



PILOT 300

PR-2301

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

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Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every apparatus is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the apparatus is in good condition before your installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus. But any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

ACCESSORIES

THESE ITEMS ARE PACKED TOGETHER WITH THE PROJECTOR

- Mounting Bracket (2 PCS)
- M8x25 screw for mounting brackets (4 PCS)
- Power-cord (1 PCS)
- XLR plug (1 PCS)
- XLR socket (1 PCS)
- Safety cord (1 PCS)
- Spare gobos (4 PCS)
- This manual (1 PCS)

INTRODUCTION

Thank you for purchasing our product PILOT 300, PR-2301.

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

The PILOT 300 is an innovative projector with an elegant housing, which is made from high intensity and heat-resistant complex plastic. PILOT 300 complies to CE norms and standards and uses international protocol DMX 512. PILOT 300 can be used as a stand-alone unit, multi units connecting with each other for synchro master/slave or linked to a controller, so it is suitable for many different applications.

PILOT 300 features 9 colours, 7 interchangeable rotating gobos, and an independent adjustable strobe/shutter, prism effect and remote focus. It can be setup easily with the touch-switches and a digital display screen.

SAFE USAGE OF THE PROJECTOR

The following points are important for safety as well as for the smooth installation and performance of the unit

When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Keep the carton well for future possible transportation. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for Indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other fluids, or metallic objects.

The projector is not designed or intended to be mounted directly on to inflammable surfaces.



The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 3m. \sphericalangle 3m E

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any dimmer pack.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep the lamp clean. Do not touch the lamp glass with bare hand.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this, it should be attached as shown in "installing the projector" section.

The lamp used in this projector is an HTI 300W/DX discharge lamp. After being switched off don't attempt to restart the projector until lamp has cooled, this will require approx 15 minutes. Switching the lamp on and off at short intervals will reduce the life of both the lamp and the projector. But occasional breaks will prolong the life of the lamp and projector.

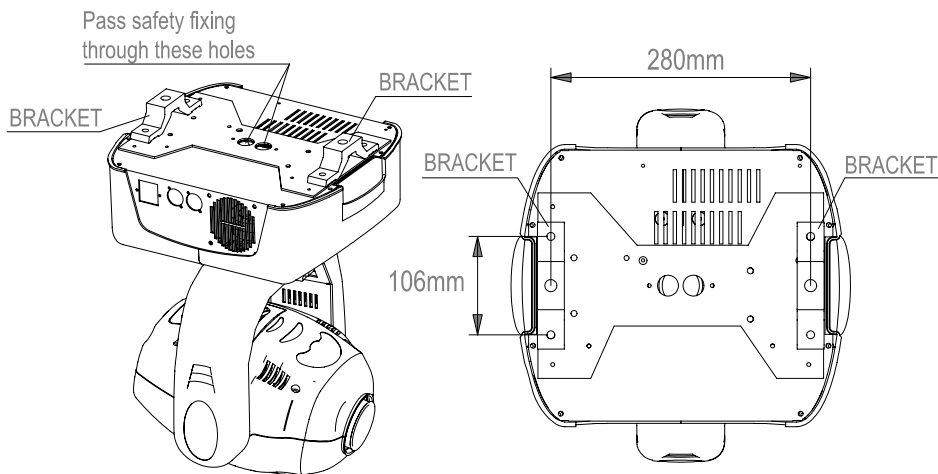
Never run the projector without a lamp.

There are no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work.

If you have any questions, don't hesitate to consult your dealer or manufacturer.

