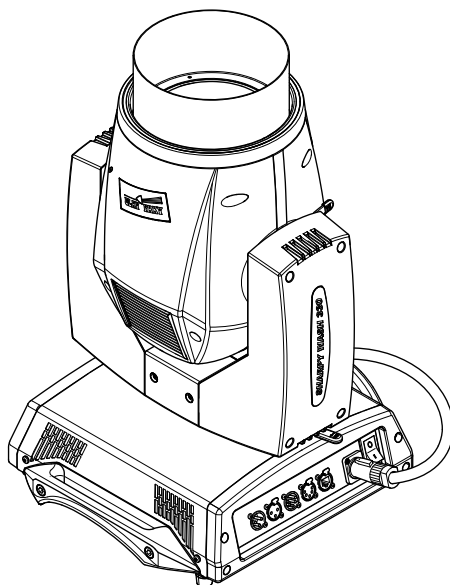


INSTRUCTION MANUAL



INDEX

Page	Contents
2	Safety Information
4	Unpacking and preparation
5	Installation and start-up
6	Control panel
8	Menu setting
15	Maintenance
20	Dimensions
20	Cause and solution of problems
21	Channel functions

Congratulations on choosing a Claypaky product!

We thank you for your custom.

Please note that this product, as all the others in the rich Claypaky 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.

Claypaky 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.

Claypaky reserves the right to modify the characteristics stated in this instruction manual at any time and without prior notice.

SAFETY INFORMATION

EN

SAFETY INFORMATION

IMPORTANT: Claypaky recommends you carefully read and keep the safety information on this product, also available in digital format at the following link:

www.claypaky.com

Ref: [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

IT

INFORMAZIONI DI SICUREZZA

IMPORTANTE: Claypaky raccomanda di leggere accuratamente e conservare le informazioni di sicurezza relative a questo prodotto, sempre reperibili in versione digitale al seguente link:

www.claypaky.com

Rif: [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

DE

INFORMATIONEN ZUR SICHERHEIT

WICHTIG: Claypaky empfiehlt, die Sicherheitsinformationen bezüglich dieses Produkts genau zu lesen und aufzubewahren. Sie sind in Digitalversion immer unter folgendem Link auffindbar:

www.claypaky.com

Ref: [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

ES

INFORMACIONES DE SEGURIDAD

IMPORTANTE: Claypaky recomienda leer detenidamente y conservar la información de seguridad relativa a este producto. Además, está disponible una versión digital de la misma en el siguiente enlace:

www.claypaky.com

Ref: [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

FR

CONSIGNES DE SÉCURITÉ

IMPORTANT: Claypaky recommande de lire attentivement et de conserver les informations de sécurité relatives à ce produit, disponibles en version digitale au lien suivant:

www.claypaky.com

Réf. : [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

RU

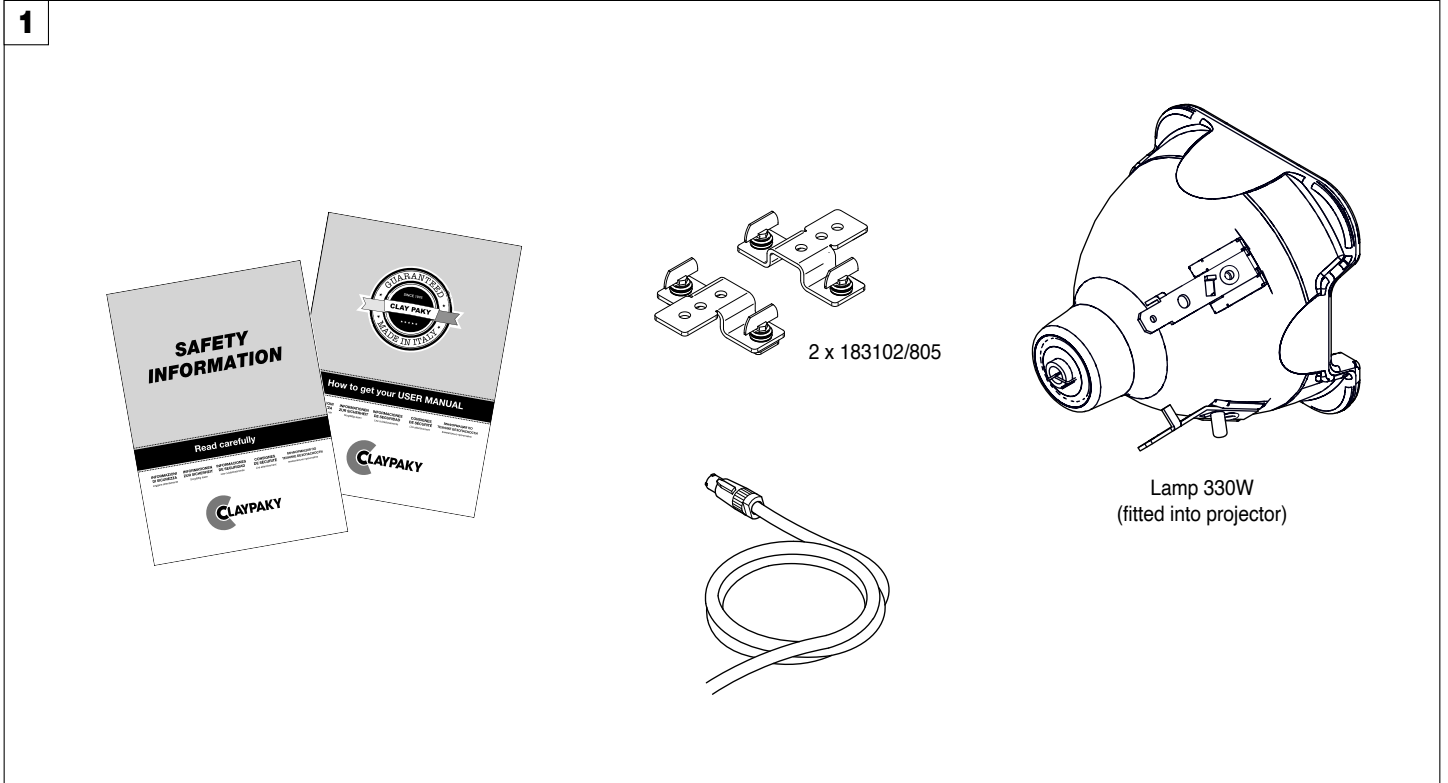
ИНСТРУКЦИЮ ПО ТЕХНИКЕ БЕЗОПАСНОСТИ

ВАЖНО: Клаураку рекомендует внимательно прочитать и сохранить инструкцию по технике безопасности данного изделия, которая всегда доступна в электронном формате по следующей ссылке:

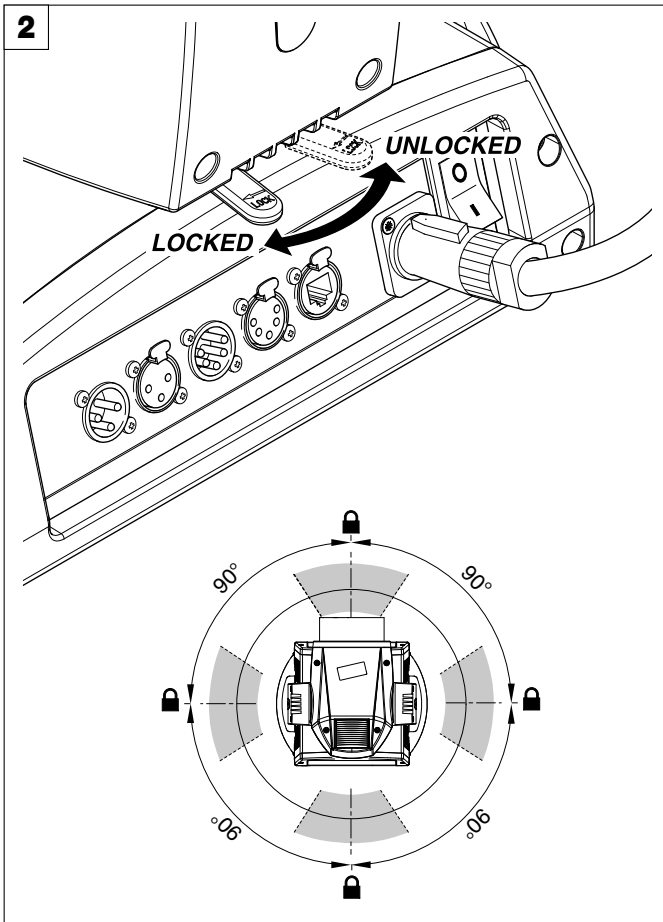
www.claypaky.com

Наименование: [FIS011 – Safety Information Sharpy Wash 330, Sharpy Wash 330 PC]

