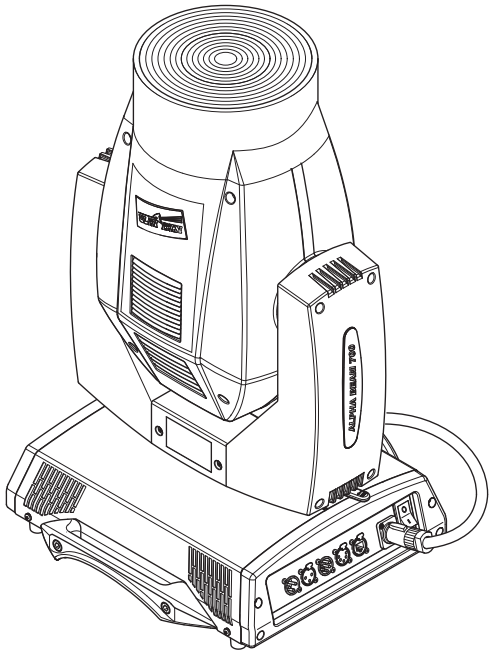
ENGLISH

CLAY PAKY
AN OSRAM BUSINESS

ALPHA BEAM 700

C61360

INSTRUCTION MANUAL



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Congratulations on choosing a Clay Paky product!
We thank you for your custom.
Please note that this product, as all the others in the rich Clay Paky range, has been designed and made with total quality to ensure excellent performance and best meet your expectations and requirements.

Carefully read this instruction manual in its entirety and keep it safe for future reference. It is essential to know the information and comply with the instructions given in this manual to ensure the fitting is installed, used and serviced correctly and safely.

CLAY PAKY S.p.A. disclaims all liability for damage to the fitting or to other property or persons deriving from installation, use and maintenance that have not been carried out in conformity with this instruction manual, which must always accompany the fitting.

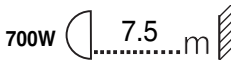
CLAY PAKY S.p.A. reserves the right to modify the characteristics stated in this instruction manual at any time and without prior notice.

EN

SAFETY INFORMATION

• Installation

Make sure all parts for fixing the projector are in a good state of repair.
Make sure the point of anchorage is stable before positioning the projector.
The safety chain must be properly hooked onto the fitting and secured to the framework, so that, if the primary support system fails, the fitting falls as little as possible.
If the safety chain gets used, it needs to be replaced with a genuine spare.



• Minimum distance of illuminated objects

The projector needs to be positioned so that the objects hit by the beam of light are at least 7.5 metres (24' 7") from the lens of the projector.

• Minimum distance from flammable materials

The projector must be positioned so that any flammable materials are at least 0.20 metres (8") from every point on the surface of the fitting.

t_a 40°C

• Maximum ambient temperature

Do not operate the fixture if the ambient temperature (Ta) exceeds 40° C (104° F).

IP20

• IP20 protection rating

The fitting is protected against penetration by solid bodies of over 12mm (0.47") in diameter (first digit 2), but not against dripping water, rain, splashes or jets of water (second digit 0).

• Protection against electrical shock

Connection must be made to a power supply system fitted with efficient earthing (**Class I** appliance according to standard EN 60598-1). It is, moreover, recommended to protect the supply lines of the projectors from indirect contact and/or shorting to earth by using appropriately sized residual current devices.

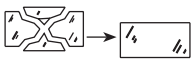
• Connection to mains supply

Connection to the electricity mains must be carried out by a qualified electrical installer.
Check that the mains frequency and voltage correspond to those for which the projector is designed as given on the electrical data label.
This label also gives the input power to which you need to refer to evaluate the maximum number of fittings to connect to the electricity line, in order to avoid overloading.
IMPORTANT: to prevent EMI disturbances, in some condition it might be necessary to clip around the DMX and the Ethernet cable, as close as possible to the projector, an appropriate ferrite bead. Shielded cables must always be used.

t_c 150°C

• Temperature of the external surface

The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, is 150°C (302°F).



• Maintenance

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply.
After switching off, do not remove any parts of the fitting for at least 10 minutes. After this time the likelihood of the lamp exploding is virtually nill. If it is necessary to replace the lamp, wait for another 20 minutes to avoid getting burnt.
The fitting is designed to hold in any splinters produced by a lamp exploding. The lenses must be mounted and, if visibly damaged, they have to be replaced with genuine spares.

• Lamp

The fitting mounts a high-pressure lamp that needs an external igniter. This igniter is fitted onto the apparatus.
- Carefully read the "operating instructions" provided by the lamp manufacturer.
- Immediately replace the lamp if damaged or deformed by heat.

Risk Group 2
According to
EN 62471

• Photobiological Safety

CAUTION. Possibly hazardous optical radiation emitted from this product. Do not stare at operating lamp. May be harmful to the eyes. The fixture must be positioned so that the minimum distance between the front lens and human eye is at least 1 metre to prevent personal photobiological risks.

This product is intended for the following areas of application:
studios, stages, theaters, exhibitions, trade fairs, events, theme parks, entertainment venues, architectural lighting and similar.

Not suitable for household illumination

Not for residential use

LiFePO4
Pb

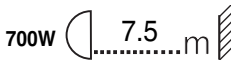
• Battery
This product contains a rechargeable lead-acid or lithium iron tetraphosphate battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.

• Disposing
This product is supplied in compliance with European Directive 2012/19/EU - Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/recycle this product at the end of its life according to the local regulation.

The products to which this manual refers comply with the European Directives pursuant to:
• 2006/95/EC - Safety of electrical equipment supplied at low voltage (LVD)
• 2004/108/EC - Electromagnetic Compatibility (EMC)
• 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)
• 2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)

IT INFORMAZIONI DI SICUREZZA

• Installazione
Assicurarsi che tutte le parti per il fissaggio del proiettore siano in buona condizione.
Assicurarsi della stabilità del punto di ancoraggio prima di posizionare il proiettore.
La fune di sicurezza, debitamente agganciata all'apparecchio e fissata alla struttura di sostegno, deve essere installata in modo che, in caso di cedimento del sistema di supporto primario, si abbia la minor caduta possibile dell'apparecchio. Dopo un eventuale intervento la fune di sicurezza deve essere sostituita con il ricambio originale.



• Distanza minima degli oggetti illuminati
Il proiettore deve essere posizionato in modo tale che gli oggetti colpiti dal fascio luminoso siano distanti almeno 3 metri dall'obiettivo del proiettore stesso.

• Distanza minima dei materiali infiammabili
Il proiettore deve essere posizionato in modo tale che i materiali infiammabili siano distanti almeno 0,20 metri da ogni punto della superficie dell'apparecchio.

t_a 40°C

• Massima temperatura ambiente
Non utilizzare il proiettiore se la temperatura ambiente (Ta) supera i 40°C.

IP20

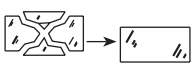
• Grado di protezione IP20
L'apparecchio è protetto contro la penetrazione di corpi solidi di dimensione superiore a 12mm (prima cifra 2), mentre teme lo stillicidio, la pioggia, gli spruzzi e i getti d'acqua (seconda cifra 0).

• Protezione contro la scossa elettrica
È obbligatorio effettuare il collegamento ad un impianto di alimentazione dotato di un'efficiente messa a terra (apparecchio di **Classe I** secondo la norma EN 60598-1).
Si raccomanda, inoltre, di proteggere le linee di alimentazione dei proiettori dai contatti indiretti e/o cortocircuiti verso massa tramite l'uso di interruttori differenziali opportunamente dimensionati.

• Collegamento alla rete di alimentazione
Le operazioni di collegamento alla rete di distribuzione dell'energia elettrica devono essere effettuate da un installatore elettrico qualificato. Verificare che frequenza e tensione della rete corrispondano alla frequenza ed alla tensione per cui il proiettore è predisposto ed indicate sulla targhetta dei dati elettrici. Sulla medesima targhetta è pure indicata la potenza assorbita. Fare riferimento a quest'ultima per valutare il numero massimo di apparecchi da collegare alla linea elettrica, al fine di evitare sovraccarichi.
IMPORTANTE: per evitare l'insorgere di interferenze elettromagnetiche, in alcune situazioni può rendersi necessario avvolgere attorno al cavo DMX ed al cavo Ethernet, il più possibile vicino al proiettore, una ferrite appropriata. Usare sempre cavi schermati.

t_c 150°C

• Temperatura della superficie esterna
La temperatura massima raggiungibile sulla superficie esterna dell'apparecchio, in condizioni di regime termico, è di 150°C.



• Manutenzione
Prima di iniziare qualsiasi operazione di manutenzione o pulizia sul proiettore togliere la tensione dalla rete di alimentazione. Dopo lo spegnimento non rimuovere alcuna parte dell'apparecchio per 10 minuti. Trascorso tale tempo la probabilità di esplosione della lampada è praticamente nulla. Se è necessario sostituire la lampada, aspettare ulteriori 20 minuti per evitare scottature. L'apparecchio è progettato in modo da trattenere le schegge prodotte dall'eventuale scoppio della lampada. Le lenti devono essere obbligatoriamente montate; devono inoltre, se visibilmente danneggiate, essere sostituite con ricambi originali.

• Lampada
L'apparecchio monta una lampada ad alta pressione che richiede un accenditore esterno.
Tale accenditore è incorporato nell'apparecchio.
- Leggere attentamente le "istruzioni d'uso" fornite dal costruttore della lampada.
- Sostituire immediatamente la lampada se danneggiata o deformata dal calore.

Gruppo di rischio 2
Secondo la norma
EN 62471

• Sicurezza fotobiologica
ATTENZIONE: Possibile radiazione ottica rischiosa emessa da questo prodotto.
Non fissare la lampada in funzione. Può essere pericoloso per gli occhi.
Il proiettore deve essere posizionato in modo tale che la minima distanza della lente del proiettore dall'occhio umano sia di almeno 1 metro per prevenire rischi fotobiologici alla persona.

Il prodotto è concepito per essere utilizzato nei seguenti ambiti:
studi, palchi, teatri, esposizioni, fiere, eventi, parchi a tema, locali di intrattenimento, illuminazione architetturale e simili.

Non adatto all'illuminazione domestica

Non per uso residenziale

• Batteria
Questo prodotto contiene una batteria ricaricabile piombo-acido o Litio Ferro Tetrafosfato. A tutela dell'ambiente si prega di smaltire la batteria a fine vita in conformità alla normativa vigente.

• Smaltimento
Questo dispositivo è conforme alla Direttiva Europea 2012/19/UE - Rifiuti di apparecchiature elettriche ed elettroniche (RAEE). Nel rispetto dell'ambiente, smaltire/riciclare il prodotto al termine del suo ciclo di vita secondo le disposizioni di legge locali.

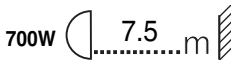
I prodotti a cui questo manuale si riferisce sono conformi alle Direttive Europee di cui sono oggetto:
• 2006/95/CE - Sicurezza delle apparecchiature alimentate in Bassa Tensione (LVD)
• 2004/108/CE - Compatibilità Elettromagnetica (EMC)
• 2011/65/UE - Restrizione d'uso di determinate sostanze pericolose (RoHS)
• 2009/125/CE - Specifiche per la progettazione ecocompatibile dei prodotti connessi all'energia (ErP)

FR

CONSIGNES DE SÉCURITÉ

• Installation

S'assurer que toutes les pièces pour la fixation du projecteur sont en bon état.
S'assurer de la stabilité du point d'ancrage avant de positionner le projecteur.
Le câble de sécurité, à fixer correctement à l'appareil et à la structure de support, doit être installé de façon à ce que, en cas de rupture du système de support principal, la chute de l'appareil soit la plus limitée possible. Après une éventuelle intervention du câble de sécurité suite à une chute, il faut le remplacer par une pièce de rechange d'origine.



• Distance minimum des objets éclairés

Le projecteur doit être positionné de façon à ce que les objets éclairés par le faisceau lumineux soient à une distance d'au moins 7.5 mètres de l'objectif du projecteur.

• Distance minimum des substances inflammables

Le projecteur doit être positionné de façon à ce qu'il y ait une distance d'au moins 0,20 mètre entre toute substance inflammable et tout point de sa surface.

t_a 40°C

• Température ambiante maximum

Ne pas utiliser le projecteur quand la température ambiante (Ta) dépasse 40°C.

IP20

• Degré de protection IP20

L'appareil est protégé contre la pénétration de corps solides de dimension supérieure à 12 mm (premier chiffre 2), tandis qu'il craint les gouttes d'eau, la pluie et les projections d'eau (deuxième chiffre 0).

• Protection contre l'électrisation

L'appareil doit obligatoirement être branché à une installation d'alimentation équipée d'une mise à la terre efficace (appareil de **Classe I** selon la norme EN 60598-1).
Nous recommandons également de protéger les lignes d'alimentation des projecteurs contre les contacts indirects et/ou les courts-circuits vers la masse en utilisant des interrupteurs différentiels de sensibilité adéquate.

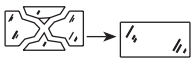
• Branchement au réseau d'alimentation

Les opérations de branchement au réseau de distribution de l'énergie électrique doivent être exécutées par un installateur électrique qualifié. Contrôler que la fréquence et la tension de réseau correspondent à la fréquence et à la tension pour lesquelles le projecteur est prévu ; ces données sont indiquées sur la plaquette des données électriques. Cette même plaquette reporte également la puissance absorbée. Afin d'éviter des surcharges, se référer à celle-ci pour évaluer le nombre maximum d'appareils à brancher à la ligne électrique.
IMPORTANT : afin d'empêcher l'apparition de perturbations électromagnétiques, il peut s'avérer nécessaire dans certains cas d'accrocher autour du DMX et du câble Ethernet, le plus près possible du projecteur, un manchon de ferrite approprié. Toujours utiliser des câbles blindés.

t_c 150°C

• Température de la surface extérieure

La température maximum qui peut être atteinte sur la surface extérieure de l'appareil, en conditions de régime thermique, est de 150°C.



• Entretien

Avant de procéder à toute opération d'entretien ou de nettoyage sur le projecteur, couper la tension d'alimentation. Après avoir éteint le projecteur, ne démonter aucun élément de l'appareil pendant les 10 minutes qui suivent. Une fois ce temps écoulé, la probabilité d'explosion de la lampe est quasiment nulle. S'il faut remplacer la lampe, attendre encore 20 minutes afin d'éviter tout risque de brûlures.
L'appareil a été conçu de façon à retenir les éclats produits en cas d'explosion de la lampe. Les lentilles doivent obligatoirement être montées sur l'appareil et doivent être remplacées par des pièces d'origine dès qu'elles sont visiblement endommagées.

• Lampe

L'appareil fonctionne avec une lampe haute pression avec ballast externe.
Ce dernier est incorporé dans l'appareil.
- Lire avec attention les « instructions d'utilisation » fournies par le fabricant de la lampe.
- Remplacer la lampe dès qu'elle est endommagée ou déformée par la chaleur

Classe de dangerosité 2
Selon la norme EN 62471

• Sécurité photobiologique

ATTENTION : Possible radiation optique émise par ce produit.
Ne pas fixer la lampe lorsqu'elle est allumée. Peut être dangereux pour les yeux. Le projecteur doit être positionné de sorte que la distance minimum par rapport à l'œil humain de la lentille du projecteur soit de 1 mètre minimum pour prévenir des dangers photo-biologiques à la personne.

Le produit est conçu pour être utilisé dans les milieux suivants :
studios, scènes, théâtres, expositions, salons, événements, parcs à thème, lieux de divertissement, éclairage architectural et similaires

Non adapté à l'éclairage domestique

Non indiqué pour un utilization résidentiel

• Batterie
Ce produit contient une batterie rechargeable au plomb-acide ou tétraphosphate de fer au lithium. Une fois la batterie arrivée à la fin de sa durée de vie, procéder à son élimination conformément à la norme en vigueur de manière à éviter toute pollution.

Élimination
Ce dispositif est conforme à la Directive Européenne 2012/19/UE – Déchets d'équipements électriques et électroniques (DEEE). Dans le respect de l'environnement, écouler/recycler le produit à la fin de son cycle de vie selon les dispositions légales locales.

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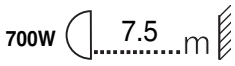
• 2004/108/EC - Electromagnetic Compatibility (EMC)
• 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)
• 2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)

DE INFORMATIONEN ZUR SICHERHEIT

• Installation
Sicherstellen, dass alle Teile für die Befestigung des Projektors in einwandfreiem Zustand sind.
Vor der Installation des Projektors die Stabilität der Verankerungsstelle überprüfen.
Das korrekt am Gerät eingehakte und an der Haltestruktur befestigte Sicherheitsseil muss so installiert werden, dass bei einem Nachgeben der Haupthalterung die Fallhöhe des Gerätes so gering wie möglich ist. Nach einem eventuellen Einsatz muss das Sicherheitsseil durch ein Originalersatzteil ersetzt werden.



• Mindestabstand zu beleuchteten Objekten
Der Projektor muss so installiert werden, dass der Abstand zwischen den vom Lichtstrahl beleuchteten Objekten und dem Objektiv des Projektors mindestens 7.5 Meter beträgt.

• Mindestabstand zu entzündbaren Materialien
Der Projektor muss so installiert werden, dass entzündbare Materialien mindestens 0,20 Meter von jedem Punkt der Geräteoberfläche entfernt sind.

t_a 40°C

• Max. Raumtemperatur
Den Projektor nicht verwenden, wenn die Raumtemperatur (RT) 40°C überschreitet.

