KUDUX®
STAGE TECHNOLOGY

BIG EYE PRO

19 x 40 W RGBW LED



! Please read the manual before installing and using this lighting

Keep it for future reference

Remark:

Errors and omissions for every information given in this manual except.

All information is subject to change without prior notice.

Manual instruction

V1.1

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Thank you for your patronage!

We are confident that our excellent products and service can satisfy you.

For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safety correctly, we suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.



CAUTION!

Keep this device away from rain and moisture!

Unplug 

CAUTION!

mains lead before opening the housing!

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

-be qualified

-follow carefully the instructions of this manual

1. INTRODUCTION:

Thank you for having chosen this professional stage light.

You will see you have acquired a powerful and versatile device.

After unpacking, the accessories for each lamp should include:

1. One powerCON cable
2. One 3-Pin XLR cable
3. Two C omega brackets
4. One safety rope

(Flight case and Clamp are optional, please contact your dealer.)

Please check carefully that there is no damage caused by transportation. Should there be any questions, please consult your dealer and don't install this device.

2. SAFETY INSTRUCTIONS

1. In order to ensure the lifespan of the product, the product must not be placed in a wet or leaky place. The maximum working environment temperature cannot exceed 40℃, and the minimum cannot be lower than -20℃.
2. Do not place the product in a place where it is easy to loose or vibrate.
3. In order to avoid the risk of electric shock, the maintenance of the product should be done by professionals.
4. Check whether the voltage, frequency and other electrical data of the light power supply line are consistent with the voltage and frequency parameters marked on the light, so as to avoid voltage mismatch and burn out the light.
5. When the light is in use, the power supply voltage change should not exceed ±10%.
6. The light is designed according to the type of protection against electric shock, and the light should be connected to a power supply system with sufficient grounding. And the earth wire of the light must be connected with the earth wire of the power supply system, and the earth mark on the metal shell of the light must be securely connected with the light holder.
7. Please do not look directly at the light source, as it may damage the retina of the eye and cause blindness.
8. Do not touch the device at will during use to avoid burns caused by high temperature.
9. Please do not project the beam on combustibles. The distance between the light output port and the surface of combustibles must be greater than 3 meters.
10. The light should be installed in a well-ventilated place, with a distance of 50 cm or more from the wall. Also, check that the fans and vents are unobstructed.

3. CLEANING AND MAINTENANCE

1. The light should be kept dry and avoid working in a humid environment.
2. Intermittent use will effectively prolong the life of the lamp.
3. In order to obtain good ventilation and lighting effects, pay attention to cleaning the fan, fan net and lens frequently.
4. Do not wipe the housing of the light with alcohol or other organic solvents to avoid damage.

4. STATEMENT

When the product is shipped from the factory, its performance is intact and the packaging is complete. All users should strictly abide by the warnings and operating instructions stated above. Any damage caused by misuse is not covered by the company's warranty. Failures and problems caused by ignoring the operation manual are not within the responsibility of the dealer.

Note: Based on our company's policy of continuous product improvement, the data contained in this manual may change in the future, and will no longer notify the changes. The company reserves the right to change the relevant specification data when the product is improved.

The publisher of this manual will not assume any responsibility for the consequences of such information.