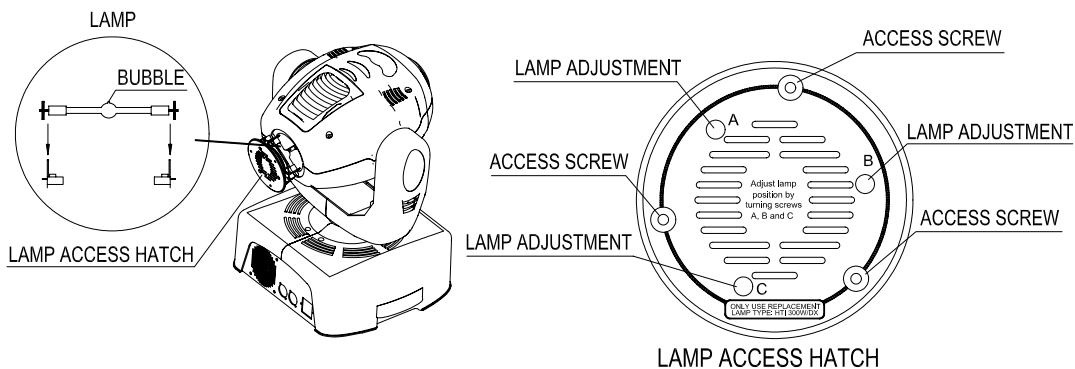
INSTALLING THE PROJECTOR



The projector should be mounted via its bracket using 2 M12 bolts. The bracket itself attaches to the underside of the projector with 4 M8X25 bolts provided. Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure to which you are attaching the projector is secure and is able to support a weight of 18Kg for each PILOT 300. For safety the projector should have a secondary fixing with a safety chain through the holes on the underside of the unit.

WARNING: The projector should NEVER be lifted or carried by the yoke.

FITTING THE LAMP



Loosen the 3 access screws at the rear of the projector and pull the lamp access hatch straight out from the rear of the projector. Insert an HTI 300W/DX lamp in the lamp holder. Close the lamp access hatch, then tighten the 3 access screws.

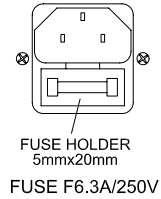
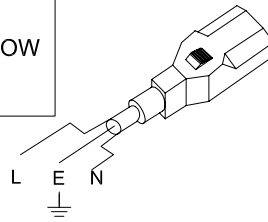
NOTE: When fitting the lamp position it with the little bubble vertically (either upwards or downwards) as shown in the diagram above. Do not position it horizontally. Close the access hatch carefully and re-tighten the 3 screws. To optimize light output it will be necessary to adjust the lamp alignment to obtain an even distribution of light within the beam. The three screws (marked A, B, and C) may be gently turned to centre the lamp within the reflector. The projector should be switched on with the shutter open and the beam focused to do this, it is also advisable to allow the lamp 5 minutes to come up to full brightness before starting to align it. Note: the three screws will only need a small adjustment to centre the lamp, do not try to unscrew them completely. Read the rest of this manual and then come back to this section to align the lamp.

The HTI series are high pressure lamps with external igniters (⚠). Care should always be taken when handling these lamps. Always read the manufacturers "Instructions for use" enclosed with the lamp.

POWER SUPPLY - MAINS

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector is supplied separately so that they may be individually switched on and off.

L = BROWN
E = GREEN / YELLOW
N = BLUE



OPERATION

The projector may be operated in Stand-Alone automatic mode, Master/Slave synchro mode or be controlled via standard DMX512 by a controller. With the touch-switches and the digital display screen, DMX start address can be easily set and the various setup options may be configured. The display shows the DMX start address after the projector is switched on (if you have already set the DMX start address and saved it, the screen will display the last setting).

TO SET THE DMX START ADDRESS

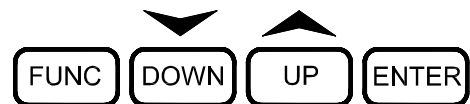
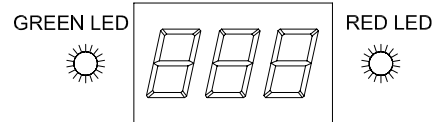
Press the **UP** or **DOWN** buttons and the display will show the DMX start address.

Confirm your choice by pressing the **ENTER** button, this will save and set the DMX start address.

The display will show the latest setting each time the projector is powered up.

To control the projector with a DMX controller the DMX start address must be set.

Ensure that none of the Stand-Alone options are set or they will interfere with correct DMX operation.



SETUP OPTIONS - PROJECTOR CONFIGURATION

To browse through the various Setup Options, press the **FUNC** button consecutively. There are 6 Option codes (1-6), and each code has a specific function. The functions provided are listed in the following table.

