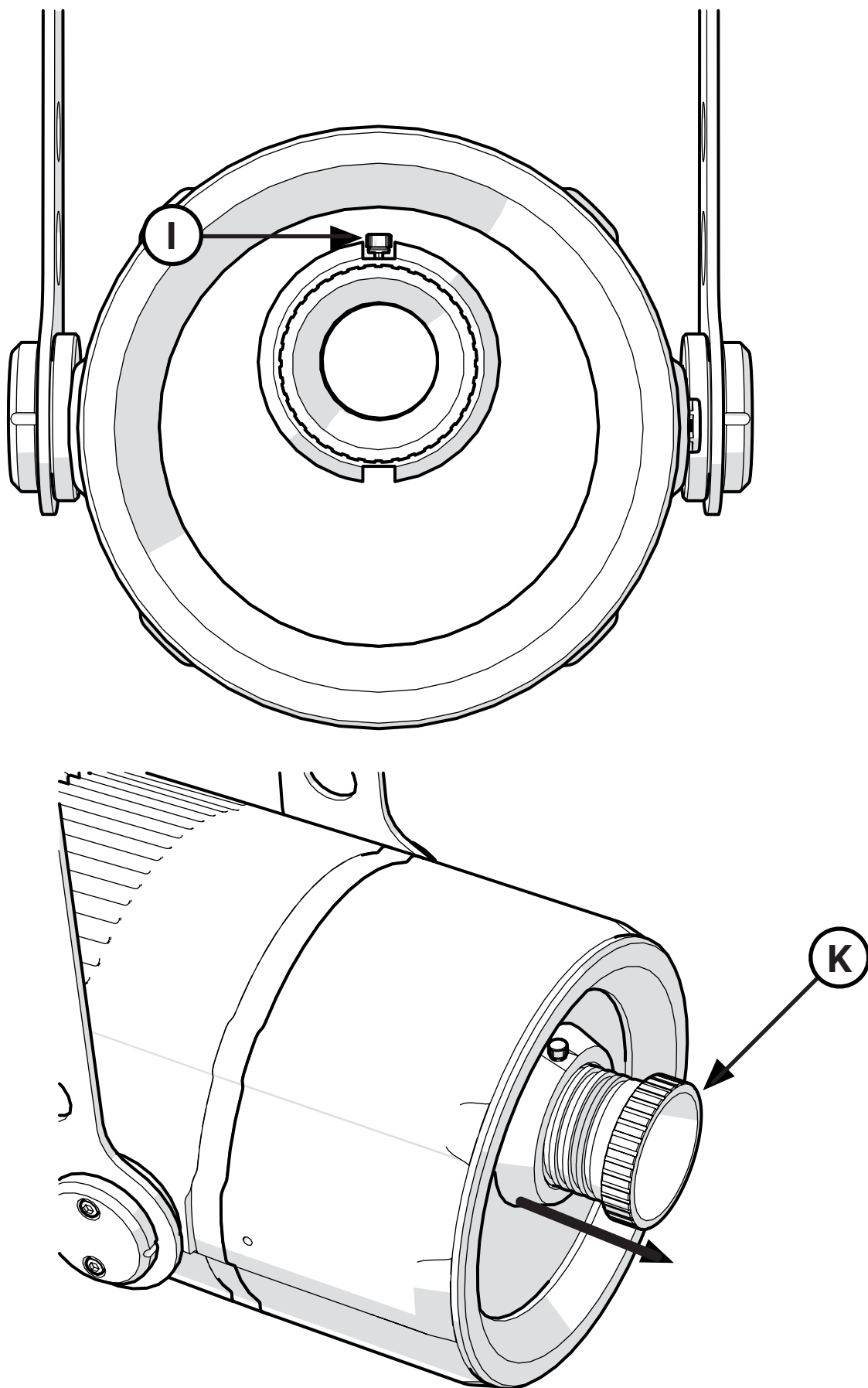
Once the gobos are installed proceed with the focusing, at your will, of the light beam. To do so, unscrew the knob "I" to unleash the lens and turn it counterclockwise or clockwise to adjust the focus.

**N.B.** When you are going to screw the knob "I" make sure to match it with the grooves "J". Once the focus is decided tighten the knob.



## 4.7 How to change the lenses

It is possible to change the lenses between 19°, 26°, 36° and 50°. To change them proceed with unscrewing completely the knob "I" and turn counterclockwise the lens "K" until it will comes off. Choose one of the lens and put it on by turning it clockwise, now fix it with by tightening the knob.