5. TECHNICAL PARAMETERS

Power supply

AC100 - 240V, 50/60 Hz

Power consumption: 900W

Light source

19*40W RGBW 4 in1 Osram LEDs

Individual LED control

Average life: 30,000 hrs

Color temperature: 2500K-9000K adjustable

Effect

Flicker free

LED frequency adjustable: 1K/4K/10K/16K/20K

Zoom angle: 4-55°, 49885lux@5m@Min angle

Function: Wash/Beam/Graphic/Effects

Front lens can rotate infinitely

With “vortex” and “kaleidoscope” effects

Variable built-in dynamic effects

4 Liner dimming curves

Strobe: 1-25 Hz, random and pulse flash

Pan/Tilt accurate magnetic coding positioning

Control

Pan/Tilt: 540/250°

Control mode: DMX512/Art-Net/DMX+Art-Net/RDM

DMX channels: 21/35/78/92/97

XLR in & out: 3-pin & net

Packed

Net weight: 19kg

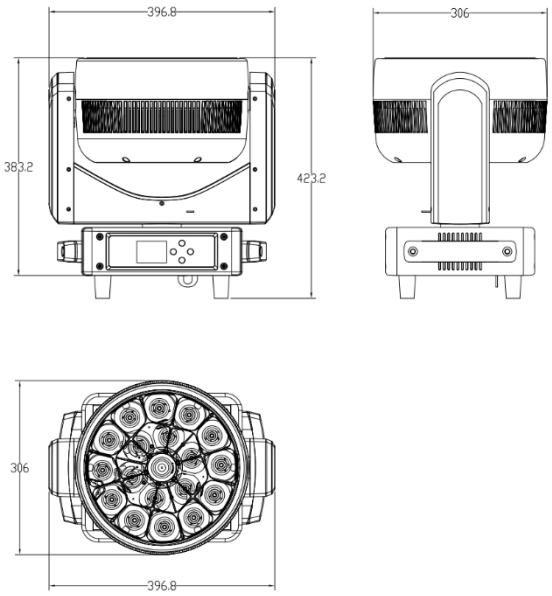
Carton box size(1-in-1): 40x31x42cm

Gross weight: 23kg

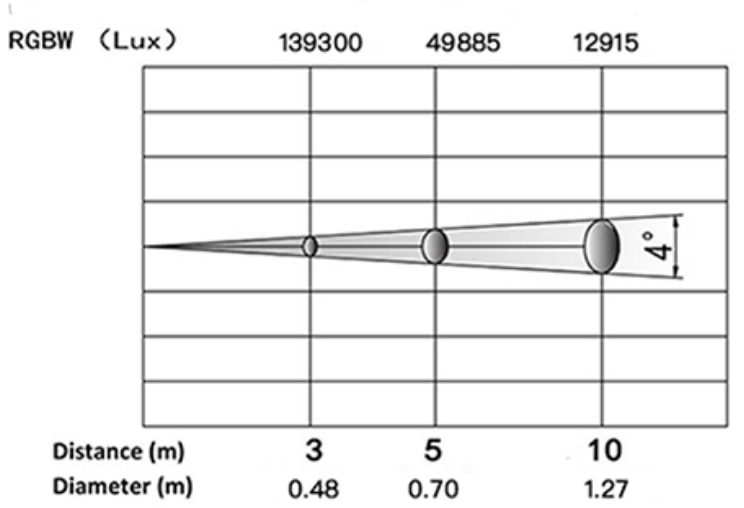
Flight case size(2-in-1):72x45x69cm

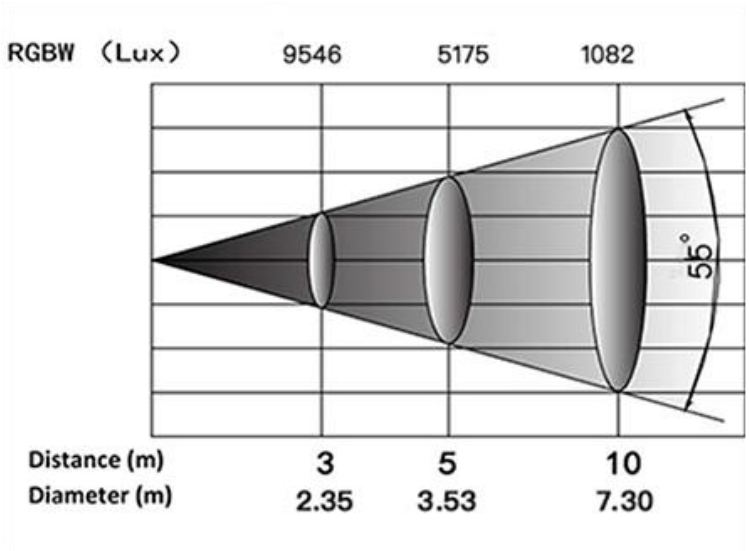
Gross weight: 66kg

6. FIXTURE SIZE



7. PHOTOMETRICS

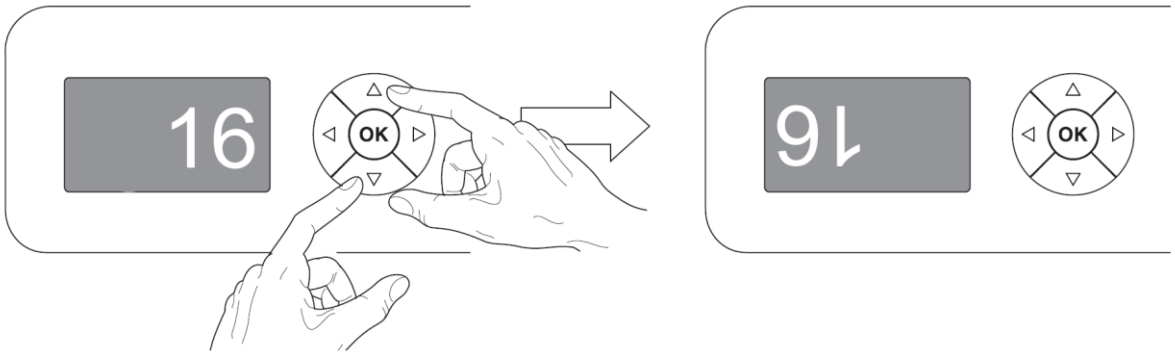




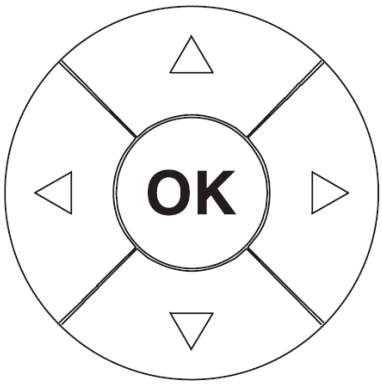
8. FUNCTIONS OF BUTTONS

Reversal of the display

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.



Button description:



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" menu.

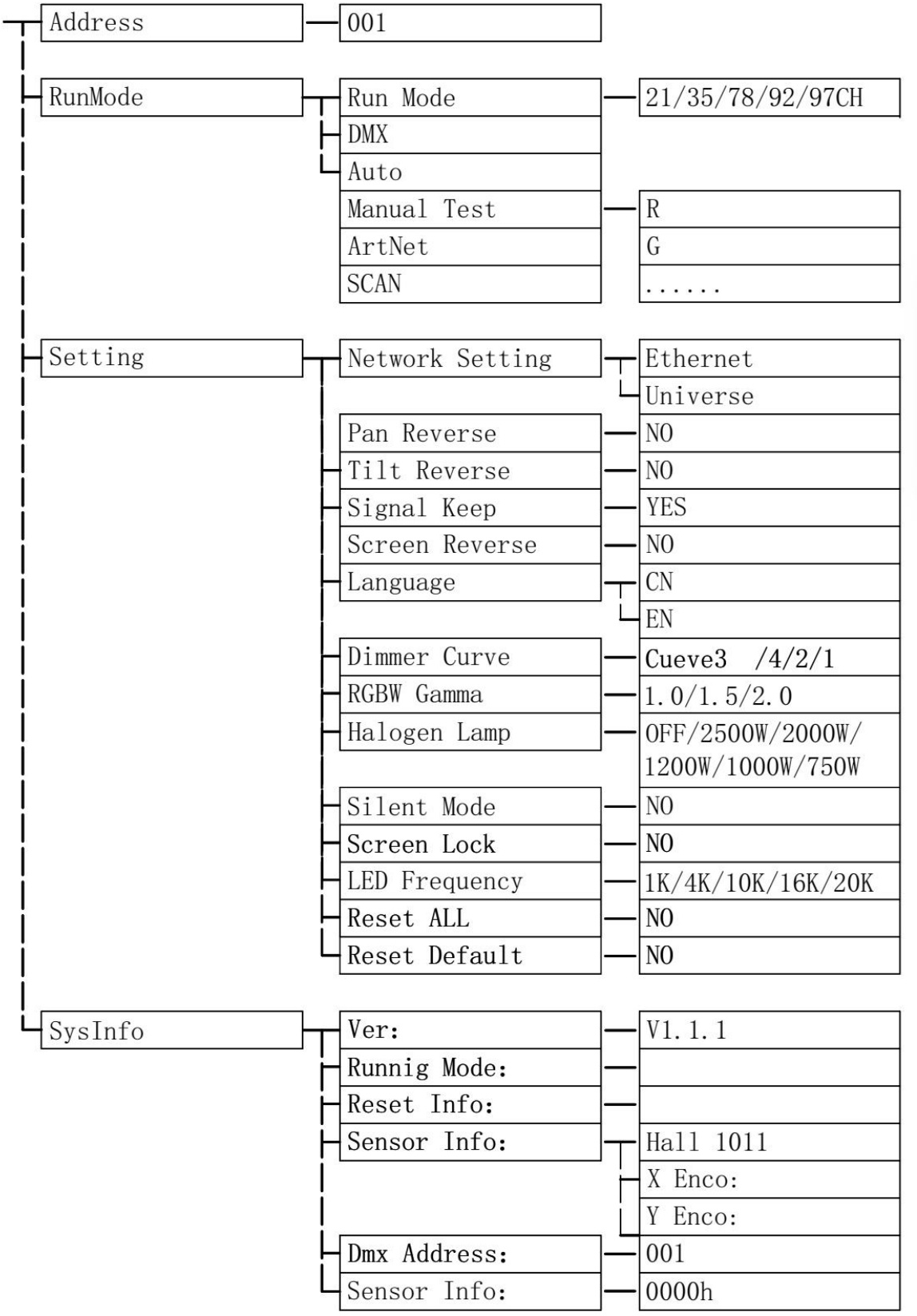
Advanced Menu:

1.Long press the left button for 3 second on boot screen.

2. Enter the password “988” after a new window pops up.

3.Can adjust the pan tilt initial position and reset the hours of fixture use.

9. MENU FUNCTION



10.CHANNEL LIST

CH21	CH35	CH78	CH92	CH97	Function	DMX	Describe
1	1	1	1	1	Red	0-255	Linear dimming of red from dark to bright
2	2	2	2	2	Red fine	0-255	Red is linearly adjusted from dark to bright
3	3	3	3	3	Green	0-255	Green linear dimming from dark to bright
4	4	4	4	4	Green fine	0-255	Green is linearly adjusted from dark to light
5	5	5	5	5	Blue	0-255	Blue linear dimming from dark to bright
6	6	6	6	6	Blue fine	0-255	Blue is adjusted linearly from dark to light
7	7	7	7	7	White	0-255	White linear dimming from dark to bright
8	8	8	8	8	White fine	0-255	White is fine-tuned linearly from dark to light
9	9	9	9	9	Color temperature control	0-255	Linear color temperature adjustment
10	10	10	10	10	Macro color	0-9	Free
						10-209	Built-in colors
						210-224	Color jump
						225-239	Color gradient
						240-255	Color Pulse
11	11	11	11	11	Strobe	0-3	Close
						4-103	Synchronous strobe speed from slow to fast (1HZ-25HZ)
						104-107	Open
						108-207	Bisection strobe speed from slow to fast (1HZ-25HZ)
						208-212	Open
						213-225	Slow random strobe
						226-238	Medium speed random strobe

						239-251	High-speed random strobe
						252-255	Open
12	12	12	12	12	Dimmer	0-255	Linear dimming from dark to bright
13	13	13	13	13	Dimmer fine	0-255	Overall dimming fine-tuning control
14	14	14	14	14	Pan	0-255	0-540°
15	15	15	15	15	Pan fine	0-255	16bit Adjustable
16	16	16	16	16	Tilt	0-255	0-205°
17	17	17	17	17	Tilt fine	0-255	16bit Adjustable
18	18	18	18	18	Macro Function	0-255	Reserve
19	19	19	19	19	Reset	0-25	No function
						26-76	Lamp reset is effective for 5 seconds
						77-127	XY reset 5s effective
						128-255	All resets are effective for 5 seconds
20	20	20	20	20	Zoom	0-255	Angle from small to large linear adjustment
21	21	21	21	21	Zoom Rotation	0-127	0~60°
						128-188	Counterclockwise from fast to slow infinite rotation
						189-193	Stop
						194-255	Clockwise from slow to fast stepless rotation
/	22	/	22	/	Front layer selection 1. When the RGBW channel values of the front layer are all 0, the graphic will	0-7	Free
						8	Static Effect 1
						9	Static Effect 2
						10	Static Effect 3
						11	Free
						12	Static Effect 4