SETUP OPTIONS		
CODE	CHOICE	FUNCTION
1	Y	Tilt inversion enable-Tilt is inverted
	N	Tilt inversion disable-Tilt is normal
2	Y	Pan inversion enable-Pan is inverted
	N	Pan inversion disable-Pan is normal
3	/	Reserved
5	Y	Automatic programmes (effect 1) enable
	N	Automatic programmes (effect 1) disable
4	Y	Automatic programmes (effect 2) enable
5	Y	Automatic programmes (effect 2) enable
4	N	Automatic programmes (effect 2) disable
5	Y or N	Automatic programmes (effect 2) disable
6	Y	16bit Pan/Tilt movement resolution enable
	N	16bit Pan/Tilt movement resolution disable
7	Y	Movement of Master is different from slaves
	N	Movement of Master is the same with slaves

Once you have selected the desired operation code, press the key **UP** or **DOWN** to select "y" (means ON) or "no " (means OFF). N = NO, Y = YES.

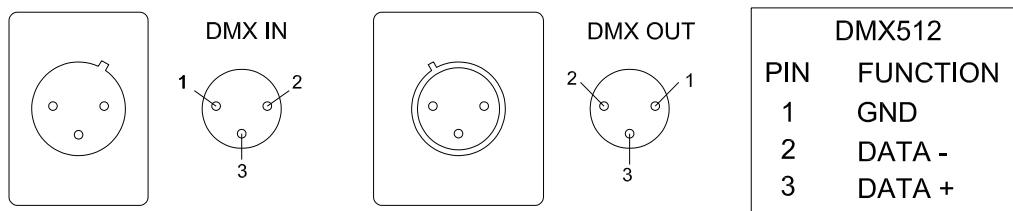
Press the key **ENTER** to save the selected function and configuration. If the display is showing "y", then the setting has been enabled. In the same way, if it was showing "n" when you pressed **ENTER** the option has been disabled. The Red LED will flash during this operation.

STAND-ALONE MODE

To operate the projector without connecting a controller, enable a combination of setup options 3, 4 and 5, the projector will run in Stand-Alone mode with automatic programmes (effect 1 or 2) depending on the options that have been selected. See the section on “Setup Options – Projector Configuration” for full details of the available combinations.

XLR CONNECTORS AND TERMINATOR

XLR CONNECTORS

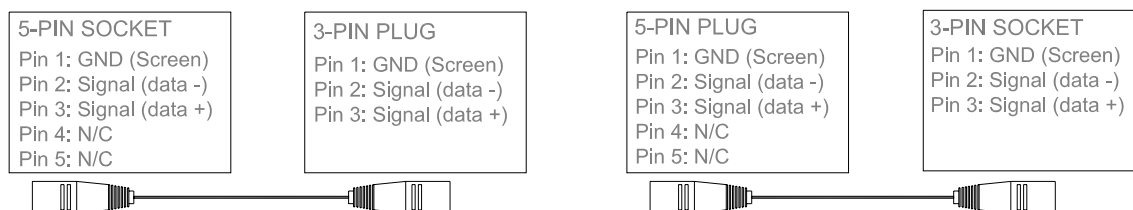


Connection between controller and projector and between one projector and another must be made with 2 core screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 3 pin XLR plugs and sockets which are included with the projector. The XLR's are connected as shown in the figure above.

Note, care should be taken to ensure that none of the connections touch the body of the plug or each other. The body of the plug is not connected in any way. The PILOT 300 accepts digital control signals in standard DMX512 (1990) format.

5-PIN AND 3-PIN CONVERSION

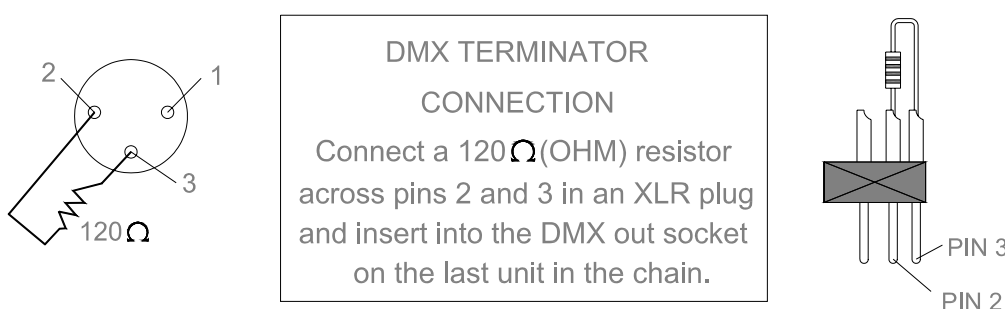
PILOT 300 uses 3-pin XLR plug / socket. If your controller uses 5-pin XLR plug / socket, you should convert 5-pin plug / socket into 3-pin socket / plug as shown below.