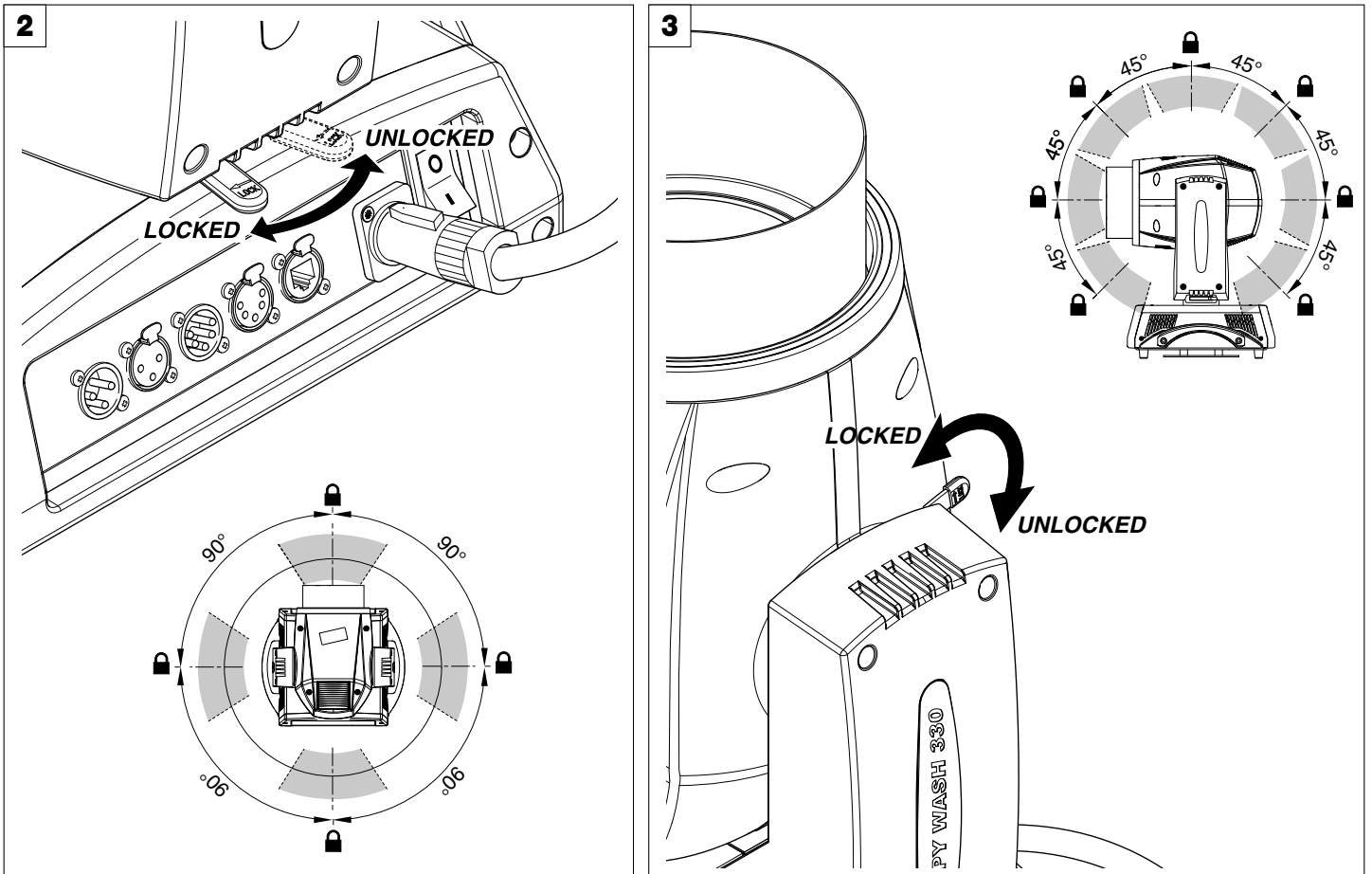
UNPACKING AND PREPARATION



Packing contents - Fig. 1

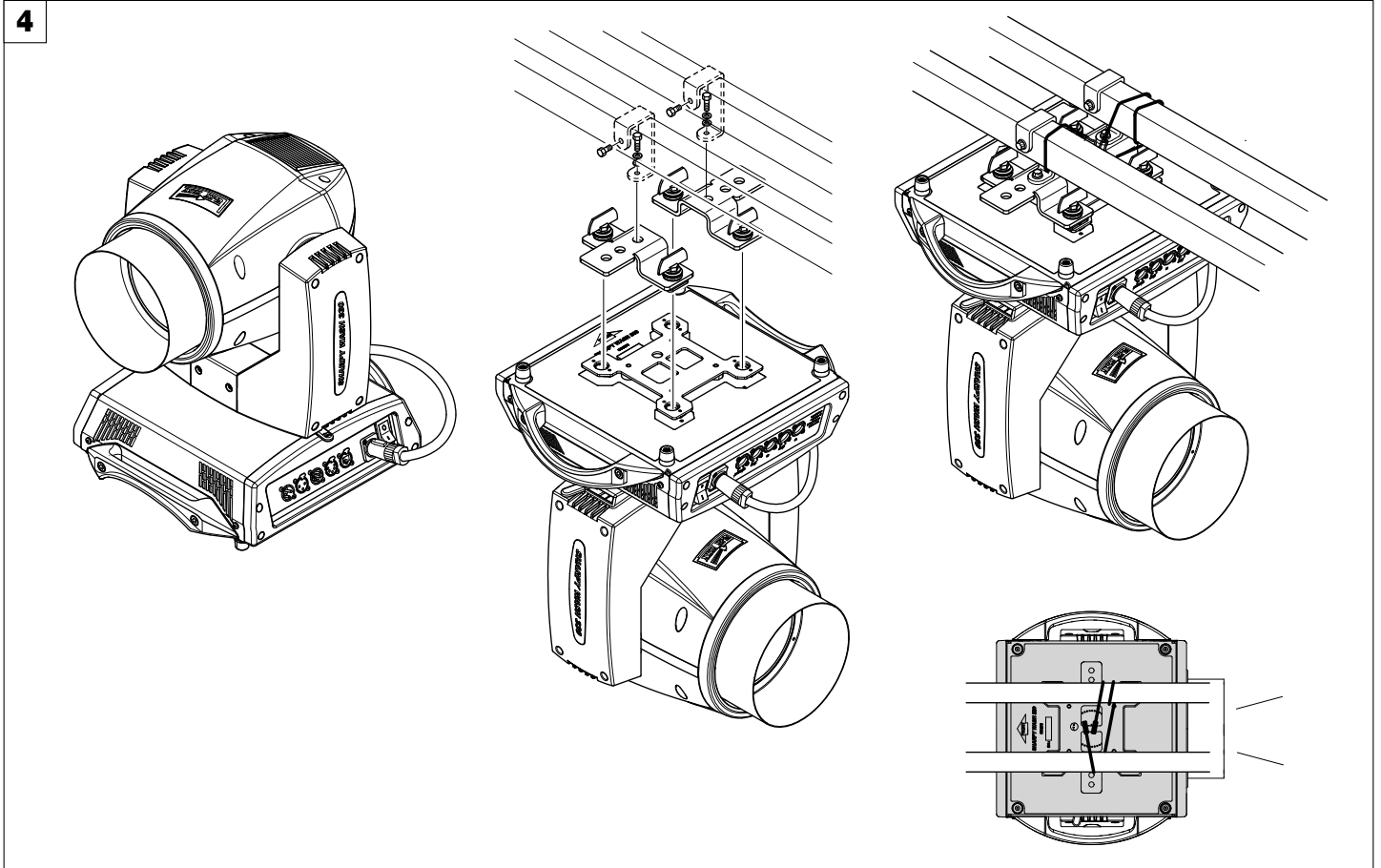


PAN Mechanism Lock and Release (every 90°) - Fig. 2



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

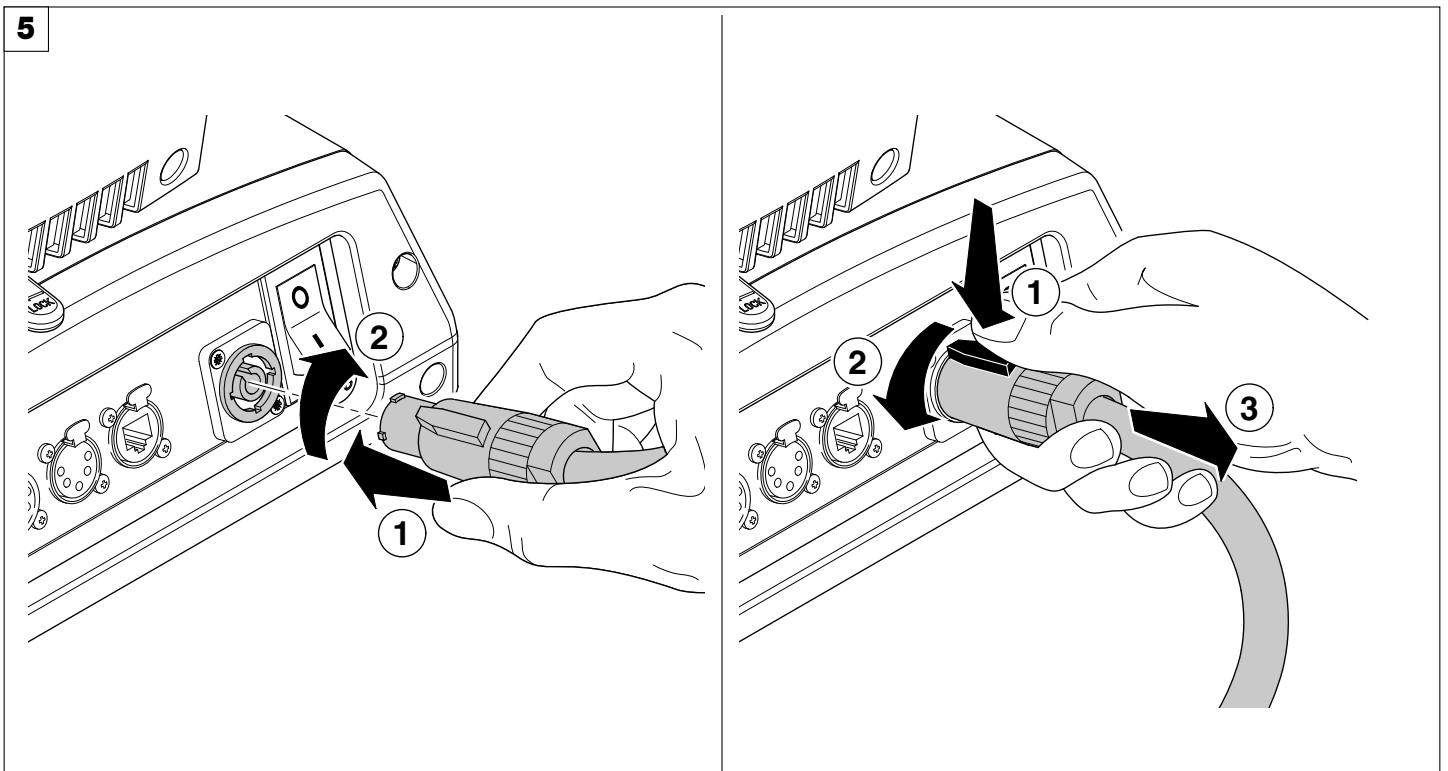
INSTALLATION AND START-UP



Installing the projector - Fig. 4

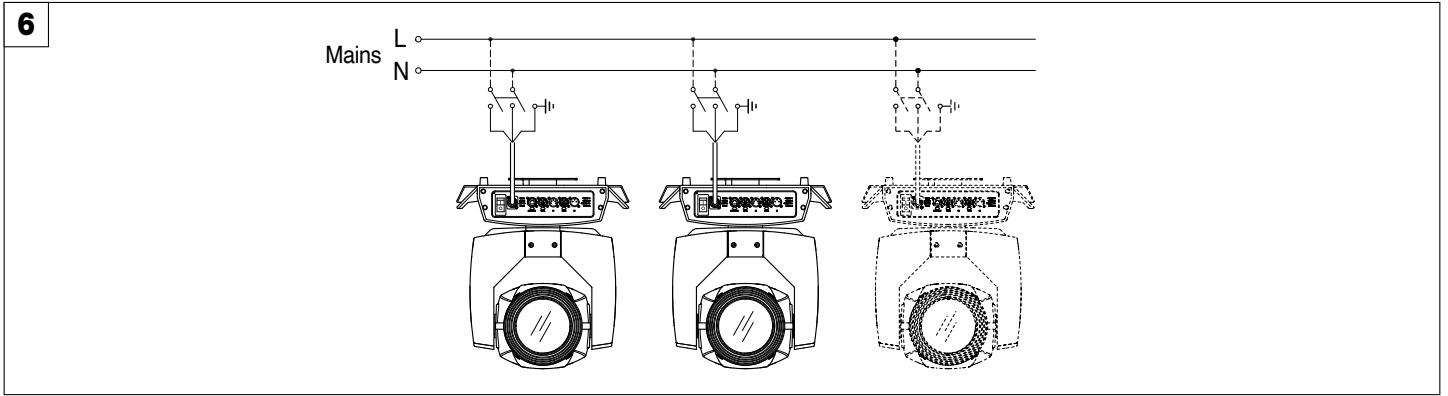
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.

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.