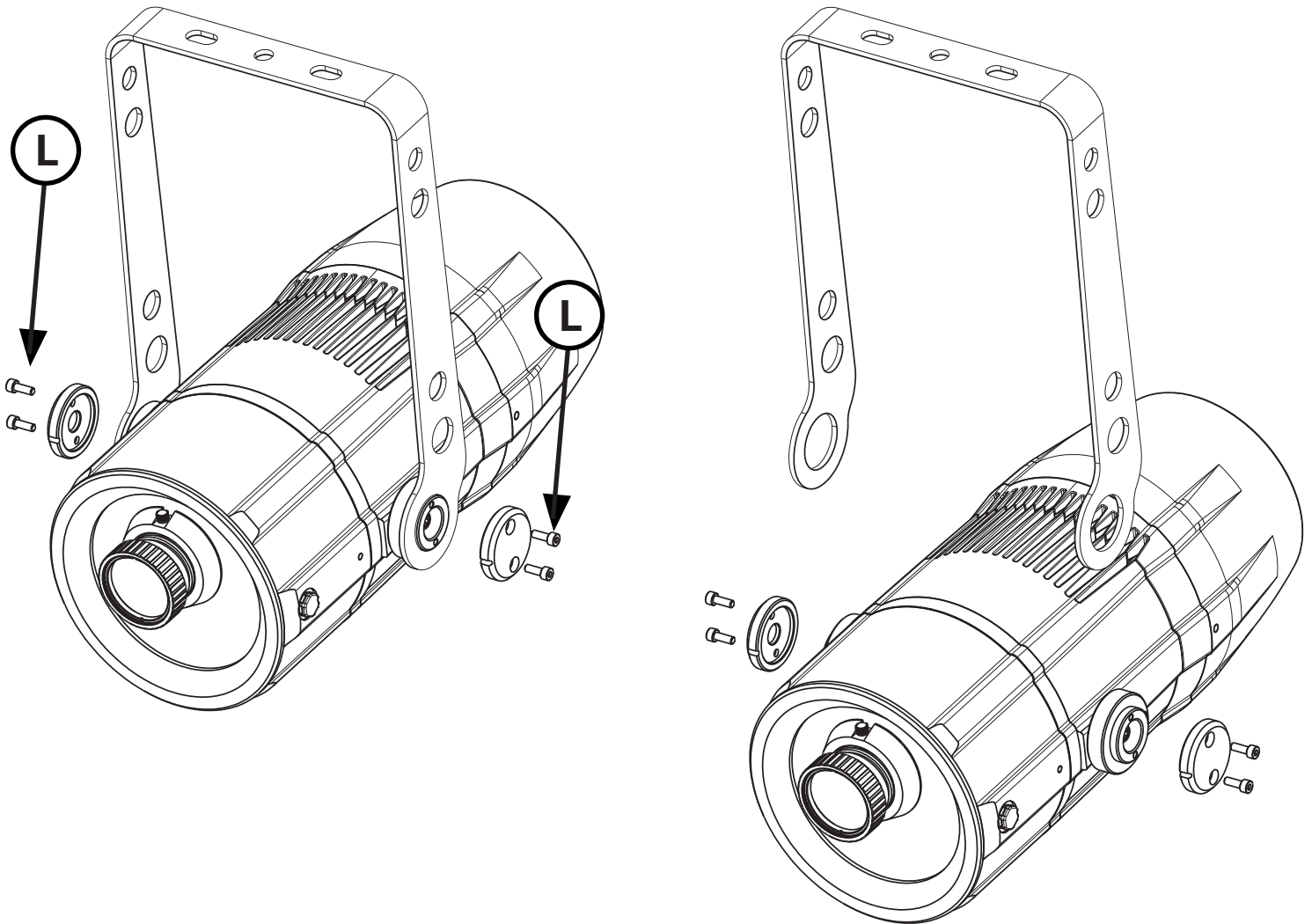




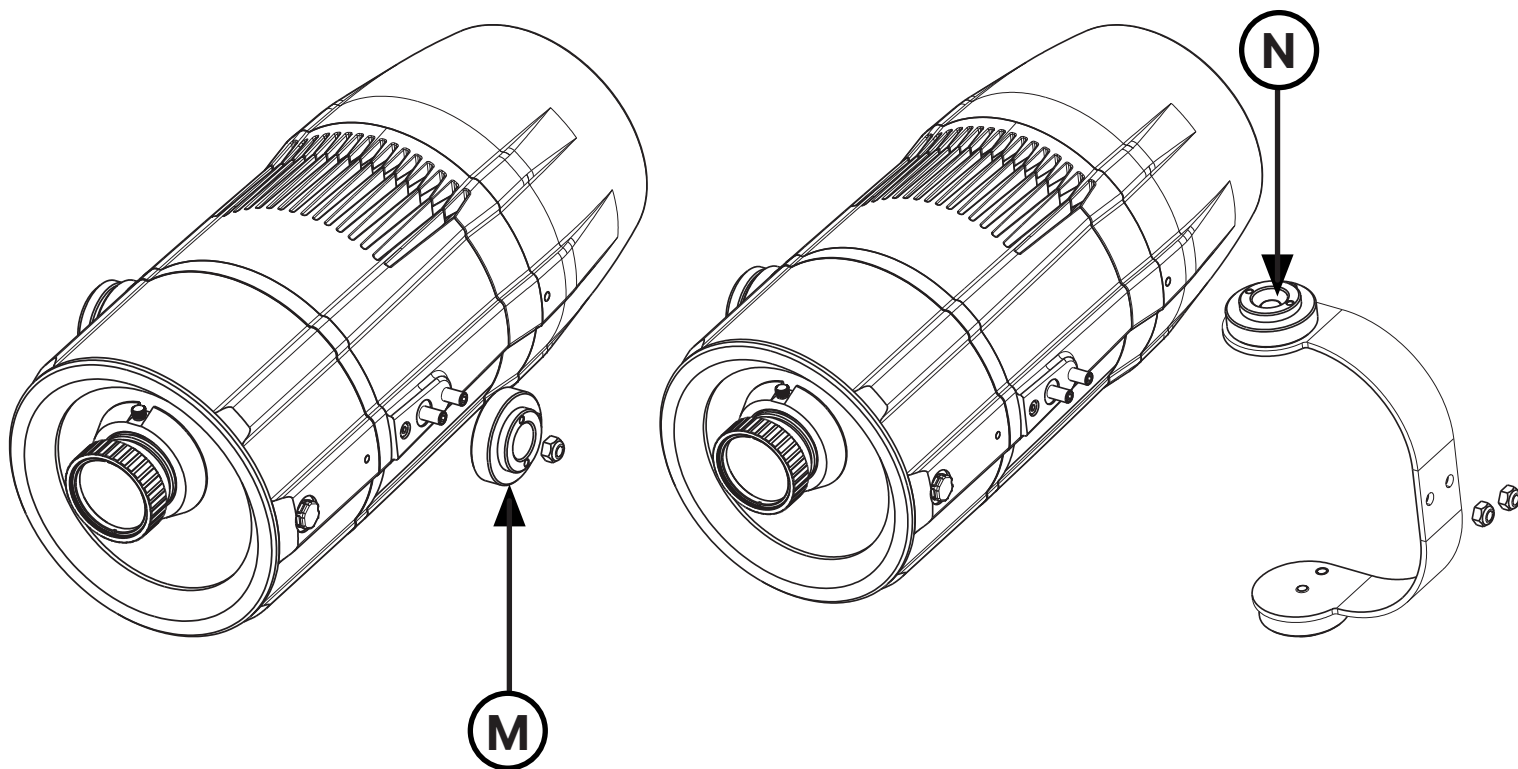
## 4.8 How to add the Side fixing bracket

If you need to realize vertical effects (such as fire effect or waterfall for example), it is necessary to change the orientation of the projector (from horizontal to vertical). To do so is required the addition of the “**Side Fixing Bracket**” accessory, part number **BC078A004**, please follow the directions below.

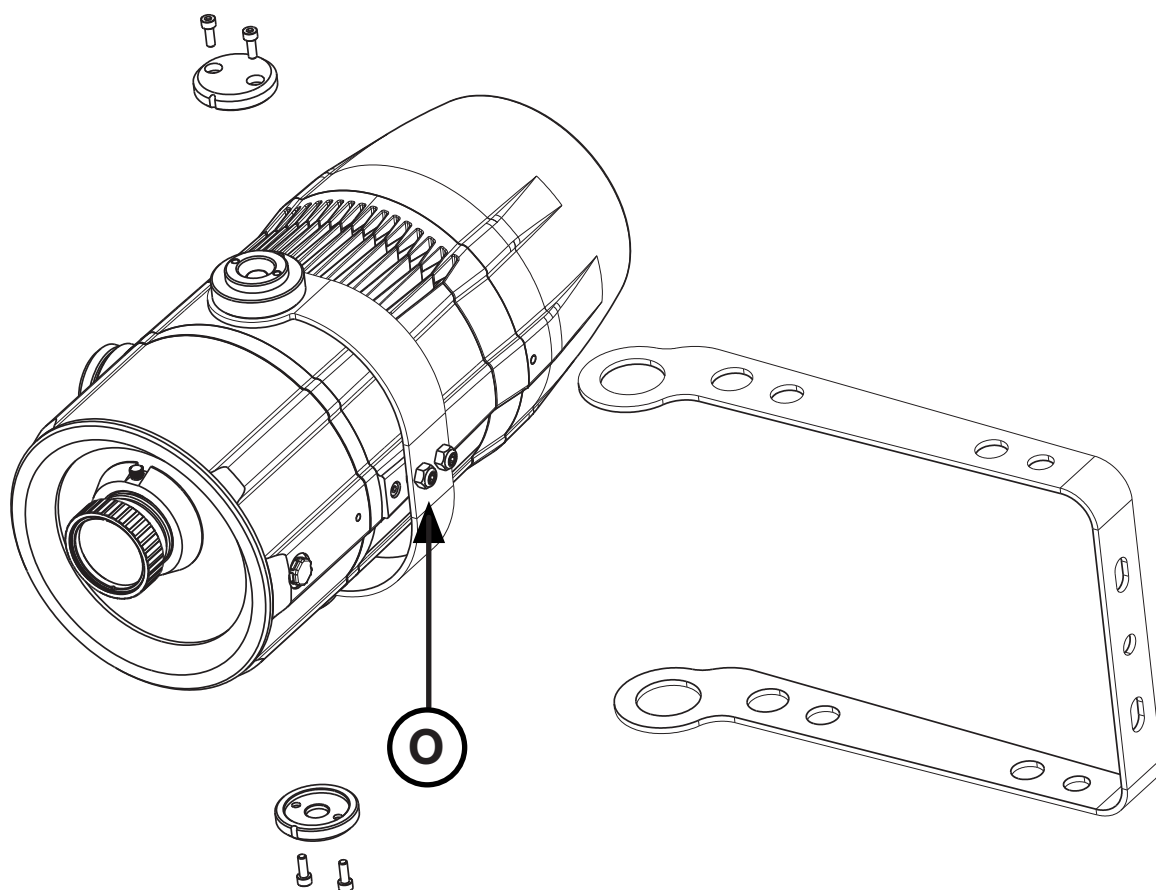
1. Unscrew the screws “L” on the both sides of the FX Projector in order to pull away the two metal plates, now it will be possible to remove the yoke.



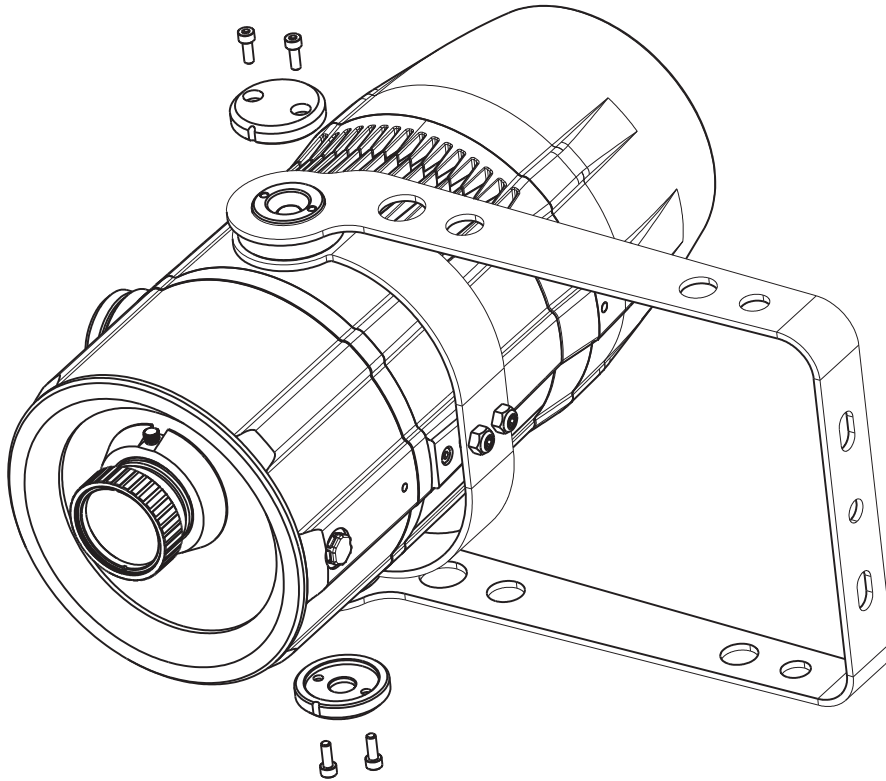
2. Pull away the metal plate and the nut “M” on the both sides. Now take the “**Side Fixing Bracket**” accessory, part number **BC078A004**, and put the metal plate and the nut on the bracket “N” on the both sides.