DMX TERMINATOR

In the Controller mode or Master/Slave mode, the DMX output has to be connected with a DMX terminator at the last fixture in the chain. This prevents electrical noise from disturbing and corrupting the DMX control signals.

The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.

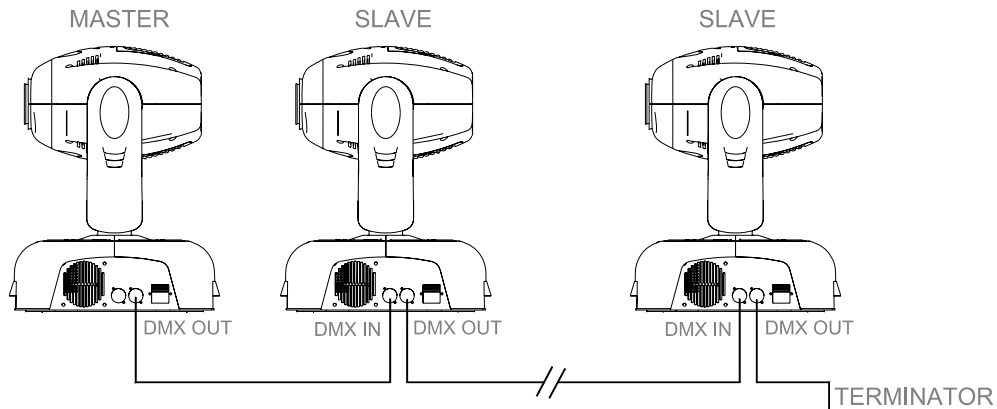


MASTER/SLAVE SYNCHRO

Without using a controller, many projectors can run synchronously in the Master/Slave mode by linking them with each other.

Select one projector as the master with setting the DMX start address at random. Regard the other projectors as the slaves setting all DMX start address "001".

Connect the master's output to the first slave's input, and connect the first slave's output to the second slave's input. The rest may be deduced by analogy. Eventually connect the last slave's output to a DMX terminator as shown in the figure below.



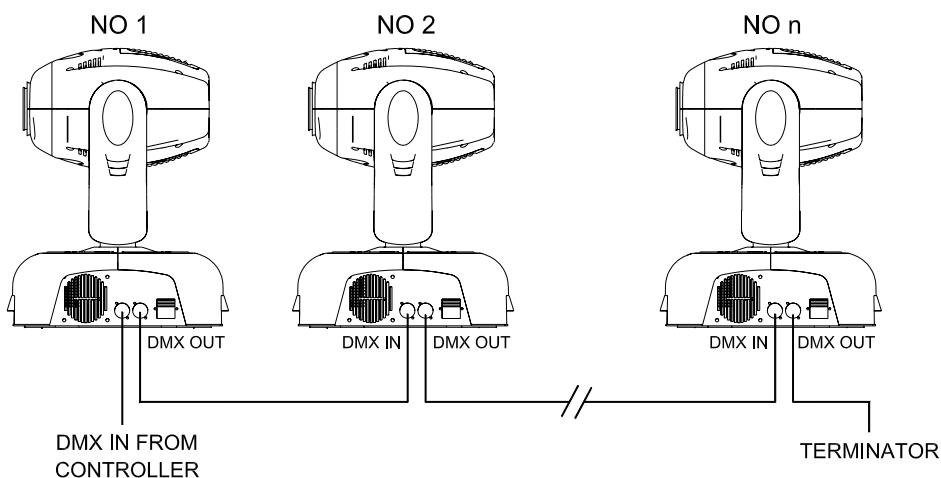
CONTROLLER MODE - DMX OPERATION

Each PILOT 300 must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The PILOT 300 has 10 channels, so set the No. 1 projector's address 001, No. 2 projector's address 011, No. 3 projector's address 021, No. 4 projector's address 031, and so on.