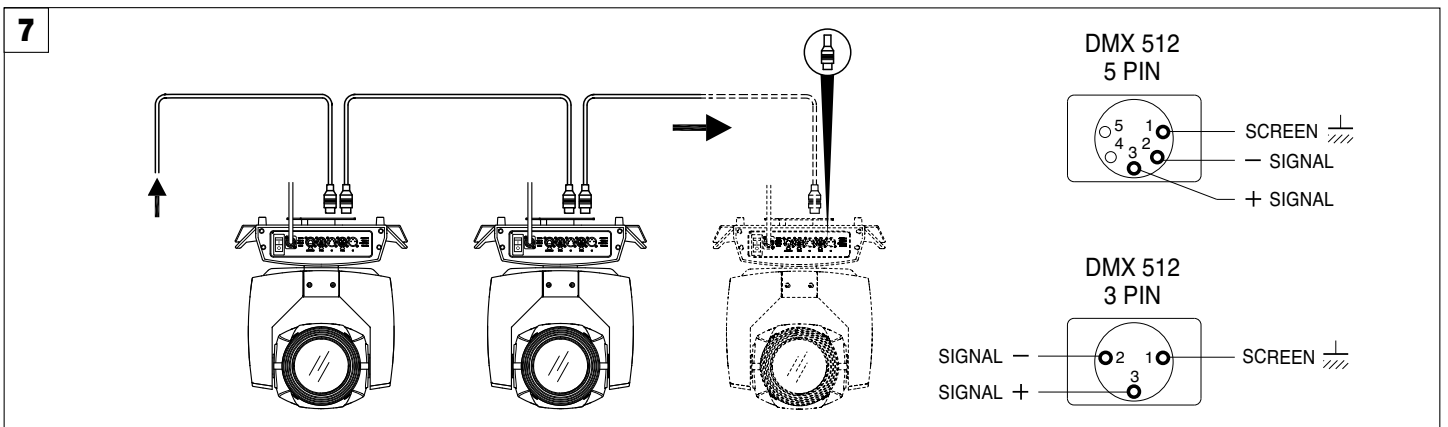


Connecting and disconnecting power cable - Fig. 5

CONTROL PANEL



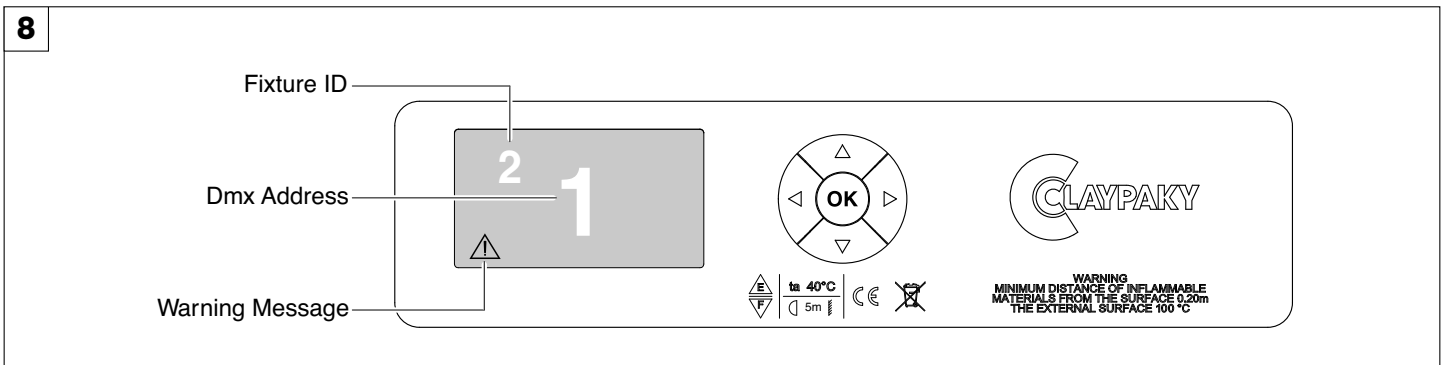
Connecting to the mains supply - Fig. 6



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.



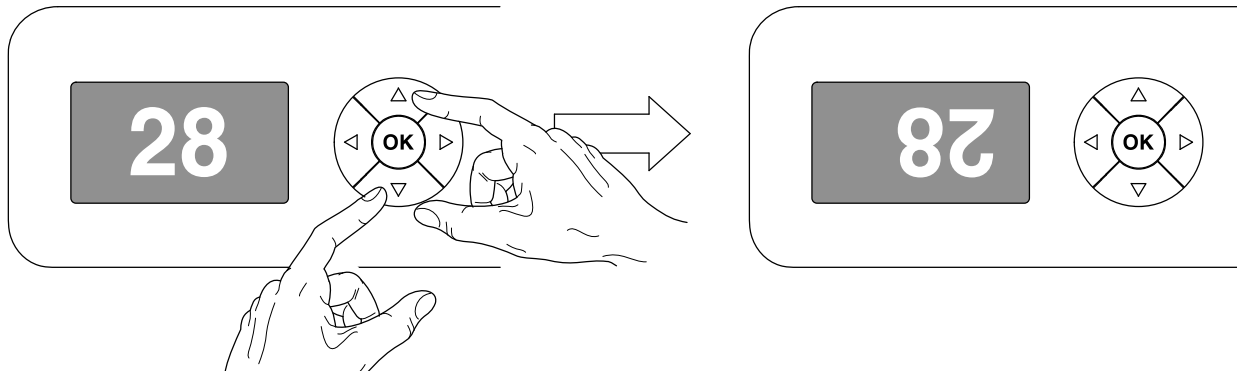
Switching on the projector - Fig. 8

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



	Model SHARPY WASH 300	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 128bit - Tilt 128bit). 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 that when this condition occurs, any possible value that has been modified but not yet confirmed with the key will be cancelled.



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).

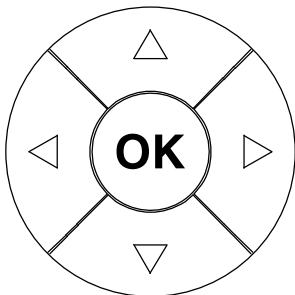
The address can also be set with the projector switched off.

Setting the 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.

Functions of the buttons - Using the menu



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.

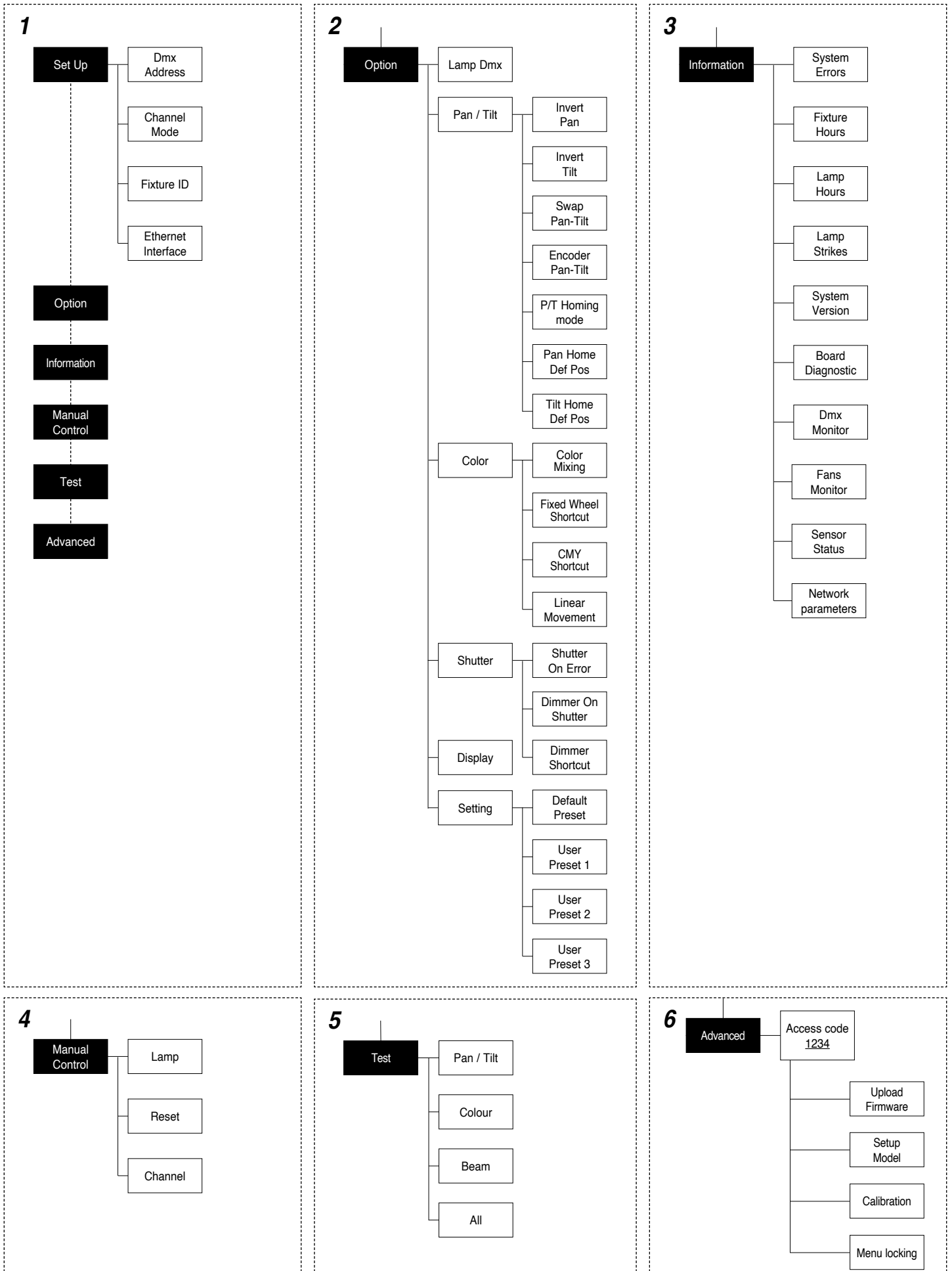
USING THE MENU:

- 1) Press  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 functioning of effects
 - Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.
- 3) Press  to display the first item in the selected menu.
- 4) Use the UP  and DOWN  keys to select the MENU items.

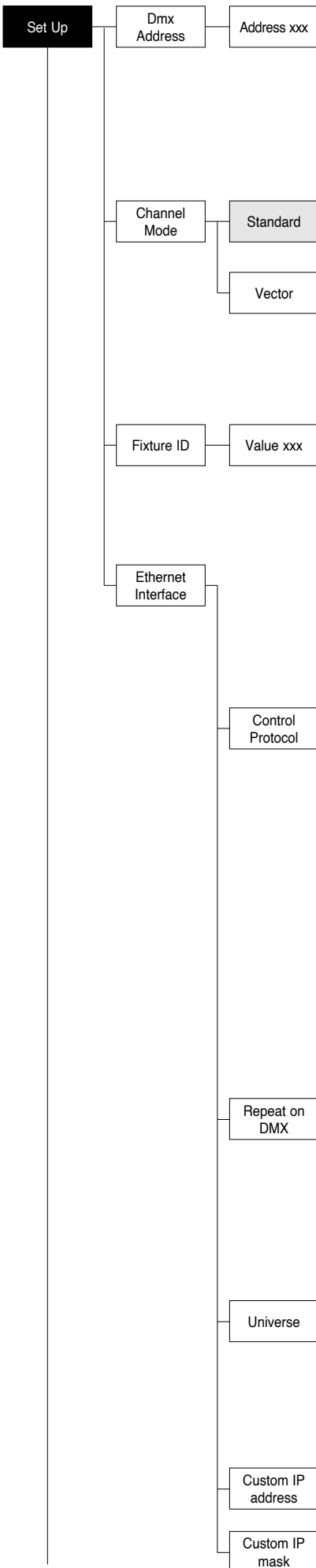
Setting addresses and options with the projector disconnected

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  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 Address 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 four 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.