IP20

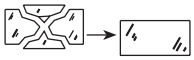
• Schutzart IP20
Das Gerät ist gegen das Eindringen von festen Fremdkörpern mit Durchmesser über 12 mm (erste Kennziffer 2) geschützt, während es gegen Tropf,- Regen- und Spritzwasser sowie Wasserstrahlen (zweite Kennziffer 0) empfindlich ist.

• Schutz gegen Stromschlag
Es ist Pflicht, das Gerät an eine Stromversorgungsanlage anzuschließen, die mit einer leistungsfähigen Erdung ausgestattet ist (Gerät der **Klasse I** gemäß Richtlinie EN 60598-1).
Darüber hinaus wird empfohlen, die Zuleitungen der Projektoren mit korrekt bemessenen Fehlerstromschutzschaltern vor indirekten Kontakten und/oder Kurzschlüssen zu schützen.

• Netzanschluss
Der Anschluss an das Stromnetz muss von einem kompetenten Elektroinstallateur ausgeführt werden. Vergewissern Sie sich, dass Spannung und Frequenz der Netzversorgung mit den Werten übereinstimmen, für die der Projektor ausgelegt ist und die auf dem Typenschild angegeben sind. Ebenfalls auf dem Typenschild ist die Leistungsaufnahme angegeben. Um zu beurteilen, wie viele Geräte maximal an die Stromleitung angeschlossen werden können, ist auf diese Angaben Bezug zu nehmen, damit Überlastungen vermieden werden.
WICHTIG: Um das Auftreten von EMI-Störungen zu vermeiden, kann es in einigen Situationen notwendig werden, möglichst nahe am Scheinwerfer um die DMX und das Ethernet-Kabel eine geeignete Ferritperle anzubringen. Immer abgeschirmte Kabel verwenden.

t_c 150°C

• Temperatur der Außenfläche
Die Außenfläche des Geräts kann im Wärmebetrieb eine Höchsttemperatur von 150°C erreichen.



• Wartung
Vor Beginn von Wartungs- oder Reinigungsarbeiten am Projektor stets die Stromversorgung abschalten. Nach dem Abschalten 10 Minuten lang keine Geräteteile abnehmen. Nach Ablauf dieser Zeit besteht praktisch keine Gefahr mehr, dass die Lampe birst. Falls die Lampe ersetzt werden muss, weitere 20 Minuten warten, um Verbrennungsgefahr zu vermeiden.
Das Gerät wurde so konzipiert, dass es die Splitter bei einem eventuellen Bersten der Lampe zurückhält. Die Montage der Linsen ist obligatorisch vorgeschrieben; des Weiteren müssen sie bei sichtbarer Beschädigung durch Originalersatzteile ersetzt werden.

• Lampe
Das Gerät ist mit einer Hochdrucklampe bestückt, die eine externe Zündeinheit verlangt.
Diese Zündeinheit ist in das Gerät eingebaut.
- Lesen Sie die vom Lampenhersteller gelieferte "Bedienungsanleitung" aufmerksam durch.
- Eine beschädigte oder von der Hitze verformte Lampe muss sofort ersetzt werden.

Gefahrenklasse 2
Gemäß Norm
EN 62471

• Photobiologische Sicherheit
ACHTUNG: Mögliche riskante optische Strahlung wird von diesem Produkt abgegeben.
Nicht die Lampe fixieren, wenn sie in Betrieb ist. Kann für die Augen gefährlich sein. Der Projektor muss so positioniert werden, dass der Mindestabstand der Projektorlinse vom menschlichen Auge mindestens 1 Meter beträgt, um einer fotobiologischen Gefährdung der Person vorzubeugen

Das Produkt wurde für die Verwendung in den folgenden Bereichen entwickelt:
Studios, Bühnen, Theater, Ausstellungen, Messen, Veranstaltungen, Themenparks, Unterhaltungslokale, Architekturbeleuchtung oder ähnliches

Nicht für Haushaltsbeleuchtung geeignet

Nicht für den häuslichen Gebrauch

• Batterie
Dieses Produkt enthält eine wiederaufladbare Blei-Säure-Batterie oder Lithium-Eisen-tetraphosphat. Zum Schutz der Umwelt bitten wir Sie, diese Batterie, nachdem sie verbraucht ist, gemäß den geltenden Vorschriften zu entsorgen.

Entsorgung
Diese Vorrichtung entspricht der Europäischen Richtlinie 2012/19/UE - Abfall von elektrischen und elektronischen Gerätschaften (RAEE). Das Produkt am Ende seines Lebenszyklus unter Berücksichtigung der Umwelt nach den lokalen Gesetzesvorschriften entsorgen/recyceln.

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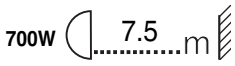
• 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)
• 2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)

ES INFORMACIONES DE SEGURIDAD

• Instalación

Asegúrese de que todos los elementos de fijación del proyector estén en buenas condiciones.
Controle la estabilidad del punto de anclaje antes de instalar el proyector.
La cuerda de seguridad, correctamente enganchada al aparato y fijada a la estructura de soporte, debe colocarse de modo que, si el soporte principal cede, el aparato sufra la menor caída posible. En caso de desgaste de la cuerda de seguridad, sustitúyala por el recambio original.

• Distancia mínima de los objetos iluminados



El proyector debe ser posicionado de modo tal que los objetos tocados por el haz luminoso tengan una distancia de al menos 7.5 metros del objetivo del mismo proyector.

• Distancia mínima de los materiales inflamables

El proyector debe ser posicionado de modo tal que los materiales inflamables tengan una distancia de al menos 0,20 metros de cada punto de la superficie del aparato.

• Máxima temperatura ambiente

t_a 40°C

No utilice el proyector si la temperatura ambiente (ta) supera los 40°C.

• Grado de protección IP20

IP20

El aparato está protegido contra la penetración de cuerpos sólidos de dimensiones superiores a 12 mm (primer dígito 2), pero no contra el goteo, la lluvia, las salpicaduras y los chorros de agua (segundo dígito 0).

• Protección contra descargas eléctricas

Es obligatorio efectuar la conexión a una instalación de alimentación dotada de una eficiente puesta a tierra (aparato de **Clase I** según la norma EN 60598-1).
Además, se recomienda proteger las líneas de alimentación de los proyectores de los contactos indirectos y/o cortocircuitos hacia masa, mediante el uso de interruptores diferenciales dimensionados oportunamente.

• Conexión a la red de alimentación

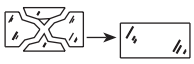
Las operaciones de conexión a la red de distribución de la energía eléctrica deben ser efectuadas por un instalador eléctrico cualificado. Constate que los valores de frecuencia y tensión de la red sean iguales a los que figuran en la placa de los datos eléctricos del proyector. En la misma placa está indicada la potencia absorbida. Hacer referencia a esta última para valorar el número máximo de aparatos que conectar a la línea eléctrica, con el fin de evitar sobrecargas.
IMPORTANTE: para evitar que surjan interferencias electromagnéticas, en algunas situaciones puede ser necesario enganchar alrededor de la DMX y al cable Ethernet, lo más cerca posible del proyector, un apropiado manguito de ferrita. Usar siempre cables blindados.

• Temperatura de la superficie externa

t_c 150°C

La temperatura máxima que puede alcanzar la superficie externa del aparato, en condiciones de régimen térmico, es de 150°C.

• Mantenimiento



Antes de iniciar cualquier operación de mantenimiento o limpieza del proyector desconecte el aparato de la alimentación eléctrica. Después del apagado no extraiga ninguna parte del aparato durante 10 minutos. Transcurrido dicho tiempo la probabilidad de que la lámpara explote es prácticamente nula. Si fuera necesario cambiar la lámpara, espere 20 minutos más para evitar quemarse.
El aparato está proyectado para retener las astillas producidas por el posible estallido de la lámpara. Las lentes deben montarse obligatoriamente; además, si estuvieran dañadas, deberán ser sustituidas por recambios originales.

• Lámpara

El aparato utiliza una lámpara de alta presión que requiere un arrancador externo.
Dicho arrancador está incorporado en el aparato.
- Leer atentamente las "instrucciones de uso" suministradas por el fabricante de la lámpara.
- Sustituir la lámpara inmediatamente si estuviera dañada o deformada por el calor.

• Seguridad fotobiológica

Clase de peligrosidad 2
Según la norma EN 62471

ATENCIÓN: Posible radiación óptica arriesgada emitida por este producto.
No fije la lámpara en funcionamiento. Puede ser peligroso para los ojos. El proyector debe ser posicionado de manera que la mínima distancia de la lente del proyector desde ojo humano sea al menos 1 metro para prevenir riesgos foto-biológicos a la persona.

El producto es concebido para ser utilizado en los siguientes ambientes:
estudios, palcos, teatros, exposiciones, ferias, eventos, parques temáticos locales de entretenimiento, iluminación de arquitecturas y similares

No es apropiado para la iluminación doméstica

No para uso residencial

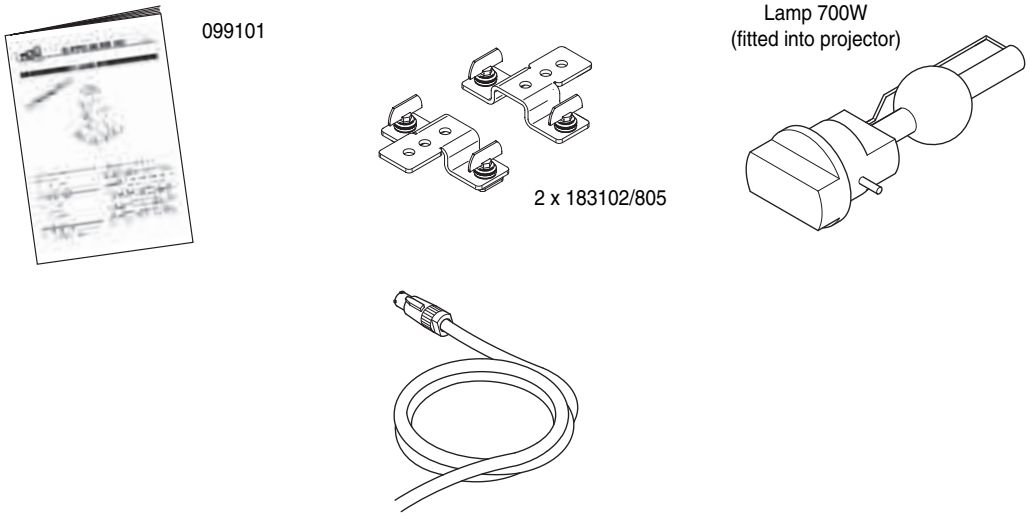
• Batería
Este producto contiene una batería recargable plomo-ácido o de litio tetrafosfato Hierro. Para proteger el ambiente se ruega eliminar la batería conforme a la normativa vigente.

Eliminación
Este dispositivo es conforme a la Directiva Europea 2012/19/UE - Residuos de equipos eléctricos y electrónicos (RAEE). Con el fin de respetar el ambiente, eliminar/reciclar el producto al final de su ciclo de vida según las disposiciones de ley locales

The products to which this manual refers comply with the European Directives pursuant to:
• 2006/95/EC - Safety of electrical equipment supplied at low voltage (LVD)
• 2004/108/EC - Electromagnetic Compatibility (EMC)
• 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)
• 2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)

