

P64 MOVING YOKE

USER MANUAL / OPERATION INSTRUCTION

Thank you for purchasing this truly unique **ProMover P64 MOVING YOKE FIXTURE** from **METEOR Inc.**

It is a fixture that is steadily getting more and more recognition and gaining popularity in the Theatrical Lighting Industry as a “*must have unit*”. It was first introduced at the Orlando 2005 LDI show. The simplicity of the fixture is one of its truly unique qualities. The efficiency and accuracy is the other two main features. The **ProMover HPL 575** is capable of using a variety of different lenses, depending on your specific needs, shapes and angles.

FEATURES:

- 4 or 6 channels of DMX
- Built in Dimmer - controlled via DMX – full range
- 2 Variable Fans speeds via DMX
- 8 or 16 bit Resolution- Pan and Tilt
- Uses the Any 500w or 1000w PAR 64 LAMP
- LCD Display for DMX setting.
- Various on board setting routines
- Normal or Inverted Digital LCD Readout
- Blue LED DMX signal input indicator
- Flight Case – (*optional* –only available with 4-pack deal)

DMX CHANNELS:

- Channel 1 – DIMMER** – Built in to Channel 1. From 10 to 250 as a variable brightness to
FAN SPEEDS – Variable speeds from 0 – 126 (full speed)
- Channel 2 – STROBE / FLASH** – The lamp will now be able to strobe / flash as you increase the DMX value (0 – 255)
- Channel 3 – PAN**
- Channel 4 – TILT**
- Channel 5 – FINE ADJUST PAN** – (16 BIT - *if desired*)
- Channel 6 – FINE ADJUST TILT** - (16 BIT – *if desired*)

SAFTY FEATURES:

- Lamp change accessibility has been made so that it will be easier to replace a blown or broken lamp
- Wire mesh added to prevent lamp from falling or blown lamp going all over
- Your choice of either 8 bit or 16 bit resolution via **LED DISPLAY**
- Heavy Duty Flight Case** – will now be available in package deals of 4 heads
- DMX Cables can be easily stored inside **FLIGHT CASE** during shipping:
- Safety cable

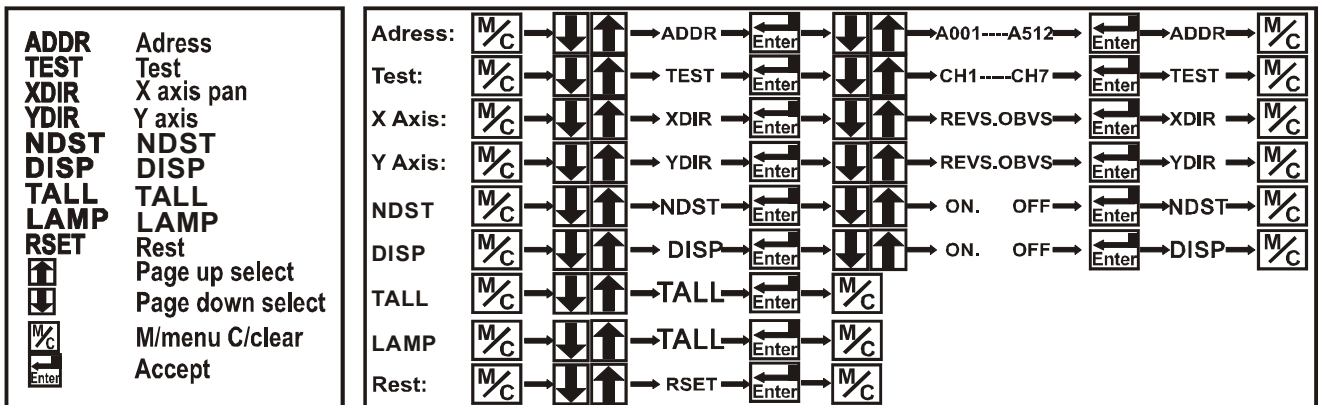
LCD SETTING / BUTTONS: 4 Buttons beneath LCD puts you in a Directive Mode;

- M/C** – Menu Clear – changes LCD to different functions: set-ups / enables/menu clear.
- UP** - indicated by an arrow pointing up. Ascends -Raises values
- DN** - Indicated by an arrow pointing down – descends – lower values
(*note: the LCD Display can be either normal or inverted depending on how unit is mounted. This will be determined if you change it in the NDSP mode*)
- ENTER** - When you get to the function you want to test / use / or demo. Press **Enter**.