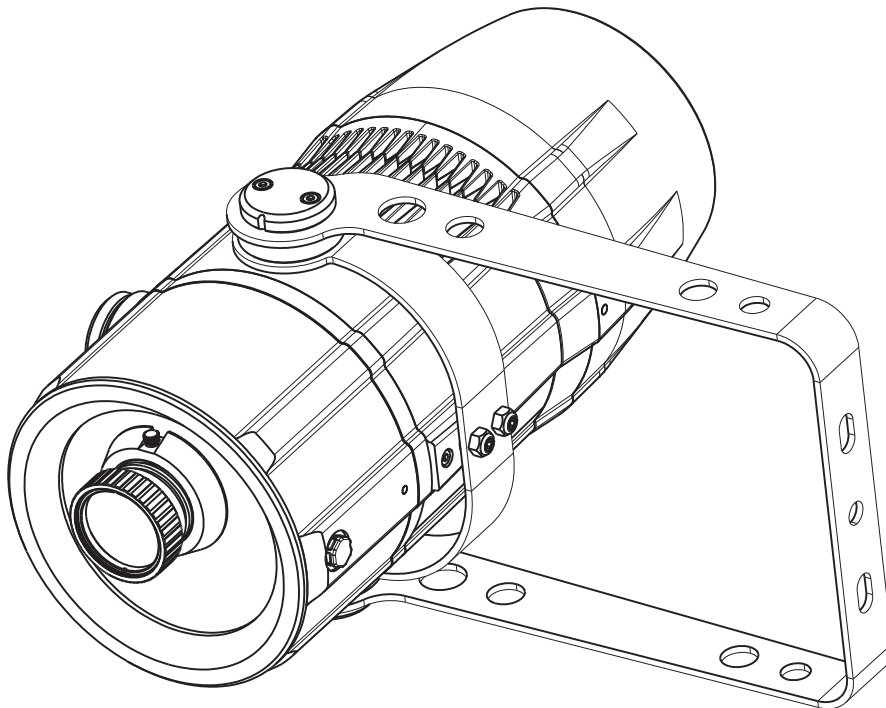
3. Once the “**Side Fixing Bracket**” accessory is placed, screw the two screws “O” in order to fix it to the projector.



4. Place now the yoke and fix it by putting back the two metal plate and the screws "P"



5. The **FX Projector** is now ready to be used in vertical orientation.



# 5. Powering up

## 5.1 Operating voltage and frequency

The unit may operate at voltage ranges from 90 to 230 V at a frequency of 50 or 60 Hz. It is not needed to effect any setup procedures: **FX PROJECTOR** will automatically adjust its operation to suit any frequency or voltage within this range.

## 5.2 Connection to mains power

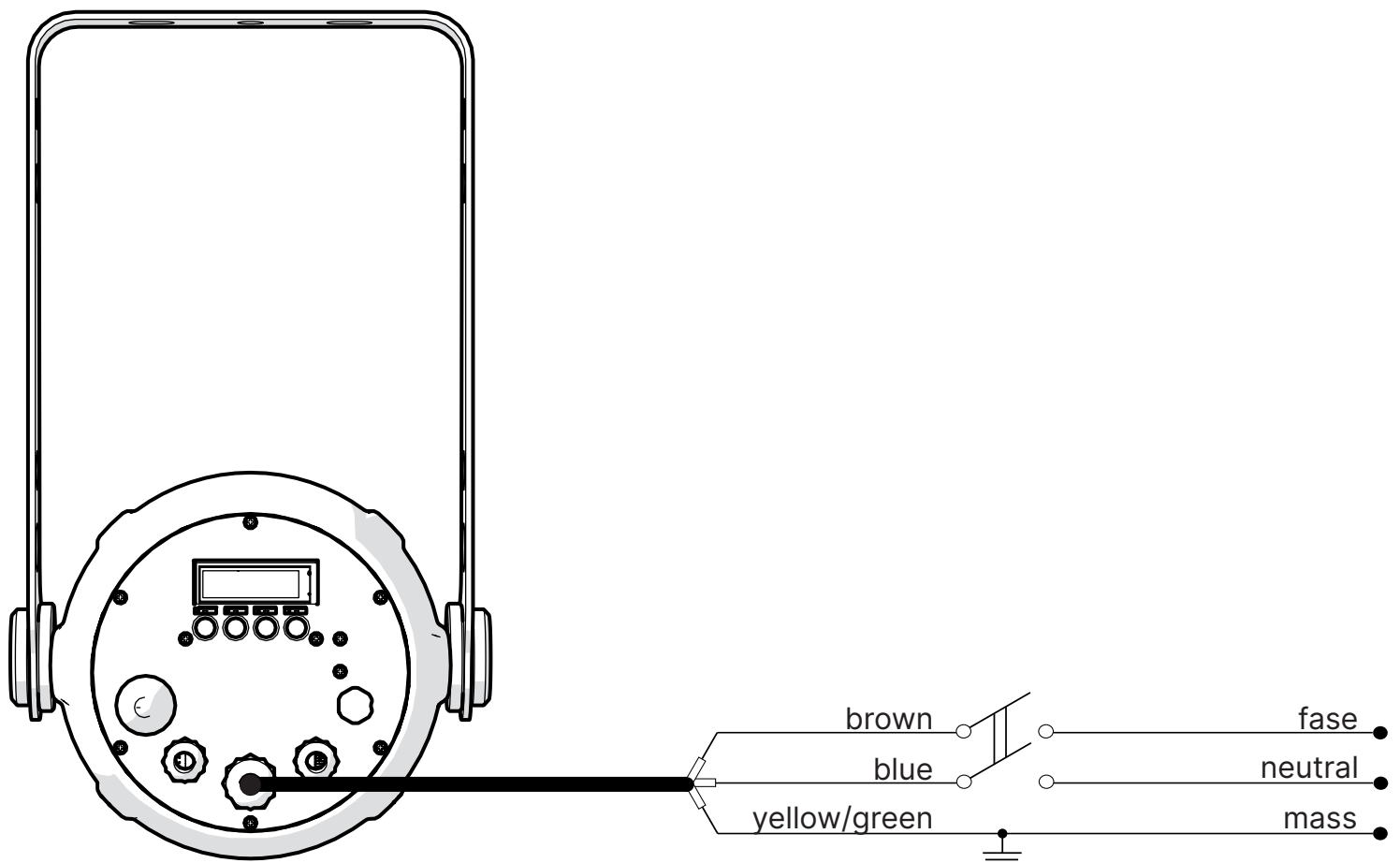
### Mains cable characteristics

The mains cable provided is thermally resistant, complying to the most recent International standards.

**Note:** in case of cable replacement, similar cable with comparable thermal resistant qualities must be used exclusively (cable 3 X 1,5  $\varnothing$  external 10 mm, rated 300/500V, tested to 2 KV, operating temperature -40°C + 180°C, Coemar cod. CV5311).

### Connection to mains power

**FX PROJECTOR** is equipped with two power connectors, one as input and one as output, which can be used to feed up to 8 (at 230 V) or 4 (at 115 V) fixtures.