					automatically change color 2.When the back layer color is turned on, turn off the front layer dimming, and the graphic will run in a closed state. The number of graphic effects is doubled!	13	Static Effect 5
						14	Free
						15	Dynamic Effect 1
						16	Dynamic Effect 2
						17	Dynamic Effect 3
						18	Dynamic Effect 4
						19	Single color random
						20	Full color random
						21	Rainbow effect 1
						22	Rainbow Effect 2
						23	Dynamic Effect 5
						24	Dynamic Effect 6
						25	Dynamic Effect 7
						26	Dynamic Effect 8
						27	Dynamic Effect 9
						28	Dynamic Effect 10
						29	Dynamic Effect 11
						30	Dynamic Effect 12
						31	Dynamic Effect 13
						32	Dynamic Effect 14
						33	Free
						34	Free
						35	Dynamic Effect 15
						36	Dynamic Effect 16
						37	Dynamic Effect 17

						38	Dynamic Effect 18
						39	Dynamic Effect 19
						40	Dynamic Effect 20
						41	Free
						42	Dynamic Effect 21
						43	Free
						44	Dynamic Effect 22
						45	Dynamic Effect 23
						46	Dynamic Effect 24
						47	Dynamic Effect 25
						48	Dynamic Effect 26
						49	Dynamic Effect 27
						50	Dynamic Effect 28
						51	Dynamic Effect 29
						52	Dynamic Effect 30
						53	Dynamic Effect 31
						54	Dynamic Effect 32
						55	Dynamic Effect 33
						56	Dynamic Effect 34
						57	Dynamic Effect 35
						58	Dynamic Effect 36
						59	Dynamic Effect 37
						60	Dynamic Effect 38
						61	Random Position 1
						62	Random Position 2

						63	Random Position 3
						64	Free
						65	Random Position 4
						66	Random Position 5
						67	Dynamic Effects 39
						68	Dynamic Effects 40
						69	Free
						70	Dynamic Effects 41
						71-255	Reserve
	23		23		Front layer speed	0-63	Effect static
						64-158	Forward direction from fast to slow
						159-160	Stop
						161-255	Reverse direction from slow to fast
	24		24		Front layer fade	0-255	Fade the front layer graphics
	25		25		Front layer red	0-255	Front Graphic Red
	26		26		Front layer green	0-255	Front Graphic Green
	27		27		Front layer blue	0-255	Front Graphic Blue
	28		28		Front layer white	0-255	Front Graphic White
	29		29		Front layer dimming	0-255	Front layer 0-100% dimming
	30		30		Back layer dimming	0-255	Back layer 0-100% dimming

	31		31		Front layer transition	0-255	Front layer graphics change control
	32		32		Front layer density	0-255	Increased number of front-layer graphics
	33		33		Front layer strobe	0-255	Front layer strobe
	34		34		Back layer strobe	0-255	Back layer strobe
	35		35		Back layer selection When the front layer graphics are open 1. When the RGBW channel values of the back layer are all 0, the back layer will automatically change colors 2. The 255 effect mirror will have new graphics effects. Some graphics effects are doubled!	0-8	Back layer selection
						9	Inner
						10	Middle
						11	Outer
						12	Outer+Inner
						13	Middle+Inner
						14-254	Turn off back layer color
						255	Front layer effect mirror
	/	22	36	22	R1 LED Dimmer	0-255	R1 LED Dimmer
		23	37	23	G1 LED Dimmer	0-255	G1 LED Dimmer