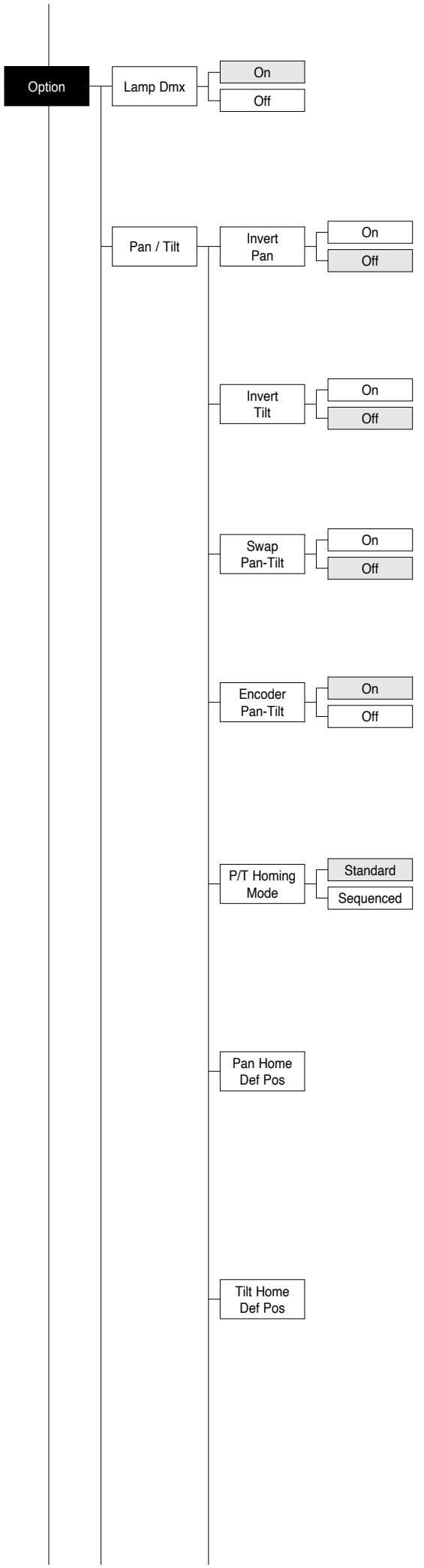
- 1) Press **OK** - the current Universe address appears on the display.
- 2) Use the UP **▲**, DOWN **▼**, RIGHT **▶** keys to set the Universe address.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep the current setting.

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..



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

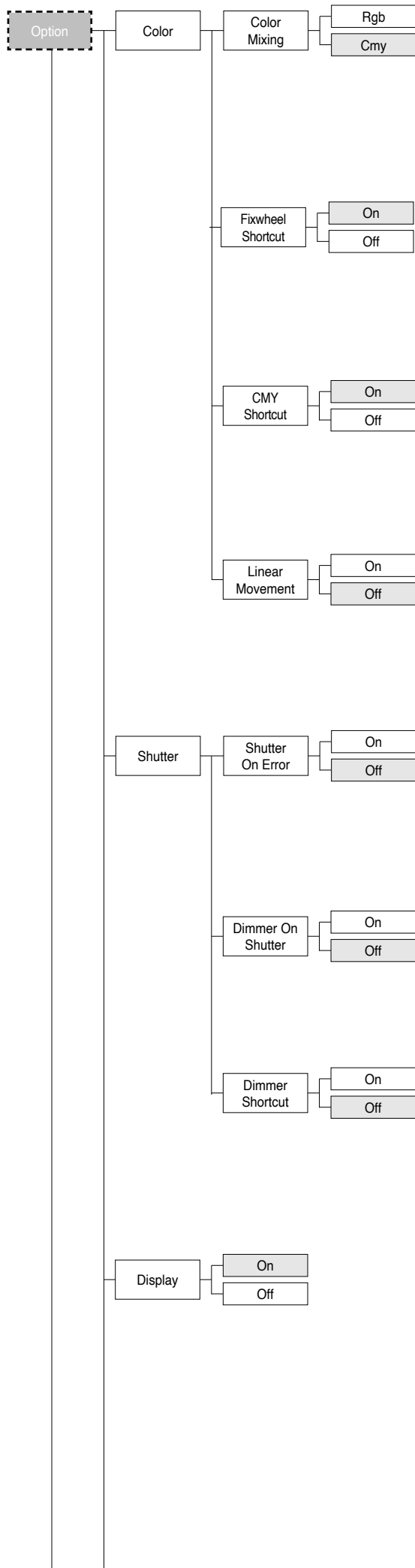
Lets you assign the Pan channel "home" position at the end of Reset, without a DMX input signal.

- 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.

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.

CMY short-cut

Used for optimizing CMY 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) CMY change optimization.
- 3) Press **OK** to confirm the selection, or LEFT **◀** to keep current settings.

Linear Movement

It enables the linear movement of the colour wheel.

- 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 linear movement of the colour wheel.
- 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.

Dimmer short-cut

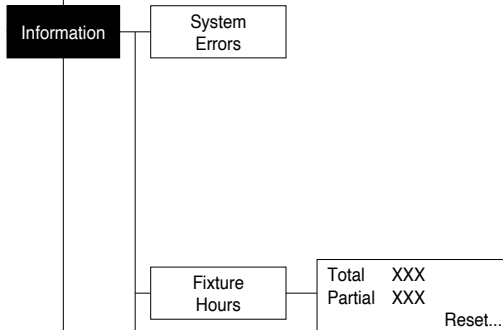
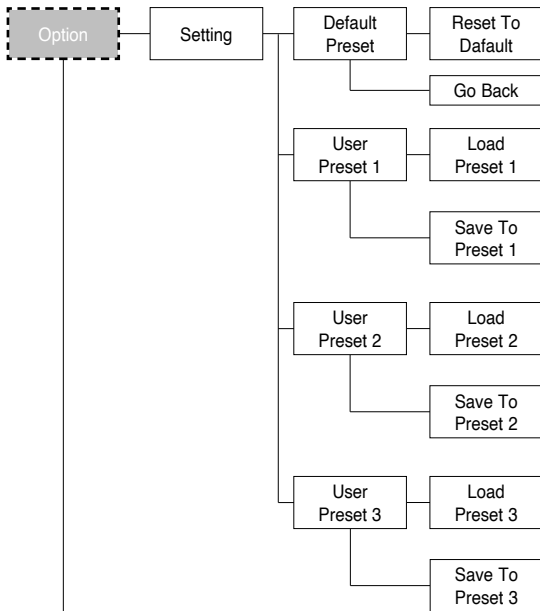
Used for optimizing Dimmer change time so that the disc turns in the direction that requires shorter movement.

- 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) Dimmer change optimization.
- 3) Press **OK** to confirm the selection, or LEFT **◀** to keep current settings.

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 selection 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
P/T Homing Mode	Standard
Pan Home Def Pos	270 degrees
Tilt Home Def Pos	50%
Fixed Wheel Shortcut	On
Colour Mixing	CMY
CMY Shortcut	On
Linear Movement	Off
Dimmer on Shutter	Off
Dimmer Shortcut	On
Shutter on error	Off
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.

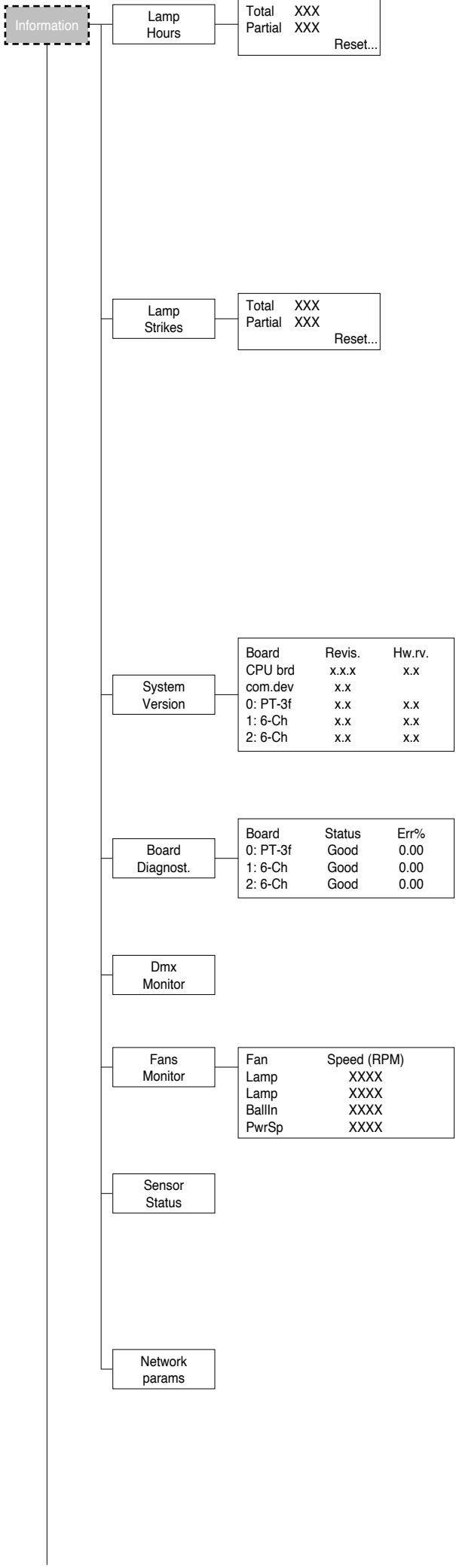
Total counter

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: 6-Ch (6 channel board)

2: 6-Ch (6 channel board)

BOARD DIAGNOSTIC

Used for displaying the status error of each board installed in the projector:

0: PT-3f (Pan / Tilt board)

1: 6-Ch (6 channel board)

2: 6-Ch (6 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:

Lamp (Lamp Fan)

Ball. IN (Ballast IN Fan)

PwrSp (PSU 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

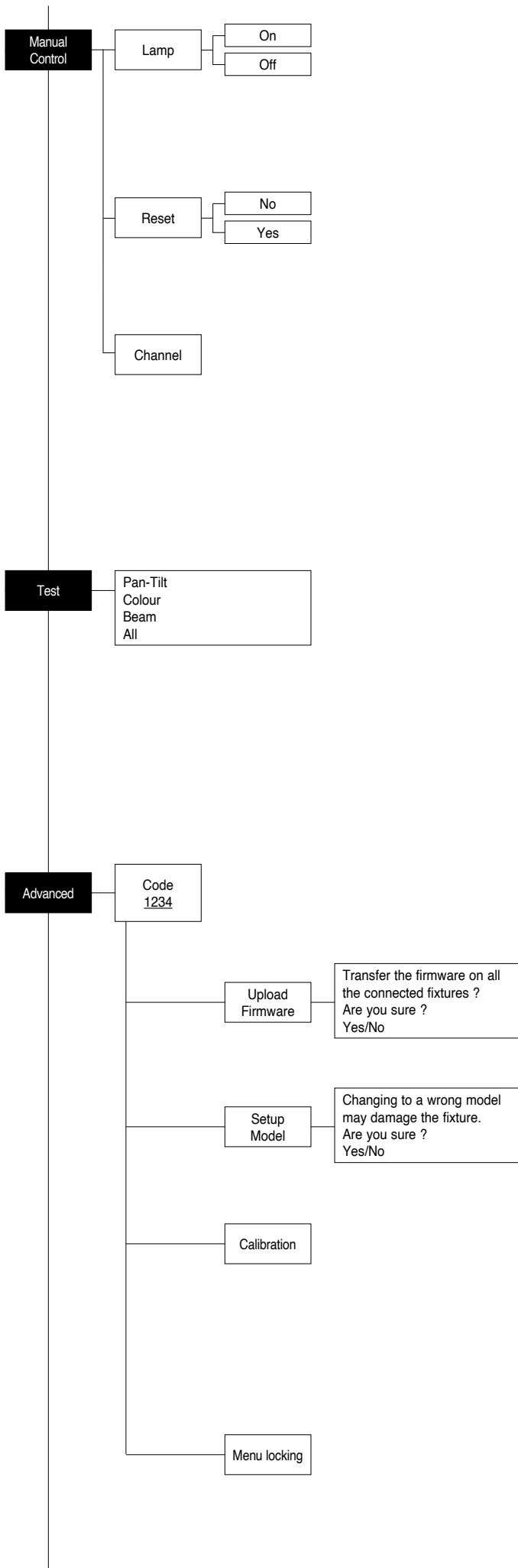
NETWORK PARAMS

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



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 (Colour wheel - CMY)

Beam effects (Stopper-Strobe / Dimmer / Beam shaper / Zoom / Frost)