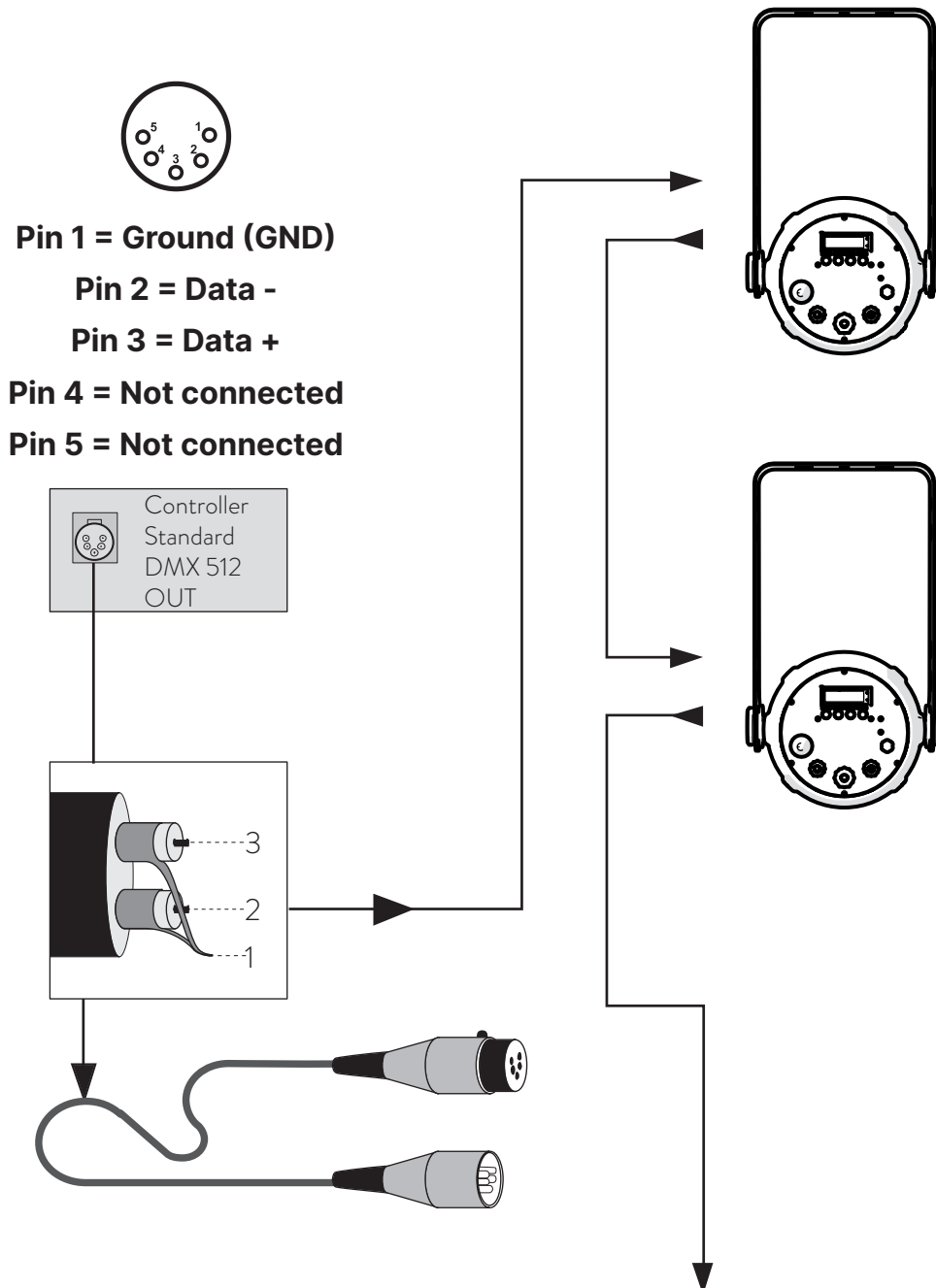
### **Warning!!**

- The use of a thermal/magnetic circuit breaker is recommended. Strict adherence to regulatory norms is strongly recommended.
- **FX PROJECTOR** should not be powered through a dimmer as this may damage the internal switching power supply.
- Prior to connecting the device to mains power, ensure that the mains characteristics are within the recommended range for the use of **FX PROJECTOR**.
  - All cabling and connections should be carried out by a suitably qualified personnel.

# 6. Control signal connections

## 6.1 Control signal connection by XLR5 plugs

The digital control signal is transmitted to the projector via a two pole cable screened in according to the International standards for DMX 512 data transmission. The connection must be serial, using connectors XLR5 male and female located on the back of **FX PROJECTOR** labelled DMX512 IN e OUT.



### Warning!

Make sure that screening and conductors are not in contact one another or with the metal housing of the connector.

Pin#1 and housing must never be connected to the power supply unit.

# 7. Turning the projector on

After having followed the preceding steps described, proceed with the power supply and turn on the projector connecting it to the mains power.

The software version installed on the internal microprocessors will be shown on the display, suddenly it will show the current DMX addressing. If the address blinks, it means that the DMX signal has not been received. Check the connection cable and the mixer functioning.

## 7.1 DMX address of the unit

Each projector can use **8** or **4** address channels for its complete operation and is controlled by a DMX 512 signal.

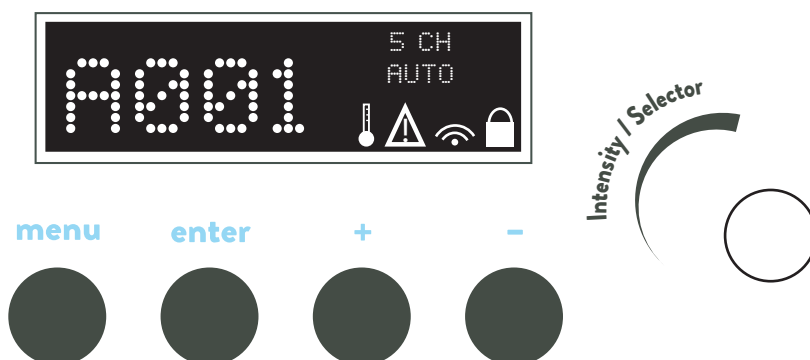
### DMX addressing

When powered up initially, each projector will show "A001", which indicates that the fixture will start responding from the first DMX channel; **FX PROJECTOR** also uses 5 DMX channels, which means that it will respond to the commands from channel 1 to channel 8 of your DMX 512 controller. Accordingly a second unit should be addressed as A009, a third one as A017 and so on. The operation must be carried out on every **FX PROJECTOR** which has an address different from A001.

### Altering the DMX address:

1. Press the + or – button until the display shows the required DMX address. The digits on the display will blink to indicate that the variation has not been registered.
2. Press the enter key to confirm your selection. The digits on the display panel will cease to blink and the projector will now respond to the new address.

**Note:** by holding the + or – button down the scrolling will be faster; thus allowing a faster selection.



- 🌡 It means the projector has entered protection
- ⚠ It means there is an error, it flashes intermittently with address
- 📶 Wireless Enabled
- 🔒 The keys are locked

**Warning!!**

If you alter the DMX address with no DMX signal connected, the digits on the display panel will continue to flash even after you have pressed ENTER button to confirm the address.



# 8. DMX chart

## 8.1 DMX modes

DMX channels ↓	8 channels	4 channels
1	Master Dimmer	Master Dimmer
2	Spare Channel	Animation Wheels Rotation Speed
3	Dimmer Fine	Speed Animation Wheel 1
4	Strobe	Speed Animation Wheel 2
5	Special Function	
6	Animation Wheels Rotation Speed	
7	Speed Animation Wheel 1	
8	Speed Animation Wheel 2	

## 8.2 DMX Chart 8 channels

channel	function	type of control	effect	decimal	percentage
1	master dimmer	proportional	adjust luminous output intensity from 0 to 100%	0 - 255	0% - 100%
2	spare channel	step	no effect	0 - 255	0% - 100%
3	dimmer fine	proportional	fine dimmer control 16 bit	0 - 255	0% - 100%
4	strobe	step	no effect	0 - 9	0% - 4%
		proportional	variable speed strobing effect, from slow to fast	10 - 57	4% - 22%
		step	stop strobe	58 - 59	23% - 23%
		proportional	sequenced pulse effect, slow closing, fast opening (variable speed pulsing, from slow to fast)	60 - 108	24% - 42%
		step	stop strobe	109 - 110	43% - 43%
		proportional	sequenced pulse effect, fast closing, slow opening (variable speed pulsing, from slow to fast)	111 - 159	44% - 62%
		step	stop strobe	160 - 161	63% - 63%
		proportional	random strobe effect with variable speed from slow to fast	162 - 207	64% - 81%
		step	stop strobe	208 - 209	82% - 82%
proportional	random strobe effect with variable speed from slow to fast	210 - 255	82% - 100%		
5	special functions	step	park	0 - 9	0% - 4%
			600 Hz	10 - 22	4% - 9%
			no effect	23 - 84	9% - 33%
			fan at SILENT mode	85 - 96	33% - 38%
			fan at STUDIO mode	97 - 108	38% - 42%
			fan at AUTO mode	109 - 120	43% - 47%
		proportional	fan speed control	121 - 133	47% - 52%
		step	enables the automatic display blackout	134 - 185	53% - 73%
			disables the automatic display blackout	186 - 199	73% - 78%
			LED control frequency tuning 1.500 Hz	200 - 205	78% - 80%
			LED control frequency tuning 2.000 Hz	206 - 211	81% - 83%
			LED control frequency tuning 5.000 Hz	212 - 217	83% - 85%
no effect	218 - 240		85% - 94%		
LED control frequency tuning 20.000 Hz	241 - 255	95% - 100%			
6	animation wheels rotation speed	proportional	adjust proportionally the speed of both animation wheels	0 - 255	0% - 100%
7	speed animation wheel 1	proportional	control the animation wheel 1 speed counterclockwise (from fast to slow)	0 - 126	0% - 49%
		step	animation wheel in stop	127	50%
		proportional	control the animation wheel 1 speed clockwise (from slow to fast)	128 - 255	51% - 100%
8	speed animation wheel 2	proportional	control the animation wheel 2 speed counterclockwise (from fast to slow)	0 - 126	0% - 49%
		step	animation wheel in stop	127	50%
		proportional	control the animation wheel 2 speed clockwise (from slow to fast)	128 - 255	51% - 100%

## 8.3 DMX Chart 4 channels

channel	function	type of control	effect	decimal	percentage
1	master dimmer	proportional	adjust luminous output intensity from 0 to 100%	0 - 255	0% - 100%
2	gobo rotation speed	proportional	adjust proportionally the speed of both gobos	0 - 255	0% - 100%
3	speed animation wheel 1	proportional	control the animation wheel 1 speed counterclockwise (from fast to slow)	0 - 126	0% - 49%
		step	animation wheel in stop	127	50%
		proportional	control the animation wheel 1 speed clockwise (from slow to fast)	128 - 255	51% - 100%
4	speed animation wheel 2	proportional	control the animation wheel 2 speed counterclockwise (from fast to slow)	0 - 126	0% - 49%
		step	animation wheel in stop	127	50%
		proportional	control the animation wheel 2 speed clockwise (from slow to fast)	128 - 255	51% - 100%

# 9. Setup via RDM

## 9.1 Quick guide to menu

The **FX PROJECTOR** required RDM (Remote Device Management) to set up fixtures. Using an RDM compliant DMX controller, you can communicate with all the fixtures on a data link without needing to connect to each fixture individually. RDM lets you set the DMX addresses of all the fixtures on the link, carry out fixture configuration and retrieve fixture data including details of any error that has been logged. If two or more identical fixtures are set up with the same DMX address and in the same DMX mode, they will receive the same instructions and behave identically. Setting up identical fixtures with the same address is a good tool for troubleshooting unexpected behavior and an easy way to achieve synchronized action. Setting DMX addresses via RDM involves running a scan to identify the fixtures that are present on the data link and then allocating addresses either automatically or manually.

