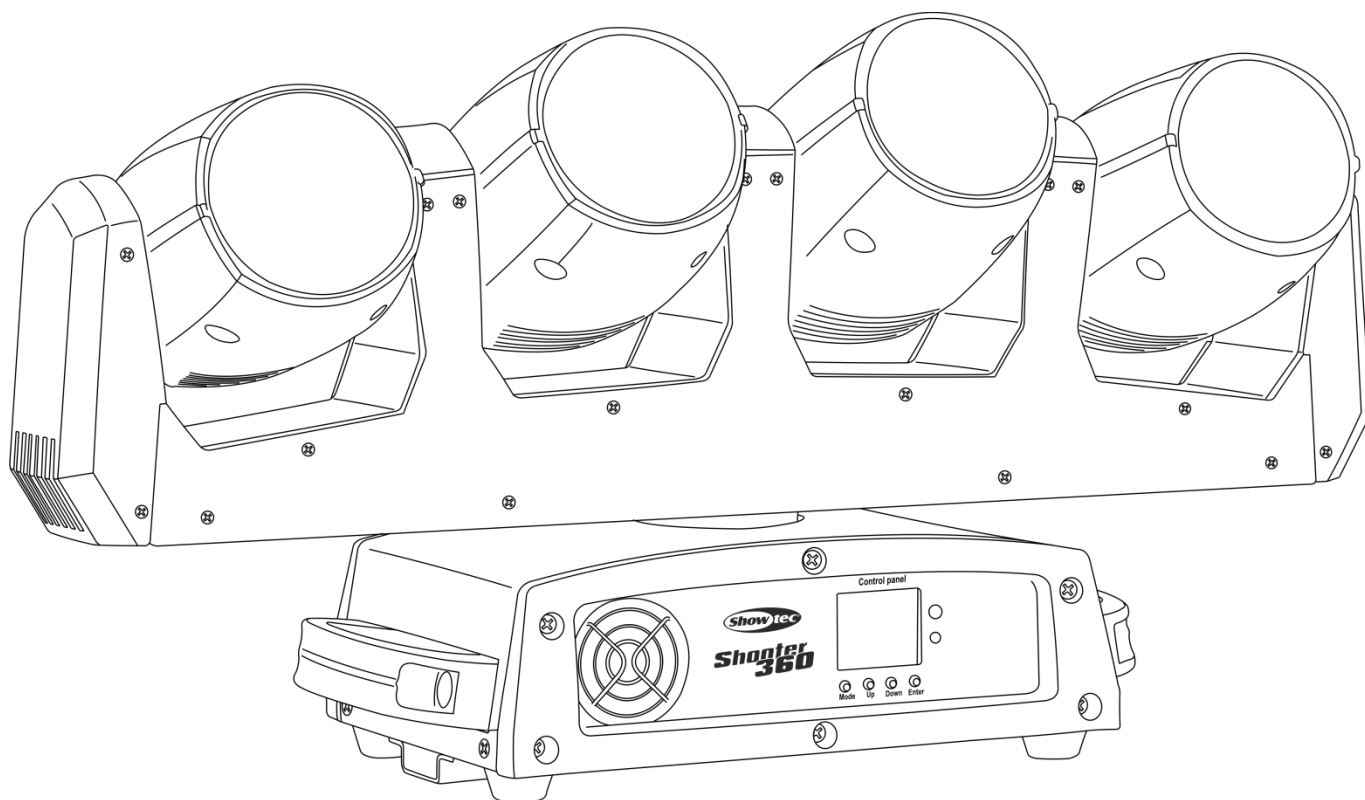




MANUAL



ENGLISH

Shooter 360

V1

Ordercode: 46001

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Warning



**For your own safety, please read this user manual carefully
before your initial start-up!**

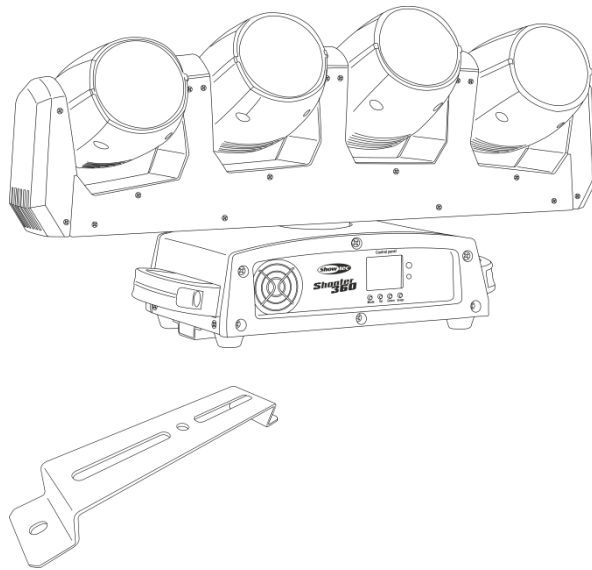


Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Showtec Shooter 360
- IEC power cable (1,5 m)
- 1 bracket and 2 screws for truss mounting
- User manual



LED Expected Lifespan

LEDs gradually decline in brightness over time. HEAT is the dominant factor that leads to the acceleration of this decline. Packaged in clusters, LEDs exhibit higher operating temperatures than in ideal or singular optimum conditions. For this reason, when all color LEDs are used at their fullest intensity, life of the LEDs is significantly reduced. If improving the lifespan is of higher priority, place care in providing for lower operational temperatures. This may include climatic-environmental and the reduction of overall projection intensity.



CAUTION!

**Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!**



Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



**CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!**



Before the initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes contained in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

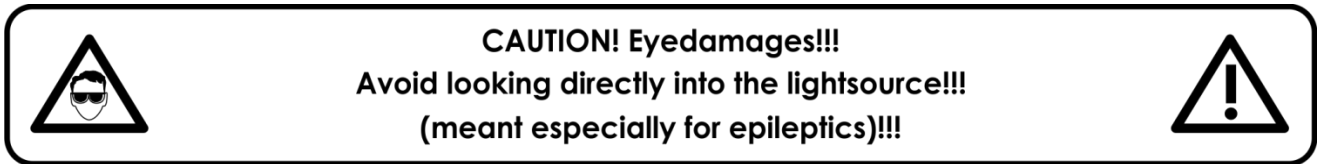
This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never lift the fixture holding it by the projector-head, as the mechanics may be damaged. Always hold the fixture by the transport handles.
- Never place any material over the lens.
- Never look directly into the light source.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this will reduce the device's life.
- Do not touch the device's housing bare-handed during its operation (housing becomes very hot). Allow the fixture to cool for at least 5 minutes before handling.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use the device indoors, avoid contact with water or other liquids.
- Only operate the fixture after having checked if the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep the case closed while operating.
- Always allow a free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord holding it by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- If the lens is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device was dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue the use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. The fixture must be installed beyond the reach of children. Never leave the unit running unattended.
- Never attempt to bypass the thermostatic switch or fuses.
- For replacement use fuses of same type and rating only.

- The user is responsible for correct positioning and operating of the Shooter. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.



Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The minimum distance between light output and the illuminated surface must be bigger than 1 meter.
- The maximum ambient temperature $t_a = 40^\circ\text{C}$ must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40°C .
- If this device is operated in any other way than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash, etc.

You endanger your own safety and the safety of others!

Rigging

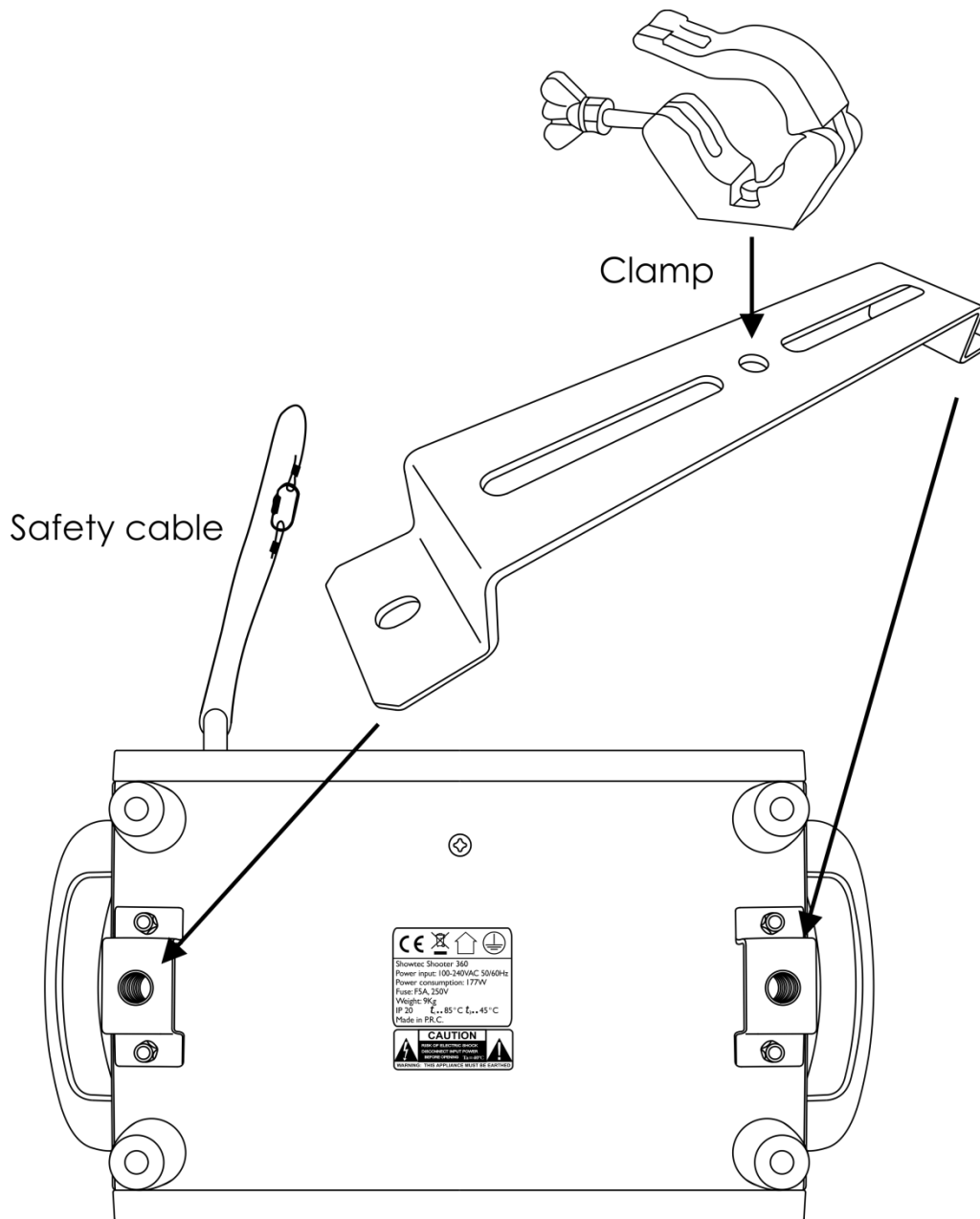
Please follow the European and national guidelines concerning rigging, trussing and all other safety issues.