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

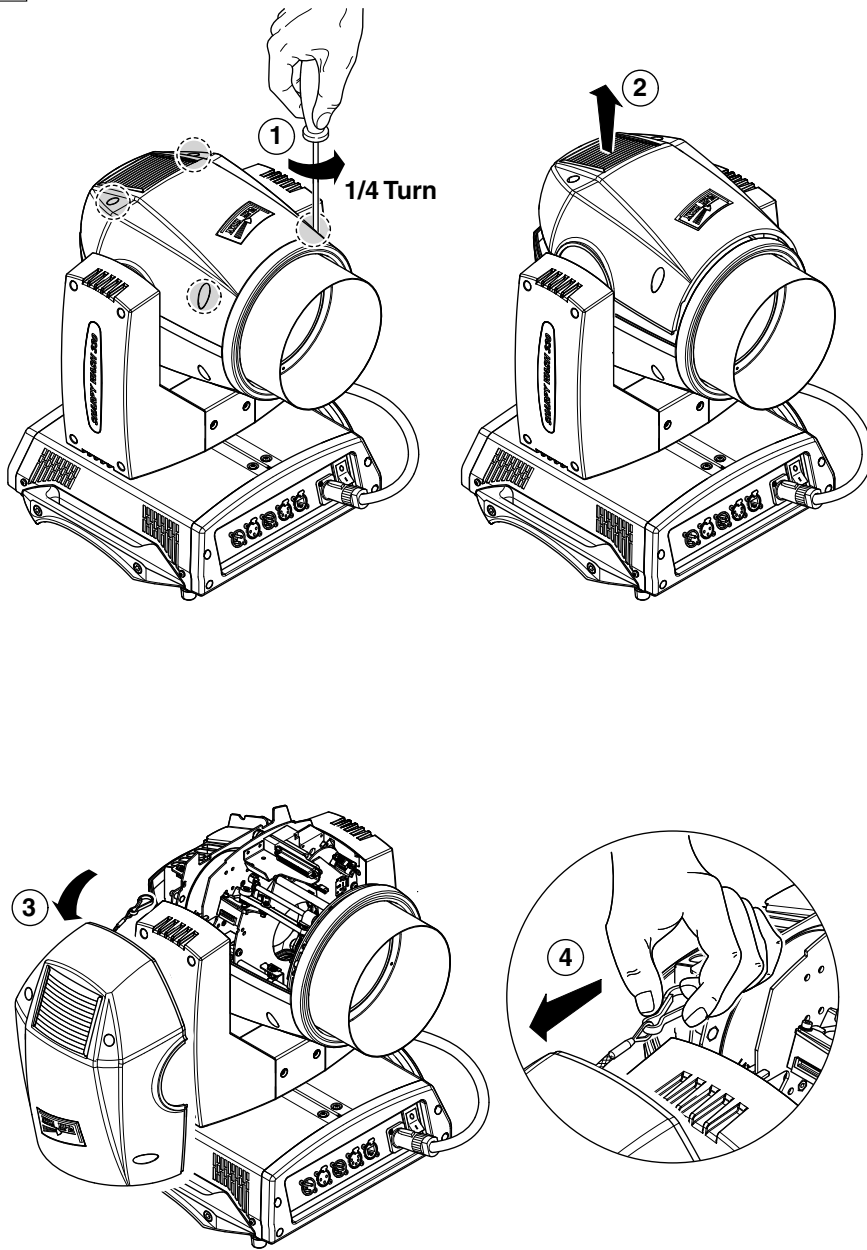
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.

- 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.

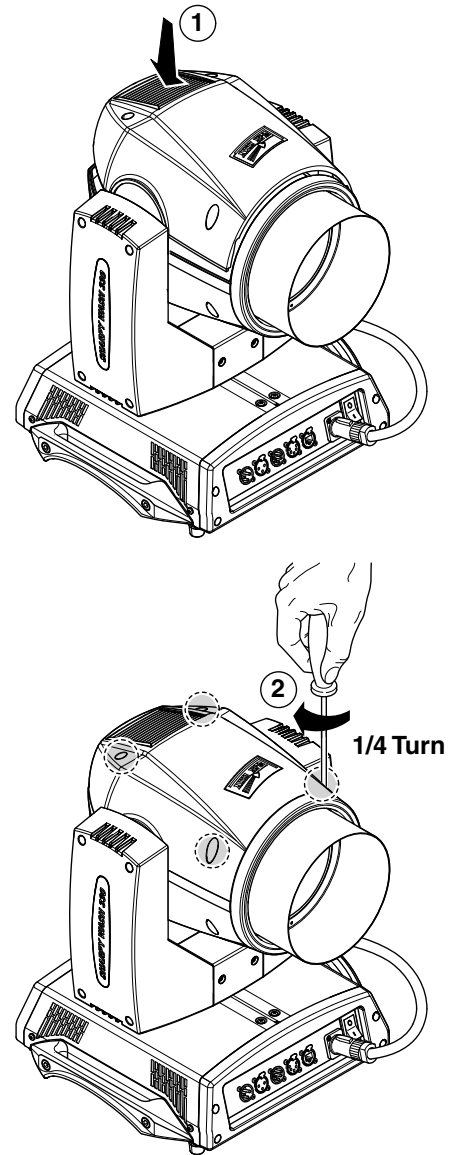
MENU LOCKING

It allows you to assign a password to lock the access to the user menu, so that only users know the password can change settings. The password is 4-digit number.

10

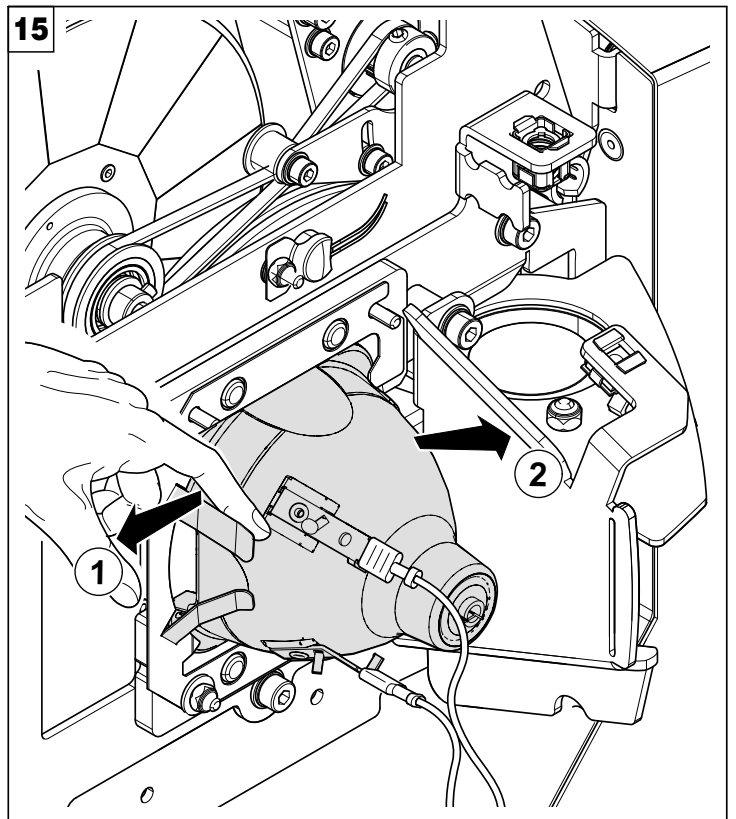
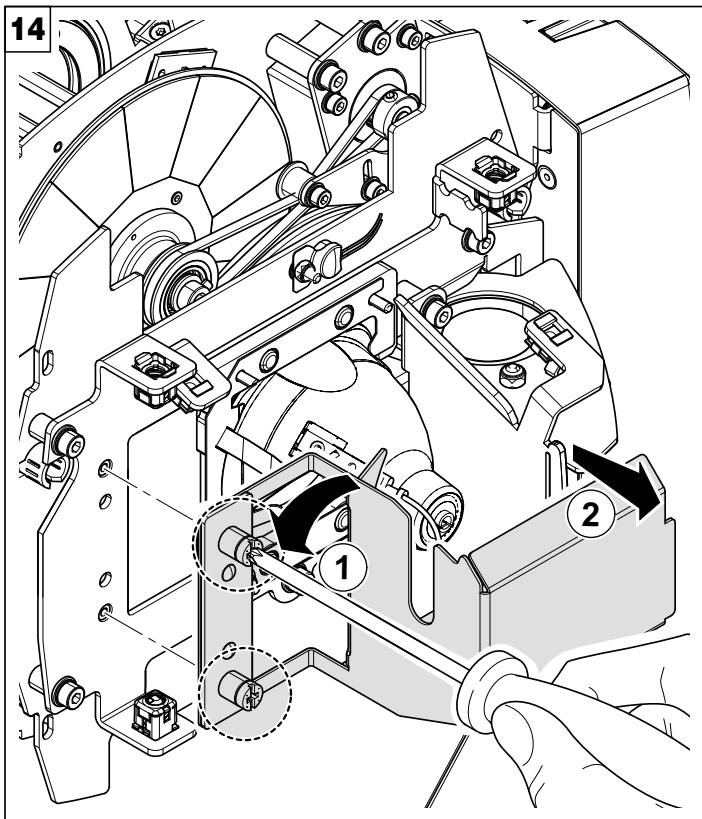
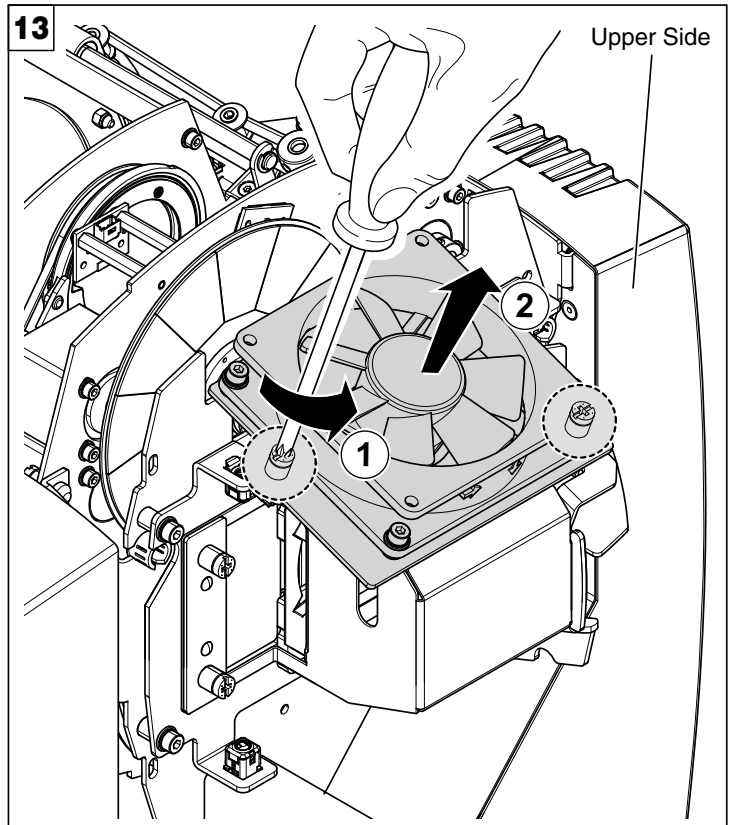
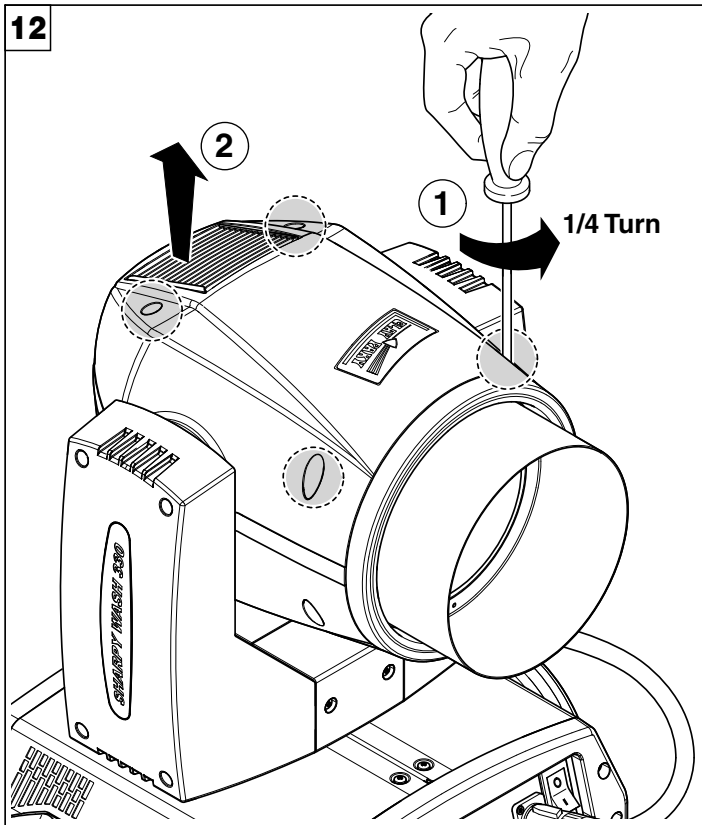


11



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.