To use RDM:

1. Obtain an RDM-compatible controller such as the RDM UPGRADE INTERFACE B (cod. AC10011A001) application running on a Windows PC.
2. Use a USB cable to connect the PC to a USB/DMX interface box
3. Connect the interface box to the data link.
4. Power the fixture on and carry out an RDM discovery / scan in your RDM-compatible controller.
5. You can then configure or retrieve data from the fixtures on the data link.

## 9.2 RDM Chart

PARAMETER	DESCRIPTION
DMX ADDRESS	Set DMX Address: (1-512)
CURVE	Set Dimming Curve: Linear, Logarithmic, Exponential, Halogen, Standard
FREQUENCY	From 600 to 20.000 Hz
LOCK PIN	Set Lock Pin
LOCK STATE	Set Screen Lock
FACTORY DEFAULT	Factory Reset
PERSONALITY	Set Personality: 8 / 4
SENSOR	Visualize Sensor
LED HOURS	Visualize Led Life Hours
DEVICE HOURS	Visualize Device Life Hours

### 9.3 RDM Error Chart

ERROR	DESCRIPTION	SOLUTION
MEMORY	Memory Reading Error	Perform A “Factory Reset”
HW MEMORY	Memory Hardware Error	Contact Coemar
DMX ADDR	DMX Addressing Error	The Personality Dimension Exceeds 512 Channels
NTC ERROR	Temperature Sensor Disconnected	Check Wiring NTC Led
SHORT NTC	Short-Circuited Temperature Sensor	Check Wiring NTC Led
OVER TEMP	Electronic Board Overtemperature	Ambient temperature too high, place the projector in an environment with temperature below 40°C

# 10. Display panel functions

## 10.1 Quick guide to menu

To access the functions menus just press the MENU button. Then press + or – buttons to scroll the pages and press the ENTER button to access to any other function.

By suitably using all the functions of **FX PROJECTOR**, which can be activated through its display panel, it is possible to change some of the parameters and to add some functions. Changing the preset settings made by **Coemar** can vary the functions of the projector so that it will respond differently to the controller; therefore carefully read about the functions described here before carrying out any possible selection.

## 10.2 Rapid count

Through the display panel of **FX PROJECTOR** it is possible to quickly change the various numbers displayed for the different functions in the following 3 manners:

1. Pressing the + or – buttons will cause the count to be quicker.
2. Pressing first + and then – and then holding them down simultaneously will cause the numbers to jump to the highest value.
3. Pressing first – and then + and then holding them down simultaneously will cause the number to jump to the lowest value.



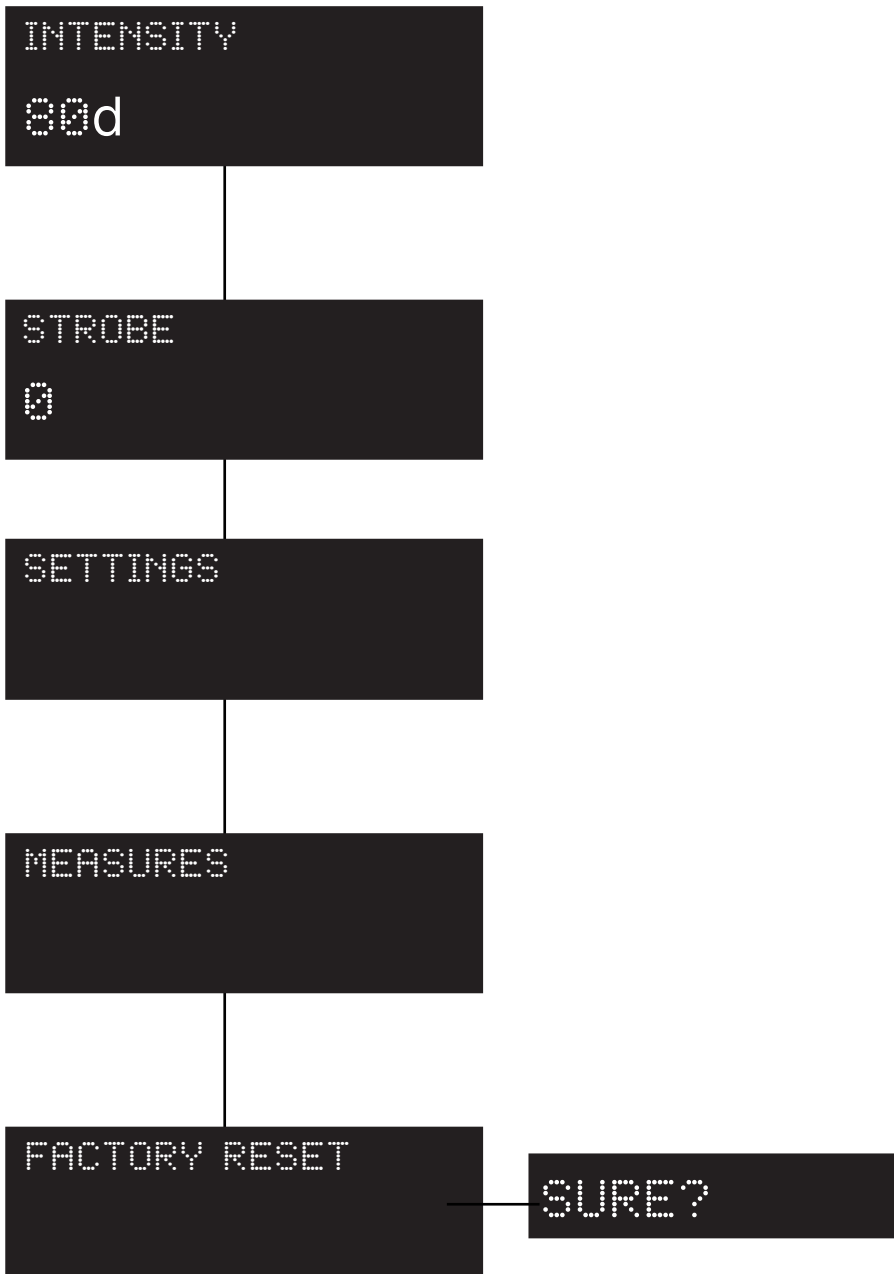
This will be the first screen that will appear on the display once the projector is turned on. To change the DMX address press the “+” button and chose the DMX address desired.

**N.B.** If the projector is not connected to the DMX signal, A001 will blink intermittently

## 10.3 Main functions menu

By pressing the “**MENU**” button you can enter the FX PROJECTOR’s main menu.

**N.B.** Instead of use the “+”, “-” or “ENTER” buttons it is possible to use the **INTENSITY / SELECTOR knob** by rotating it. Rotate the **INTENSITY / SELECTOR knob** in clockwise sense to replicate the “+” button, in counterclockwise sense to replicate the “-” button or push it to replicate the “**ENTER**” button.



### **INTENSITY:**

Allows to adjust the luminous output intensity from 0 to 255 (d: decimal units).

### **STROBE:**

Manually sets the strobe DMX channel.

### **SETTINGS:**

Manually sets various settings of the projector (section **SETTINGS**).