Do not attempt the installation yourself !

Always let the installation be carried out by an authorized dealer !

Procedure:

- If the projector is lowered from the ceiling or high joists, professional trussing systems have to be used.
- Use a clamp to mount the projector, with the mounting bracket, to the trussing system.
- The projector must never be fixed swinging freely in the room.
- The installation must always be secured with a safety attachment, e.g. an appropriate safety net or safety cable.
- When rigging, derigging or servicing the projector, always make sure, that the area below the installation site is secured and that there are not any unauthorized people around.



The Shooter can be placed on a flat stage floor or mounted to any kind of truss with a clamp.

Improper installation can cause serious injuries and/or damage of property!

Connection with the mains

Connect the device to the mains with the power-plug.

Always check if the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
N	BLUE	BLACK	SILVER	NEUTRAL
⊕	YELLOW/GREEN	GREEN	GREEN	PROTECTIVE GROUND

Make sure that the device is always properly connected to the earth!

Improper installation can cause serious injuries and/or damage of property!



Return Procedure

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail offersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to report and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless agreed otherwise in writing.

Complaints against us must be prepared in writing or sent by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement from which the obligation is resulting.

Description of the device

Features

The Shooter 360 is a light effect with high output and great effects.

- Input voltage: 100-240V AC, 60/50Hz
- Power consumption: 150W
- Light source: 4 x 12W RGBW LEDs
- Color range: 16,7 million additive colors
- Beam Angle: 5°
- Lux @ 2 m: 16670
- DMX control via standard DMX controller
- DMX channels: 17, 33 channels
- Pan range: 540°/360°/180°
- Tilt range: 270°/180°/90°
- Pan/tilt movement reverse
- LCD display for easy setup
- Control modes: DMX-512, Master/Slave, Sound-controlled, Auto, IR
- Dimmer: 0-100%
- Strobe: 0-20 Hz
- Housing: Black metal & flame-retardant plastic
- Connections: 3-pin XLR IN/OUT & IEC power connector IN/OUT
- Fuse F5AL/250V
- Dimensions: 550 x 180 x 300 mm (LxWxH)
- Weight: 9,3 kg

Frontside

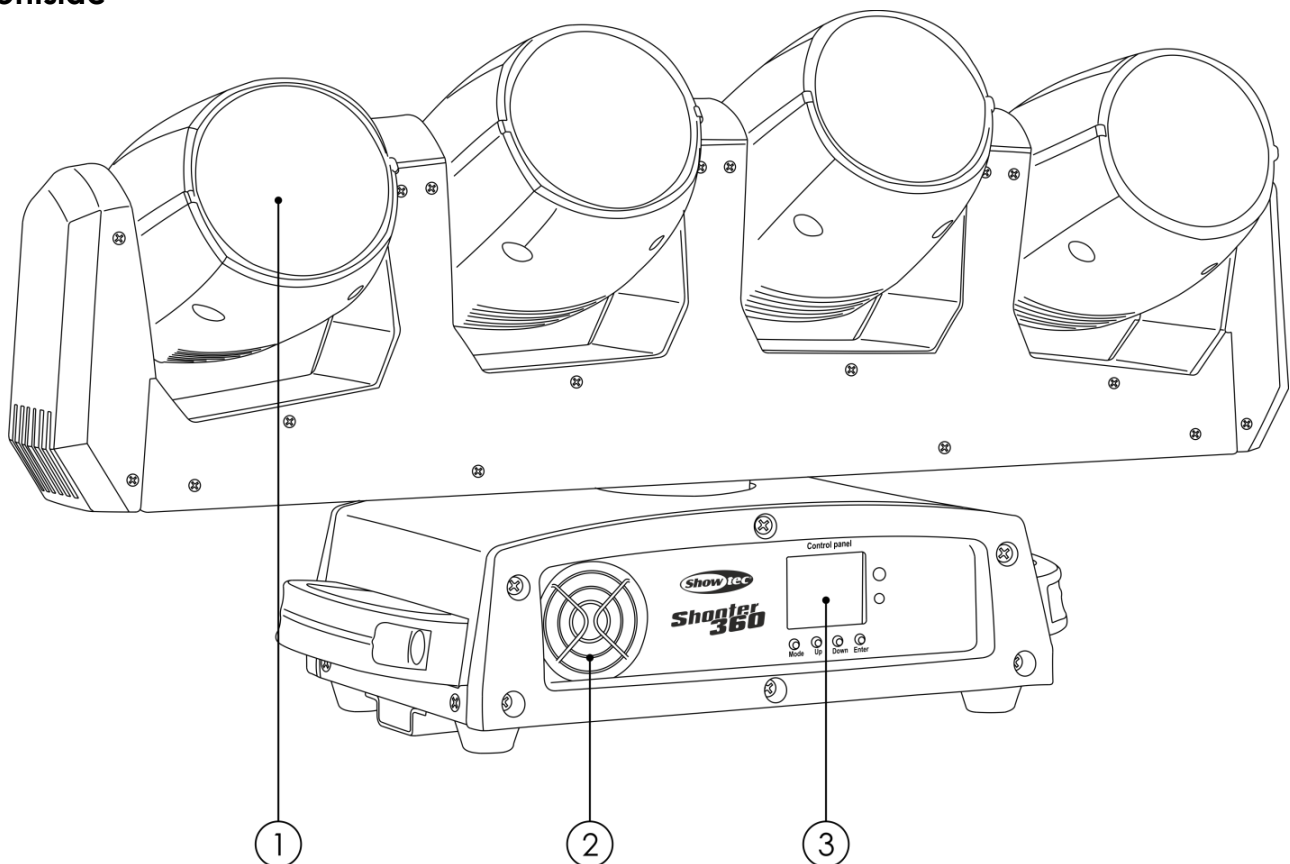


Fig. 01

- 01) 12W RGBW LED
- 02) Cooling fan
- 03) LCD display + control buttons

Backside

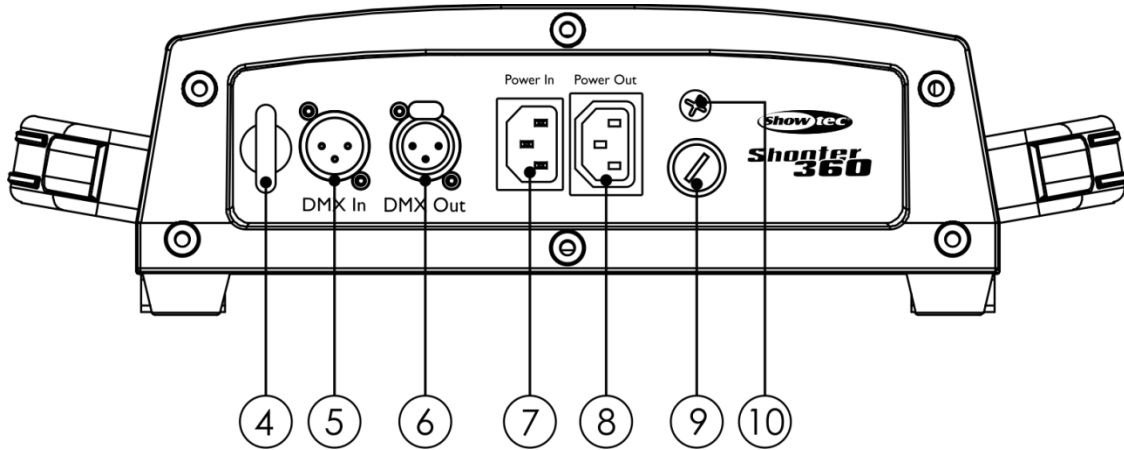


Fig. 02

- 04) Safety eye
- 05) 3-pin DMX signal connector IN
- 06) 3-pin DMX signal connector OUT
- 07) IEC power connector 100-240V IN
- 08) IEC power connector 100-240V OUT
- 09) Fuse F5AL/250V
- 10) Ground/earth connection

Installation

Remove all packing materials from the Shooter 360. Check if all foam and plastic padding is removed. Connect all cables.