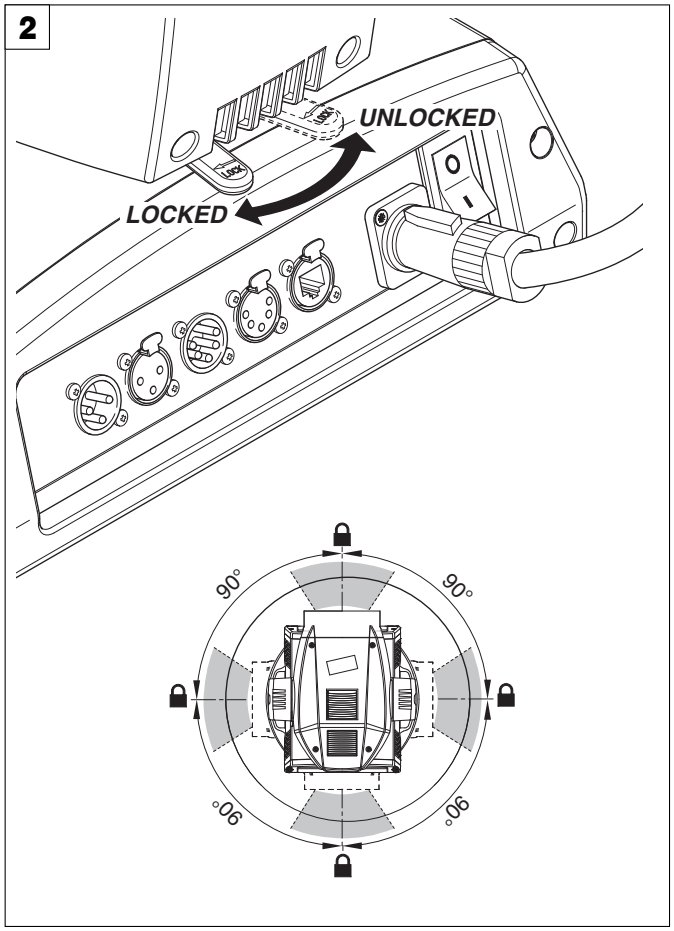
UNPACKING AND PREPARATION

1

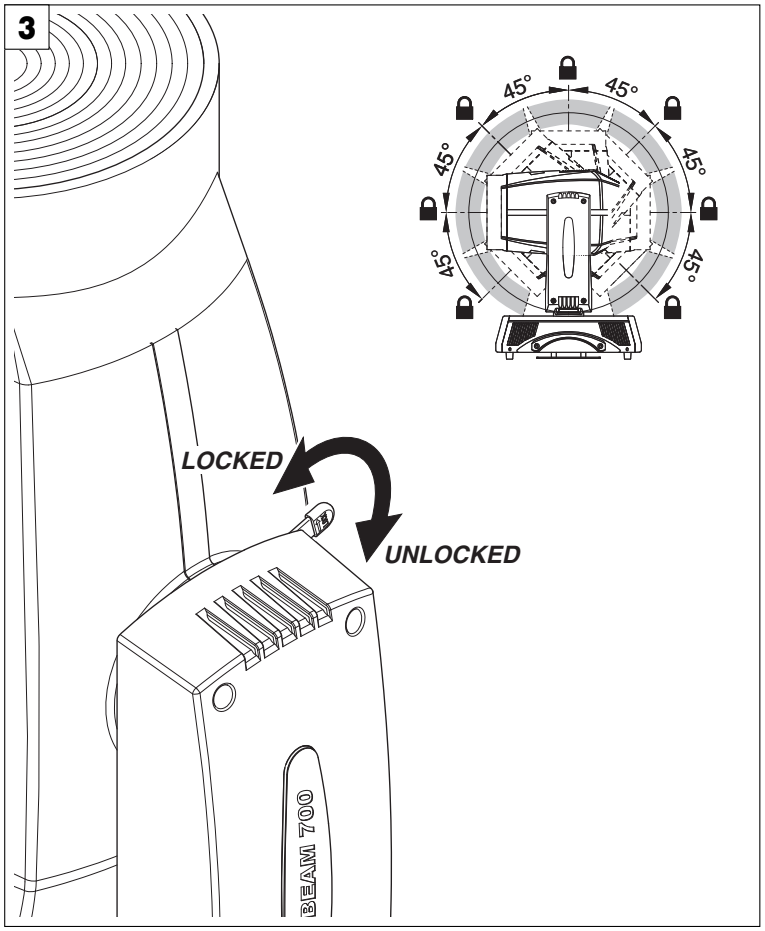


Packing contents - Fig. 1

2



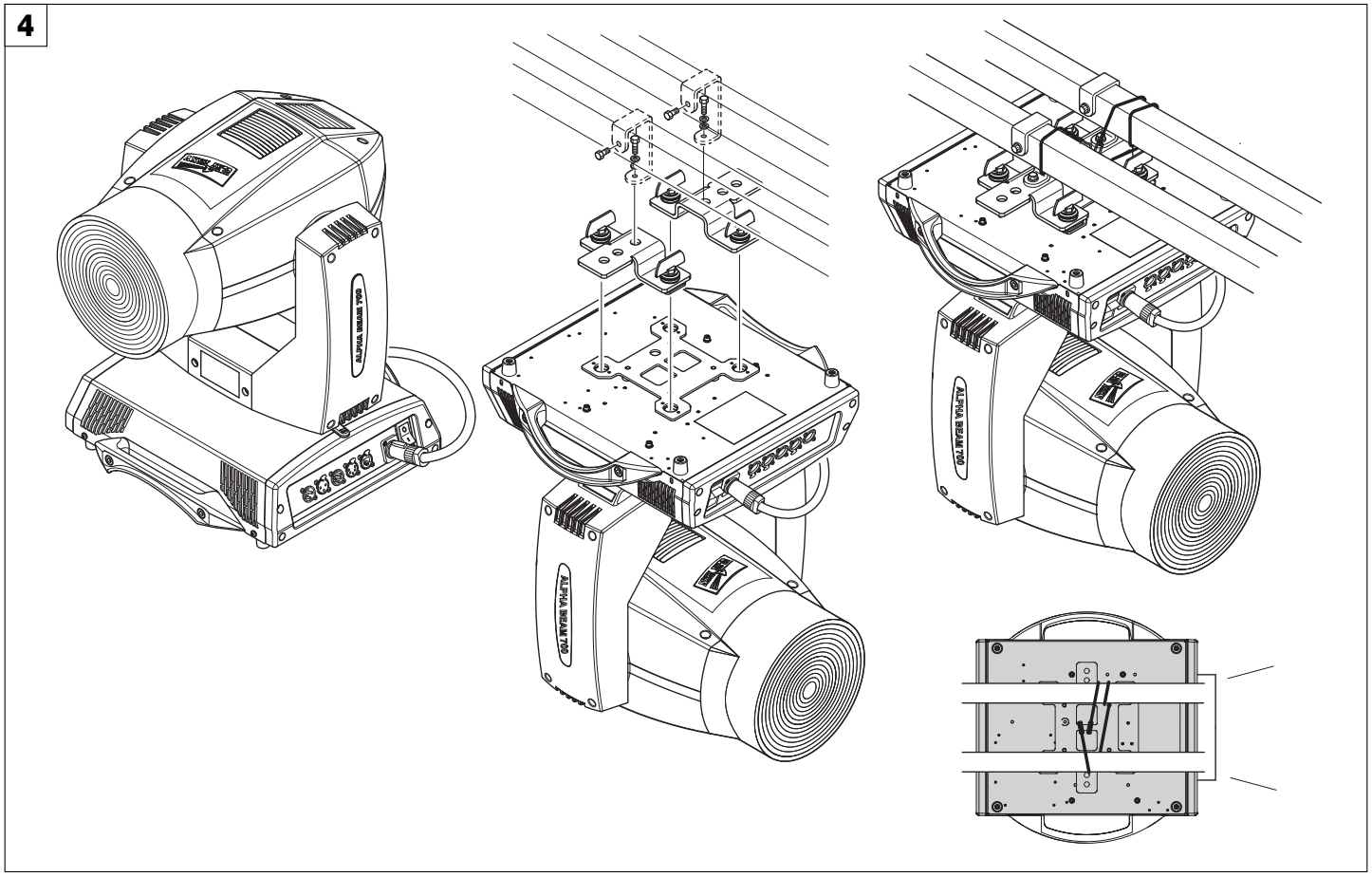
3



PAN Mechanism Lock and Release (every 90°) - Fig. 2

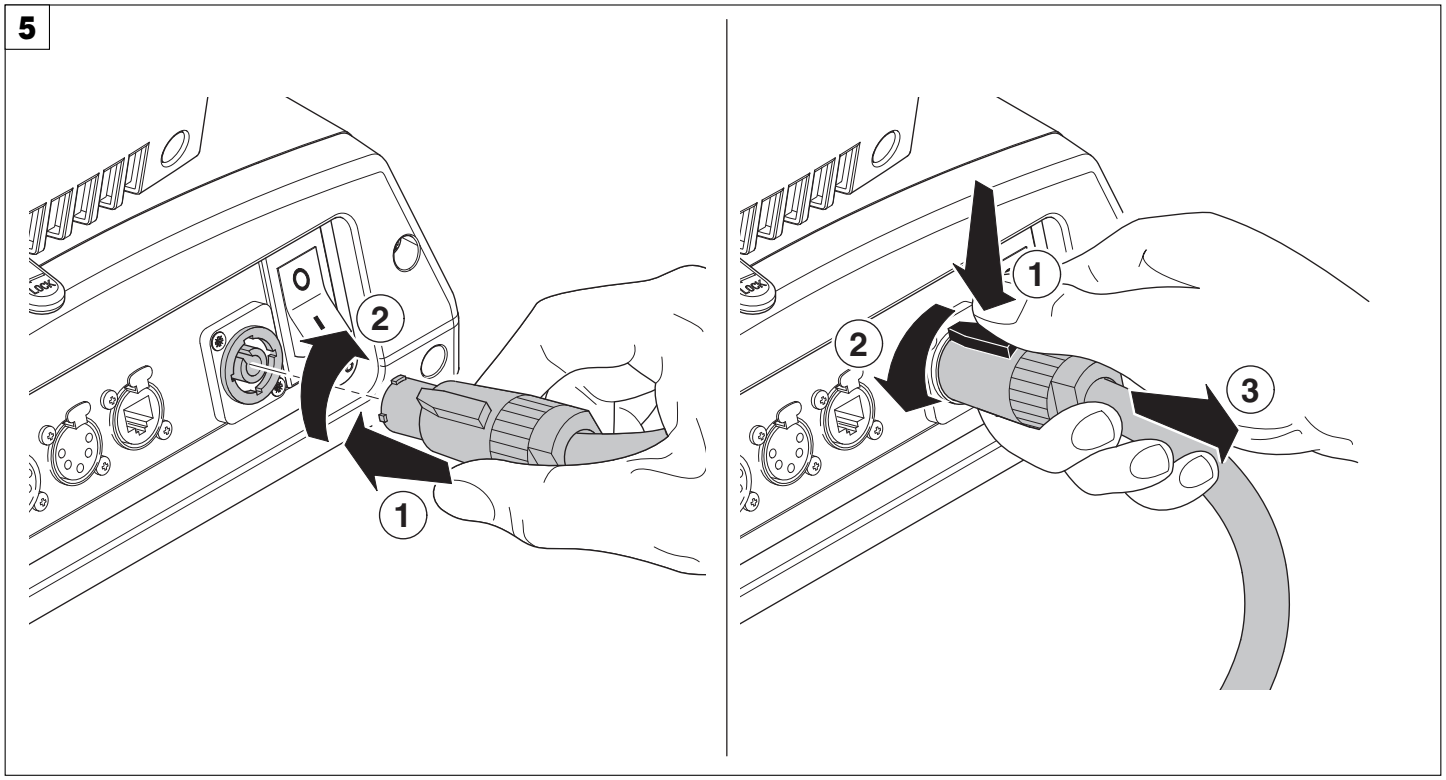
TILT Mechanism Lock and Release (every 45°) - Fig. 3

4



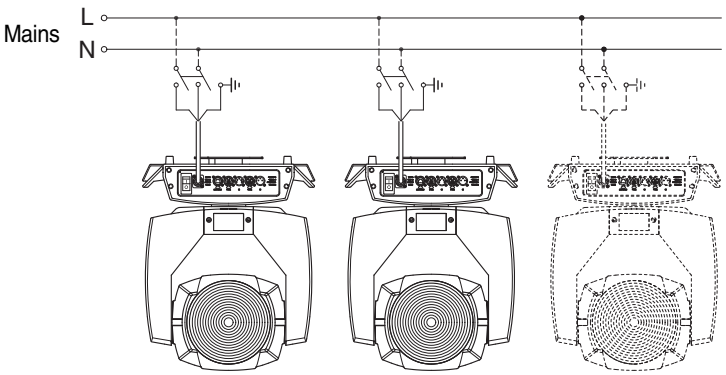
Installing the projector - Fig. 4
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.
WARNING: ***with the exception of when the projector is positioned on the floor, the safety cable must be fitted. (Cod. 105041/003 available on request). This must be securely fixed to the support structure of the projector and then connected to the fixing point at the centre of the base.***

5



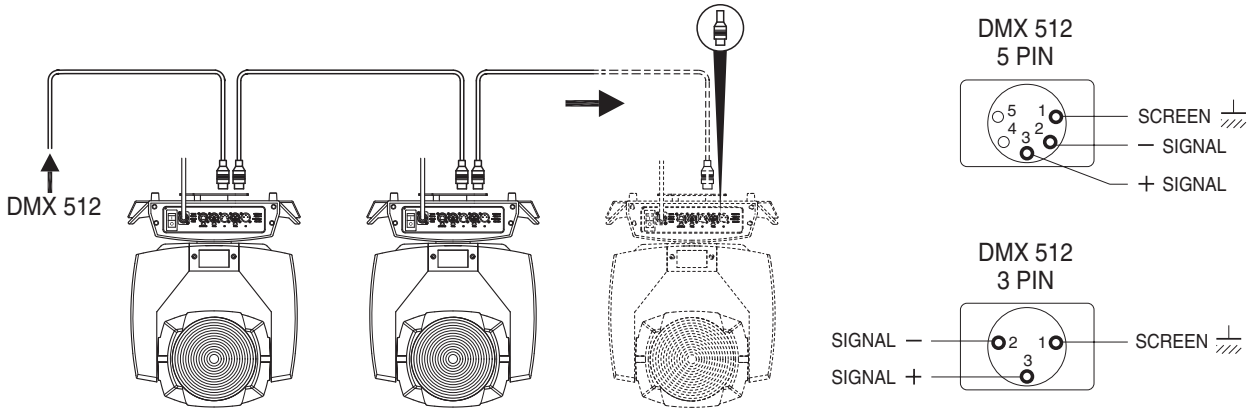
Connecting and disconnecting power cable - Fig. 5

6



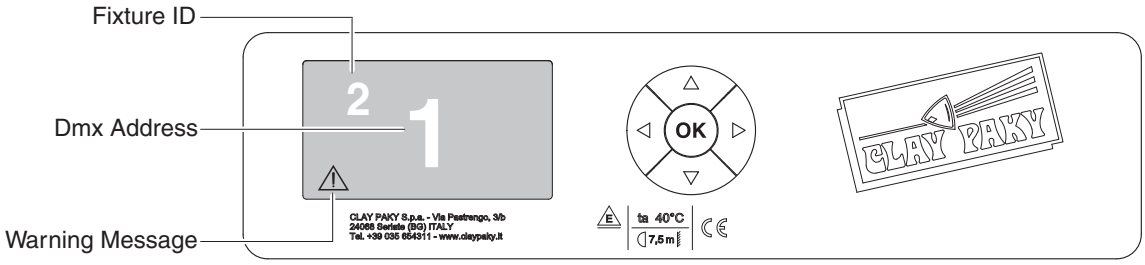
Connecting to the mains supply - Fig. 6

7



Connecting to the control signal line (DMX) - Fig. 7
Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.
IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

8

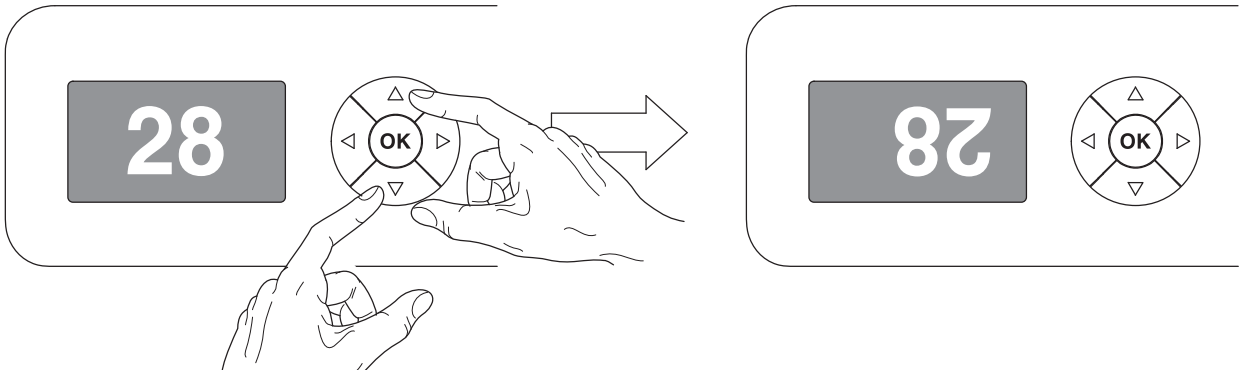


Switching on the projector - Fig. 8
Press the switch. The projector starts resetting the effects. At the same time, the following information scrolls on the display:

CLAY PAKY	**Model** **Alpha BEAM** **700**	**Firmware** **Version X.X.X** **Date - Hour**	**xxx (Fixture ID)** **Dmx Address xxx**	**System errors** **E: .....** **W: ..... **

On conclusion of resetting in case of absence of the dmx signal, Pan and Tilt move to the “Home” position (Pan 50% - Tilt 50%). The control panel (Fig. 8) has a display and buttons for the complete programming and management of the projector menu. The display can be in one of two conditions: rest status and setting status. When it is in the rest status, the display shows the projector’s DMX address and the Fixture ID address (if set).
During menu setting status, after a wait time (about 30 seconds) without any key having been pressed, the display automatically returns to rest status. It should be noted than when this condition occurs, any possible value that has been modified but not yet confirmed with the (OK) key will be cancelled.

9



Reversal of the display - Fig. 9

To activate this function, press UP ⊕ and DOWN ⊖ keys simultaneously while the display is in the rest mode. This status will be memorised and maintained even for the next time it will be switched on. To return to the initial state, repeat the operation all over again.

Setting the projector starting address

On each projector, the starting address must be set for the control signal (addresses from 1 to 512).

The address can also be set with the projector switched off.

Setting the address: see pag. 8.

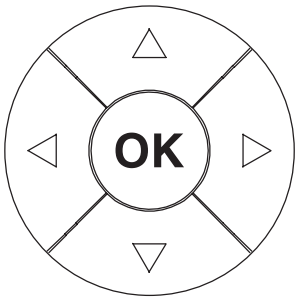
Setting the projector Fixture ID

On each projector, the Fixture ID address must be set for an easy identification of the fixtures in an installation (ID from 1 to 255).

The Fixture ID address can be set with the projector switched off.

Setting the Fixture ID: see pag. 8.

Functions of the buttons - Using the menu



OK	Confirms the displayed value, or activates the displayed function, or enters the successive menu.
DOWN	Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.
UP	Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.
LEFT	Return to the top level
RIGHT	Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menù.

USING THE MENU:

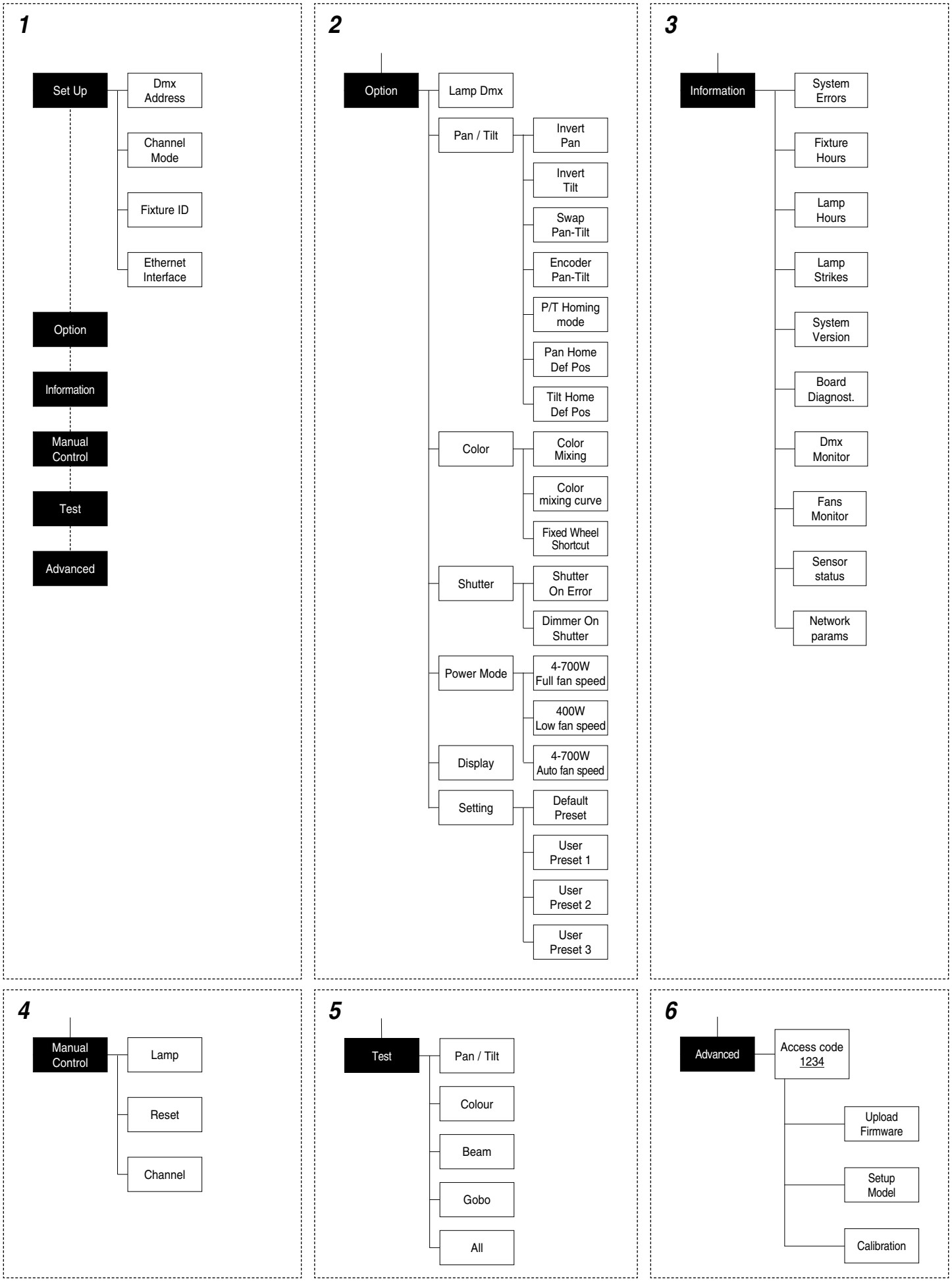
1) Press OK once – “Main Menu” appears on the display.
2) Use the UP ⊕ and DOWN ⊖ keys to select the menu to be used:
   - Setup (Setup Menu): To set the setting options.
   - Option (Option Menu): To set the operating options
   - Informations (Informations Menu): To read the counters, software version and other information.
   - Manual Control (Manual control Menu): To trigger the test and manual control functions.
   - Test (Test Menu): To check the proper functionning of effects
   - Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.