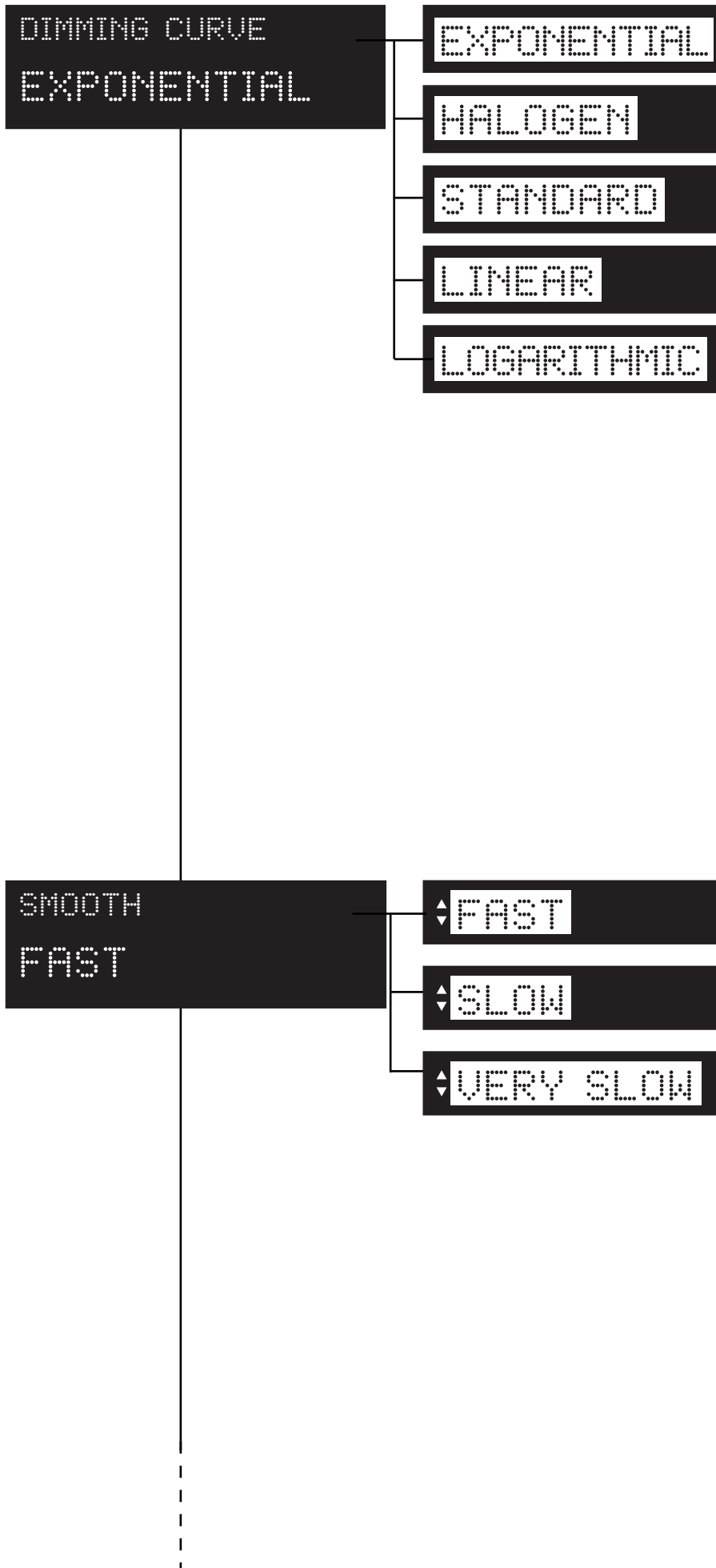
### **MEASURES:**

Check all the measures and product status (section **MEASURES**).

### **FACTORY RESET:**

Allows to return to the factory settings:  
Light Intensity: 80  
DMX Channels: 5  
Fan: Auto mode  
Strobe: 0

## 10.4 Settings



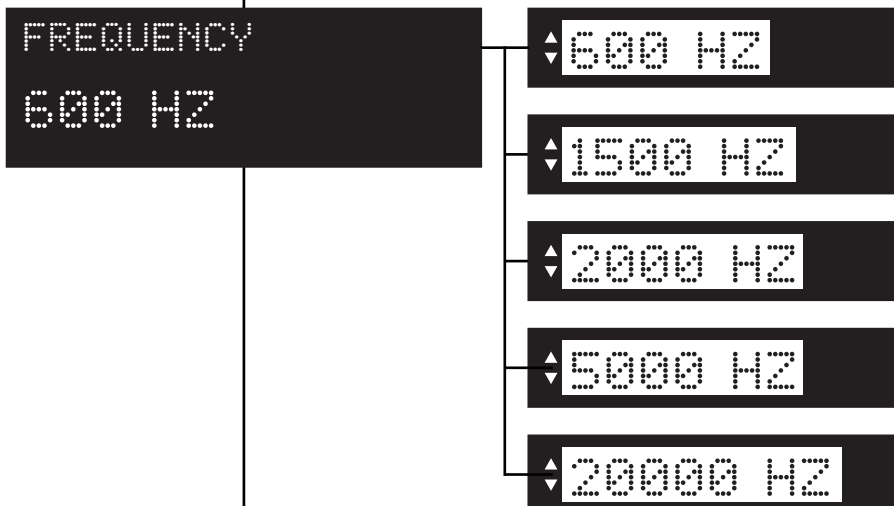
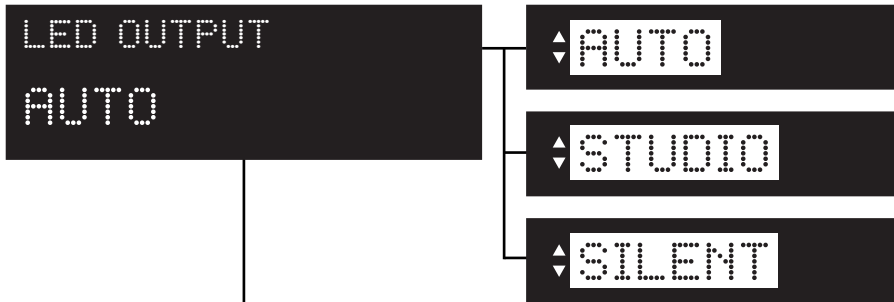
### DIMMING CURVE:

It allows the selection of different dimmer curves: exponential (default), halogen, standard, linear and logarithmic.

### SMOOTH:

Allows to change the speed of every dimming curve between **FAST** (standard), **SLOW**, **VERY SLOW**.





## LED OUTPUT:

Manually sets the fan mode.

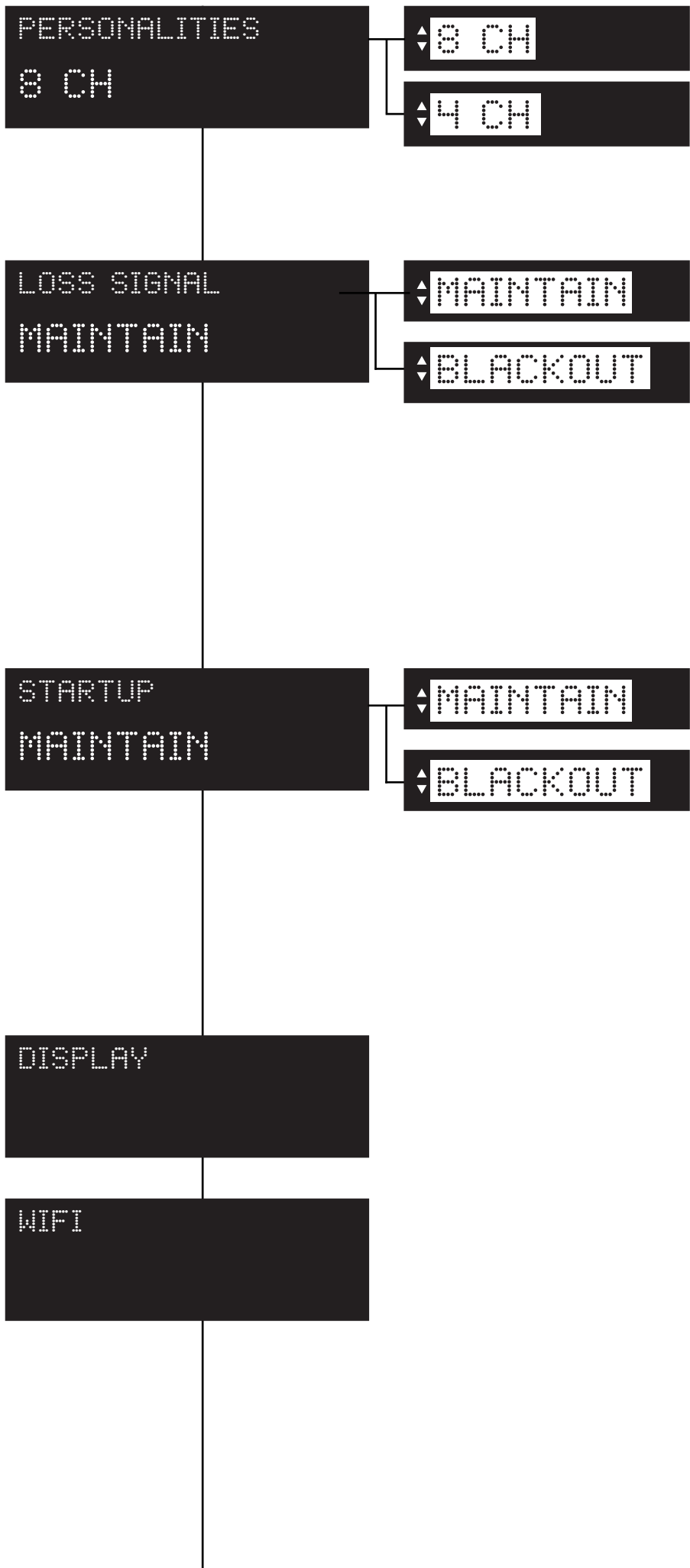
**AUTO:** Fan with automatic operating speed to guarantee maximum light output in all conditions of use, ideal for live events, exhibitions and architectural installations.