Do not supply power before the whole system is set up and connected properly.

Always disconnect from electric mains power supply before cleaning or servicing.

Damages caused by non-observance are not subject to warranty.

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

Connect the device to the main power supply.

Control Modes

- There are 5 modes:
- Stand-alone (Auto)
 - IR
 - Sound-controlled
 - Master/Slave
 - DMX-512 (17CH, 33CH)

One Shooter (Auto and IR)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,5 meter on all sides for air circulation.
- 02) Always use a safety cable (ordercode 70140 / 70141).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) When the Shooter is not connected with a DMX cable, it functions as a stand-alone device. Please see pages 16-17 for more information about the Auto mode and IR.

One Shooter (Sound-controlled)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,5 meter on all sides for air circulation.
- 02) Always use a safety cable (ordercode 70140 / 70141).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) Turn on the music. If the device is set to sound-control, then the Shooter will react to the beat of the music. Please see page 16 for more information about the sound-control options.

Multiple Shooters (Master/Slave control)

- 01) Fasten the effect light onto firm trussing. Leave at least 0,5 meter on all sides for air circulation.
- 02) Use a 3-pin XLR cable to connect the Shooter.

The pins:



- 01) Earth
- 02) Signal -
- 03) Signal +

- 03) Link the units as shown in fig. 03. Connect the first unit's DMX "out" socket with the second unit's "in" socket, using a DMX-signal cable. Repeat this process to link the second, third, and fourth units. You can use the same functions on the master device as described on pages 16-17 (Auto, IR or Sound-controlled). This means that you can set your desired operation mode on the master device and all slave devices will react the same as the master device.

Multiple Shooters (Master/Slave control)

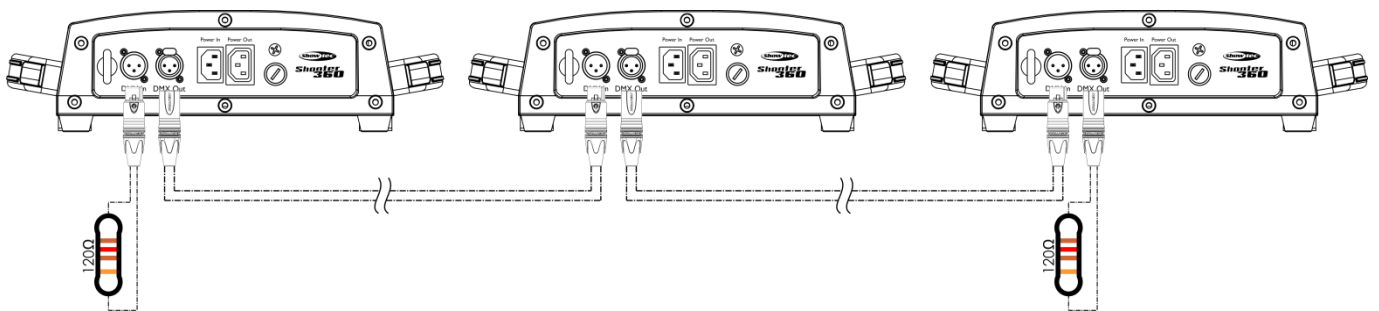
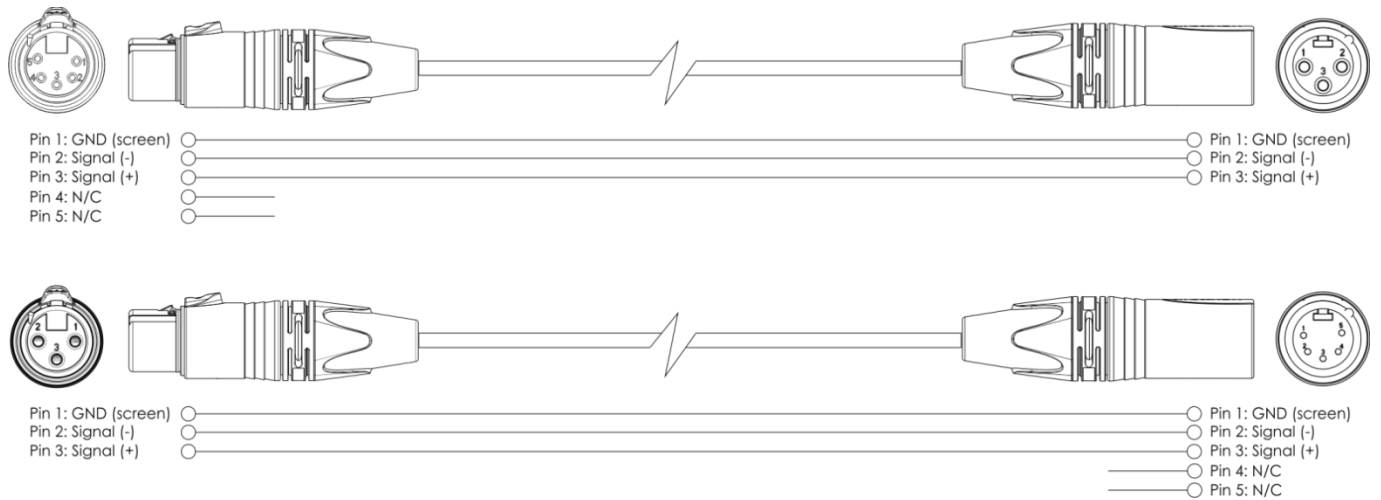


Fig. 03

Multiple Shooters (DMX Control)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,5 meter on all sides for air circulation.
- 02) Always use a safety cable (ordercode 70140 / 70141).
- 03) Use a 3-pin XLR cable to connect the Shooters and other devices.



- 04) Link the units as shown in fig. 04. Connect the first unit's DMX "out" socket with the second unit's "in" socket, using a DMX-signal cable. Repeat this process to link the second, third, and fourth units.
- 05) Supply electric power: Plug electric mains power cords into each unit's IEC socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.

Multiple Shooters DMX Set Up

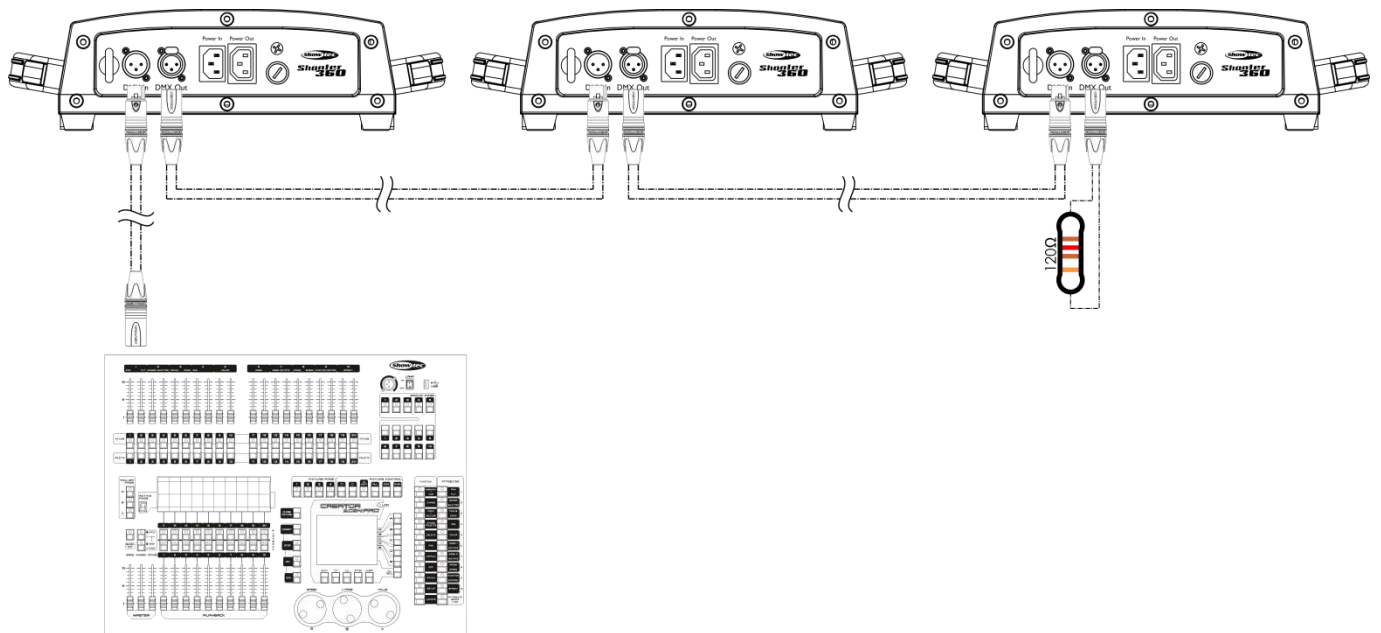


Fig. 04

Note : Link all cables before connecting electric power

Fixture Linking

You will need a serial data link to run light shows of one or more fixtures using a DMX-512 controller or to run synchronized shows of two or more fixtures set to a master/slave operating mode. The combined number of channels required by all the fixtures on a serial data link determines the number of fixtures the data link can support.