   To enable the "Advanced" see pag.13
3) Press OK to display the first item in the selected menu.
4) Use the UP ⊕ and DOWN ⊖ keys to select the MENU items.

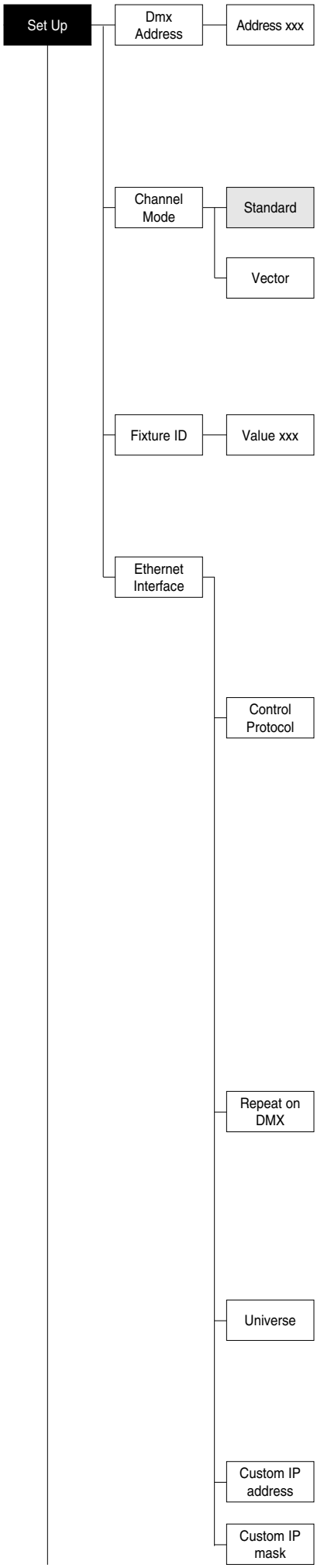
Setting addresses and options with the projector disconnected

The projector’s DMX address, as well as other possible operating options, can also be set when the appliance is disconnected from the electricity supply. All that is needed is to press OK to momentarily activate the display and thus access the settings. Once the required operations have been carried out, the display will switch off again after a wait time of 30 seconds.

MENU SETTING



NOTE: On grey the default options



SET UP MENU

DMX ADDRESS

NOTE: without the DMX signal the Address (XXX) flashing

Allows you to select the DMX ADDRESS.

1) Press (OK) - the current DMX Adress appear on the display.
2) Use the UP (▲) and DOWN (▼), RIGHT (►) keys to plan the DMX Address.
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

CHANNEL MODE

Allows you to select a channel arrangement from the two available.

1) Press (OK) - the current settings appear on the display (Standard or Vector).
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - Standard
   - Vector
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

FIXTURE ID

Allows you to select the FIXTURE ID.

1) Press (OK) - the current Fixture ID appear on the display.
2) Use the UP (▲), DOWN (▼), RIGHT (►) keys to plan the Fixture ID.
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

ETHERNET INTERFACE

It lets you set the Ethernet settings to be attributed to the projector.

1) Premere (OK).
2) Use the UP (▲) and DOWN (▼) keys to select the “Ethernet Interface” options to set:

Control Protocol

It lets you select the “Control Protocol” Art-net to assign according to the control unit used:

1) Press (OK) the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - Disabled
   - Art-net on IP 2
   - Art-net on IP 10
   - Art-net Custom IP
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

If the **Control Protocol** option is set on **Disabled**, when an **IP** address (**IP2**, **IP10** or **IP Custom**) is selected, the projector immediately initializes the **IP** address that was just selected.

If the **Control Protocol** option is enabled (**IP2**, **IP10** or **IP Custom**) and a new one is selected that is different from the previous one, the projector must be restarted so that it will be correctly initialized.

Repeat on DMX

It lets you enable the transmission of the Ethernet protocol by DMX signal to all the connected projectors.

1) Press (OK) the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - **Disabled:** DMX transmission disabled.
   - **Enabled on primary:** DMX transmission enabled.
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

Universe

It lets you assign the “Universe” number to be assigned to a series of projectors.

1) Press (OK) – the current Universe address appears on the display.
2) Use the UP (▲), DOWN (▼), RIGHT (►) keys to set the Universe address.
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

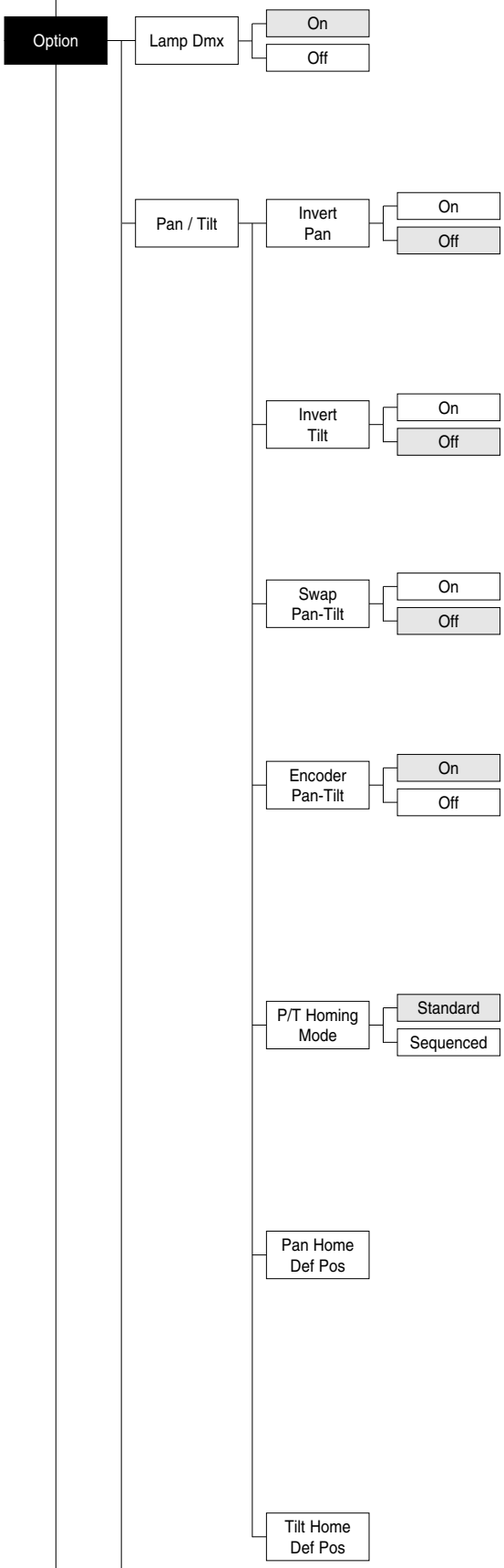
Custom IP address

Allows you to set the **IP address** manually by the user default.

Custom IP mask

Allows you to set manually the **Subnet Mask** by the user default.

Continue ➔



OPTIONS MENU

LAMP DMX

Used for enabling lamp remote control channel.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to enable (On) or disable (Off) the lamp remote control channel.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

PAN / TILT

Invert pan

Used for reversing Pan movement.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to enable (On) or disable (Off) PAN inversion.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

Invert tilt

Used for reversing tilt movement.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to enable (On) or disable (Off) Tilt inversion.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

Swap Pan-Tilt

Used for swapping Pan and Tilt channels (as well as Pan fine and Tilt fine).

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to enable (On) or disable (Off) Pan and Tilt channel swap.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

Encoder Pan-Tilt

Used for enabling the Pan / Tilt encoders.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to enable (On) or disable (Off) Pan / Tilt encoders.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

You can quickly disable the Pan and Tilt Encoder by simultaneously pressing the UP (▲) and DOWN (▼) keys in the "Main Menu".

P/T Homing Mode

Lets you set the initial projector Reset mode.

1) Press (OK), the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   Standard: Pan & Tilt are simultaneously reset.
   Sequenced: Tilt is reset first followed by Pan.
3) Press (OK) to confirm the selection or LEFT (◀) to keep the current setting.

Pan Home Def Pos

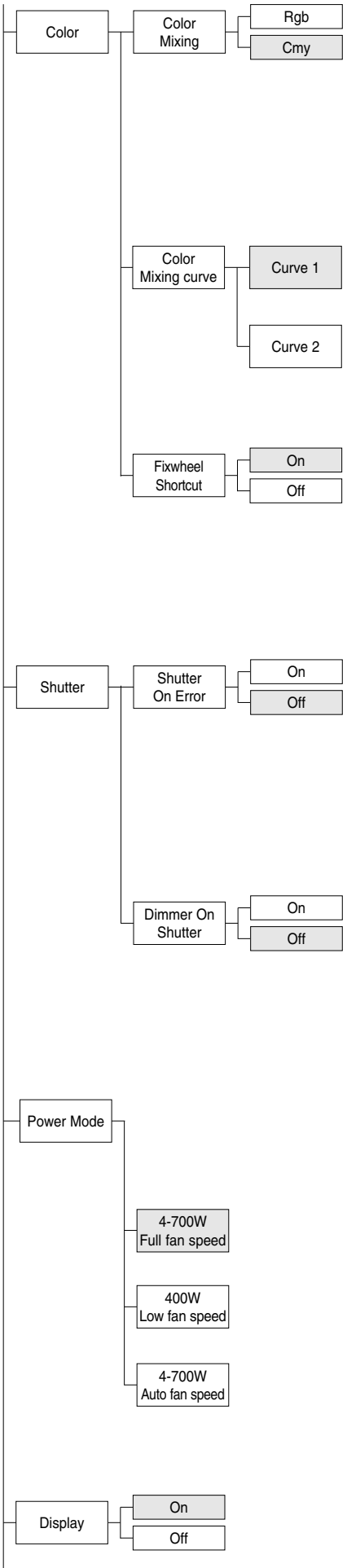
Lets you assign the Pan channel "home" position at the end of Reset, without a DMX input signal.

1) Press (OK), the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   0 degree
   90 degrees
   180 degrees
   270 degrees (default)
3) Press (OK) to confirm the selection or LEFT (◀) to keep the current setting.

Tilt Home Def Pos

Lets you assign the Tilt channel "home" position at the end of Reset, without a DMX input signal.

1) Press (OK), the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   0%
   12.5%
   25%
   50% (default)
   75%
   87.5%
   100%
3) Press (OK) to confirm the selection or LEFT (◀) to keep the current setting.



COLOR

Color mixing

Used for reversing the CMY color mixing system.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys select one of the following settings:
   RGB color mixing mode
   CMY color mixing mode
3) Press (OK) to confirm the selection or LEFT ◀ to keep current settings.

Color mixing curve

It lets you select the "Color mixing curve" from the two available.

1) Press (OK) the current setting appears on the display.
2) Use the UP ▲ and DOWN ▼ keys to select one of the following settings:
   Curve 1
   Curve 2
3) Press (OK) to confirm the selection or LEFT ◀ to keep the current setting.

Fixed wheel short-cut

Used for optimizing color change time so that the disc turns in the direction that requires shorter movement.

1) Press (OK) – the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) color change optimization.
3) Press (OK) to confirm the selection, or LEFT ◀ to keep current settings.

SHUTTER

Shutter on error

Used for automatically closing the stop/strobe in the event of Pan/Tilt position error.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) automatic stop/strobe closing in the event of Pan/Tilt position error.
3) Press (OK) to confirm the selection, or LEFT ◀ to keep current settings.

Dimmer on Shutter

Enables automatic closing of the dimmer when the strobe is completely closed.

1) Press (OK) – the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) the automatic closing of the dimmer.
3) Press (OK) to confirm the selection, or LEFT ◀ to keep current settings.

POWER MODE

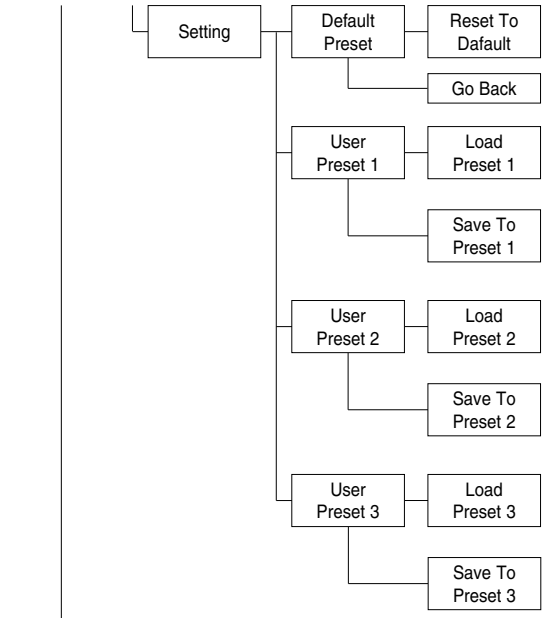
Allows you to select a Power Mode from the three available.

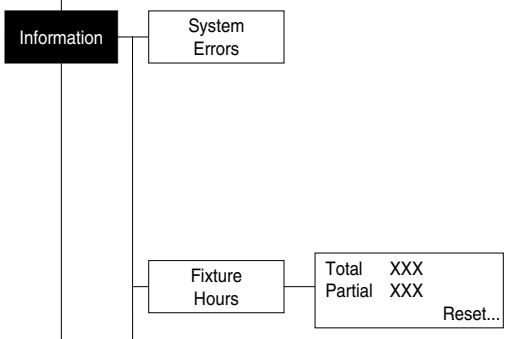
1) Press (OK) - the current settings appear on the display.
2) Use the UP ▲ and DOWN ▼ keys to select one of the following settings:
   - **4-700W Full fan speed**: Lamp can change from full-power (700W) to half-power (400W) using the LAMP CONTROL channel. Fans always work at Full speed.
   - **400W Low fan speed**: Lamp constantly works in half-power mode (400W) while the Fan always works at Low speed. With LAMP CONTROL channel you can only switch the lamp ON and OFF.
   - **4-700W Auto fan speed**: Lamp can change from full-power (700W) to half-power (400W) using the LAMP CONTROL channel. Automatically the fans switch from Full speed to Low speed respectively.
3) Press (OK) to confirm the selection or LEFT ◀ to keep current setting.

DISPLAY

Used for automatically reduce brightness on the display after about 30 seconds in idle.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) the decreasing of display brightness.
3) Press (OK) to confirm the selection or LEFT ◀ to keep current settings.





SETTING

Used to save 3 different settings of the items in the options menu and relative submenus.

1) Press (OK) - "Default preset" appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following configurations:
   - Default preset (*)
   - User preset 1
   - User preset 2
   - User Preset 3
3) Press (OK) - "Load preset X" appears on the display.
4) Use the UP (▲) and DOWN (▼) keys to select:
   - Load preset X to recall a previously stored configuration.
   - Save to preset X to store the current configuration.

   a confirmation message (Are you sure?) appears on the display.
5) Select YES to confirm the selection or NO to keep the current setting and return to the next higher level.

(*) DEFAULT PRESET

By pressing the RIGHT (▶) key and the LEFT (◀) key simultaneously once entered in the "main menu" it is possible to quickly (short cut) reset the default settings (DEFAULT PRESET).

Used for restoring default values on all options menu items and relevant submenus.

1) Press (OK), a confirmation message (Are you sure?) appears on the display.
2) Select YES to confirm the selction or NO to keep current setting.

OPTION	DEFAULT
Lamp DMX	On
Invert Pan	Off
Invert Tilt	Off
Swap Pan-Tilt	Off
Encoder Pan-Tilt	On
Color mixing	CMY
Color mixing curve	Curve 1
Fixed Wheel Shortcut	On
Shutter on error	Off
Dimmer on Shutter	Off
Power Mode	4-700 Full fan speed
Display	On

INFORMATION MENU

SYSTEM ERRORS

Shows a list of warnings and messages relevant to errors occurred since the fixtures switching-on.

1) Pressing (OK) you are allowed to reset the SYSTEM ERRORS list. A confirmation message (Are you sure you want to clear error list ?) appears on the display.
2) Select YES to reset the list or NO to go back.

FIXTURE HOURS

Used for displaying projector operating hours (total and partial).

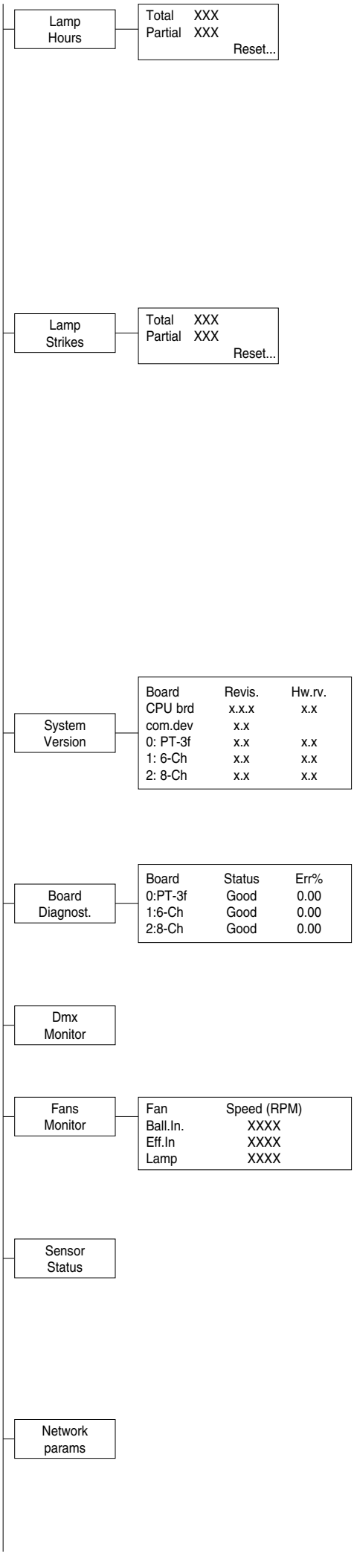
1) Press (OK) - Hours total and partial appears on the display.