LCD MENU OPTIONS:

- ADDR:** Setting the starting address (*Base address*) of all fixtures being used
- INIT.** As soon as unit is powered up. The LCD screen flashes while it is going through all its “DMX resets” and Start -up procedures
- DISP:** Visually normal Digital reading while sitting on floor or Tabletop.
(If you are going to be looking at the LCD while it is on the floor on a table with the light aiming towards the ceiling.). If “off” display will not be seen

- NDSP:** Inverted Digital readout - used while unit is mounted on truss or ceiling.
(if you are going to be looking at the LCD display while unit is hanging down – it is recommended that you invert the LCD screen read out so you can look at it normal)
- TALL:** Test all channels of unit. *If you want to test all channels.* Press Enter.
(LCD changes to read – **CH01** – press Enter. Channel 1 (lamp and fan channel) will start to come up in brightness and the fans will increase in speed to cool fixture.
Press Black UP button. LCD changes to **CH02**. Press Enter. Lamp will start to flash and strobe.
Press Black UP button. LCD changes to **CH03**. Press Enter. Fixture will run through it full PAN capability.
Press Black UP button. LCD changes to **CH04**. Press Enter. Fixture will run through its full TILT cycle.
Press Black UP button. LCD changes to **CH05**. Press Enter. Does fine adjust – PAN.
Press Black UP button. LCD changes to **CH06**. Press Enter. Does fine adjust – TILT.
Press **M/C** Black button to exit this test mode.
- TLMP:** Time of usage on lamp. Press Enter. Fixture will start to come up and fans will increase in speed for maximum cooling
- RSET:** Unit resets itself to factory settings. **TEST**
Press Enter
- DEMO:** Unit runs it programs in a demo mode. 3 options: O
OFF – Fixture to be controlled by lighting controller
SLAV – subordinate – daisy chained – inline with controller
AUTO – runs automatically
Press Enter
- TEST:** Specific channel you wish to test.
Press Enter.
- Y DIR:** Set either clockwise or counterclockwise response. Individual channel test runs a full range of the Tilt Function (“Y” reverse) – Mirror image if need be.
Press Enter.
- X DIR:** Set either clockwise or counterclockwise. Individual channel test runs a full range of the Pan Function (“X” reverse). Mirror image if need be.
Press Enter.



LAMP INSTALLATION: Replacing or installing the lamp.

- Disconnect Power from fixture. If lamp is broken, make sure no pieces of glass are rattling around inside.
- On the back of the unit. Locate two (2) Spring clips. Push forward – the back will hinge open.
- Remove 8” retaining ring.
- Carefully insert Par 64 lamp of choice into / onto 4 long Teflon holders.
- Push lamp forward enough to the front brace.
- Position retaining clip back around the lamp to hold in place.
- Carefully plug the Ceramic lamp socket onto lamp. As far as it can.
Note: If not seated correctly, this could cause the socket to come loose from the lamp.
- Hold Back the two spring loaded clips and shut back of unit. Lock in place.
- Move unit head up and down to hear if there is any noise. If no noise, it is correctly seated.

SYSTEM SET-UP / OPERATION:

- Plug in 3-pin XLR cable into base of **P64**. Daisy chain from one unit to another if need be.
- Plug fixture(s) into 120v power mains.
- **LCD** Screen flashes *INIT* for a couple of seconds.
- **Blue LED** will light if the unit is receiving proper DMX. (*No Blue LED, no DMX*).
- Press *M/C* (Menu change / clear) button until you get to the **ADDR** screen. Press Enter.
- Set Base address by using either scroll "up" or "down" buttons. If you are doing this at the very beginning, before you hang them, the arrow button aiming down is the scroll up button and the arrow facing up is the channel down button. (*When hung upside down, the buttons make complete sense*). This can be changed during initial setup.
- From the controller – gradually bring up Channel 1. Lamp will come on. Set lamp level / brightness to desired setting.
- Position Pan and Tilt where you want them to be. Record that step.
- Repeat as often as need be for various fixtures.

SYSTEM INSPECTION: Prior to Installation

It is **highly recommended** that you do this procedure to test or check for individual Yoke motor speeds. This will ensure that all heads are moving at the same speed.

- Unpack all Fixtures and put on a test bench. Set all Base addresses to Base address 1.
- Via DMX cable – From the controller connect ALL units. Move Pan and Tilt Channels to test speeds. If they are exactly the same speeds. No need to change. If different:
- Press and Hold – MC. Display will change to ADDR.
- Press Up or Down Button until Display shows PERF. Press MC button again
- Display will read NOMA or MAX. Press MC again. Unit will go into I.N.I.T. mode (Reset)

MAX is faster speed. NOMA is regular speed. Regardless what you choose, make sure all units are set at the same – NOMA (normal) or Max (fastest)

TECHNICAL SPECIFICATIONS:

Pan Rotation:	540 deg.
Tilt Rotation:	270 deg.
Weight:	22lbs (w/lamp)
Boxed wt.:	28lbs
Voltage:	120v – 60 Hz.
Base:	12" L x 6" w x 6 h
Base w/handles:	15" L
Yoke:	15" L x 4" w x 10" h
Par Housing:	9.5 L x 10" w x 10" h
Yoke w/ fixture:	14" high
Fuse:	10 amp

3 Pin XLR configuration

Pin 1 = Ground

Pin 2 = Data Negative

Pin 3 = Data Positive

(note) :Misprint on Screen - screen on base of unit reads incorrectly. It is standard USITT configuration: 1- ground; 2- data negative and 3- data positive

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