Important: Fixtures on a serial data link must be daisy-chained in a single line. To comply with the EIA-485 standard, no more than 30 devices should be connected on one data link. Connecting more than 30 fixtures on one serial data link without the use of a DMX optically isolated splitter may result in deterioration of the digital DMX signal.



Maximum recommended DMX data link distance: 100 meters
Maximum recommended number of fixtures on a DMX data link: 30 fixtures

Data Cabling

To link fixtures together, you must obtain data cables. You can purchase DAP Audio certified DMX cables directly from a dealer/distributor or construct your own cable. If you choose to create your own cable, please use data-grade cables that can carry a high quality signal and are less prone to electromagnetic interference.

DAP Audio DMX Data Cables

- DAP Audio Basic microphone cable for allround use. bal. XLR/M 3-pin > XLR/F 3-pin. **Ordercode** FL01150 (1,5 m), FL013 (3 m), FL016 (6 m), FL0110 (10 m), FL0115 (15 m), FL0120 (20 m).
- DAP Audio X-type data cable XLR/M 3-pin > XLR/F 3-pin. **Ordercode** FLX0175 (0,75 m), FLX01150 (1,5 m), FLX013 (3 m), FLX016 (6 m), FLX0110 (10 m).
- DAP Audio cable for the demanding user with exceptional audio-qualities and connector made by Neutrik®. **Ordercode** FL71150 (1,5 m), FL713 (3 m), FL716 (6 m), FL7110 (10 m).
- DAP Audio cable for the demanding user with exceptional audio-qualities and connector made by Neutrik®. **Ordercode** FL7275 (0,75 m), FL72150 (1,5 m), FL723 (3 m), FL726 (6 m), FL7210 (10 m).
- DAP Audio 110 Ohm cable with digital signal transmission. **Ordercode** FL0975 (0,75 m), FL09150 (1,5 m), FL093 (3 m), FL096 (6 m), FL0910 (10 m), FL0915 (15 m), FL0920 (20 m).

The Shooter 360 can be operated with a controller in **control mode** or without the controller in **stand-alone mode**.

Control Panel

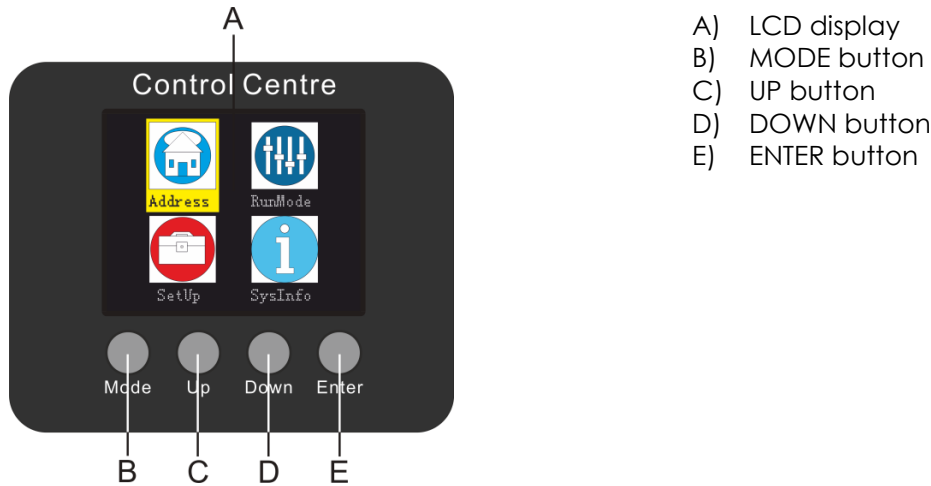


Fig. 05

Control Mode

The fixtures are individually addressed on a data-link and connected to the controller. The fixtures respond to the DMX signal from the controller. (When you select the DMX address and save it, the controller will display the saved DMX address, next time.)

DMX Addressing

The control panel on the front side of the base allows you to assign DMX fixture addresses, which is the first channel with which the Shooter will respond to the controller.

Please note, when you use the controller, the unit has **33** channels.

When using multiple Shooters, make sure you set the DMX addresses right.

Therefore, the DMX address of the first Shooter should be **1(001)**; the DMX address of the second Shooter should be **1+33=34 (034)**; the DMX address of the third Shooter should be **34+33=67 (067)**, etc.

Please, be sure that you do not have any overlapping channels in order to control each Shooter correctly. If two or more Shooters are addressed similarly, they will work similarly.

Controlling:

After having addressed all Shooter fixtures, you may now start operating these via your lighting controller.

Note: After switching on, the Shooter will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the "LED " on the control panel will not flash.

If not, the problem may be:

- The XLR cable from the controller is not connected with the input of the Shooter 360.
- The controller is switched off or defective, the cable or connector is defective, or the signal wires are swapped in the input connector.

Note: It is necessary to insert an XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

Display Off after 30 seconds

When no button is pressed for 30 seconds, the display will turn off.

To light up the display, you have to press the MODE, UP, DOWN or ENTER button.

Once you have pressed the button, the display will light up.

Menu Overview

Up/Down

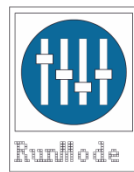


ENTER



Address setting

001

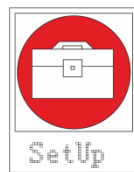


ENTER



Running mode

Dmx	● 33CH
Auto	Auto01
Sound	
Slave	S-1
IR	

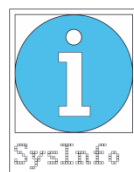


ENTER



Advanced setting

Mast Set	M-1
Pan Reverse	OFF
Tilt Reverse	OFF
Pan Angle	540
Tilt Angle	90
Display	OFF
Screen Rev	OFF
Dimmer Curve	Linear
Dimmer Speed	Smooth
Sensitivity	100
Reset	
Factory Set	



ENTER



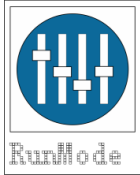
System information

Ver	V2
Running Mode	DMX
DMX Address	001

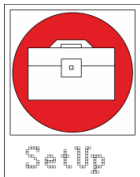
Main Menu Options



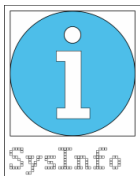
DMX Addressing



DMX-512 mode / Auto / Sound-controlled mode / Master-Slave mode / IR mode



Audio Sensitivity / Pan / Tilt / Reverse Pan / Reverse Tilt / Display / Reverse Display / Dimmer curve + speed



System Info

1. DMX Addressing

With this menu, you can set the DMX address of your Shooter 360.



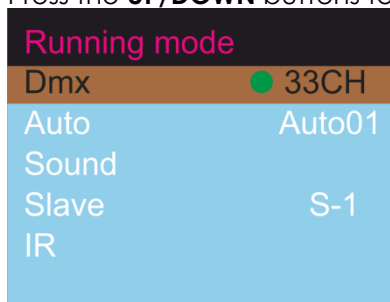
- 01) Press the **MODE** button, until the display shows **Address**.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose the desired DMX address. The adjustment range is between 001-512.
- 04) Press the **ENTER** button to confirm the address.

2. Control Modes

With this menu, you can select the desired control mode.

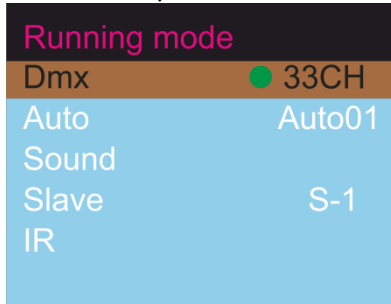


- 01) Press the **MODE** button, until the display shows **RunMode**.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to select one of the following 5 control modes:



2.1. DMX-512 Mode

01) Press the **UP/DOWN** buttons until the display shows:



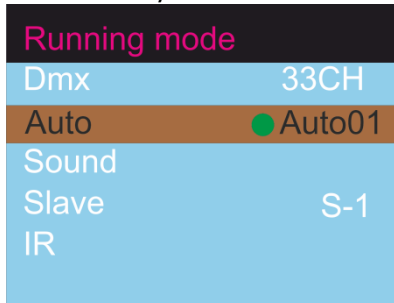
02) Press the **ENTER** button to open the menu.

03) Press the **UP/DOWN** buttons to choose one of the 2 channel modes: 17-channel mode or 33-channel mode.

04) Press the **ENTER** button to confirm your choice.

2.2. Auto Mode

01) Press the **UP/DOWN** buttons until the display shows:



02) Press the **ENTER** button to activate the mode.

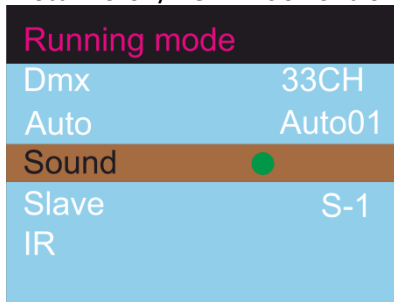
03) Press the **UP/DOWN** buttons to choose one of the 16 built-in programs.