   Total counter

   Counts the number of projector working life hours (from manufacture to date).

   Partial counter

   Counts the number of partial projector working life hours since the last reset to date.
2) Press (OK) to reset partial projector working hours a confirmation message (Are you sure?) appears on the display.
3) Select YES to reset partial projectors counter or NO to keep the current setting and return to the top menu level.



LAMP HOURS

Used for displaying the lamp working hours (total and partial).

1) Press (OK) - Hours total and partial appears on the display.
   Total counter
   Counts the number of projector working hours with the lamp on (from manufacture to date).
   Partial counter
   Counts the number of lamp working hours since the last reset to date.
2) Press (OK) to reset partial lamp working hours, a confirmation message (Are you sure ?) appears on the display.
3) Select YES to reset partial counter or NO to keep the current setting and return to the top menu level

LAMP STRIKES

Used for displaying the number of times the lamp was turned on (total and partial).

1) Press (OK) - the number of times the lamp was turned on (total and partial) appears on the display.
   Total counter
   Counts the number of times the lamp was turned on (from manufacture to date).
   Partial counter
   Counts the number of times the lamp was turned on since the last reset to date.
2) Press (OK) to reset partial lamp strikes hours, a confirmation message (Are you sure ?) appears on the display.
3) Select YES to reset partial counter or NO to keep the current setting and return to the top menu level

SYSTEM VERSION

Used for displaying the software and hardware version of each board installed in the projector.
CPU brd (CPU board)
0: PT-3f (Pan / Tilt board)
1: 8-Ch (8 channel board)
2: 8-Ch (8 channel board)

BOARD DIAGNOSTIC

Used for displaying the status error of each board installed in the projector:
0: PT-3f (Pan / Tilt board)
1: 8-Ch (8 channel board)
2: 8-Ch (8 channel board)

DMX MONITOR

Used for displaying the projector DMX channel level in bit (Val) and in percentage (Perc).

FANS MONITOR

Used for displaying the speed of each fan installed in the projector:
Ball. IN (Ballast IN Fan)
Eff.IN (Effects IN Fan)
Lamp (Lamp Fan)

SENSOR STATUS

It lets you check the correct operations of each "sensor" installed in the projector, each channel is associated with one of the following three parameters:

- n.a.= sensor not available
- ON= sensor working
- OFF= sensor defective

NETWORK PARAMS

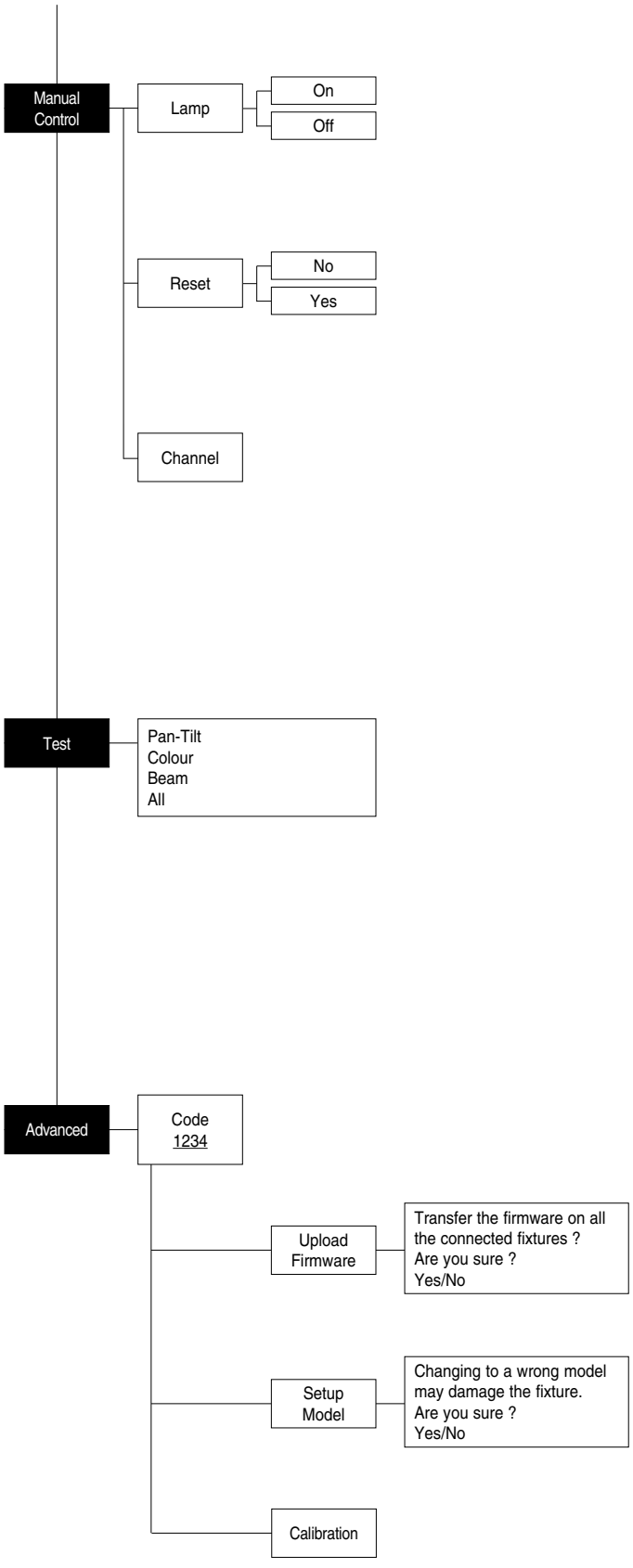
Allows the "Network" parameters of the projector to be displayed or:

IP address: Internet Protocol address (two projectors must not have the same IP address)

IP mask: 255.0.0.0

Mac address: Media Access Control: the projector's Ethernet Address

Continue ➔



MANUAL CONTROL

LAMP

Used for turning lamp on and off from the projector control panel.

1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to turn the lamp on (On) or off (Off)
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings and return to the top level.

RESET

Used for resetting the projector.

1) Press (OK) to reset the projectors, a confirmation message (Are you sure ?) appears on the display.
2) Select YES to starting reset the fixture or NO to keep the current setting and return to the top menu level.

CHANNEL

Used for setting channel levels from the projector control panel.

1) Press (OK) - the first channel appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select the required channel:
3) Press (OK) and use the UP (▲) and DOWN (▼) keys to select the required DMX level (value between 0 and 255).
4) Press LEFT (◀) to return to the top menu level.

TEST MENU

TEST

Allows you to check the proper functioning of effects.

1) Press (OK) to return to the top menu level.
2) Use the UP (▲) and DOWN (▼) keys to select the required test.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

Test sequence:
Pan - Tilt effects (Pan & Tilt)
Colour effects (CMY, colour wheel)
Beam effects (Stopper-Strobe / Dimmer / Iris / Prism / Frost)
Gobo effects (Fixed gobo / Rotating gobo)
All effects

ADVANCED MENU

To enable the "Advanced Menu" set up the "Access code" (1234) using the UP (▲), DOWN (▼), RIGHT (▶) keys.
Press (OK) - "Menu advanced" appears on the display

UP LOAD FIRMWARE

Allows you to transfer the firmware from 1 fixture to all the connected fixtures.

1) Press (OK) , a confirmation message appears on the display.
2) Select YES to start the firmware loading or NO to keep the current setting and return to the top menu level

SETUP MODEL

Allows you to change the default model of projector.

1) Press (OK) a confirmation message appears on the display.
2) Select YES to define the model of projector or NO to keep the current setting and return to the top menu level.

CALIBRATION

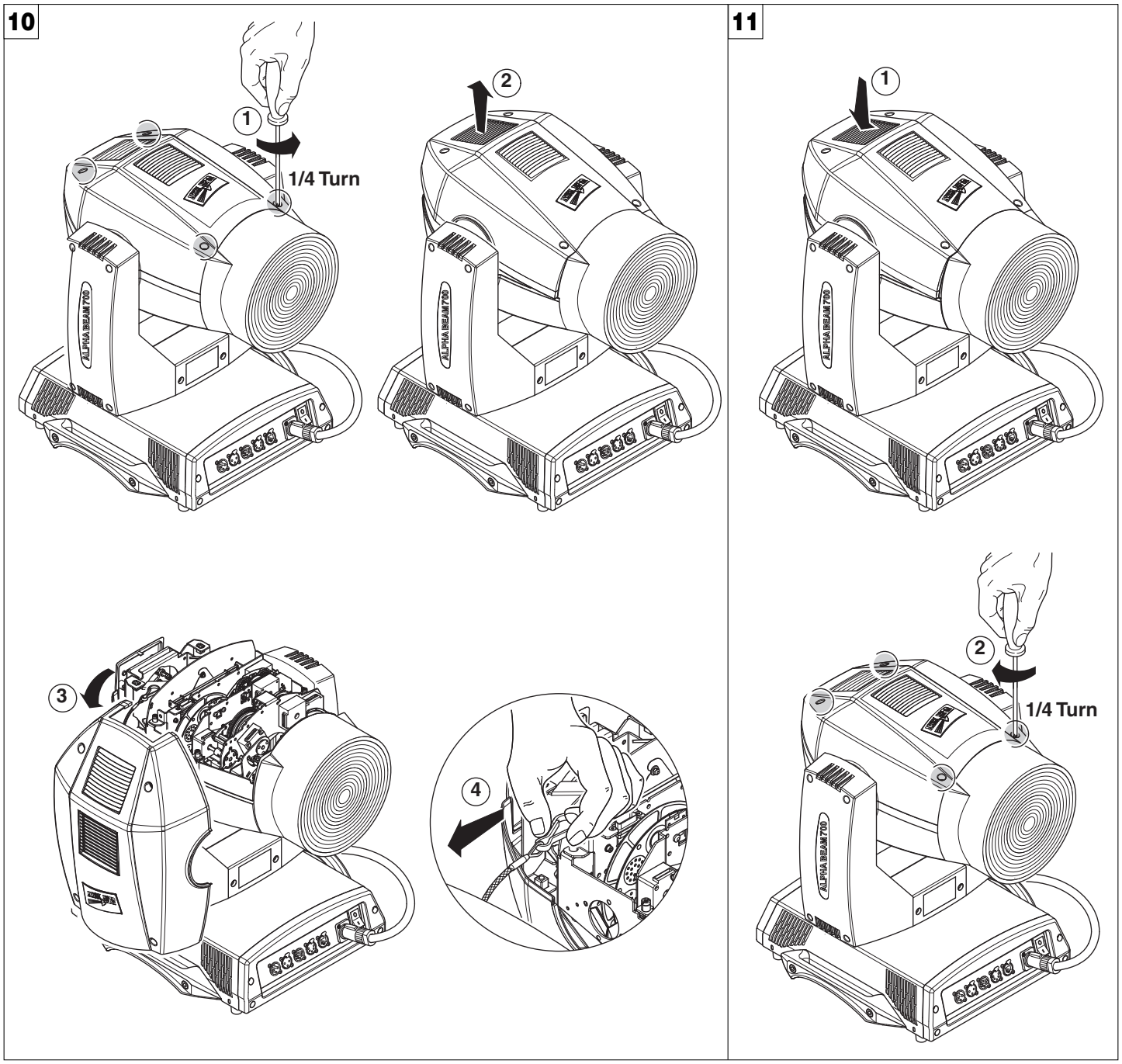
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.

1) Press (OK) - “channels” appears on the display.
2) Using the UP (▲) and DOWN (▼) keys, select the effect you wish to regulate.
3) Press (OK) and use the RIGHT (▶), UP (▲) and DOWN (▼) buttons to make the adjustment by setting a value between 0 and 255.
4) Press (OK) to confirm the selection or LEFT (◀) to keep current settings and return to the top level.

FACTORY DEFAULT

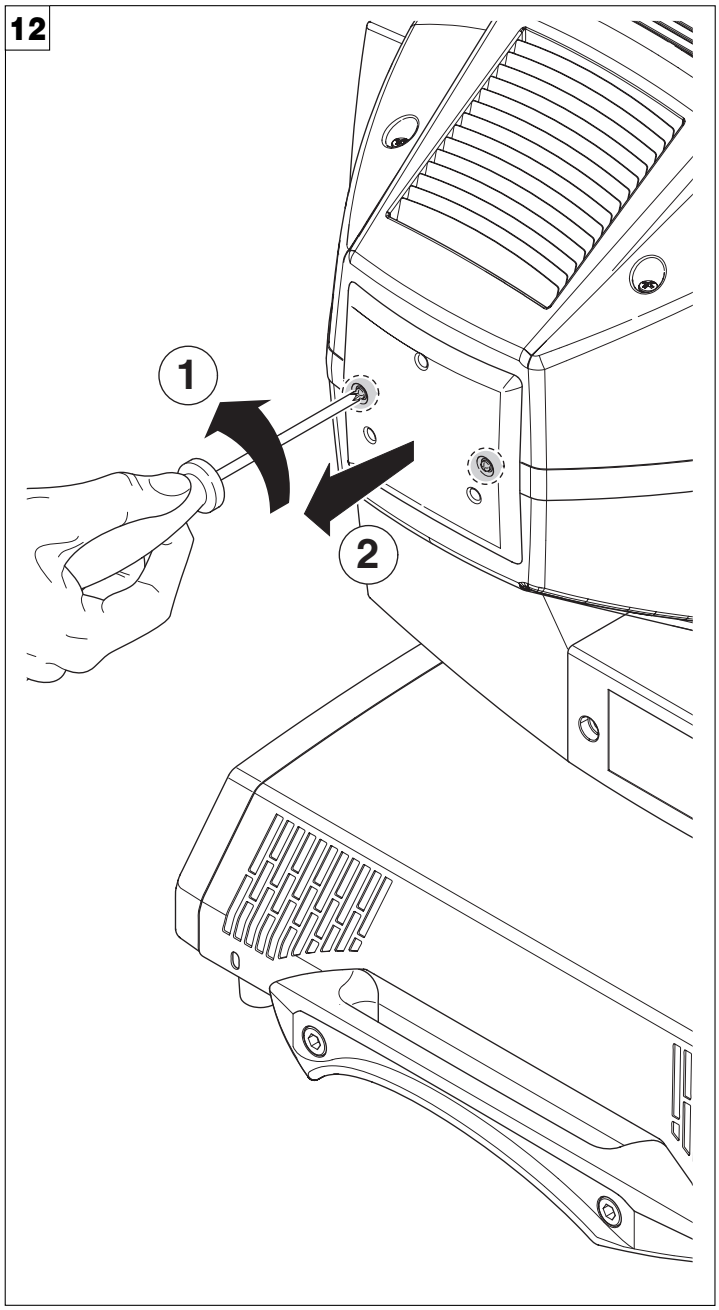
Allows you to restore default values of all channels (128).

1) Press (OK) – a confirmation message appears on the display (Reset calibration to factory default ?).
2) Select YES to reset calibration to factory default or NO to keep the current setting and return to the top menu level.

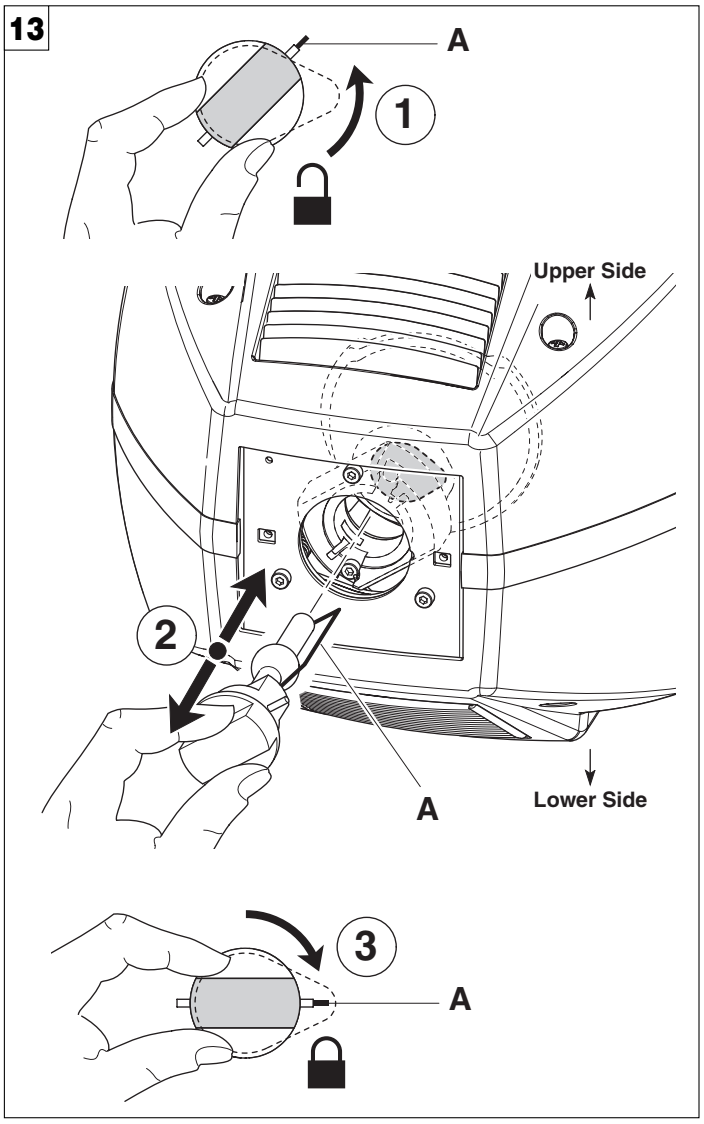


Locking and releasing Pan and Tilt movements - Refer to the instructions in the UNPACKING AND PREPARATION section.
Opening the head covers - Fig. 10.