Certainly, you may use formulation: address = channels x (projector No. -1) +1

For example, for the No. 4 projector's start address, you should calculate according to formulation: $10 \times (4 - 1) + 1 = 31$, so you set the No. 4 projector start address 031. (How to set DMX start address please refer to "Operation" section.)

Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input. The rest may be deduced by analogy. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



When a DMX 512 signal is received the LED will illuminate green. When not receiving a DMX signal the green and red LEDs will be off.

DMX CONTROL CHANNEL FUNCTIONS

The PILOT 300 uses 10 DMX channels. They are listed in the following table.

CHANNEL	DMX VALUE	DESCRIPTION
1 Gobo	0-33	Open/Clear 5-7: After 3 seconds, the projector will reset and then restart
	34-66	Gobo 1
	67-99	Gobo 2
	100-132	Gobo 3
	133-165	Gobo 4
	166-199	Gobo 5
	200-232	Gobo 6
	233-255	Gobo 7
2 Gobo rotation	0-8	Stop
	9-163	9-163 Rotate in clockwise direction step by step 163-9 Rotate in anti-clockwise direction step by step
	164-205	Rotate in clockwise direction from slow to fast
	206-213	Stop
	214-255	Rotate in anti-clockwise direction from slow to fast
3 Colour	0-27	White
	28-55	Colour 1
	56-83	Colour 2
	84-111	Colour 3
	112-139	Colour 4
	140-167	Colour 5
	168-195	Colour 6
	196-223	Colour 7
	224-251	Colour 8
252-255	Colour 9	
4 Strobe/Shutter	0-13	Black-out
	14-195	Open gradually from black to full open (dimming)
	196-251	Strobe adjust from slow to fast
	252-255	Open
5 Pan	0-255	Pan movement from 0° to 370°
6 Tilt	0-255	Tilt movement from 0° to 265°
7 Focus	0-255	Stepless focus
8 Prism	0-31	Clear
	32-48	Prism static
	49-127	Prism rotate in anti-clockwise direction step by step
	128-189	Prism rotate in anti-clockwise direction from slow to fast
	190-193	Prism static
	194-255	Prism rotate in clockwise direction from slow to fast
9 Pan 16BIT	0-255	16 Bit Pan resolution
10 Tilt 16BIT	0-255	16 Bit Tilt resolution

NOTE:

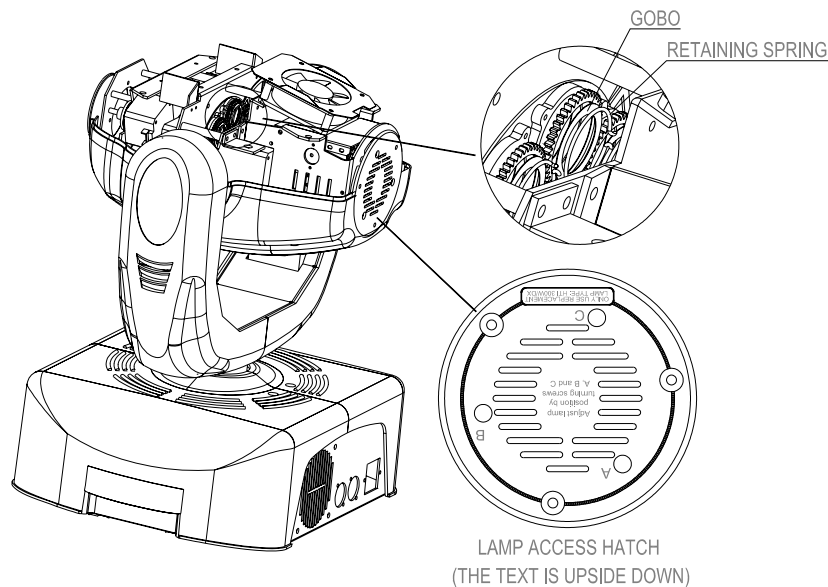
The channels 9 and 10 are only available when the Setup Option 6 is "ON".

When Setup Option 2 is "ON", Pan movement is in anti-clockwise direction.

When Setup Option 1 is "ON", Tilt movement is in anti-clockwise direction.

For the exact setting please refer to "Setup Options" section.