04) Press the **ENTER** button to confirm your choice.

05) The device will now run the chosen built-in program.

2.3. Sound-controlled Mode

01) Press the **UP/DOWN** buttons until the display shows:

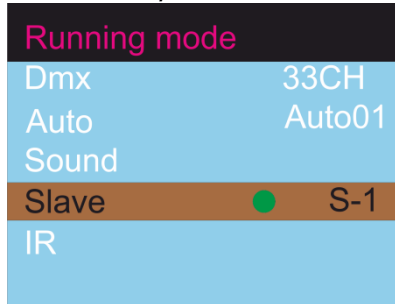


02) Press the **ENTER** button to activate the mode.

03) The device will now react to the beat of the background music.

2.4. Master/Slave Mode

01) Press the **UP/DOWN** buttons until the display shows:



02) Press the **ENTER** button to activate the mode.

03) If you are operating the device in slave mode, press the **UP/DOWN** buttons to set the device as the first, second, third or fourth slave device (S1-S4).

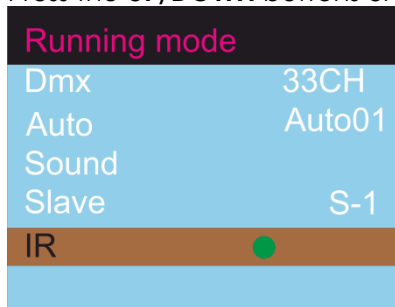
04) Press the **ENTER** button to save changes.

05) The device will now run as a slave device, which means that it will react the same as the master device.

2.5. IR Mode

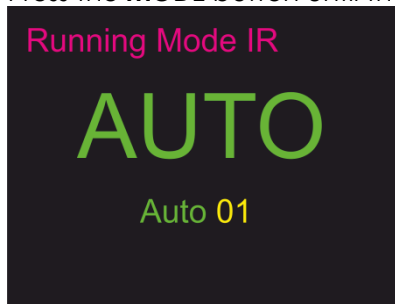
With this mode you can manually adjust the device's settings.

01) Press the **UP/DOWN** buttons until the display shows:



02) Press the **ENTER** button to activate the mode.

03) Press the **MODE** button until the display shows:

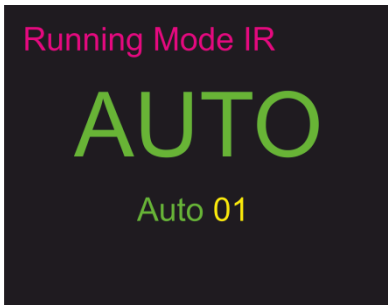


04) Press the **UP/DOWN** buttons to toggle between the following options:

- 2.5.1. Auto
- 2.5.2. LED
- 2.5.3. Sound
- 2.5.4. Strobe
- 2.5.5. Pan/Tilt speed
- 2.5.6. Sound sensitivity
- 2.5.7. Dimmer
- 2.5.8. Color switch
- 2.5.9. Color flow
- 2.5.10. Manual White, Red, Green, Blue

2.5.1. Auto

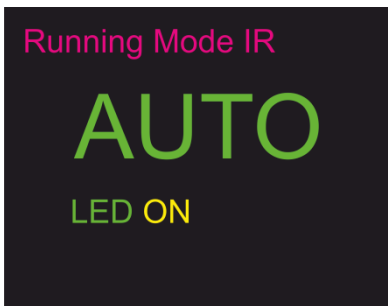
With this menu you can choose the desired built-in programs.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to choose the desired built-in program. The adjustment range is between 01-16.
- 03) Press the **ENTER** button to confirm your choice.

2.5.2. LED

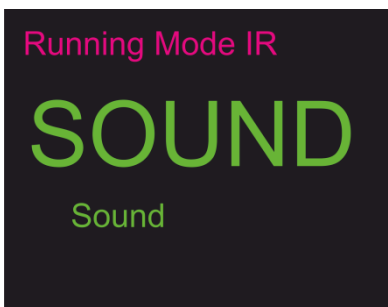
With this menu you can switch the LEDs ON or OFF.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to choose ON or OFF.
- 03) If you have chosen **ON**, the LED output will be active.
- 04) If you have chosen **OFF**, the LED output will be switched OFF.

2.5.3. Sound

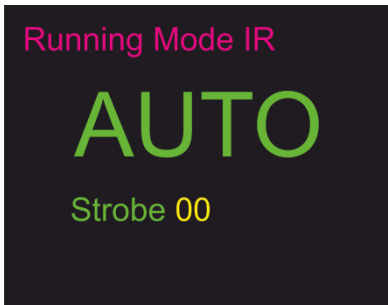
With this menu you can activate Sound-controlled mode.



- 01) Press the **ENTER** button to activate the mode.
- 02) The device is now operating in sound-controlled mode. It means that it will react to the beat of the background music.

2.5.4. Strobe

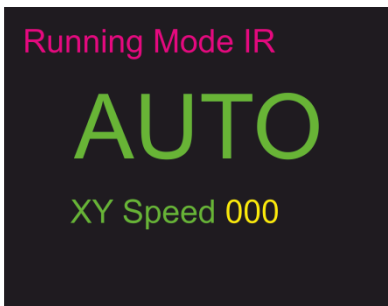
With this menu you can set the strobe frequency.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the strobe frequency. The adjustment range is between 00-20, from OFF to high strobe frequency.
- 03) Press the **ENTER** button to save changes.

2.5.5. Pan/Tilt speed

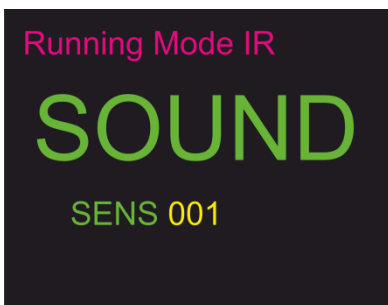
With this menu you can set the speed of tilt movement.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the pan/tilt speed. The adjustment range is between 0-255, from fast to slow.
- 03) Press the **ENTER** button to save changes.

2.5.6. Sound sensitivity

With this menu you can set the sound sensitivity.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the sound sensitivity. The adjustment range is between 001-100, from low to high sensitivity.
- 03) Press the **ENTER** button to save changes.

2.5.7. Dimmer

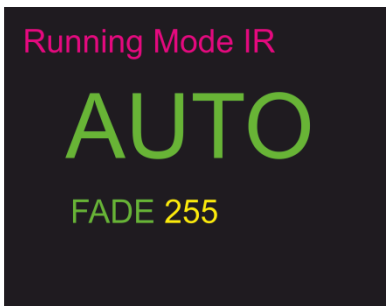
With this menu you can set the dimmer brightness.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the dimmer brightness. The adjustment range is between 0-255, from dark to brightest.
- 03) Press the **ENTER** button to save changes.

2.5.8. Color switch

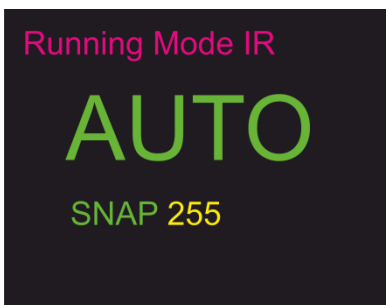
With this menu you can set the speed of color switch.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the color switch speed. The adjustment range is between 0-255, from fast to slow.
- 03) Press the **ENTER** button to save changes.

2.5.9. Color flow

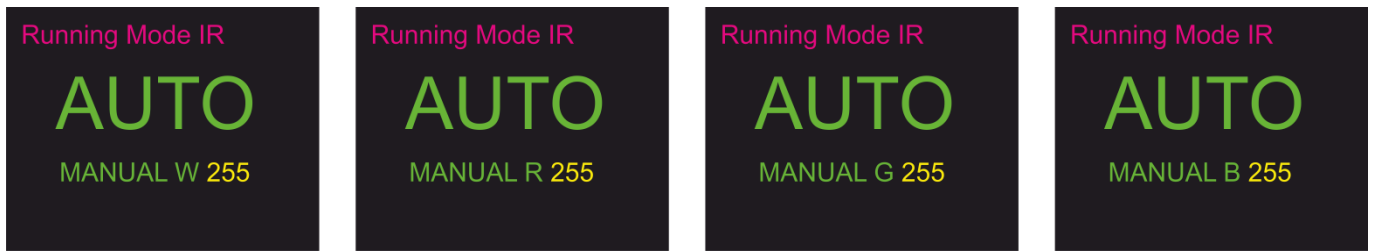
With this menu you can set the speed of color flow.



- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the color flow speed. The adjustment range is between 0-255, from fast to slow.
- 03) Press the **ENTER** button to save changes.

2.5.10. Manual White, Red, Green, Blue

With this menu you can manually set the LED color brightness.




- 01) Press the **ENTER** button to open the menu.
- 02) Press the **UP/DOWN** buttons to set the LED color brightness (RED, GREEN, BLUE, WHITE). The adjustment range is between 0-255, from dark to brightest.
- 03) Press the **ENTER** button to save changes.
- 04) You can combine RED, GREEN, BLUE and WHITE to create an infinite range of colors (0-255).

3. Setup

With this menu, you can adjust the settings of your Shooter 360.