**STUDIO:** Fan at automatic operation speed with limited speed to guarantee silent operation of the product (moderately limited light output, will decrease in case of overheat) ideal for broadcast or theatre applications.

**SILENT:** This setting will keep the speed of the fan at the minimum level (moderately limited light output, will decrease in case of overheat) ideal for environments that require maximum silence.

## FREQUENCY:

Shows the operating frequency of the LED (600 Hz as default).



**PERSONALITIES:**

It is possible to choose between **8**, or **4** modalities, in which the projector will operate.

**LOSS SIGNAL:**

It is possible to choose between “maintain” (this function allows to keep the settings even in case of **LOSS SIGNAL**) and “blackout” (in case of **LOSS SIGNAL**, the projector will go into blackout).

**STARTUP:**

It is possible to choose between “maintain” (this function allows to keep the settings in case of **STARTUP**) and “blackout” (in case of **STARTUP**, the projector will go into blackout).

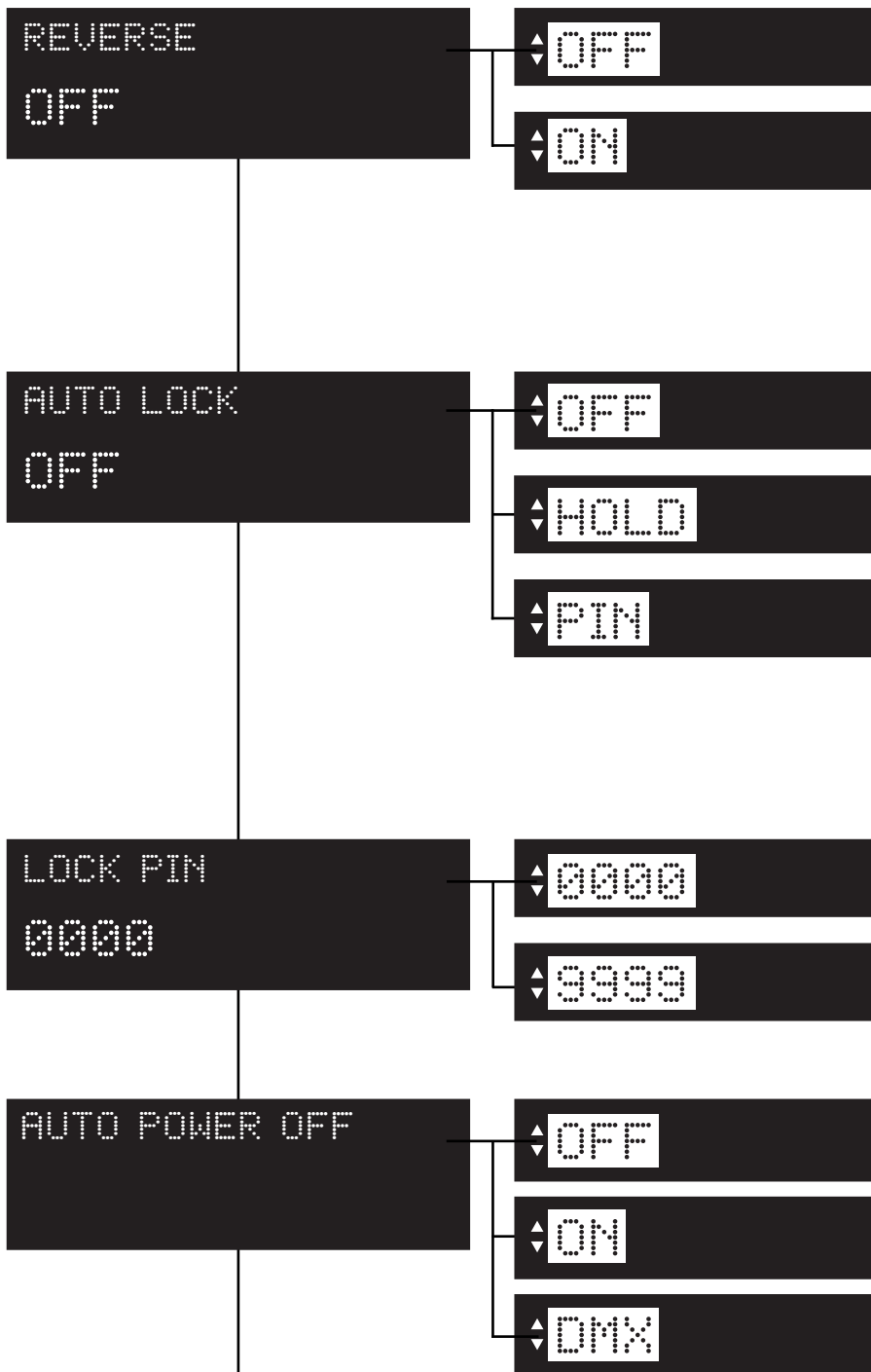
**DISPLAY:**

Display settings  
(section **DISPLAY**)

**WIFI:**

Wi-Fi settings  
(section **WIFI - OPTIONAL**)

## 10.5 Display



### REVERSE:

It allows to turn by 180° the reading of the display. When you chose “**ON**” wait the turn of the display without clicking.

### AUTO LOCK:

Locks the keys.

**OFF:** Auto Lock function in OFF

**HOLD:** Press any key for 3 seconds to unlock.

**PIN:** Use your personal lock pin to unlock.

### LOCK PIN:

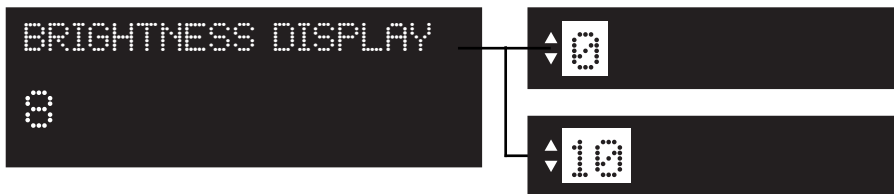
Allows to set your personal lock pin (from 0000 to 9999).

### AUTO POWER OFF:

**OFF:** Auto Power OFF in OFF

**ON:** Causes the projector display to turn off after 30 seconds of inactivity.

**DMX:** Causes the projector display to turn off after 30 seconds of inactivity, but the display will turn automatically ON in case of signal loss



**BRIGHTNESS DISPLAY:**

Allows to change the brightness of the display (from 0 to 10).

**BRIGHTNESS KEY:**

Allows to change the brightness of the key (from 0 to 10).

## 10.6 Measures

```
TEMPERATURES
 ° F    MIN NOW MAX
LED:   -°C -°C -°C
BOARD: -°C -°C -°C
```

```
TEMP HISTORIES
 ° F    MIN NOW MAX
LED:   -°C -°C -°C
BOARD: -°C -°C -°C
```

```
DMX INPUT
1  0
```

```
1
0
```

```
DMX REFRESH RATE
0 HZ
```

```
FAN STATUS
      %    RPM
LED:  -    -
AUX:  -    -
```

### TEMPERATURES:

Shows the current temperature values of the fixture.

**LED:** shows the LED module temperature.

**BOARD:** shows the electronic board temperature.

### TEMPERATURES HISTORIES:

Shows the history temperature of the fixture.

**LED:** shows the LED module temperature.

**BOARD:** shows the electronic board temperature.

### DMX INPUT:

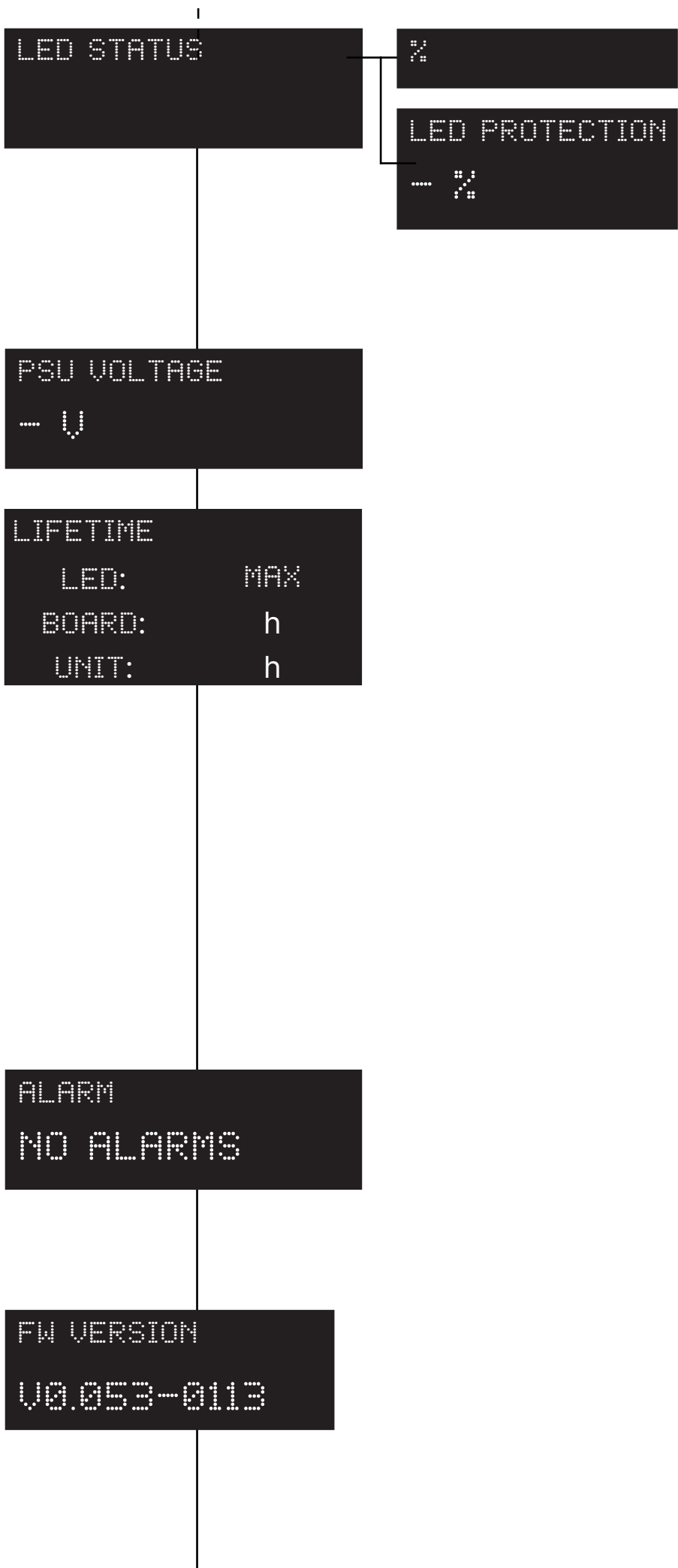
Shows the value of the DMX channels received by the fixture on every channel (from 1 to 5) that the fixture occupies on the line.