Closing the head covers - Fig. 11.



Opening and closing lamp compartment - Fig. 12



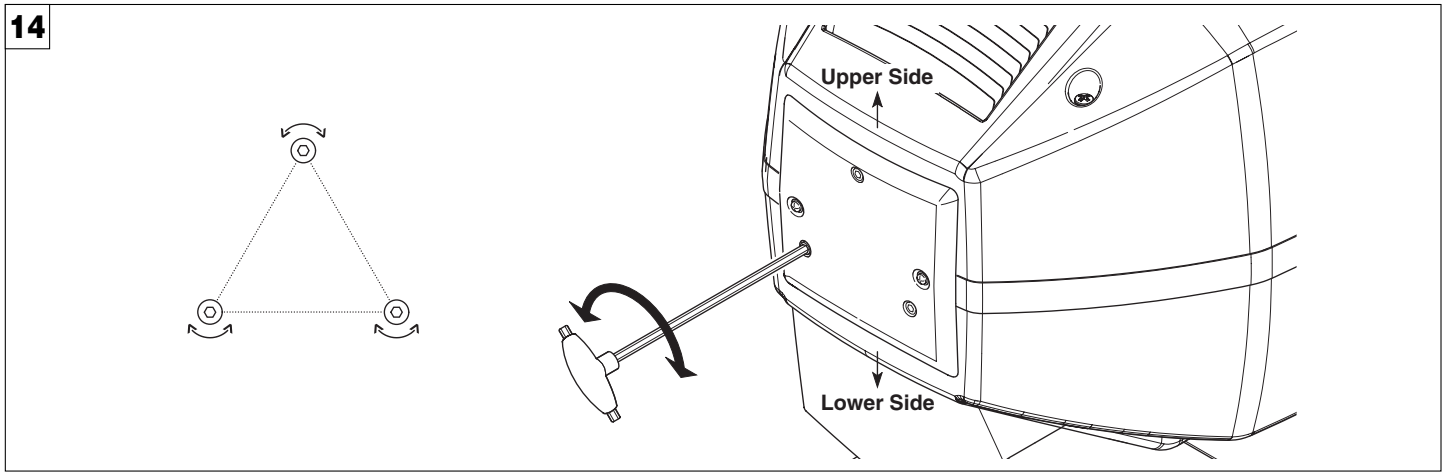
Lamp change - Fig 13

Take the new lamp out of its package and insert in the fitting.

WARNING: ***do not touch the lamp's envelope with bare hands. Should this happen, clean the bulb with a cloth soaked in alcohol and dry it with a clean, dry cloth.***

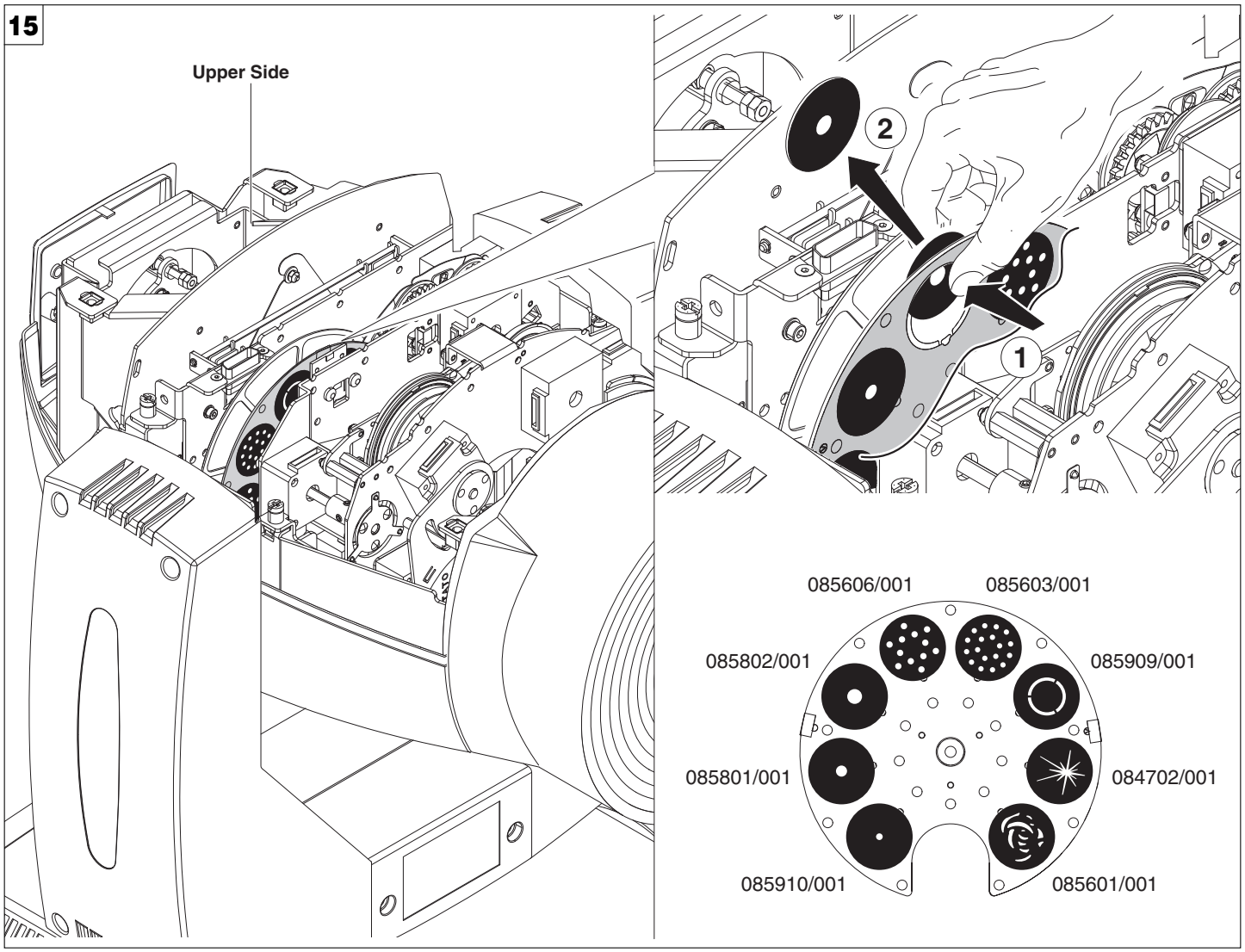
IMPORTANT: ***Make sure the lamp is inserted with the external contact (A) facing the elliptical reflector's slot.***

CAUTION: Fast lamp ON-OFF cycles (for example 10 minutes ON / 10 minutes OFF) will reduce the lamp life.

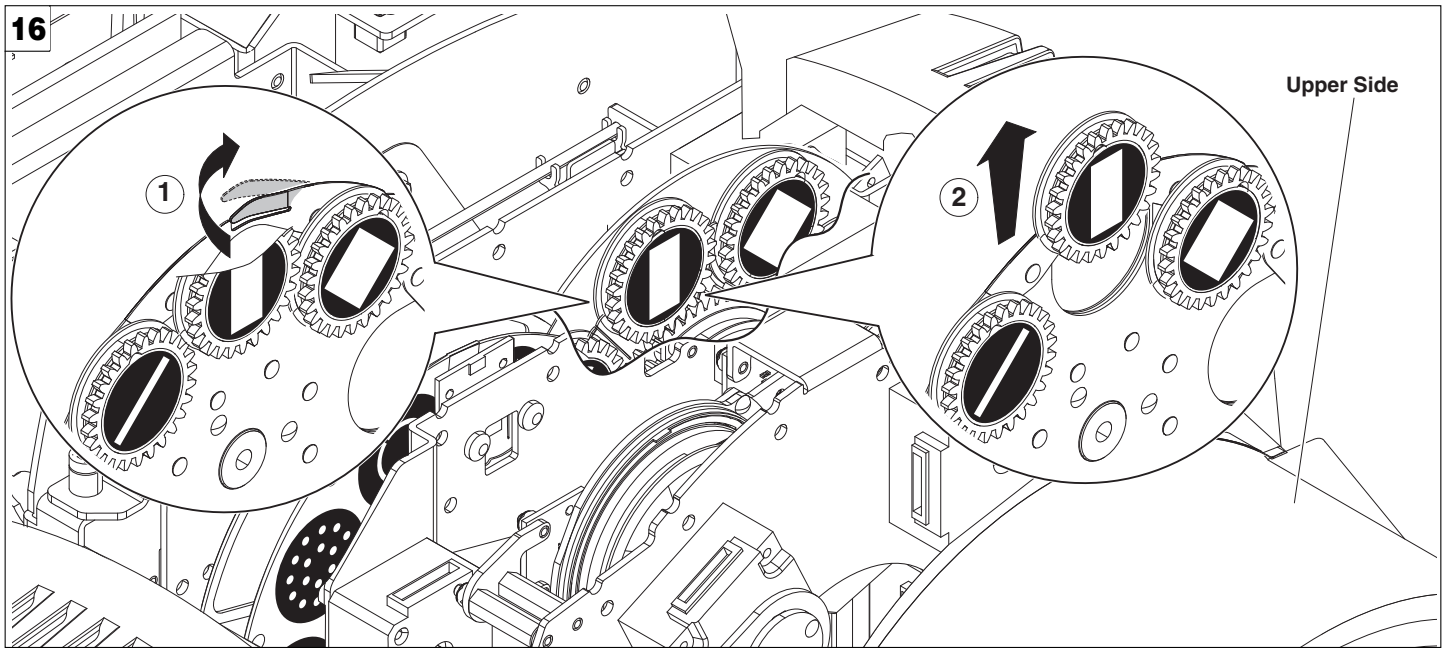


Lamp regulation - Fig. 14

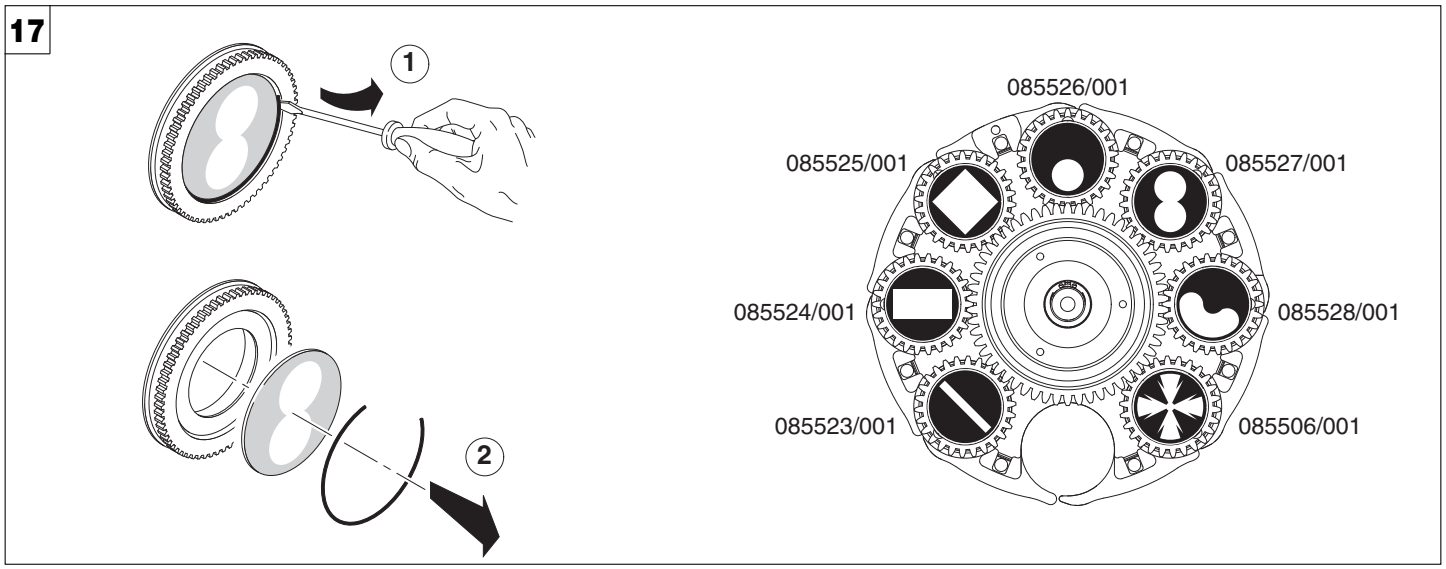
To centre the lamp, turn the three adjusting screws as shown in the figure.



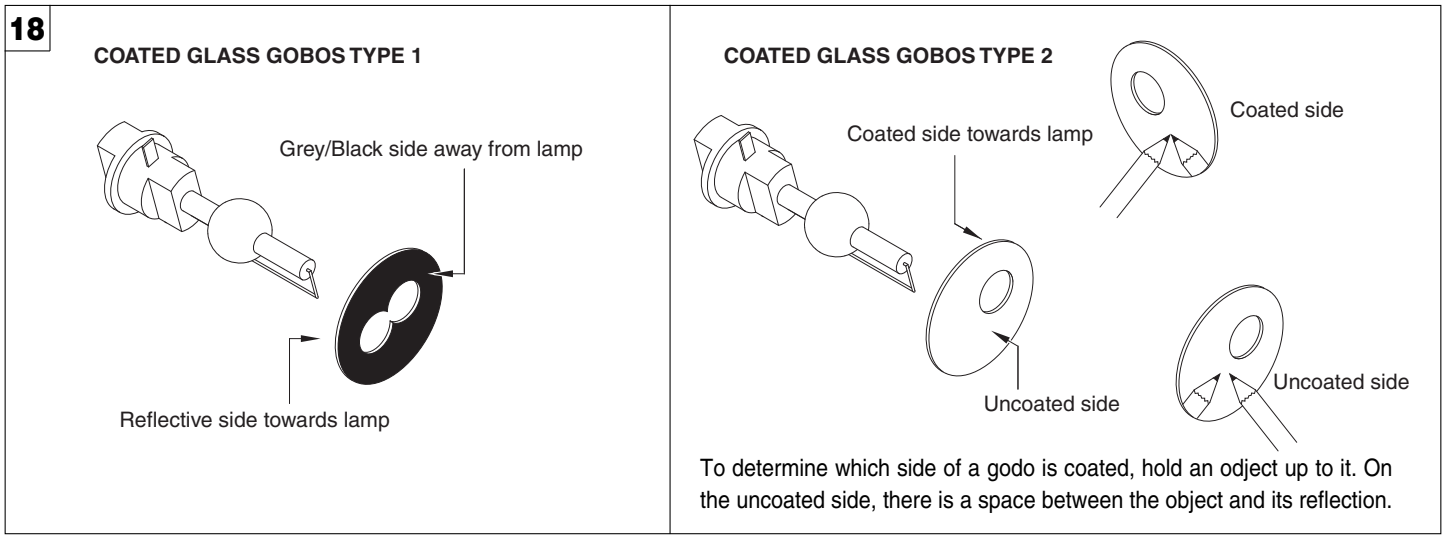
Replacing fixed gobos (ø 31.5 mm – max 25 mm image – thickness max 1.1 mm) - Fig. 15
WARNING: Before using personalised gobos contact Clay Paky.