- 01) Press the **MODE** button, until the display shows .
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to toggle between the following options:

Advanced setting	
Mast Set	M-1
Pan Reverse	OFF
Tilt Reverse	OFF
Pan Angle	540
Tilt Angle	90
Display	OFF
Screen Rev	OFF
Dimmer Curve	Linear
Dimmer Speed	Smooth
Sensitivity	100
Reset	
Factory Set	

- 04) Press the **ENTER** button to open the desired menu and press the **UP/DOWN** buttons to adjust the settings.
- 05) Press the **ENTER** button to save changes.

3.1. Master settings

- 01) Press the **UP/DOWN** buttons to choose Mast Set.
- 02) Press the **ENTER** button to open the menu.
- 03) If you are operating the device in master mode, press the **UP/DOWN** buttons to choose how many devices you want to connect: M-1 (one device), M-2 (2 devices) and M-4 (4 devices).
- 04) Press the **ENTER** button to confirm your choice.

3.2. Pan/Tilt Reverse

- 01) Press the **UP/DOWN** buttons to choose Pan Reverse or Tilt Reverse.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose ON or OFF and press the **ENTER** button to confirm your choice.
- 04) If you choose ON, the pan/tilt function will be reversed.

3.3. Pan/Tilt Angle

- 01) Press the **UP/DOWN** buttons to choose Pan Angle or Tilt Angle.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose between 3 options: 540°, 360°, 180° (Pan) and 270°, 180°, 90° (Tilt).
- 04) Press the **ENTER** button to confirm your choice and set the pan/tilt angle.

3.4. Display

- 01) Press the **UP/DOWN** buttons to choose Display.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose ON or OFF and press the **ENTER** button to confirm your choice.
- 04) If you have chosen ON, the display will remain continuously on.
- 05) If you have chosen OFF, the display will switch off after remaining idle for 30 seconds.
- 06) Press the **ENTER** button to confirm your choice.

3.5. Screen Reverse

- 01) Press the **UP/DOWN** buttons to choose Screen Reverse.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose ON or OFF and press the **ENTER** button to confirm your choice.
- 04) If you choose ON, the display will flip.

3.6. Dimming curve

- 01) Press the **UP/DOWN** buttons to choose Dimmer Curve.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose between 4 options: Linear, S-Curve, I-Square, Square.
- 04) Press the **ENTER** button to confirm your choice.

3.7. Dimmer speed

- 01) Press the **UP/DOWN** buttons to choose Dimmer Speed.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to choose between 2 options: Smooth and Fast.
- 04) Press the **ENTER** button to confirm your choice.

3.8. Sound Sensitivity

- 01) Press the **UP/DOWN** buttons to choose Sensitivity.
- 02) Press the **ENTER** button to open the menu.
- 03) Press the **UP/DOWN** buttons to set the sound sensitivity. The adjustment range is between 001-100, from low to high sensitivity.
- 04) Press the **ENTER** button to save changes.

3.9. Reset

- 01) Press the **UP/DOWN** buttons to choose Reset.
- 02) Press the **ENTER** button to perform a full software reset. The fixture will switch off and on.

3.10. Factory Settings

- 01) Press the **UP/DOWN** buttons to choose Factory Set.
- 02) Press the **ENTER** button to perform a full software reset and restore the factory settings.

4. System Information

With this menu, you view the current parameters of your Shooter 360.



- 01) Press the **MODE** button, until the display shows **SysInfo**.
- 02) Press the **ENTER** button to open the menu. The display will show:

System information	
Ver	V2
Running Mode	DMX
DMX Address	001

- 03) Now, it is possible to view the following pieces of information about the Shooter 360:
 - Current software version
 - Current active mode
 - Current DMX address

DMX Channels

17 Channels

Channel 1 – Horizontal movement (Pan)

Move the slider up, in order to move head horizontally (PAN).
Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
The head can be turned by 540° and stopped at any position you wish.

Channel 2 – Pan fine 16 bit

Channel 3 – Pan speed

0-255 From Max Speed (0) to Min. Speed (255)

Channel 4 – Continuous rotation (Pan)

Move the slider up, in order to move head horizontally (PAN).
Continuous counterclockwise pan rotation, from slow to fast (1-127).
Continuous clockwise pan rotation, from slow to fast (128-255).

Channel 5 – Head 1 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
The head can be turned by 270° and stopped at any position you wish.

Channel 6 – Head 2 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
The head can be turned by 270° and stopped at any position you wish.

Channel 7 – Head 3 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
The head can be turned by 270° and stopped at any position you wish.

Channel 8 – Head 4 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).

Gradual head adjustment from one end of the slider to the other (0-255, 128-center).

The head can be turned by 270° and stopped at any position you wish.

Channel 9 – Tilt built-in programs

0-47	Not functional
48-55	Program 1
56-63	Program 2
64-71	Program 3
72-79	Program 4
80-87	Program 5
88-95	Program 6
96-103	Program 7
104-111	Program 8
112-119	Program 9
120-127	Program 10
128-135	Program 11
136-143	Program 12
144-151	Program 13
152-159	Program 14
160-167	Program 15
168-175	Program 16
176-183	Program 17
184-191	Program 18
192-199	Program 19
200-207	Program 20
208-215	Program 21
216-223	Program 22
224-231	Program 23
232-239	Program 24
240-247	Program 25 – all programs
248-255	Sound-controlled mode

Channel 10 – Tilt built-in program speed

0-255	Gradual speed adjustment, from fast to slow
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Channel 11 – Colors  Dimmer must be open 

0-7	All colors 100%
8-15	Color 1
16-23	Color 2
24-31	Color 3
32-39	Color 4
40-47	Color 5
48-55	Color 6
56-63	Color 7
64-71	Color 8
72-79	Color 9
80-87	Color 10
88-95	Color 11
96-103	Color 12
104-111	Color 13
112-119	Color 14
120-127	Color 15
128-179	Not functional
180-201	Clockwise color switch, from fast to slow
202-207	Current color, FULL ON

208-229	Counterclockwise color switch, from fast to slow
230-234	Not functional
235-249	Color flow, from fast to slow
250-255	Sound-controlled mode

Channel 12 – Heads Dimmer must be open

	Head # 1	Head # 2	Head # 3	Head # 4
0-7	●	●	●	●
8-15	○	●	●	●
16-23	○	○	●	●
24-31	○	○	○	●
32-39	○	○	○	○
40-47	●	○	○	○
48-55	●	●	○	○
56-63	●	●	●	○
64-71	●	●	●	●
72-79	○	○	○	○
80-87	●	○	○	○
88-95	○	●	○	○
96-103	○	○	●	○
104-111	○	○	○	●
112-119	○	○	○	○
120-127	●	●	○	○
128-135	○	●	●	○
136-143	○	○	●	●
144-151	●	○	○	●
152-159	○	○	○	○
160-167	○	●	●	●
168-175	●	○	●	●
176-183	●	●	○	●
184-191	●	●	●	○
192-199	○	○	○	○
200-255	●	●	●	●

Channel 13 – Built-in programs Dimmer must be open

0-15	Not functional
16-20	Program 1
21-25	Program 2
26-30	Program 3
31-35	Program 4
36-40	Program 5
41-45	Program 6
46-50	Program 7
51-55	Program 8
56-60	Program 9
61-65	Program 10
66-70	Program 11
71-75	Program 12
76-80	Program 13
81-85	Program 14
86-90	Program 15
91-95	Program 16
96-100	Program 17
101-105	Program 18
106-110	Program 19

111-115	Program 20
116-120	Program 21
121-125	Program 22
126-130	Program 23
131-135	Program 24
136-140	Program 25
141-145	Program 26
146-150	Program 27
151-155	Program 28
156-160	Program 29
161-165	Program 30
166-170	Program 31
171-175	Program 32
176-180	Program 33
181-185	Program 34
186-190	Program 35
191-195	Program 36
196-200	Program 37
201-205	Program 38
206-210	Program 39
211-215	Program 40
216-220	Program 41
221-225	Program 42
226-230	Program 43
231-235	Program 44
236-240	Program 45
241-245	Program 46
246-250	Program 47
251-255	Program 48

Channel 14 – Built-in program speed

0-255 Gradual speed adjustment, from slow to fast

Channel 15 – Dimmer intensity

0-255 From dark to brightest

Channel 16 – Shutter ⚠ Dimmer must be open ⚠

0-19	Shutter closed
20-24	Shutter open
25-64	Shutter closed/open, from fast to slow
65-69	Shutter open
70-84	Shutter fade out, from fast to slow
85-89	Shutter open
90-104	Shutter fade in, from fast to slow
105-109	Shutter open
110-124	Random shutter fade in/out, from fast to slow
125-129	Shutter open
130-144	Random shutter fade out, from fast to slow
145-149	Shutter open
150-164	Random shutter fade in, from fast to slow
165-169	Shutter open
170-184	Strobe ON, from high to low frequency
185-189	Shutter open
190-204	Random strobe ON, from high to low frequency
205-209	Shutter open
210-224	Gradual shutter ON/OFF, from fast to slow
225-229	Shutter open

230-244	Strobe ON, from fast to slow
245-255	Shutter open

Channel 17 – Functions  **Dimmer must be open. It takes 10 seconds for the settings to be visible.** 

0-9	Not functional
10-14	Tilt blackout
15-19	Cancel tilt blackout
20-24	Independent macros (cancels the macros from 25-54)
25-29	M-2 (1 st device)
30-34	M-2 (2 nd device)
35-39	M-4 (1 st device)
40-44	M-4 (2 nd device)
45-49	M-4 (3 rd device)
50-54	M-4 (4 th device)
55-59	Reset pan
60-64	Reset tilt
65-69	Not functional
70-74	Reset all
75-79	Not functional
80-84	Pan/tilt reverse
85-89	Pan reverse
90-94	Tilt reverse
95-99	Cancel pan reverse
100-104	Cancel tilt reverse
105-109	Cancel pan/tilt reverse
110-114	Not functional
115-119	Head 1 control mode (use CH5 to control all 4 heads at once)
120-124	Cancel head 1 control mode
125-255	Not functional

33 Channels**Channel 1 – Horizontal movement (Pan)**

Move the slider up, in order to move head horizontally (PAN).
 Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
 The head can be turned by 540° and stopped at any position you wish.