### DMX REFRESH RATE:

Shows the refresh rate of the DMX signal sent by the console.

### FAN STATUS:

Shows the percentage fan usage.



**LED STATUS:**

Shows the percentage value of the LED status.

**LED PROTECTION:**

Percentage of the maximum power in order to keep the projector in temperature.

**PSU VOLTAGE:**

Shows the power supply voltage.

**LIFETIME:**

Shows the hour counter of the fixture.

**LED:** shows the overall LED module life.

**BOARD:** shows the overall LED module life currently installed. **UNIT LIFE:** shows the overall hours of life of the fixture.

**Note:** this items can be reset in case of LED module replacement.

**ALARM:**

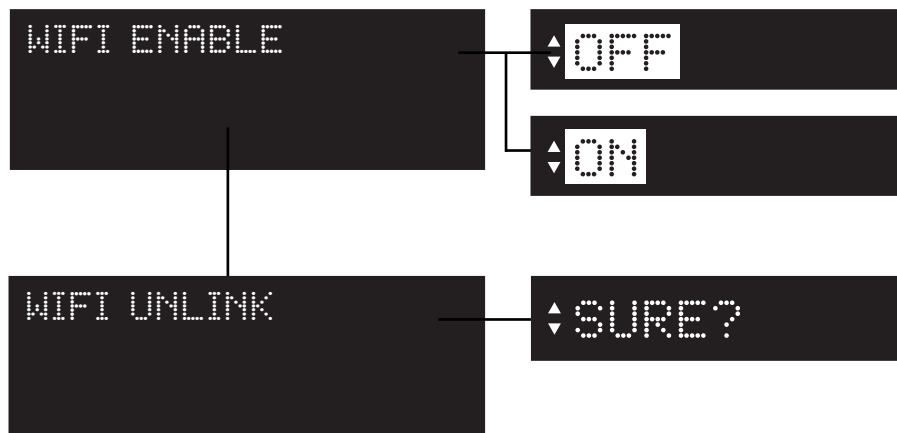
This menu eventually shows the alarm statuses if there is any (section **ERROR MESSAGES**).

**FIRMWARE VERSION:**

Shows the firmware version currently installed in the fixture (as you can see in the example).

# 11. Wi-Fi Menu (OPTIONAL)

## 11.1 Wi-Fi



### **WIFI ENABLE:**

It allows enable all the Wi-Fi functions

### **WIFI UNLINK:**

This function is used to disconnect the projector from the transmitter.

# 12. Special Function and Error Messages

## 12.1 Special functions of the fixture

### Storing the DMX signal

To use the fixture without an active DMX console it is possible to store the DMX settings in two ways:

- Through the **PRESET** menu;
- Disconnecting the DMX signal when the fixture is on. When the signal is unconnected the fixtures stores the signal;

### Automatic fan standby

To decrease the noise and the power consumption the cooling fan turns off after 40 seconds without emitting light.

## 12.2 Error messages

If a malfunction occurs, **FX PROJECTOR** has a self-diagnostic system that will show the error message on the display. The following table will explain in detail the most common errors. If, despite of suggested intervention, the problem persists, call the **Coemar** Service Center.

Error code	Description
MEMORY	<b>Memory Error</b> Indicates that the projector has lost its memory and saved data
HW MEMORY	<b>HW Memory Error</b> Indicates that there is an Hardware Memory Error
DMX ADDR	<b>DMX Address Error</b> The projector address is too high and does not allow to receive all the necessary channels. We recall in this connection that some controllers do not generate all the 512 channels.
NTC ERROR	<b>NTC Error</b> LED temperature sensor missing or damaged.
SHORT NTC	<b>Short NTC Error</b> Error of the LED's sensor circuit.
FAN SPEED	<b>Fan Speed Error</b> Auto diagnostic routine found that the Fan may be damaged, contact Coemar assistance for the module replacement. <b>IMPORTANT:</b> to ensure the sensor is giving correct readings or that the fan rotates correctly, set the fan to the maximum level.
OVERTEMP	<b>Over temperature Error</b> Indicates that the product has reached a too high temperature.



# 13. Accessories and spare parts

**FX PROJECTOR** is a very versatile fixture, optional accessories for its customization are available under request:

<b>Accessory name</b>	<b>Code</b>
Lens Tube 19° FX Projector	BC078A000
Lens Tube 26° FX Projector	BC078A001
Lens Tube 36° FX Projector	BC078A002
Lens Tube 50° FX Projector	BC078A003
Side fixing bracket FX Projector	BC078A004
Fire Effect gobos Kit FX Projector	BC078A010
Water Effect gobos Kit FX Projector	BC078A011
Boreal Effect gobos Kit FX Projector	BC078A012

All the components of **FX PROJECTOR** are available as spare parts from your Coemar dealer or Service. Accurate description of the fixture, model number and type will assist us in providing for your requirements in an efficient and effective manner.

# 14. Maintenance

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## 14.1 Firmware update

The firmware of **FX PROJECTOR** can be updated through the RDM protocol (ANSI E1.20). Contact Coemar assistance to receive the software and the device updater (AC10011A000).

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## 14.2 Periodic cleaning

### Lenses

Even a thin layer of dust can reduce the luminous output and alter the consistency of the beam. Regularly clean all filters and lenses using a soft cotton cloth, dampened with a special lens cleaning solution.

### Cleaning of the unit

Use a soft brush or a common vacuum cleaner or a source of compressed air for removing dust. For the cleaning of the housing use a soft cloth and a non-aggressive cleaner. Check that the internal fans and heat exchanger must be perfectly clean.

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## 14.3 Periodic controls

### Mechanical components

Check the correct working of the mechanical parts and, if needed, replace them. Make sure the projector is not mechanically damaged. If necessary, replace the worn parts.

### Electrical components

Check all electrical connections, in particular for correct grounding and correct attachment of all extractable connectors. Press the connectors if necessary and reposition as before.

# 15. F.A.Q. and answers

The following list shows common issues that may be simply solved. If issues persist, the unit must be repaired by a qualified personnel or just contact your **Coemar** service near you.

Question	Possible solution
<b>FX PROJECTOR</b> does not emit light	<b>Projector not powered on:</b> <ul style="list-style-type: none"><li>• Make sure the power cord is plugged in or test the input voltage.</li></ul> <b>Wrong DMX address:</b> <ul style="list-style-type: none"><li>• Check the DMX Address setting and the output signal of the controller.</li></ul>
<b>FX PROJECTOR</b> is not responding to DMX signal	<b>DMX signal may not reach FX PROJECTOR:</b> <ul style="list-style-type: none"><li>• Inspect the cable connection, correct poor connections or inefficient repair or replace damaged cables.</li><li>• Check DMX address of the unit.</li></ul>

## Help from Coemar Technical Services

If you are having difficulties and your problem is not addressed by this document, contact Coemar Technical Services directly at one of this email address:

**info@coemar.com / service@coemar.com**

Or call the number **+39 0376 1514412**

When calling for help, take these steps first:

- Prepare a detailed description of the problem
- Go near the equipment for troubleshooting





#### **Information on disposal of the equipment**

The equipment at the end of its useful life must be disposed of at an appropriate recycling center for waste electrical and electronic equipment. The treatment and disposal of environmentally friendly, helps prevent potential negative environmental and health and promote the reuse and / or recycling of materials making up the equipment. Illegal disposal by the user includes the application of administrative sanctions provided by law.



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