CHANGING THE GOBOS



Carefully lift off the plastic cover by undoing the 4 M4 screws. (**NOTE:** The projector has two covers with the same shape. The cover removed must be right one, so you can change the gobos easily. How to remove the correct cover, the easy way is to position the projector with the text of the lamp access hatch upside down as shown above, and then remove the upper cover.)

Using a small screwdriver remove the gobo retaining spring.

Insert the gobo (or a glass gobo) into position, and then insert the retaining spring.

Mount the cover again and retighten the 4 M4 screws.

NOTE: It is recommended to add a little adhesive, such as high temperature silicon sealant, to hold securely the retaining spring inside the gear.

MAINTENANCE

If the projector's lens becomes damaged or broken it should be replaced. If the lamp becomes damaged or deformed in any way it must be replaced. If the light from the lamp appears dim this would normally indicate that it is reaching the end of its life and it should be changed at once, old lamps run to the extremity of their life can explode. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specified value 6.3A/250V (fast blow, 5mmx20mm). On the main PCB inside the projector there is also a fuse rated 4A/250V (fast blow, 5mmx20mm). Should these be damaged call a qualified technician before replacement. The projector has 2 thermal protection devices that will switch off the projector in case of overheating, should either of these operate, check that the fans are not blocked, and if they are dirty clean them before switching on the projector again. Check that the fans are operational, if not call a qualified technician.

Any maintenance work should only be carried out by qualified technicians.

LUBRIFICATION

To ensure the continued smooth rotation of the rotating gobos it is recommended that the bearing for the gobo-pinion is lubricated periodically, preferably every two months. Use only high working temperature low viscosity oil, a syringe with a fine needle is the easiest way to introduce the oil to the bearings around each gobo. Do not over lubricate as this will cause spillage when the wheel rotates.

KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic colour filters.**

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days and clean the internal optics at least once every 30 / 60 days.

Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.

TROUBLESHOOTING

PROBLEM	POSSIBLE CAUSE	ACTION
The projector doesn't switch on	-The power supply is not present -The lamp is not working	Check the fuse on the power socket. Replace the lamp.
The lamp comes on but the projector doesn't respond to the controller	-Wrong DMX configuration and/or start address - Defective DMX cable	Make sure that the projector is correctly configured. Replace or repair the DMX cable.
The projector only functions intermittently	-The fan has failed	Make sure the fan is working and not dirty.
Defective projection	-The lens is broken -Dust or grease on lenses	Check the lenses are not broken. Remove dust or grease from the lenses.
The projected image appears to have a halo	-Installation of the lamp is not correct -Dust or grease contamination on the optics.	Make sure the lamp is installed correctly. Carefully clean the optical group lenses and the projector components.
The beam appears dim	-Dust or grease contamination on the optics. -The lamp is at the end of its life	Check the optics are clean. Replace with a new lamp of the specified type and rating.

TECHNICAL DATA

VOLTAGES: 100/120/200/220/230/240V AC, 50Hz or 60Hz To Order.

POWER CONSUMPTION:

480W @ 220V

LAMP:

Type : HTI 300W/DX discharge lamp.

Colour Temperature: 6500°K

Socket: SFc10-4

Manufacturers Rated Lamp Life: 750 Hours

COLOURS:

9 Dichroic colours plus white

GOBOS:

7 interchangeable, rotating gobos,
with 4 extra supplied as standard.

Gobo diameter: 26.9mm

Gobo image diameter: 22mm

SHUTTER/STROBE:

Shutter for blackout and strobe 1 – 7 F.P.S.

HEAD MOVEMENT:

Pan 370° Tilt 265°

BEAM ANGLE:

12°

CONTROL:

DMX512: 8 Channels plus 2 for Hi Res. Pan and Tilt
Stand-Alone Automatic mode

MOTORS:

10 Stepper motors

HOUSING:

Metal and composite plastic (IP20)

DIMENSIONS:

See drawings below.