Channel 2 – Pan fine 16 bit**Channel 3 – Pan speed**

0-255	From Max Speed (0) to Min. Speed (255)
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Channel 4 – Continuous rotation (Pan)

Move the slider up, in order to move head horizontally (PAN).
 Continuous counterclockwise pan rotation, from slow to fast (1-127).
 Continuous clockwise pan rotation, from slow to fast (128-255).

Channel 5 – Head 1 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
 Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
 The head can be turned by 270° and stopped at any position you wish.

Channel 6 – Head 2 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
 Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
 The head can be turned by 270° and stopped at any position you wish.

Channel 7 – Head 3 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
 Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
 The head can be turned by 270° and stopped at any position you wish.

Channel 8 – Head 4 - Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).
 Gradual head adjustment from one end of the slider to the other (0-255, 128-center).
 The head can be turned by 270° and stopped at any position you wish.

Channel 9 – Tilt built-in programs

0-47	Not functional
48-55	Program 1
56-63	Program 2
64-71	Program 3
72-79	Program 4
80-87	Program 5
88-95	Program 6
96-103	Program 7
104-111	Program 8
112-119	Program 9
120-127	Program 10
128-135	Program 11
136-143	Program 12
144-151	Program 13
152-159	Program 14
160-167	Program 15
168-175	Program 16
176-183	Program 17
184-191	Program 18
192-199	Program 19

200-207	Program 20
208-215	Program 21
216-223	Program 22
224-231	Program 23
232-239	Program 24
240-247	Program 25 – all programs
248-255	Sound-controlled mode

Channel 10 – Tilt built-in program speed

0-255 Gradual speed adjustment, from fast to slow

Channel 11 – Head 1 Red ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment Red, from dark to brightest

Channel 12 – Head 1 Green ⚠ Dimmer must be open ⚠

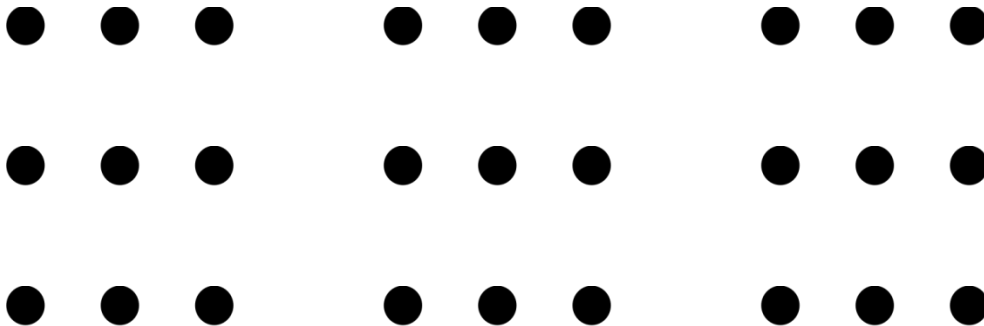
0-255 Gradual adjustment Green, from dark to brightest

Channel 13 – Head 1 Blue ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment Blue, from dark to brightest

Channel 14 – Head 1 White ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment White, from dark to brightest



Channel 23 – Head 4 Red ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment Red, from dark to brightest

Channel 24 – Head 4 Green ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment Green, from dark to brightest

Channel 25 – Head 4 Blue ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment Blue, from dark to brightest

Channel 26 – Head 4 White ⚠ Dimmer must be open ⚠

0-255 Gradual adjustment White, from dark to brightest

Channel 27 – Colors ⚠ Dimmer must be open ⚠

0-7	All colors 100%
8-15	Color 1
16-23	Color 2
24-31	Color 3
32-39	Color 4
40-47	Color 5
48-55	Color 6
56-63	Color 7
64-71	Color 8
72-79	Color 9
80-87	Color 10
88-95	Color 11
96-103	Color 12
104-111	Color 13
112-119	Color 14
120-127	Color 15
128-179	Not functional
180-201	Clockwise color switch, from fast to slow
202-207	Current color, FULL ON
208-229	Counterclockwise color switch, from fast to slow
230-234	Not functional
235-249	Color flow, from fast to slow
250-255	Sound-controlled mode

Channel 28 – Heads ⚠ Dimmer must be open ⚠

	Head # 1	Head # 2	Head # 3	Head # 4
0-7	●	●	●	●
8-15	○	●	●	●
16-23	○	○	●	●
24-31	○	○	○	●
32-39	○	○	○	○
40-47	●	○	○	○
48-55	●	●	○	○
56-63	●	●	●	○
64-71	●	●	●	●
72-79	○	○	○	○
80-87	●	○	○	○
88-95	○	●	○	○
96-103	○	○	●	○
104-111	○	○	○	●
112-119	○	○	○	○
120-127	●	●	○	○
128-135	○	●	●	○
136-143	○	○	●	●
144-151	●	○	○	●
152-159	○	○	○	○
160-167	○	●	●	●
168-175	●	○	●	●
176-183	●	●	○	●
184-191	●	●	●	○
192-199	○	○	○	○
200-255	●	●	●	●

Channel 29 – Built-in programs ⚠ **Dimmer must be open** ⚠

0-15	Not functional
16-20	Program 1
21-25	Program 2
26-30	Program 3
31-35	Program 4
36-40	Program 5
41-45	Program 6
46-50	Program 7
51-55	Program 8
56-60	Program 9
61-65	Program 10
66-70	Program 11
71-75	Program 12
76-80	Program 13
81-85	Program 14
86-90	Program 15
91-95	Program 16
96-100	Program 17
101-105	Program 18
106-110	Program 19
111-115	Program 20
116-120	Program 21
121-125	Program 22
126-130	Program 23
131-135	Program 24
136-140	Program 25
141-145	Program 26
146-150	Program 27
151-155	Program 28
156-160	Program 29
161-165	Program 30
166-170	Program 31
171-175	Program 32
176-180	Program 33
181-185	Program 34
186-190	Program 35
191-195	Program 36
196-200	Program 37
201-205	Program 38
206-210	Program 39
211-215	Program 40
216-220	Program 41
221-225	Program 42
226-230	Program 43
231-235	Program 44
236-240	Program 45
241-245	Program 46
246-250	Program 47
251-255	Program 48

Channel 30 – Built-in program speed

0-255	Gradual speed adjustment, from slow to fast
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Channel 31 – Dimmer intensity

0-255 From dark to brightest

Channel 32 – Shutter ⚠ Dimmer must be open ⚠

0-19	Shutter closed
20-24	Shutter open
25-64	Shutter closed/open, from fast to slow
65-69	Shutter open
70-84	Shutter fade out, from fast to slow
85-89	Shutter open
90-104	Shutter fade in, from fast to slow
105-109	Shutter open
110-124	Random shutter fade in/out, from fast to slow
125-129	Shutter open
130-144	Random shutter fade out, from fast to slow
145-149	Shutter open
150-164	Random shutter fade in, from fast to slow
165-169	Shutter open
170-184	Strobe ON, from high to low frequency
185-189	Shutter open
190-204	Random strobe ON, from high to low frequency
205-209	Shutter open
210-224	Gradual shutter ON/OFF, from fast to slow
225-229	Shutter open
230-244	Strobe ON, from fast to slow
245-255	Shutter open

Channel 33 – Functions ⚠ Dimmer must be open. It takes 10 seconds for the settings to be visible. ⚠

0-9	Not functional
10-14	Tilt blackout
15-19	Cancel tilt blackout
20-24	Independent macros (cancels the macros from 25-54)
25-29	M-2 (1 st device)
30-34	M-2 (2 nd device)
35-39	M-4 (1 st device)
40-44	M-4 (2 nd device)
45-49	M-4 (3 rd device)
50-54	M-4 (4 th device)
55-59	Reset pan
60-64	Reset tilt
65-69	Not functional
70-74	Reset all
75-79	Not functional
80-84	Pan/tilt reverse
85-89	Pan reverse
90-94	Tilt reverse
95-99	Cancel pan reverse
100-104	Cancel tilt reverse
105-109	Cancel pan/tilt reverse
110-114	Not functional
115-119	Head 1 control mode (use CH5 to control all 4 heads at once)
120-124	Cancel head 1 control mode
125-255	Not functional

Maintenance

The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The operator has to make sure that safety-related and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

- 01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
- 02) There may not be any deformations on housings, fixations and installation spots.
- 03) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
- 04) The electric power supply cables must not show any damages or material fatigue.