		24	38	24	B1 LED Dimmer	0-255	B1 LED Dimmer
				25	W1 LED Dimmer	0-255	W1 LED Dimmer
		25	39	26	R2 LED Dimmer	0-255	R1 LEDDimmer
		…			…	0-255	……
		76	91	94	R19 LED Dimmer	0-255	R19 LED Dimmer
		77	90	95	G19 LED Dimmer	0-255	G19 LED Dimmer
		78	92	96	B19 LED Dimmer	0-255	B19 LED Dimmer
		/	/	97	W19 LED Dimmer	0-255	W19 LED Dimmer

11.SHAPE MODE DESCRIPTION

Foreground and Background Shape Effect:

Shapes will be available while (***Foreground strobe*** CH22), (***Background strobe*** CH35), there

are 61 shape. Selecting the Shapes on (***Shape Channel*** CH23/24/31/32) with front lens unlimited rotation can make various effect.

The macro called "ring 2" will, as an example, involve all the pixels that compose the ring of the unit, while the middle pixel and the 1 smaller ring will not be affected by the shape. The involved pixels will belong to the "Foreground" layer, while all the remaining pixels will belong to the "Background" layer.

12. SHAPE PARAMETERS DESCRIPTION

SHAPE SELECTION	Allows to choose the kind of shape to be visualized amongst the 63 available ones. Each shape can be composed of a multitude of frames or be a single, static image.
SHAPE SPEED	Allows to set the speed at which the different frames of the selected shape are played by the unit.
SHAPE FADE	In case of shapes with multiple frames, it allows to select a snap or faded variation from frame to frame of the same shape.
SHAPE RGBW	Allows to select the color of the pixels composing the selected shape, if all are left at 000 no shape will be visualized (unless the background dimmer and normal RGBW attributes of the unit are given a value, in which case a "negative" of the macro will be shown)
SHAPE DIMMER	Allows to select the overall brightness of the pixels involved in the selected shape.
BACKGROUND DIMMER	Allows to select the overall brightness of the pixels NOT involved by the selected shape. The relevant color is set using the normal RGBW channels of the wash light.
SHAPE TRANSITION	Internal fade time between a shape and another one set via DMX. Using this "channel" when you change from a shape to a different one as if it was the console fade time will avoid the scrolling effect normally visible when having fades between eg. gobo changes is traditional lights. Fade time on the console should be set to 0.
SHAPE OFFSET	Depending on the selected shape the channel sets the "density" of the involved pixels (few random pixel, many random pixels) or enables an internal algorithm that will distribute the macro between a multitude of lights on a specific DMX line basing on their DMX starting address.
FOREGROUND STROBE	Allows to set a strobe rate for the pixels involved in a macro.
BACKGROUND STROBE	Allows to set a strobe rate for the pixels NOT involved in a macro.
BACKGROUND SELECT	Allows to reduce, if needed, the background to a lower amount of "rings". With selected macros this allows to mirror the image between the two halves of the fixture's head (in this case the RGBW channels of the wash light will set the color of the mirrored half and the background will remain black.

SHAPE SELECTION*SHAPE SPEED*SHAPE OFFSET*SHAPE FADE*BACKGROUND SELECT

Shape Selection	*Shape Slot*	*Shape Name*	*Random Colors *1*	*Shape Speed*	*Shape Offset*	*Shape Fade*	*Background Select(*3)(*4)*
0-7		Macro OFF	No	No	No	No	No
8	1	Pixel 1	No	No	No	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
9	2	Ring 1					
10	3	Ring 2					
11	4	Reserved					
12	5	Pixel 1+ring1					
13	6	Pixel 1+ring2					
14	7	Reserved					
15	8	Single ring (Ramp -/+)	Yes	0-63 = Radius size, static 64-158 = max to min speed, Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect	0-9 → continuous 10-255→ random Distribution of flash From 2 to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
16	9	Filled ring (Ramp -/+)	Yes				
17	10	Open/Close 1	Yes				
18	11	Open/Close 2	Yes				
19	12	Random pixels 1	Yes	0-63 = STOP 64-158 = max to min speed, Instant-on + fadeout. 159-160 = STOP. 161-255 = min to max speed, FadeIn + FadeOut.	0-255→ select random distribution from 2 up to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash All fixtures: 255=Mirror effect
20	13	Random pixels 2	Yes		0-255 Select pixel density		
21	14	Rainbow 1 (Variable speed)	N0	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160=STOP	0-255 angle offest from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash