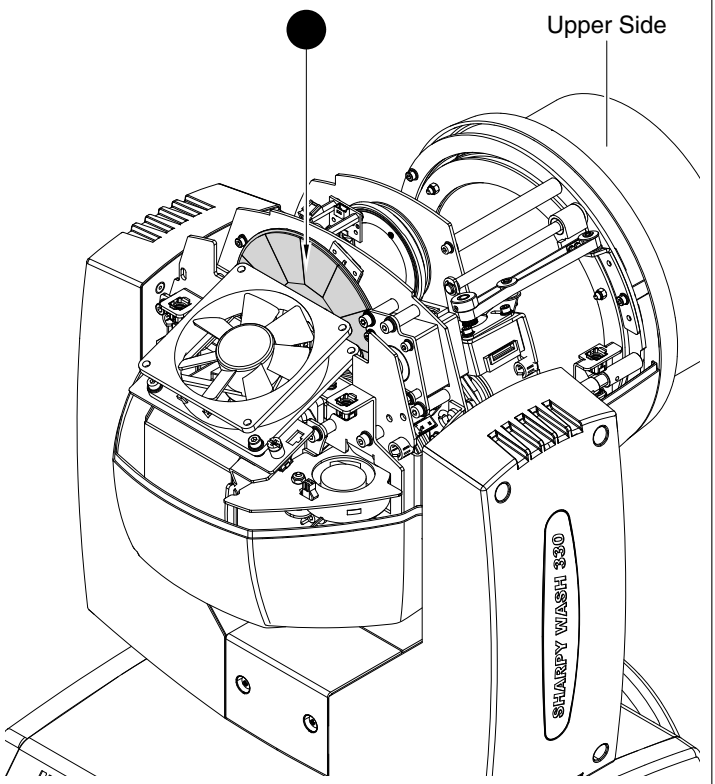
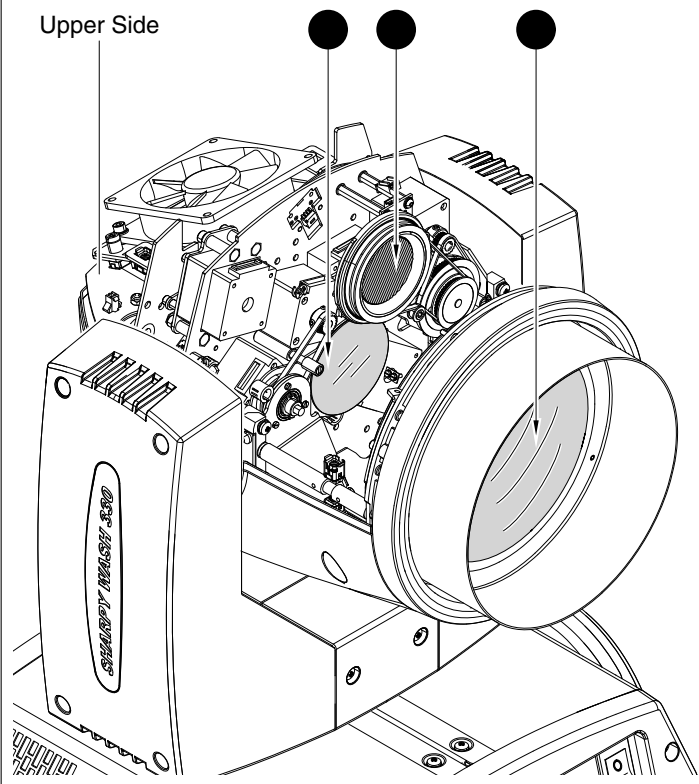
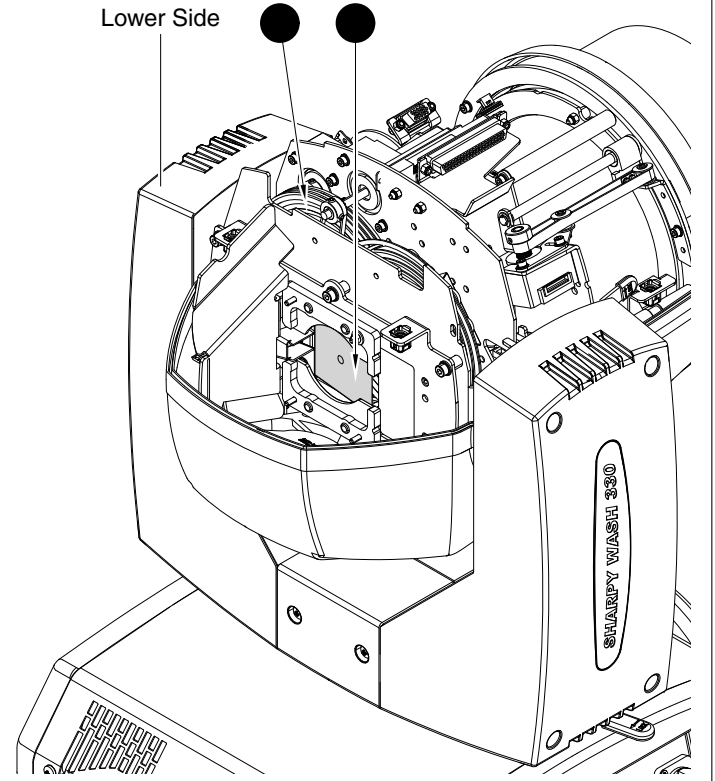
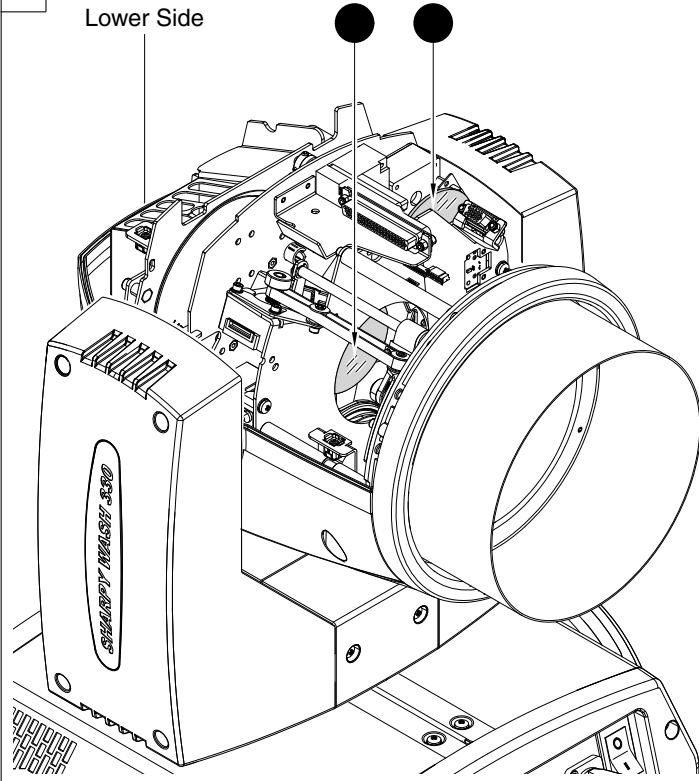
Lamp change - Fig 12, 13, 14, 15.

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.

CAUTION:

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

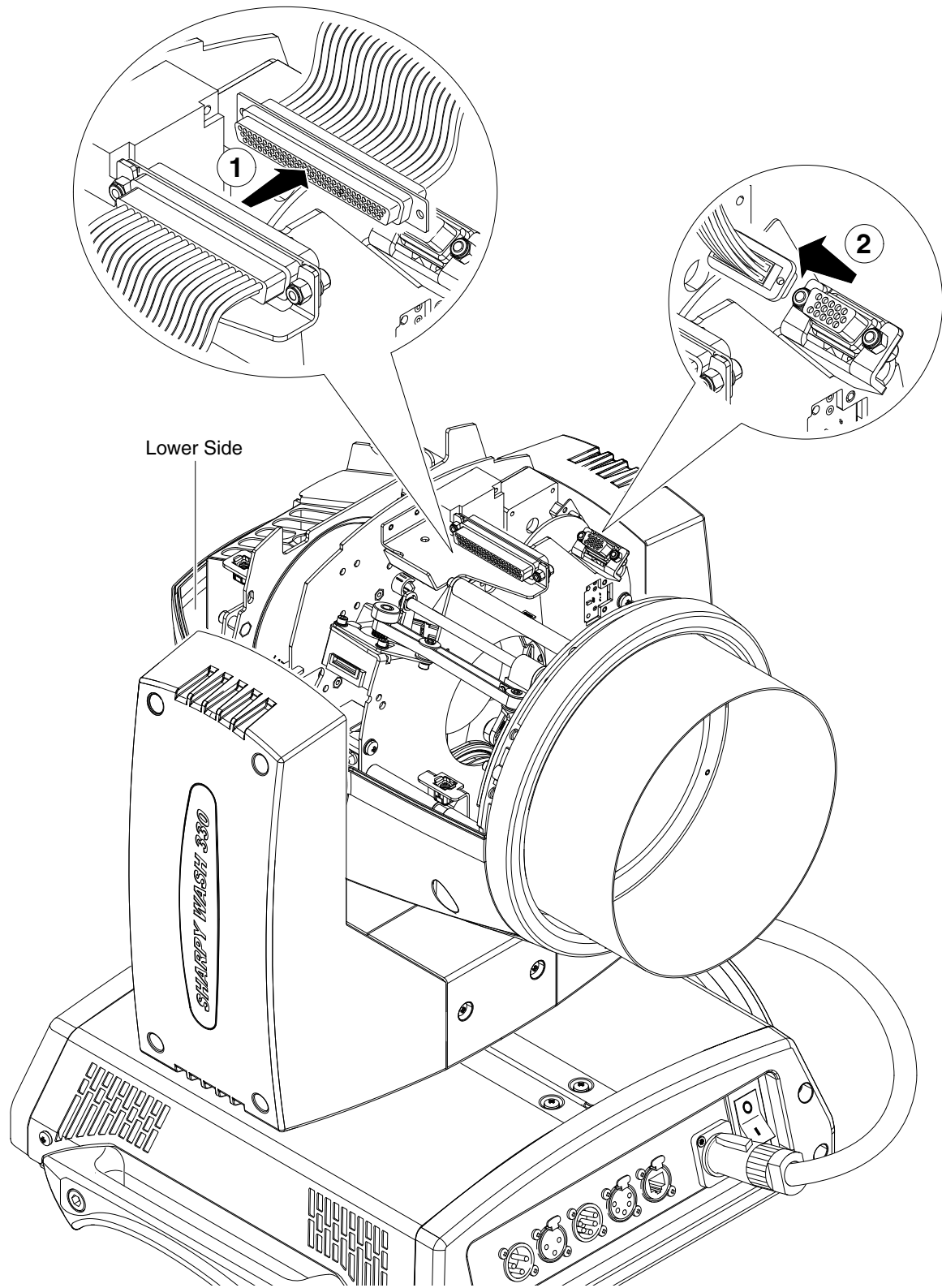
16

Periodical cleaning - Fig. 16

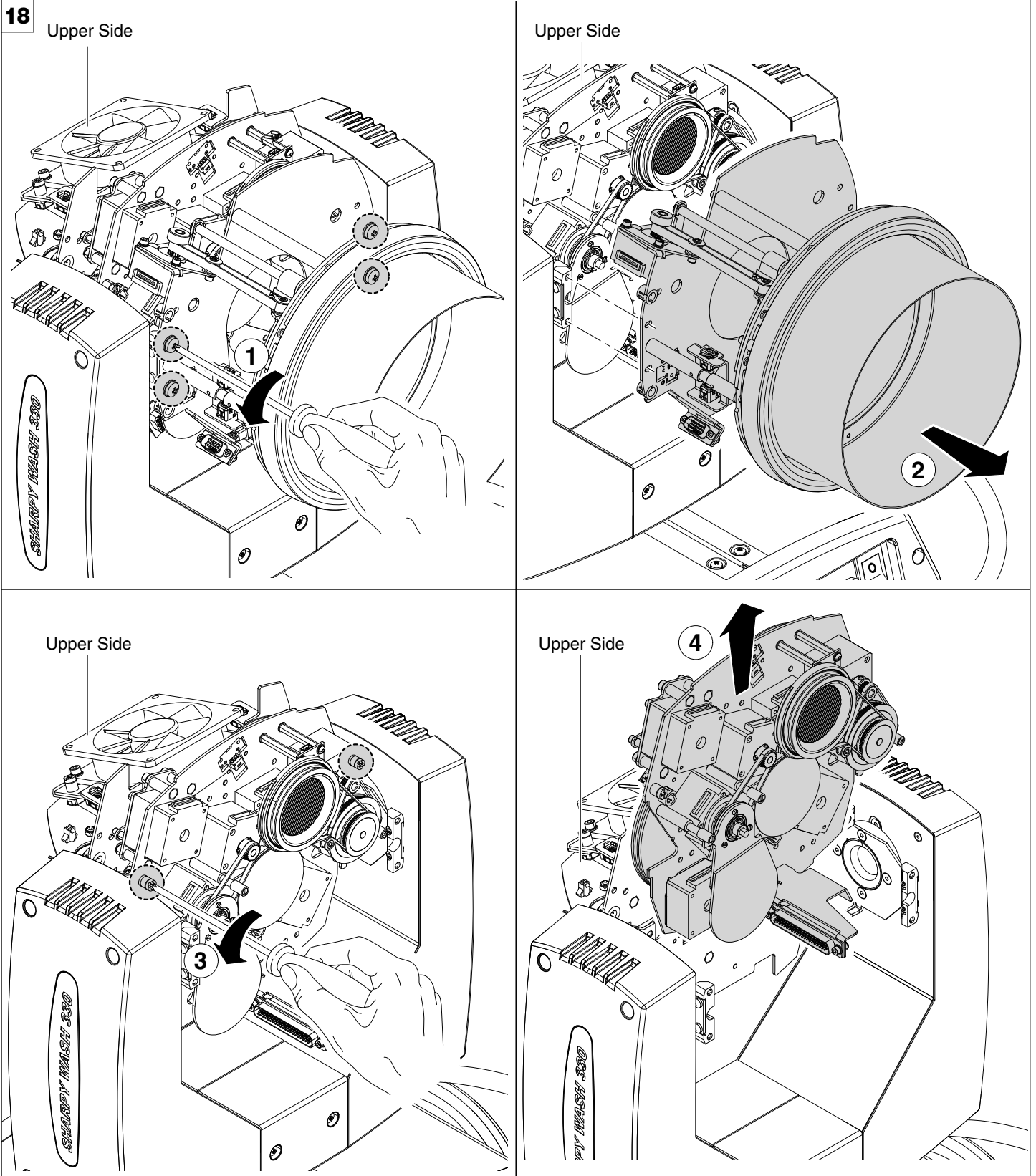
To ensure optimal operation and performance for a long time it is essential to periodically clean the parts subject to dust and grease deposits. The frequency with which the following operations are to be carried out depends on various factors, such as the amount of the effects and the quality of the 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 Claypaky.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.



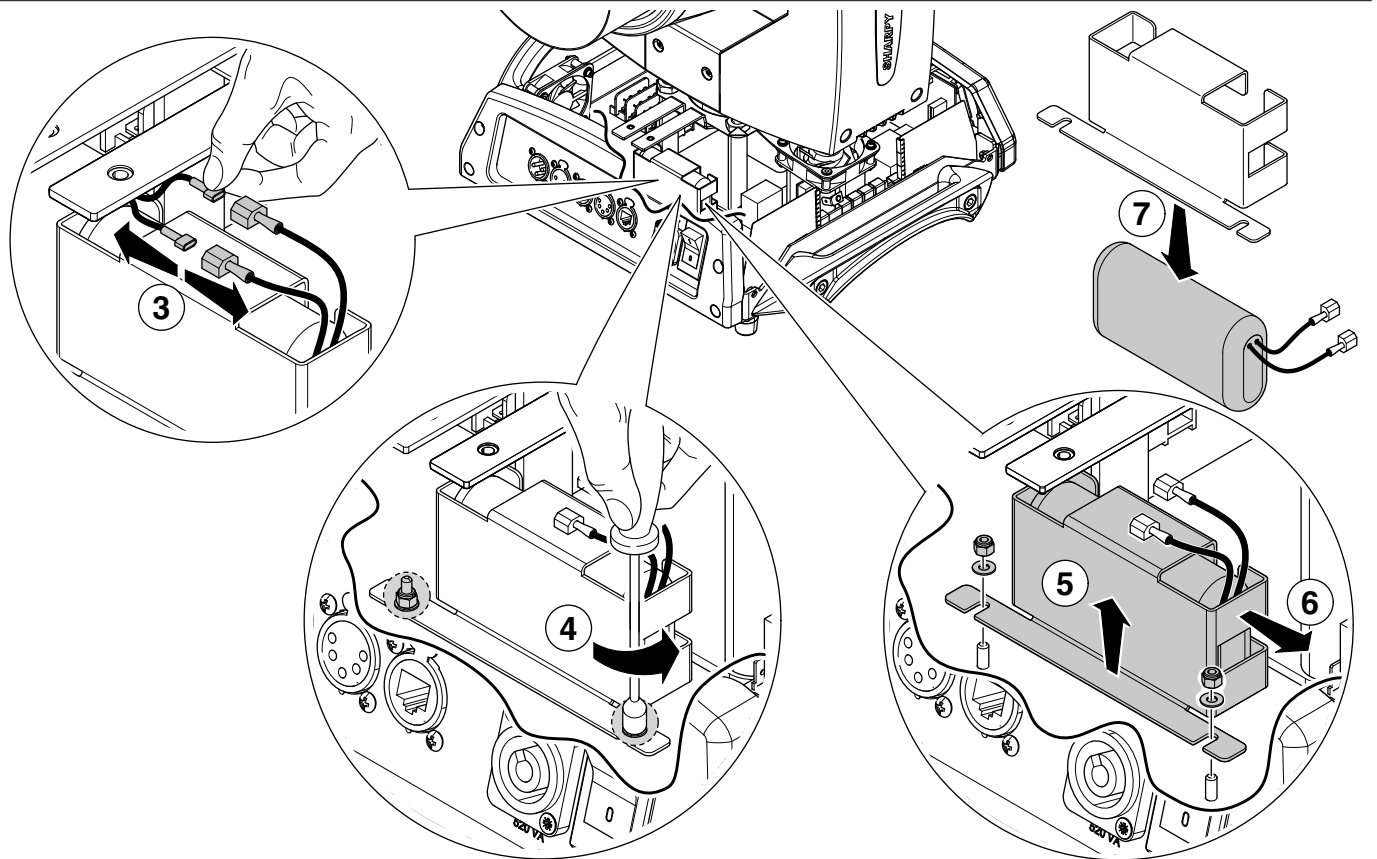
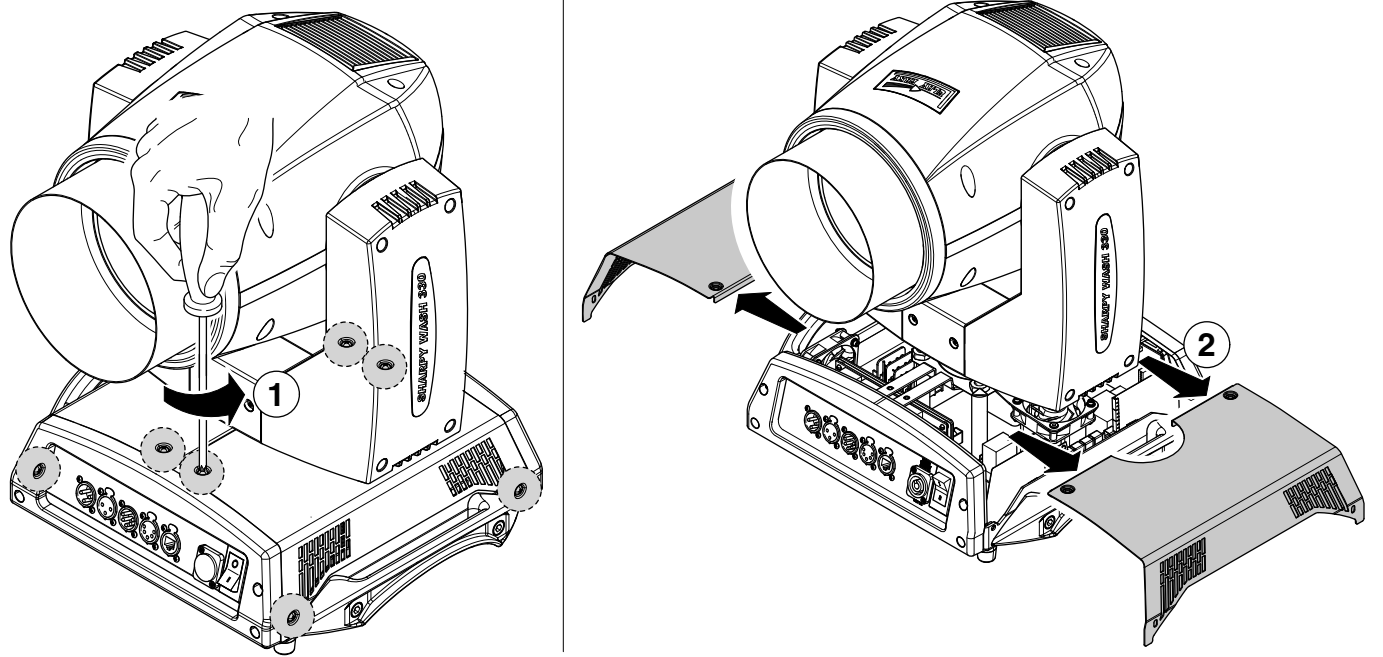
Extraction of the effect modules: Preliminary operations - Fig. 17



Extraction of the effect modules - Fig. 18

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. 17 and 18 in reverse order.