Bearing group replacement - Fig. 16

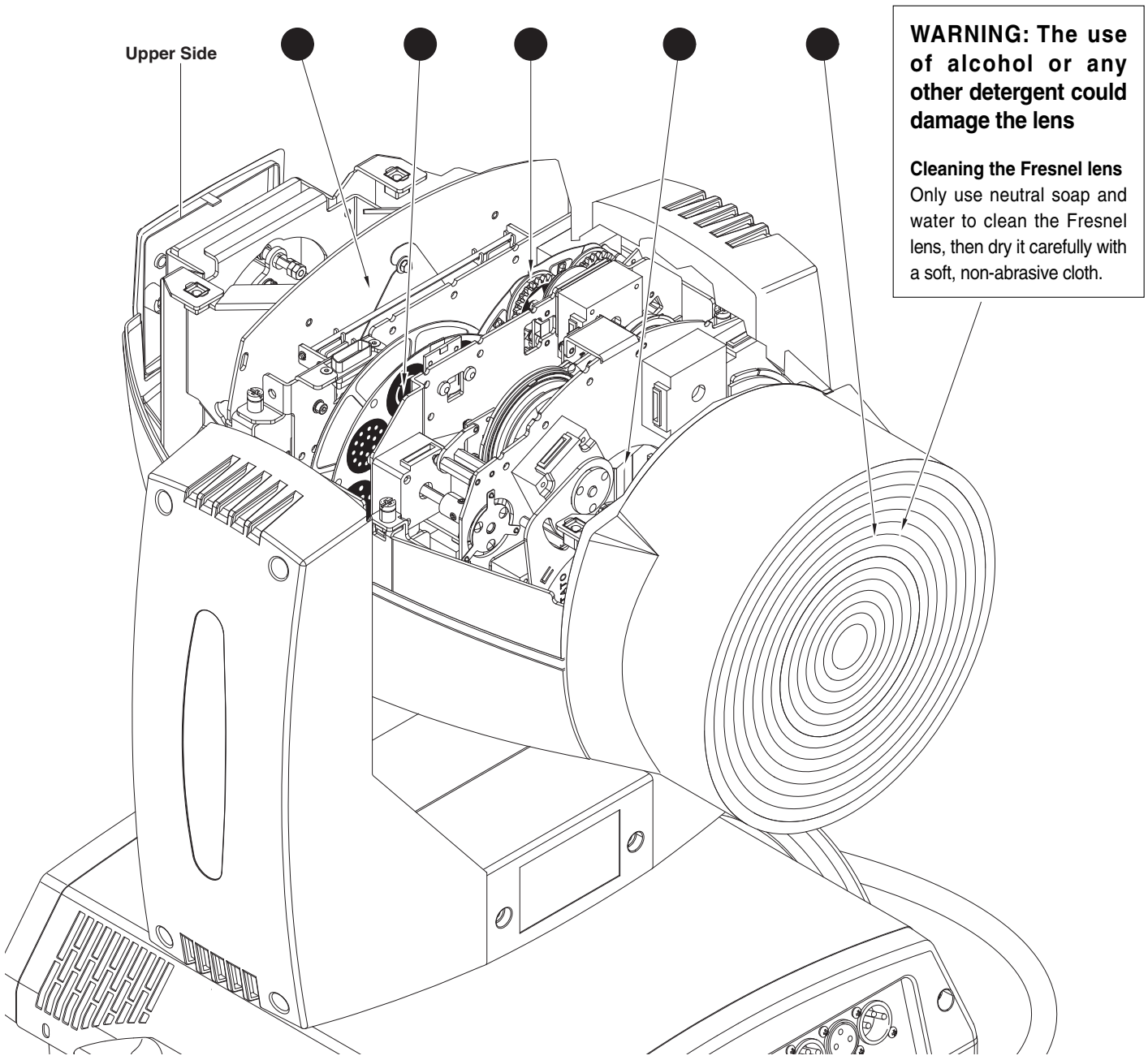


Replacing rotating gobos (ø 25.7 mm - max 23 mm image – thickness max 1.1 mm) - Fig. 17
IMPORTANT: Use only glass gobos on the rotating gobos wheels.
WARNING: Before using personalised gobos contact Clay Paky.



Gobo orientation - Fig. 18
The pictures shown the correct gobos orientation.

19



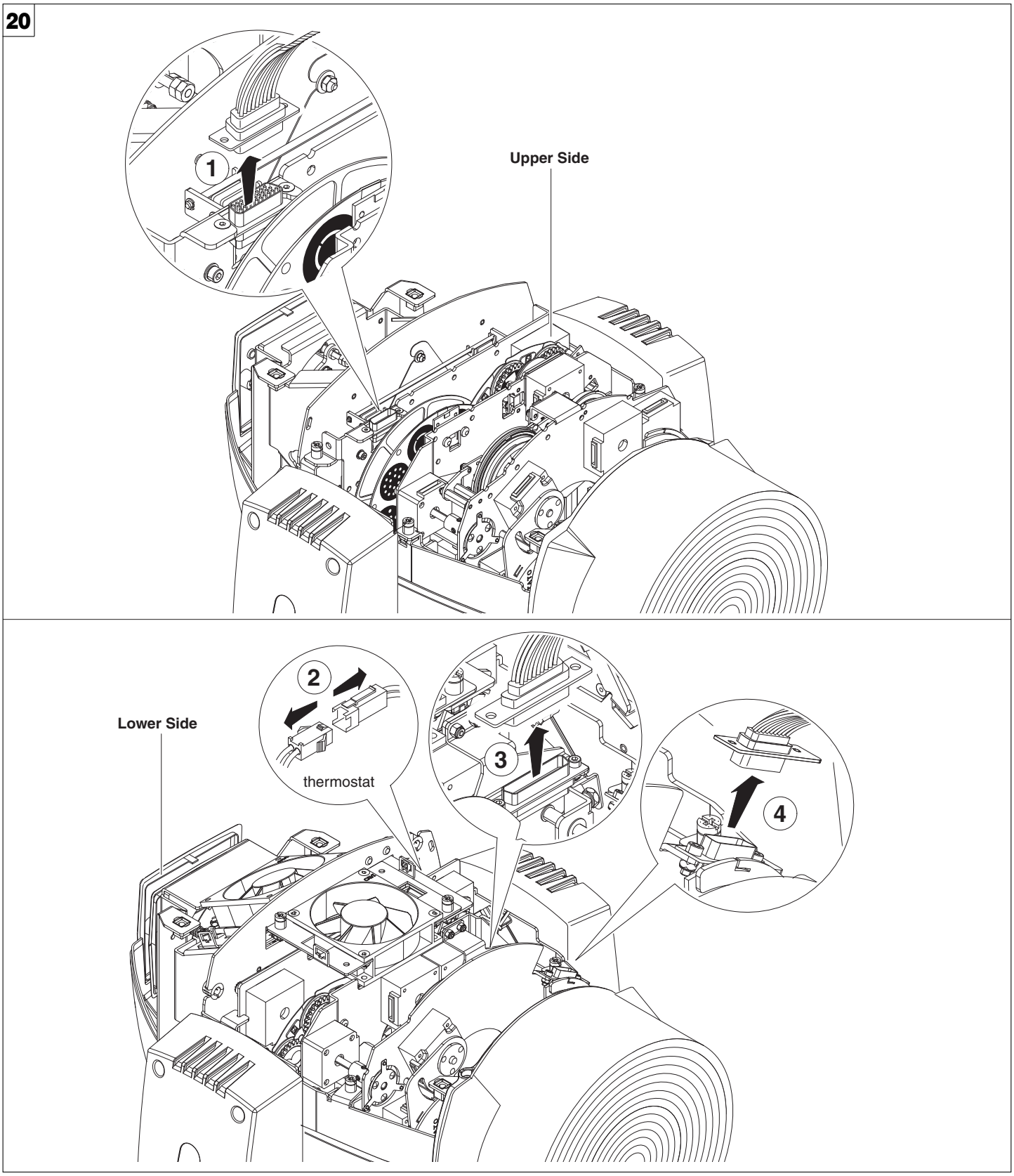
● Parts requiring frequent cleaning.

Periodical cleaning - Fig. 19

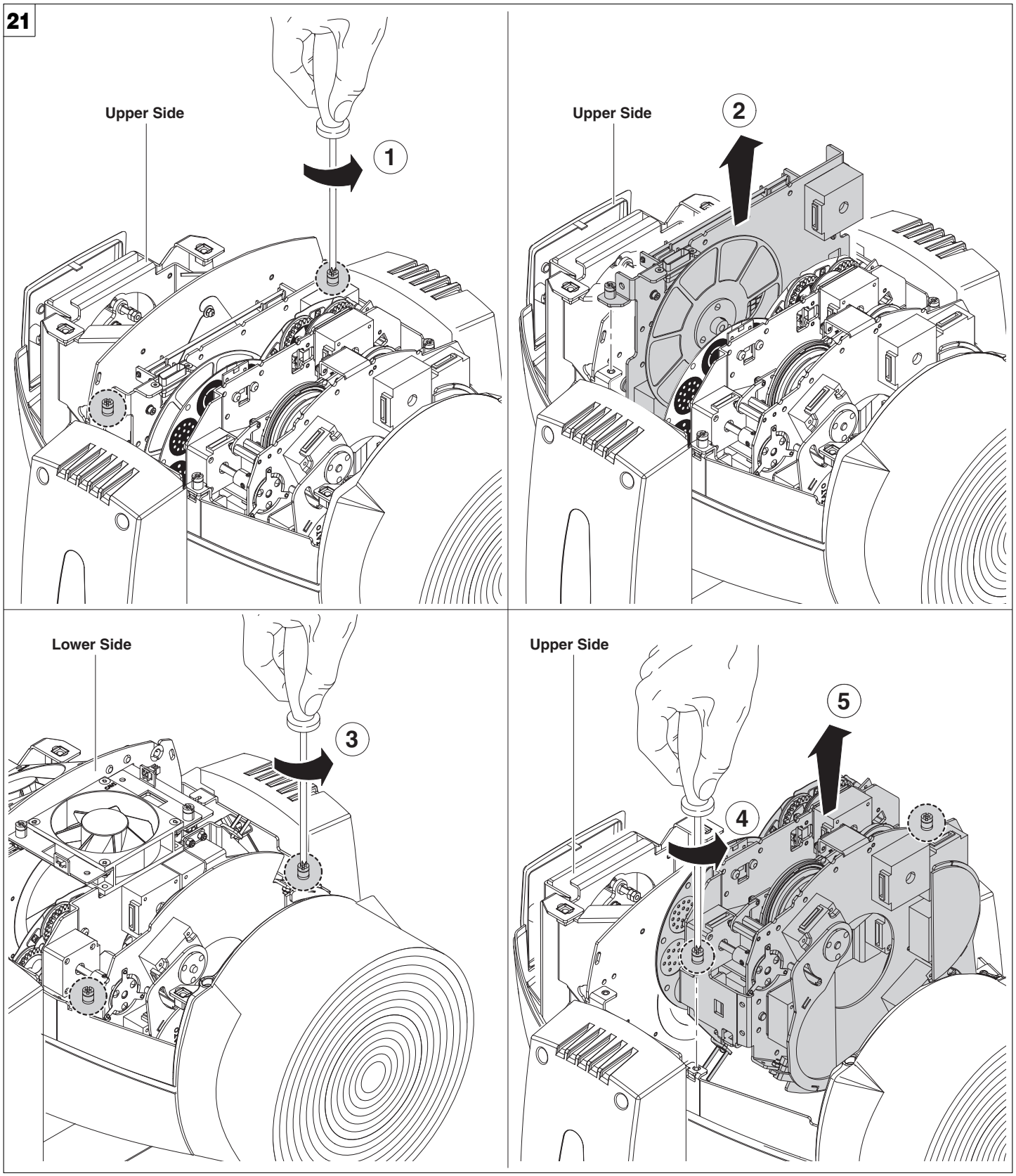
To ensure optimal operation and performance for a long time it is essential to periodically clean the parts subject to dust and grease deposits. The frequency with which the following operations are to be carried out depends on various factors, such as the amount of the effects and the quality of the working environment (air humidity, presence of dust, salinity, etc.).

Use a soft cloth dampened with any detergent liquid for cleaning glass to remove the dirt from the reflectors and filters. It is recommended that the projector undergoes an annual service by a qualified technician for special maintenance involving at least the following operations:

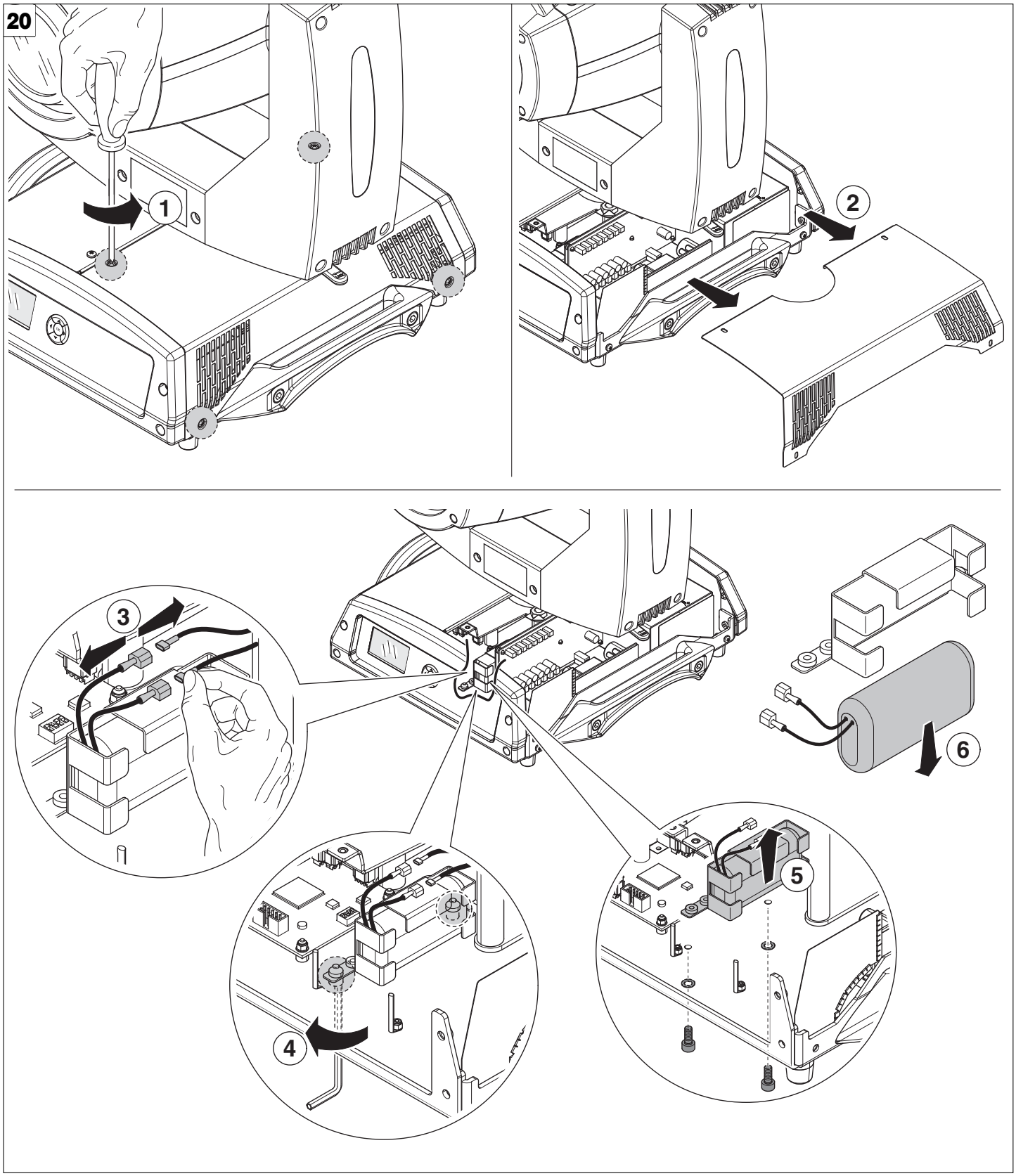
- General cleaning of internal parts.
- Restoring lubrication of all parts subject to friction, using lubricants specifically supplied by Clay Paky.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.



Extraction of the effect modules: Preliminary operations - Fig. 20



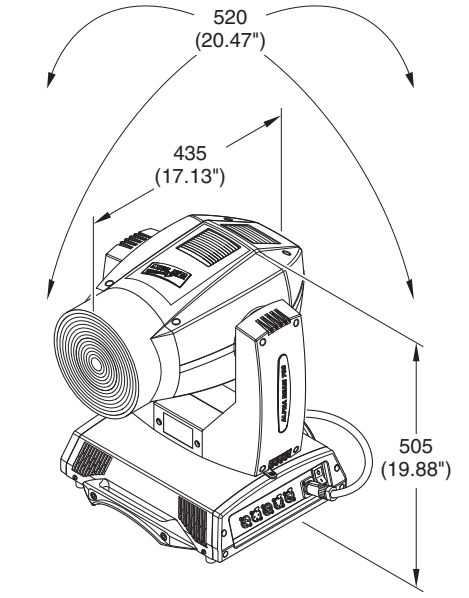
Extraction of the effect modules - Fig. 21
IMPORTANT: Grasp the modules using the support structure and not the details which could get damaged.
Insertion of the effect modules: Repeat the operations indicated in Fig. 20 and 21 in reverse order.

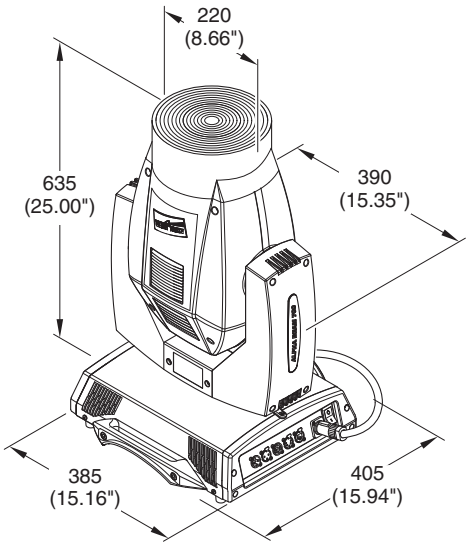


Battery removal - Fig. 20

This product contains a rechargeable lead-acid or lithium iron tetraphosphate battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.

LiFePO4
Pb





TECHNICAL INFORMATION

Power supplies available
100-120V 50/60Hz
200-240V 50/60Hz

Input power
- 1050VA a 230V 50Hz.

Lamp:
Discharge lamp.
- Type MSR Gold 700/2 Mini Fast Fit (L10098)
  - Cap PGJX28
  - Colour temperature 7250 K
  - Luminous flux 50000 lm
  - Average life 750 h
  - Any working position

- Type MSR Gold 700/1 Mini Fast Fit (LAM003)
  - Cap PGJX28
  - Colour temperature 5700 K
  - Luminous flux 54000 lm
  - Average life 750 h
  - Any working position

- Type Lok-it HTI 700W-60-P28 (LAM005)
- Cap PGJX28
- Colour temperature 6000 K
- Luminous flux 50000 lm
- Average life 750 h
- Any working position

Motors
19 stepper motors, operating with microsteps, totally microprocessor controlled.