WEIGHT:

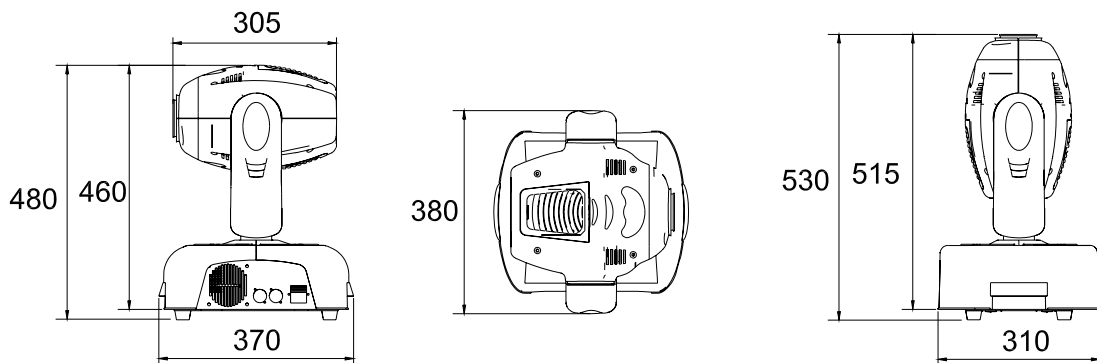
18Kg.

PACKED DIMENSIONS:

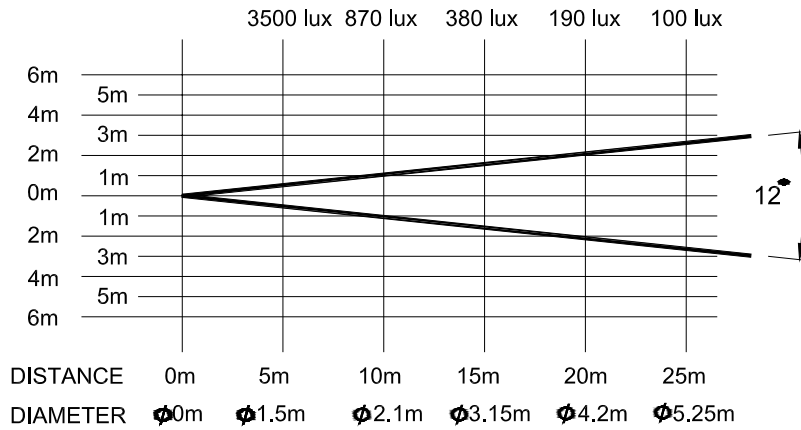
450mm LONG x 450mm WIDE x 610mm HIGH

PACKED WEIGHT:

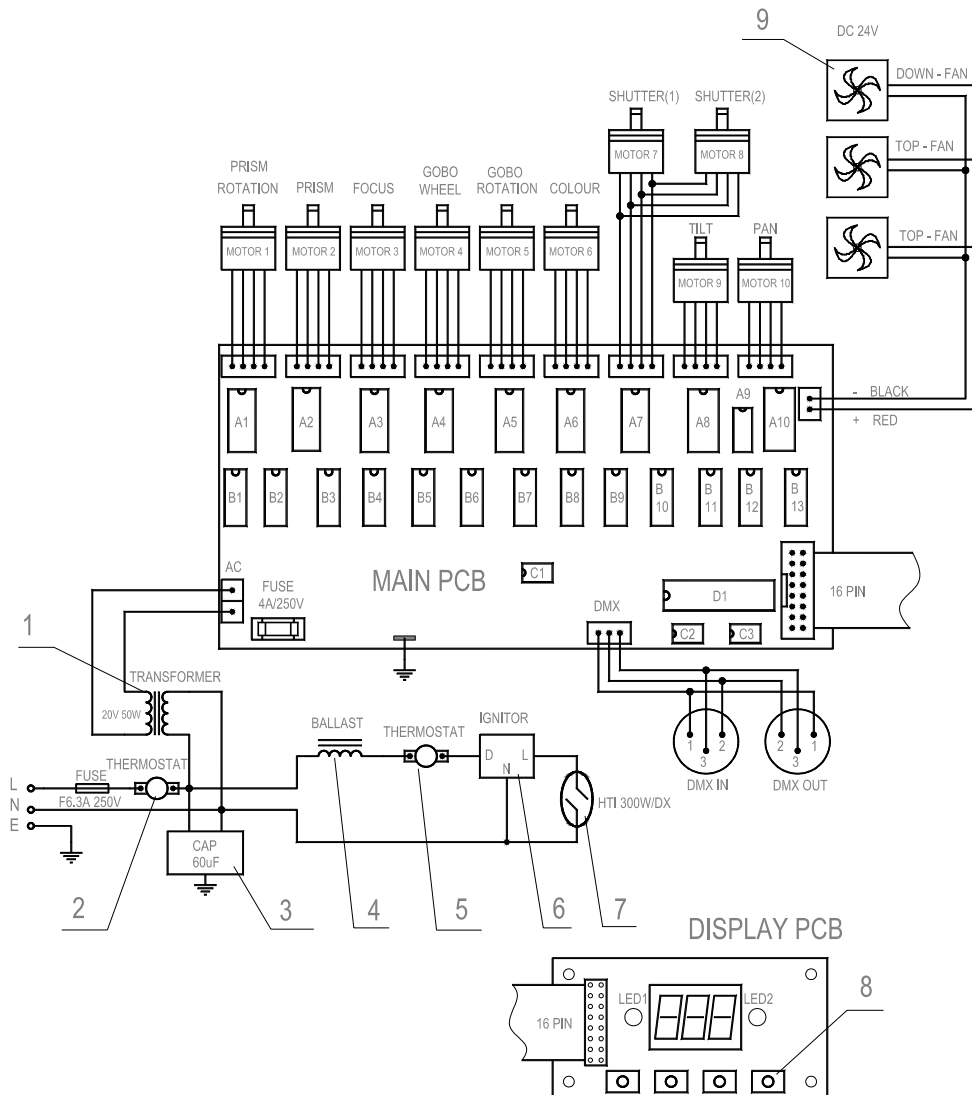
20Kg.