				161-255 =min to max speed, Cw rotation			
22	15	Rainbow 2 (Fixed speed with variable color offset)	N0	0-63 = STOP 64-158 = c.cw rotation 159-160 = STOP 161-255 = cw rotation The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle).	N0	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255=wash
23	16	Fan	N0	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160=STOP 161-255 =min to max speed, Cw rotation	0-255 → angle offset from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash For all fixtures: Marco 25 26 255=Mirror Effect with bkgnd color Macro 27 28 29 255= Show Alternative Color
24	17	Bar 1					
25	18	Half moon					
26	19	Triangle					
27	20	Segment 1					
28	21	Arc 1					
29	22	Arc 2					
30	23	Bar 2 (Variable size)	N0	0-63 = STOP, indexed speed 64-158 = max to min speed, c.cw rotation. 159-160 = STOP. 161-255 = min to max speed cc rotation.	0-255 → select shape width	0 = Snap effect 1-255 = Fade effect	0-7 = wash 8-15 = Bkgnd rings selection 16-254 = wash 255 = Mirror effet with bkgnd color Note: Mirror effect unavailable for macro 31. Macro 67,68,69:the mirror effect is
31	24	Rando explosion	Yes		0-255 → select Random distribution	0=Snap effect 1-255=select the wake of the faded macro	
32	25	Segment 2	N0		0-255 → select shape width		
33	26	Reserved			0-255 → select macro offset	0=Snap effect	
34	27	Reserved					
35	28	Bumping Selection					
36	29	Ramp by 6			0-255 → select shape width	0=Snap effect	
37	30	Ramp by 4					

38	31	Left/Right scrolling bar				1-255=select the wake of the faded macro	available only for options 1,3,9
39	32	Up/Down scrolling bar					
40	33	Bar 3			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect	
41	34	Reserved					
42	35	Vertical arc 2					
43	36	Reserved					
44	37	Horizontal arc 2					
45	38	Mirrored pixel			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro	
46	39	Pixel animation 1					
47	40	Pixel animation 2					
48	41	Pixel animation 3					
49	42	Pixel animation 4					
50	43	Pixel animation 5					
51	44	Semi arc (Ramp -/+)					
52	45	Bumping arc section			0-255 → select shape offset	0 = Snap effect 1-255 = Fade effect	
53	46	Pixel animation 6					
54	47	Vertical ramp by 2			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro	
55	48	Following pixel by2					
56	49	Syncopation			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect	
57	50	Bumping 1					
58	51	Bumping 2					
59	52	Bumping 3					
60	53	Vertical pixel scrolling			0-255 → select macro width	0=Snap effect 1-255=select the wake of the faded macro	
61	54	Vertical pixel scrolling			0-255 → select random distribution	0 = Snap effect 1-255 = Fade effect	
62	55	Random centra section	Yes				

63	56	Random ring 2					
64	57	Reserved					
65	58	Random ring 1+2					
66	59	Random ring 2					
67	60	Single pixel ring 1	NO		0-255→select the NO.of led:1,2,3,6,9 this NO. depends on the ring size	0=Snap effect 1-255=select the wake of the faded macro	
68	61	Single pixel ring 2					
69	62	Reserved					
70	63	Spiral			0-255 → select macro width		

Remark:

Errors and omissions for every information given in this manual accepted.
All information is subject to change without prior notice.

13.TROUBLESHOOTING

A. Lights can't work, no lights out

- 1. Check power connection, the fuse whether is ok.
- 2. Check power input whether correct
- B. Can't DMX control
- 1. DMX signal indicator must be on, if not, check the DMX cable
- 2. If DMX signal is OK, check the DMX address whether set OK
- 3. If DMX signal not consistent, check the DMX port connect.

14.CONTACT:

Please check who is our dealer in your country at our website

www.kudux.com

or write direct to us by email: office@kudux.com