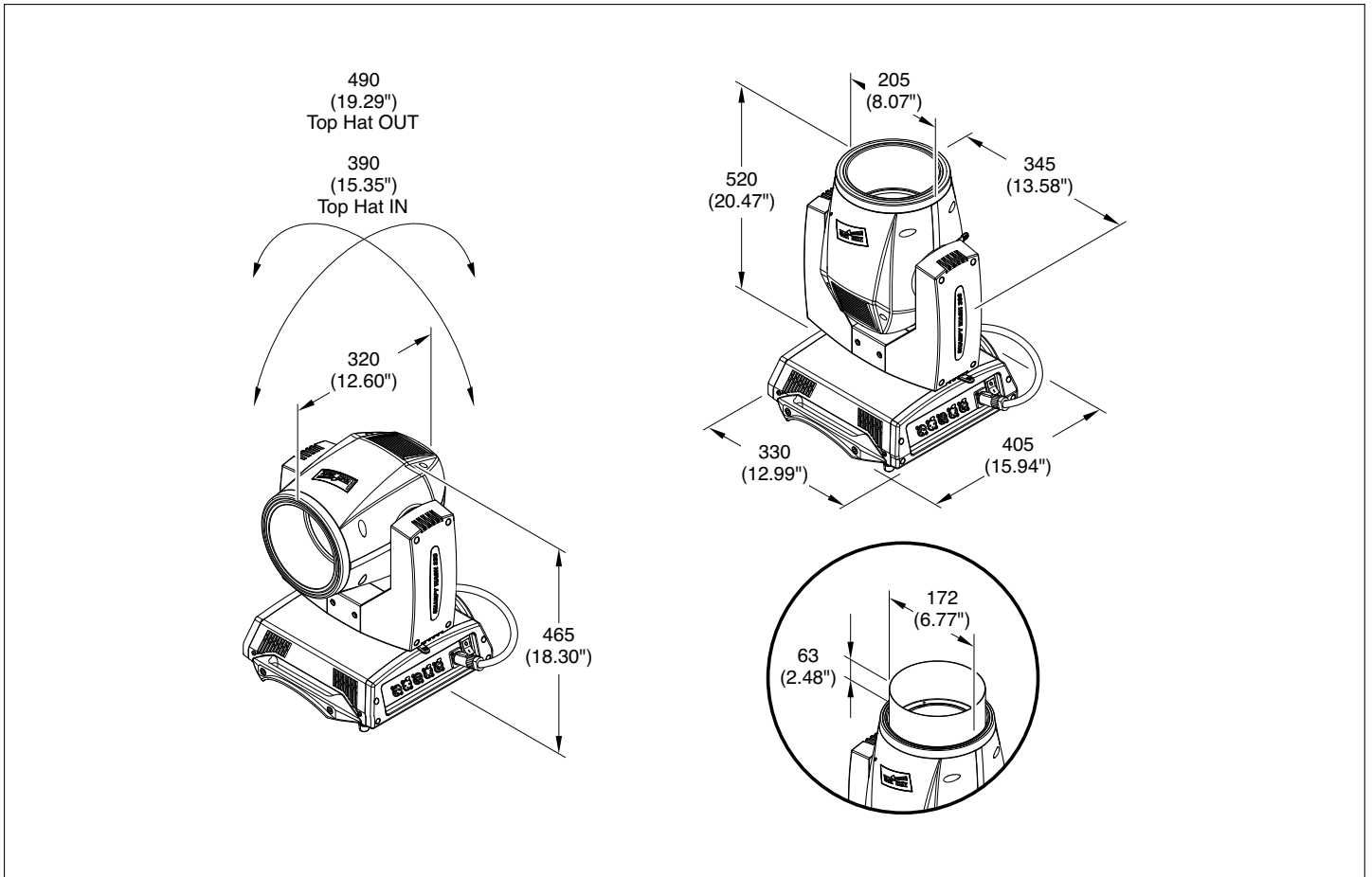


Battery removal - Fig. 19



This product contains a rechargeable 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.

DIMENSIONS



CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON ELECTRONICS NON-OPERATIONAL DEFECTIVE PROJECTION REDUCED LUMINOSITY				PROBLEMS
POSSIBLE CAUSES			CHECKS AND REMEDIES	
●		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).	

CHANNEL FUNCTION

SHARPY WASH 330

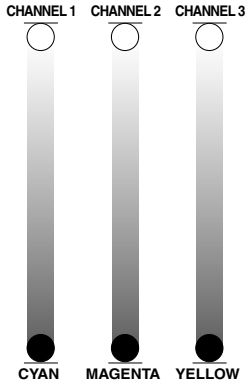
NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit).

CHANNEL	DMX Modality	
	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	BEAM SHAPER INSERTION	BEAM SHAPER INSERTION
9	BEAM SHAPER ROTATION	BEAM SHAPER ROTATION
10	HEAVY FROST	HEAVY FROST
11	LIGHT FROST	LIGHT FROST
12	ZOOM	ZOOM
13	PAN	PAN
14	PAN FINE	PAN FINE
15	TILT	TILT
16	TILT FINE	TILT FINE
17	FUNCTION	FUNCTION
18	RESET	RESET
19	LAMP ON/OFF	LAMP ON/OFF
20		PAN - TILT TIME
21		COLOUR TIME
22		BEAM TIM

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

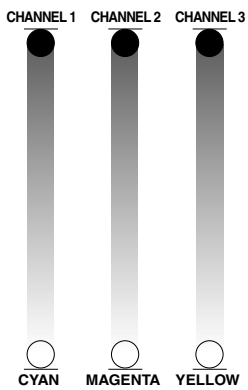
Operation with option color mixing: RGB



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 (RIGHT DIRECTION)
193	SLOW ROTATION (RIGHT DIRECTION)
191-192	STOP ROTATION
190	SLOW ROTATION (LEFT DIRECTION)
128	FAST ROTATION (LEFT DIRECTION)
123	BLUE + WHITE
118	BLUE
112	HALF MINUS GREEN + BLUE
107	HALF MINUS GREEN
102	TC 190 + HALF MINUS GREEN
96	TC 190
91	TC 260 + TC 190
86	TC 260
80	UV FILTER + TC260
75	UV FILTER
70	PINK + UV FILTER
64	PINK
59	LIGHT GREEN + PINK
54	LIGHT GREEN
48	GREEN + LIGHT GREEN
43	GREEN
38	AQUAMARINE + GREEN
32	AQUAMARINE
27	ORANGE + AQUAMARINE
22	ORANGE
16	RED + ORANGE
11	RED
6	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
4	SLOW STROBE
0 - 3	CLOSED

• DIMMER - channel 6



BIT	EFFECT
255	DIMMER OPEN
0	DIMMER CLOSED

• DIMMER FINE - channel 7

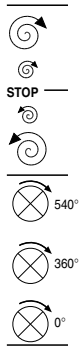


BIT	EFFECT
255	
0	

• BEAM SHAPER INSERTION - channel 8

BIT	EFFECT
255	
128	BEAM SHAPER INSERTED
127	
0	BEAM SHAPER EXCLUDED

• BEAM SHAPER ROTATION - channel 9



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

• HEAVY FROST - channel 10



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

• LIGHT FROST - channel 11



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

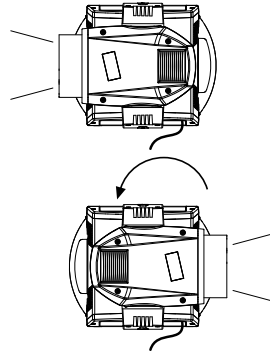
• ZOOM - channel 12



BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

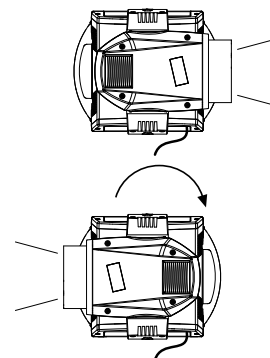
• PAN - channel 13

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



BIT
255
0

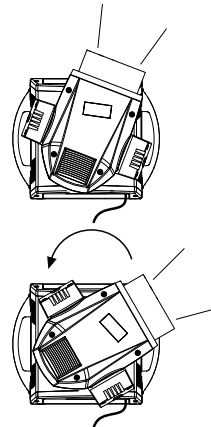
Operation with option InvertPan \diamond On
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)



BIT
255
0

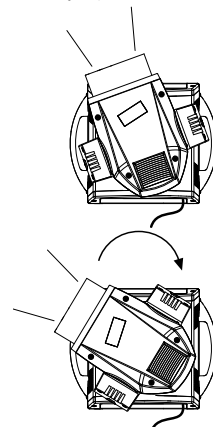
• PAN FINE - channel 14

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



BIT
255
0

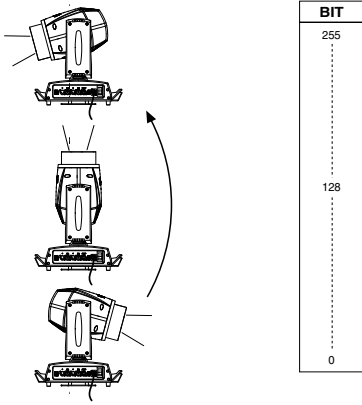
Operation with option InvertPan \diamond On
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)



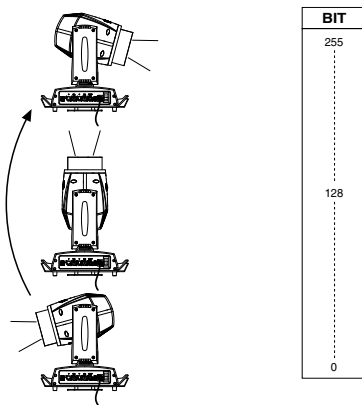
BIT
255
0

• **TILT - channel 15**

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

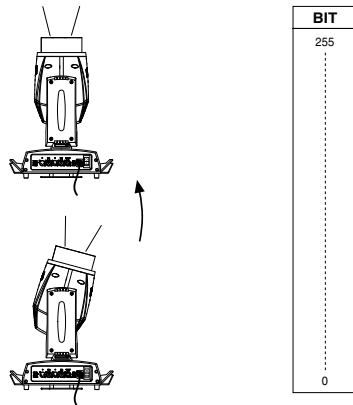


Operation with option Invert Tilt \diamond On
(Pan conventionally represented at 0 bit and option Invert Pan \diamond Off)

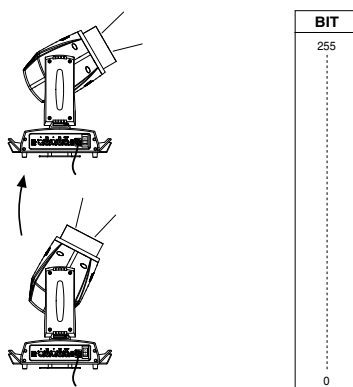


• **TILT FINE - channel 16**

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



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



• **FUNCTION - channel: 17**

BIT	EFFECT
255	
...	
115	FREE
102-114	CMY shortcut OFF
88-101	CMY shortcut ON (default)
76-87	CMY Limited range
63-75	CMY Full range (Default)
51-62	LINEAR (Default)
38-50	CONVENTIONAL
25-37	NORMAL
12-24	FAST (Default)
0-11	UNUSED RANGE

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

• **RESET - channel: 18**

BIT	EFFECT
255	COMPLETE RESET
...	
128	COMPLETE RESET
127	PAN / TILT RESET
...	
77	PAN / TILT RESET
76	EFFECTS RESET
...	
26	EFFECTS RESET
25	
0	UNUSED RANGE

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

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 19**

IMPORTANT: SHARPY is not provided with hot restrike ignition



BIT	EFFECT
255	LAMP ON
...	
101	LAMP ON
100	LAMP OFF
...	
26	LAMP OFF
25	
0	UNUSED RANGE

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