LIGHT OUTPUT



ELECTRICAL DIAGRAM



COMPONENT ORDER CODES

NO.	NAME	PART NO.	REMARK
1	TRANSFORMER	040030035	230V AC 50Hz
2	THERMOSTAT	190010065	75°C/10A/250V
3	CAPACITOR	140010018	60µF/370V
4	BALLAST	040070024	230V/50Hz
5	THERMOSTAT	190010054	95°C/10A
6	IGNITOR	040090016	230V/50Hz
7	LAMP	100050023	HTI 300W/DX
8	TOUCH SWITCH	191010028	
9	FAN	030069006	DC24V
MOTOR 1	(PRISM ROTATION) MOTOR	030040047	17HS0002-38
MOTOR 2	(PRISM) MOTOR	030040023	42BYGH023-16
MOTOR 3	(FOCUS) MOTOR	030040023	17HS0002-38
MOTOR 4	(GOBO) MOTOR	030040024	17HS0002-03
MOTOR 5	(GOBO ROTATION) MOTOR	030040023	17HS0002-38
MOTOR 6	(COLOR) MOTOR	030040024	17HS0002-03
MOTOR 7	(SHUTTER1) MOTOR	030040023	17HS0002-03
MOTOR 8	(SHUTTER 2) MOTOR	030040024	17HS0002-38
MOTOR 9	(TILT) MOTOR	030040052	23HS0015
MOTOR 10	(PAN) MOTOR	030040053	23HS2029
A1~A7	IC	170050010	DRIVER CHIPS
A8	IC	170110004	DRIVER CHIP
A9	IC	170050001	ARITHMETIC AMPLIFIER CHIP
A10		170110004	DRIVER CHIP
B1	IC	170040014	TTL LOGICAL CHIP
B2~B7	IC	170170037	D/A REVERSION CHIP
B8	IC	170040014	TTL LOGICAL CHIP
B9~B11	IC	170170037	D/A REVERSION CHIP
B12~B13	IC	170040014	TTL LOGICAL CHIP
C1	IC	170170039	STABLE-VOLTAGE CHIP
C2	IC	170170012	BUS CHIP FOR RECEIVING/TRANSMITTING
C3	IC	170040033	EEPROM
D1	IC	230040120	MICROPROCESSOR
NOT SHOWN	PAN DRIVE BELT	290151217	309-3M-103Z 103 TEETH
NOT SHOWN	TILT DRIVE BELT	290151218	HTD420-3M-140Z 140 TEETH

NOTE: You may order all parts of the PILOT 300 besides the table listed above. When ordering please state the exact name and part no.. Repairs must be carried out by a qualified technician.

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