Optical unit
- Elliptic reflector with high luminous efficiency

Channels
Max 26 control channels.

Inputs
- DMX 512
- Ethernet

Moving head
- Movement by means of two stepper motors, controlled by microprocessor.
- Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
- Travel:
  - PAN = 540°
  - TILT = 250°
- Maximum speeds:
  - PAN = 3.20 (Normal) / 2.90 (Fast)
  - TILT = 1.89 (normal) / 1.75 (Fast)
- Resolution:
  - PAN = 2.11°
  - PAN FINE = 0.008°
  - TILT = 0.98°
  - TILT FINE = 0.004°

IP20 protection rating
- Protected against the entry of solid bodies larger than 12mm (0.47").
- No protection against the entry of liquids.

Safety Devices
- Bipolar circuit breaker with thermal protection.
- Automatic break in power supply in case of overheating or failed operation of cooling system.

Cooling
Forced ventilation with axial fans.

Body
- Aluminium structure with die-cast plastic cover.
- Two side handles for transportation.
- Device locking PAN and TILT mechanisms for transportation and maintenance.

Working position
Working in any position.

Weight
- 20.80 Kg (45lbs 12ozs).

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON	ELECTRONICS NON-OPERATIONAL	DEFECTIVE PROJECTION	REDUCED LUMINOSITY	***POSSIBLE CAUSES***	***CHECKS AND REMEDIES***
				PROBLEMS	
●				No mains supply.	Check the power supply voltage.
●			●	Lamp exhausted or defective.	Replace the lamp. (See instructions).
	●			Signal transmission cable faulty or disconnected.	Replace the cables.
	●			Incorrect addressing.	Check addresses (see instructions).
	●			Fault in the electronic circuits.	Call an authorised technician.
		●		Lenses or reflector broken	Call an authorised technician.
		●	●	Dust or grease deposited.	Clean (see instructions).

ALPHA BEAM 700

NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	COLOUR WHEEL	COLOUR WHEEL
5	STOP / STROBE	STOP / STROBE
6	DIMMER	DIMMER
7	DIMMER FINE	DIMMER FINE
8	IRIS	IRIS
9	STATIC GOBO CHANGE	STATIC GOBO CHANGE
10	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
11	GOBO ROTATION	GOBO ROTATION
12	PRISM INSERTION	PRISM INSERTION
13	PRISM ROTATION	PRISM ROTATION
14	FROST	FROST
15	FOCUS	FOCUS
16	PAN	PAN
17	PAN FINE	PAN FINE
18	TILT	TILT
19	TILT FINE	TILT FINE
20	FUNCTION	FUNCTION
21	RESET	RESET
22	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
23		PAN - TILT TIME
24		COLOUR TIME
25		BEAM TIME
26		GOBO TIME

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit) all the others channels stay at 0 bit.

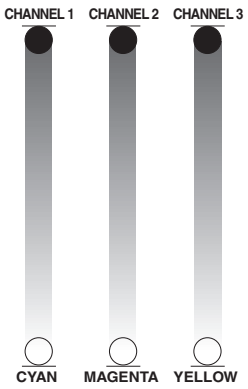
• COLOUR MIXING - channel 1 - 2 - 3

Operation with option color mixing: RGB

BIT	EFFECT
255	COLOUR EXCLUDED
0	COLOUR INSERTED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 0 bit level. The lamp goes back to full power when the channels level is put higher than 0 bit.

Operation with option color mixing: CMY



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 255 bit level. The lamp goes back to full power when the channels level is put lower than 255 bit.

• COLOUR WHEEL - channel 4

BIT	EFFECT
255	FAST ROTATION (160 rpm)
128	SLOW ROTATION (0.2 rpm)
127	BLUE + WHITE
120	BLUE
112	ORANGE + BLUE
105	ORANGE
97	AQUAMARINE + ORANGE
90	AQUAMARINE
82	GREEN + AQUAMARINE
75	GREEN
67	CTO 2500 + GREEN
60	CTO 2500
52	CTO 3200 + CTO 2500
45	CTO 3200
37	CTB+ CTO 3200
30	CTB
22	RED + CTB
15	RED
8	WHITE + RED
0	WHITE

• STOP / STROBE - channel 5

BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION
108	SLOW PULSATION
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

IMPORTANT: The lamp dim to half power 1 second after the channel stay at 0 bit level. The lamp goes back to full power when the channel level is put higher than 0 bit .

• DIMMER - channel 6

BIT	EFFECT
255	
0	

The lamp is linearly dimmed from full power to half power electronicaly and mechanically from half power to off.

• DIMMER FINE - channel 7

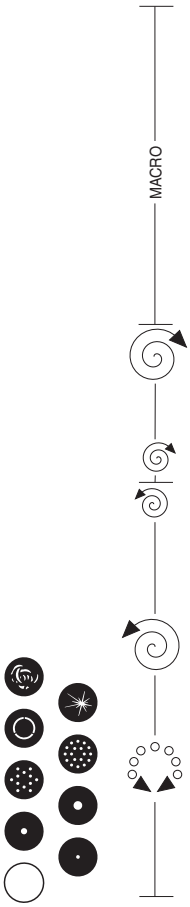
BIT	EFFECT
255	
0	

• IRIS - channel 8

BIT	EFFECT
252 - 255	MAXIMUM APERTURE
251	FAST PULSATION, FAST CLOSING
212	SLOW PULSATION, FAST CLOSING
211	FAST PULSATION, FAST OPENING
172	SLOW PULSATION, FAST OPENING
171	FAST PULSATION
132	SLOW PULSATION
128 - 131	MAXIMUM APERTURE
0	MINIMUM APERTURE

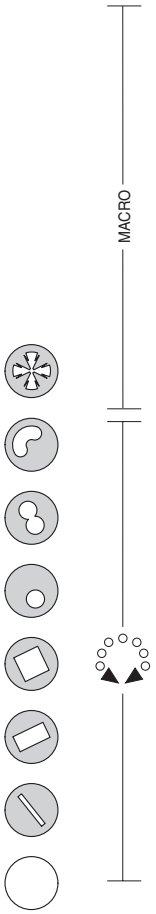
Continue ➔

• STATIC GOBO CHANGE - channel 9



BIT	EFFECT
255	GOBO 7 SHAKE, FAST SPEED
240	GOBO 7 SHAKE, SLOW SPEED
239	GOBO 6 SHAKE, FAST SPEED
224	GOBO 6 SHAKE, SLOW SPEED
223	GOBO 5 SHAKE, FAST SPEED
208	GOBO 5 SHAKE, SLOW SPEED
207	GOBO 4 SHAKE, FAST SPEED
192	GOBO 4 SHAKE, SLOW SPEED
191	GOBO 3 SHAKE, FAST SPEED
176	GOBO 3 SHAKE, SLOW SPEED
175	GOBO 2 SHAKE, FAST SPEED
160	GOBO 2 SHAKE, SLOW SPEED
159	FAST ROTATION (100 rpm)
118	SLOW ROTATION (5 rpm)
114 - 117	STOP
113	SLOW ROTATION (5 rpm)
72	FAST ROTATION (100 rpm)
64 - 71	GOBO 8
56 - 63	GOBO 7
48 - 55	GOBO 6
40 - 47	GOBO 5
32 - 39	GOBO 4
24 - 31	GOBO 3
16 - 23	GOBO 2
8 - 15	GOBO 1
0 - 7	WHITE

• ROTATING GOBO CHANGE - channel 10



BIT	EFFECT
255	GOBO 7 SHAKE, FAST SPEED
238	GOBO 7 SHAKE, SLOW SPEED
237	GOBO 6 SHAKE, FAST SPEED
220	GOBO 6 SHAKE, SLOW SPEED
219	GOBO 5 SHAKE, FAST SPEED
202	GOBO 5 SHAKE, SLOW SPEED
201	GOBO 4 SHAKE, FAST SPEED
184	GOBO 4 SHAKE, SLOW SPEED
183	GOBO 3 SHAKE, FAST SPEED
166	GOBO 3 SHAKE, SLOW SPEED
165	GOBO 2 SHAKE, FAST SPEED
148	GOBO 2 SHAKE, SLOW SPEED
147	GOBO 1 SHAKE, FAST SPEED
130	GOBO 1 SHAKE, SLOW SPEED
114-129	GOBO 7
98-113	GOBO 6
82-97	GOBO 5
65-81	GOBO 4
49-64	GOBO 3
33-48	GOBO 2
17-32	GOBO 1
0-16	WHITE

• GOBO ROTATION - channel 11

BIT	EFFECT
255	FAST ROTATION (180 rpm)
193	SLOW ROTATION (2.2 rph)
191 - 192	STOP
190	SLOW ROTATION (2.2 rph)
128	FAST ROTATION (180 rpm)
127	540° POSITION
105	450° POSITION
84	360° POSITION
63	270° POSITION
42	180° POSITION
21	90° POSITION
0	0° POSITION

• PRISM INSERTION - channel 12

BIT	EFFECT
255	PRISM INSERTED
128	
127	PRISM EXCLUDED
0	

• PRISM ROTATION - channel 13

BIT	EFFECT
255	FAST ROTATION (120 rpm)
193	SLOW ROTATION (3 rph)
191 - 192	STOP
190	SLOW ROTATION (3 rph)
128	FAST ROTATION (120 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• FROST - channel 14

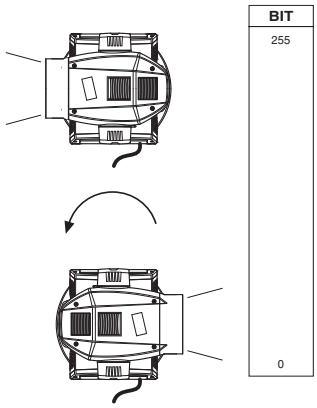
BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

• FOCUS - channel 15

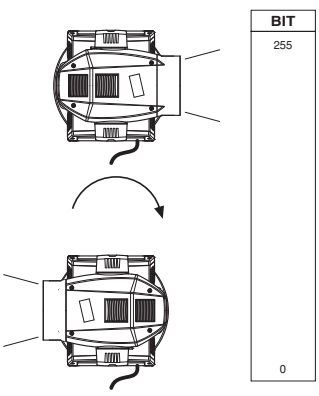
BIT	EFFECT
255	DISTANT
0	NEAR

• PAN - channel 16

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

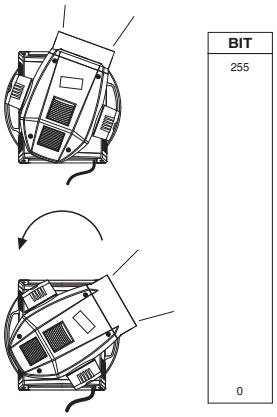


Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

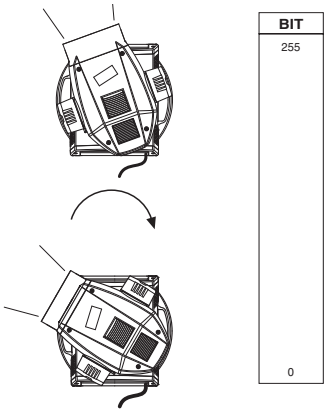


• PAN FINE - channel 17

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

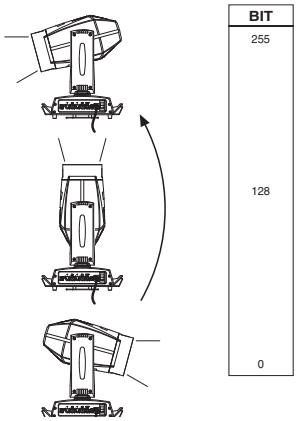


Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

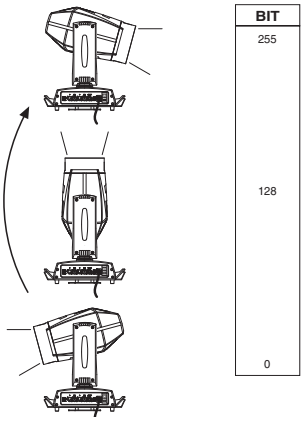


• TILT - channel 18

Operation with option Invert Tilt ⇕ Off
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



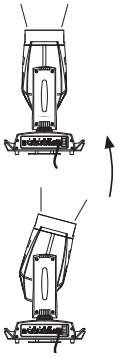
Operation with option Invert Tilt ⇕ On
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



Continue ➔

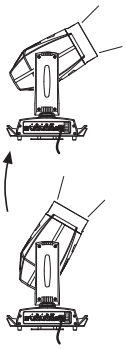
• TILT FINE - channel 19

Operation with option Invert Tilt ⇕ Off
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



BIT
255
0

Operation with option Invert Tilt ⇕ On
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



BIT
255
0

• FUNCTION - channel: 20

BIT	EFFECT
255	
	UNUSED RANGE
52	
51	LINEAR (DEFAULT) — DIMMER CURVE FUNCTION
39	CONVENTIONAL — DIMMER CURVE FUNCTION
26	NORMAL SPEED — PAN-TILT FUNCTION
13	FAST SPEED (DEFAULT) — PAN-TILT FUNCTION
0-12	UNUSED RANGE

The functions are actived passing through the unused range and staying 5 seconds in necessary level.

• RESET - channel: 21

BIT	EFFECT
243 – 255	COMPLETE RESET Complete reset is activated passing throug the unused range and staying 5 seconds in complete reset levels.
240 – 242	Rotating Gobo OFFSET 13
237 – 239	Rotating Gobo OFFSET 12
234 – 236	Rotating Gobo OFFSET 11
231 – 233	Rotating Gobo OFFSET 10
228 – 230	Rotating Gobo OFFSET 9
225 – 227	Rotating Gobo OFFSET 8
222 – 224	Rotating Gobo OFFSET 7
219 – 221	Rotating Gobo OFFSET 6
216 – 218	Rotating Gobo OFFSET 5
213 – 215	Rotating Gobo OFFSET 4
210 – 212	Rotating Gobo OFFSET 3
207 – 209	Rotating Gobo OFFSET 2
204 – 206	Rotating Gobo OFFSET 1
128 – 203	COMPLETE RESET Complete reset is activated passing throug the unused range and staying 5 seconds in complete reset levels.
77 – 127	PAN/TILT RESET Pan/Tilt reset is activated passing throug the unused range and staying 5 seconds in Pan/Tilt reset levels.
26 – 76	EFFECTS RESET Effects reset is activated passing throug the unused range and staying 5 seconds in Effects reset levels.
0 – 25	Unused range

The functions are actived passing through the unused range and staying 5 seconds in necessary level.

• LAMP CONTROL (only with option LAMP DMX On) - channel: 22

IMPORTANT: Alpha Beam 700 is not provided with hot restrike igniter

BIT	EFFECT
255	LAMP ON (FULL POWER) Lamp ignition after 5 s in full power levels. Immediate transition from half to full power.
180	LAMP ON (FULL POWER)
179	LAMP ON (HALF POWER) Immediate transition from full to half power. Lamp ignition not allowed in half power.
101	LAMP ON (HALF POWER)
100	LAMP OFF Lamp switch off passing throug the unused range and staying 5 s in Lamp OFF levels.
26	LAMP OFF
25	UNUSED RANGE
0	

The functions are actived passing through the unused range and staying 5 seconds in necessary level.

TIMING CHANNELS

	Timing Channel	Channel function
23	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
24	Colour time	CMY - Colour wheel
25	Beam time	Dimmer - Frost - Iris - Prism insertion
26	Gobo time	Static Gobo - Rotating Gobo Change

TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	
56	12
57	
58	13
59	
60	14
61	
62	
63	15
64	
65	16
66	
67	
68	17
69	
70	18
71	
72	
73	19
74	
75	20
76	
77	
78	21
79	
80	
81	22
82	
83	23
84	
85	

BIT	Seconds
86	24
87	
88	25
89	
90	
91	26
92	
93	27
94	
95	
96	28
97	
98	29
99	
100	
101	30
102	
103	
104	31
105	
106	32
107	
108	
109	33
110	
111	34
112	
113	
114	35
115	
116	36
117	
118	
119	37
120	
121	38
122	
123	
124	39
125	
126	
127	40
128	

BIT	Seconds
129	41
130	
131	
132	42
133	
134	43
135	
136	
137	44
138	
139	45
140	
141	
142	46
143	
144	47
145	
146	
147	48
148	
149	49
150	
151	
152	50
153	
154	
155	51
156	
157	52
158	
159	
160	53
161	
162	54
163	
164	
165	55
166	
167	56
168	
169	
170	57
171	

BIT	Seconds
172	58
173	
174	
175	59
176	
177	
178	60
179	
180	65
181	
182	
183	70
184	
185	75
186	
187	
188	80
189	
190	85
191	
192	
193	90
194	
195	95
196	
197	
198	100
199	
200	110
201	
202	
203	120
204	
205	
206	130
207	
208	140
209	
210	
211	150
212	
213	160
214	
215	

BIT	Seconds
216	170
217	
218	180
219	
220	
221	190
222	
223	200
224	
225	
226	210
227	
228	
229	220
230	
231	230
232	
233	
234	240
235	
236	250
237	
238	
239	260
240	
241	270
242	
243	
244	280
245	
246	290
247	
248	
249	300
250	
251	310
252	
253	
254	
255	Follow cue Data

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CLAY PAKY S.p.A. - Via Pastrengo, 3/b - 24068 Seriate (BG) Italy - Tel. +39-035-654311 - Fax +39-035-301876 - **www.claypaky.it**