The Shooter 360 requires almost no maintenance. However, you should keep the unit clean.

Otherwise, the fixture's light output will be significantly reduced. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Wipe lens clean with glass cleaner and a soft cloth. Do not use alcohol or solvents.

The front lens will require weekly cleaning, as smoke-fluid tends to build up residues, reducing the light-output very quickly.

The cooling-fans and the internal lenses should be cleaned monthly, with a soft brush.

Please clean internal components once a year with a light brush and vacuum cleaner.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Replacing the Fuse

Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out.

If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below:

- 01) Unplug the unit from electric power source.
- 02) Insert a screwdriver into the slot in the fuse cover. Turn the screwdriver to the left, at the same time gently push a bit (Turn and Push). The fuse will come out.
- 03) Remove the used fuse. If brown or unclear, it is burned out.
- 04) Insert the replacement fuse into the holder. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.

Troubleshooting

This troubleshooting guide is meant to help solve simple problems.

If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

No Light

If the light effect does not operate properly, refer servicing to a technician.

Suspect three potential problem areas as: the power supply, the LEDs, the fuse.

- 01) Power supply. Check that the unit is plugged into an appropriate power supply.
- 02) The LEDs. Return the Shooter to your Showtec dealer.
- 03) The fuse. Replace the fuse. See page 33 for replacing the fuse.
- 04) If all of the above appears to be O.K., plug the unit in again.
- 05) If you are unable to determine the cause of the problem, do not open the Shooter, as this may damage the unit and the warranty will become void.
- 06) Return the device to your Showtec dealer.

No Response to DMX

Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

- 01) Check the DMX setting. Make sure that DMX addresses are correct.
- 02) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
- 03) Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

Problem	Probable cause(s)	Remedy
One or more fixtures do not function at all	No power to the fixture.	<ul style="list-style-type: none"> • Check if power is switched on and cables are plugged in.
	Primary fuse blown.	<ul style="list-style-type: none"> • Replace fuse.
Fixtures reset correctly, but all respond erratically or not at all to the controller.	The controller is not connected.	<ul style="list-style-type: none"> • Connect controller.
	3-pin XLR Out of the controller does not match XLR Out of the first fixture on the link (i.e. signal is reversed).	<ul style="list-style-type: none"> • Install a phase reversing cable between the controller and the first fixture on the link.
Fixtures reset correctly, but some respond erratically or not at all to the controller.	Poor data quality	<ul style="list-style-type: none"> • Check data quality. If much lower than 100 percent, the problem may be a bad data link connection, poor quality or broken cables, missing termination plug, or a defective fixture disturbing the link.
	Bad data link connection	<ul style="list-style-type: none"> • Inspect connections and cables. Correct poor connections. Repair or replace damaged cables.
	Data link not terminated with 120 Ohm termination plug.	<ul style="list-style-type: none"> • Insert termination plug in output jack of the last fixture on the link.
	Incorrect addressing of the fixtures.	<ul style="list-style-type: none"> • Check address setting.
	One of the fixtures is defective and disturbs data transmission on the link.	<ul style="list-style-type: none"> • Bypass one fixture at a time until normal operation is regained: unplug both connectors and connect them directly together. • Have the defective fixture serviced by a qualified technician.
	3-pin XLR Out on the fixtures does not match (pins 2 and 3 reversed).	<ul style="list-style-type: none"> • Install a phase-reversing cable between the fixtures or swap pin 2 and 3 in the fixture, that behaves erratically.
No light or LEDs cuts out intermittently	Fixture is too hot.	<ul style="list-style-type: none"> • Allow fixture to cool. • Clean fan. • Make sure air vents at control panel and front lens are not blocked. • Turn up the air conditioning .
	LEDs damaged	<ul style="list-style-type: none"> • Disconnect fixture and return to your dealer.
	The power supply settings do not match local AC voltage and frequency.	<ul style="list-style-type: none"> • Disconnect fixture. Check settings and correct if necessary.

Product Specifications

Model:	Showtec Shooter 360
Input voltage:	100-240 VAC, 60/50Hz
Power consumption:	150W (full output)
DMX linking:	30pcs
Fuse:	F5AL/250V
Dimensions:	550 x 180 x 300 mm (LxWxH)
Weight:	9,3 kg
Operating and Programming:	
Signal pin OUT:	Pin 1 (earth), pin 2 (-), pin 3 (+)
DMX Mode:	17, 33 channels
Signal input:	3-pin XLR IN
Signal output:	3-pin XLR OUT
Electro-mechanical effects:	
Light source:	4 x 12W RGBW LEDs
Color range:	16,7 million additive colors
Lux @ 2 m:	16670
Beam angle:	5°
Dimmer:	0-100%
Strobe:	0-20Hz
Housing:	Black Metal & flame-retardant plastic
DMX control:	via standard DMX-controller
Onboard:	LCD display for easy setup
Pan range:	540°/360°/180°
Tilt range:	270°/180°/90°
Special:	Pan/tilt movement reverse
Control:	DMX-512, Master/Slave, Sound-controlled, Auto, IR
Connections:	Dedicated Schuko to IEC & Data connector
Cooling:	Cooling fan
Max. ambient temperature t_a :	40°C
Max. housing temperature t_B :	80°C
Minimum distance:	
Minimum distance from flammable surfaces:	0,5 m
Minimum distance to lighted object:	1 m

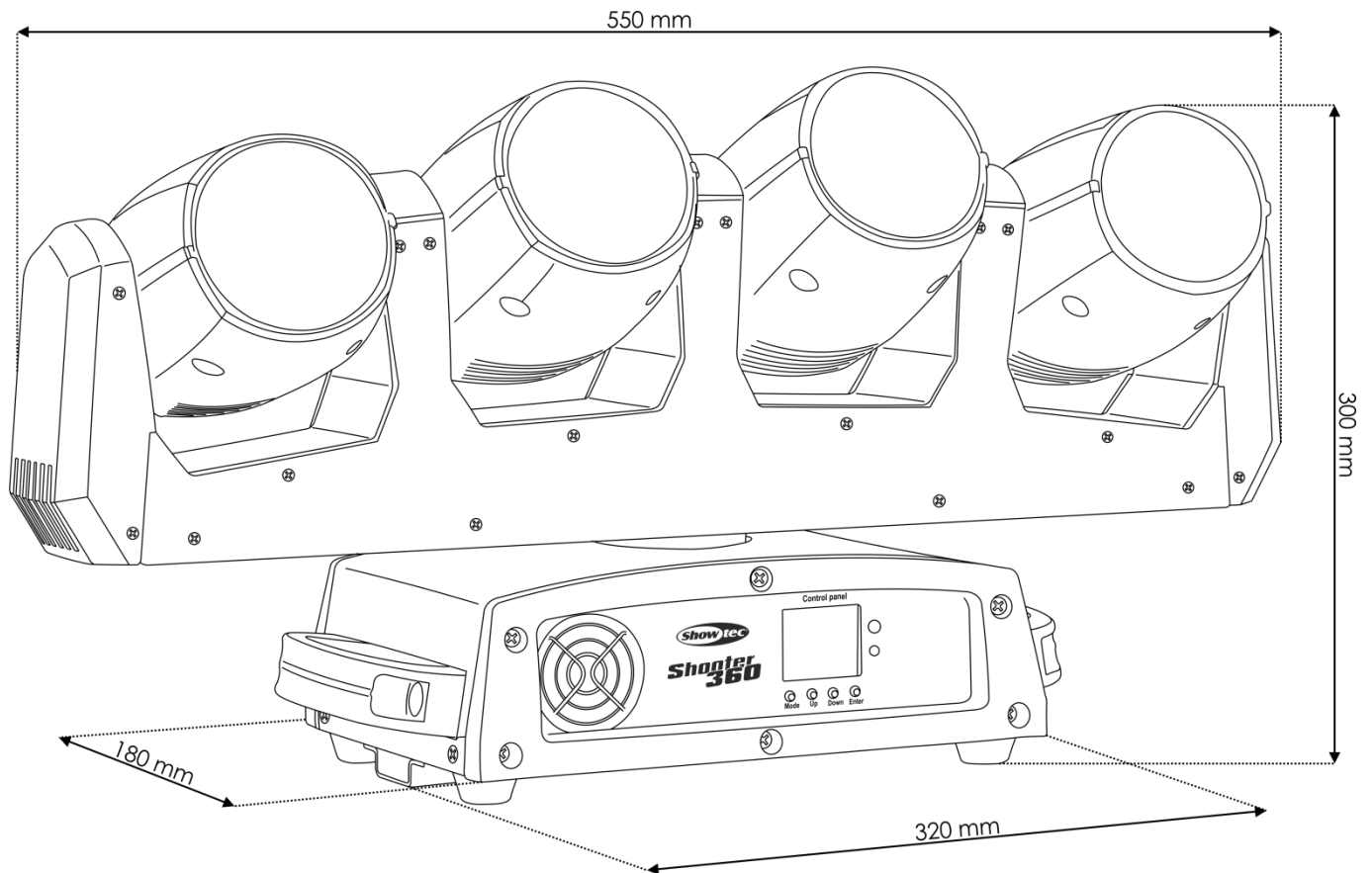
Design and product specifications are subject to change without prior notice.



Website: www.Showtec.info

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Dimensions





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