

Quick Start Guide

# **CRISTAL BEE EYE**

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**MACROLITE**

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## 1. IMPORTANT SAFETY



### Caution

To reduce the risk of fire or electric shock, do not expose this appliance to rain and moisture. The apparatus shall not be exposed to dripping or splashing liquids and no objects filled with liquids, such as vases, shall be placed on the apparatus.



### Caution

These service instructions are for use by qualified service personnel only. To reduce the risk of electric shock do not perform any servicing other than that contained in the operation instructions. Repairs have to be performed by qualified service personnel.

### 1. Open-package Inspection

When you receive the product, please check whether the product is damaged during transportation, and verify that the master case includes the following parts:

Moving Head light: 1 pc  
Signal cable: 1 pc  
User's manual: 1 pc

For reasons of safety and approval (CE), any personal reconstruction and/or modification of this product is prohibited. Please note that damage caused by modifications performed manually to this device is not covered by the warranty.

This product leaves our factory in perfect condition. Please follow all notes in these operating instructions to maintain this condition and ensure the safe operation of the product.

Any damage caused as a result of non-compliance with these operating instructions voids the warranty. The manufacturer does not accept liability for

damage to property or personal injury resulting from improper handling or failure to observe these instructions.

Store these operating instructions in a safe place for later reference, and pass them to any new holder when selling, lending, or transferring this device to another party.

### 2. Instruction

This product is a lighting effect that creates special light effects with one lamp. To generate these effects, the product must be connected to mains and a DMX-512 compatible controller.

This product is designed for 110–220V, 50/60Hz A/C operation and exclusively for indoor use.

If used for any purpose other than those described in these operating instructions, the device may suffer damage and the warranty becomes void. Any other use involves risks such as short circuits, electric shock, etc.

### 3. Safety and Maintenance:

- Indoor use only
- Make sure the equipment load-bearing structures can withstand more than 10 times the weight of the fixture when installed above ground.
- Disconnect from power supply before replacing lamp, fuse, or other accessories.
- Operate only under electrical standards with leakage protection device A/C.
- Allow the unit to cool down for 15 minutes before replacing lamps.
- Do not use accessories or parts from other companies.
- Contact your specialized dealer for any technical problems.



Please read this manual carefully before operating this product.

## 2. OVERVIEW

This professional moving head light integrates multiple functions with powerful and stable performance. It features 7 high-brightness quad-core LED beads with a power of 350W, delivering impressive brightness and color performance. It supports various control modes including DMX512, Auto, Master/Slave, and Sound Control, and is equipped with RDM function for smarter addressing and debugging. It combines multiple effects like pan/tilt, color mixing, strobe, rotation, and an auxiliary light. 32-bit 0-100% linear dimming ensures exceptionally smooth and subtle light transitions. With its wide voltage input (AC100~240V) and an extensive operating temperature range from -30°C to 50°C, it is built to perform reliably in various demanding performance environments. Multiple channel options (CH25, CH26, CH30, CH58) are available to meet different control precision requirements.

### Contents of the carton

- 1 × Moving Light
- 1 × Mains Lead
- 1 × User Manual
- 1 × Hanger

### Specifications:

- **Power supply:** AC100~240V, 50/60Hz
- **Power consumption:** 350W
- **LED:** 7× Quad-core LED beads
- **Control mode:** DMX512, Auto, Master/Slave, Sound Control, RDM
- **Channel:** 25/26/30/58CH (Selectable)
- **Dimmer/Strobe:** 32-bit 0-100% linear dimming, 1-30Hz strobe
- **Features:** Moving head, color mixing, strobe, rotation, auxiliary light
- **Operating temperature:** -30°C ~ 50°C
- **Housing:** Metal, black finish
- **Connectors:** DMX512 In/Out, Power In/Out
- **Effect:** Multi-functional beam effects with smooth color changes and precise 32-bit dimming create vibrant lighting performances

## 3. DISPLAY INSTRUCTION:

Access control panel functions using the four panel buttons located directly underneath the LED Display.

BUTTON	FUNCTION
<MENU>	Used to access the menu or to return to a previous menu option
<UP>	Scrolls through menu options in ascending order
<DOWN>	Scrolls through menu options in descending order
<ENTER>	Used to select and store the current menu or option within a menu

When a menu function is selected, the display will show immediately the first available option for the selected menu function; to select a menu item, press "ENTER".

## 4. DISPLAY MENU

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### LCD Menu Instruction

<b>d001</b>	<b>d001–d512</b>	512
<b>SLoU</b>	<b>SLoU</b>	Slow mode
	<b>FASt</b>	Quick mode
	<b>SrUn</b>	Voice control mode 0–99 sensitivity body adjustment
<b>PAN</b>	<b>PAN</b>	X Motor rotates forward
	<b>rPAN</b>	X Motor reversal
<b>TiL</b>	<b>TiL</b>	Y Motor rotates forward
	<b>rTiL</b>	Y Motor reversal
<b>dIS</b>	<b>dIS</b>	Display positive direction
	<b>rdIS</b>	Display reverse
<b>rEst</b>	<b>rEst</b>	Reset
<b>LoAd</b>	<b>LoAd</b>	Restore default settings
<b>C xxx</b>	<b>C xxx</b>	Temperature display

## 5. DMX CHANNELS

25-Channel DMX Functions Table			
Channel	Function	Value Range	Description
1	X-axis	000 – 255	Horizontal movement control
2	X fine-tuning	000 – 255	Fine adjustment for X-axis
3	Y-axis	000 – 255	Vertical movement control
4	Y fine-tuning	000 – 255	Fine adjustment for Y-axis
5	XY speed	000 – 255	Movement speed (pan/tilt)
6	Focus	000 – 255	Beam focus adjustment
7	Revolve	000 – 255	Fixture rotation
8	Dimming	000 – 255	Master dimmer intensity
9	Stroke (Strobe)	000 – 255	Strobe effect control
10	R foreground color	000 – 255	Red foreground intensity
11	G foreground color	000 – 255	Green foreground intensity
12	B foreground color	000 – 255	Blue foreground intensity
13	W foreground color	000 – 255	White foreground intensity
14	Color temperature	000 – 255	Color temperature adjustment
15	Model (Pattern)	000 – 255	Gobo/pattern selection
16	Speed	000 – 255	Effect speed control
17	R background color	000 – 255	Red background intensity
18	G background color	000 – 255	Green background intensity
19	B background color	000 – 255	Blue background intensity
20	W background color	000 – 255	White background intensity
21	Reset	000 – 249	No function
		250 – 255	Full fixture reset (hold 3 seconds)
			Note: Value must first be set below 10, then raised to 250 – 255 to trigger reset.
22	Dimming (RGB auxiliary light)	000 – 255	Dimmer for RGB auxiliary lighting
23	Stroke (auxiliary light)	000 – 255	Strobe for auxiliary lighting
24	Model (auxiliary light)	000 – 255	Pattern control for auxiliary lighting
25	Speed (auxiliary light)	000 – 255	Speed control for auxiliary lighting

<b>26-Channel DMX Functions Table</b>			
<b>Channel</b>	<b>Function</b>	<b>Value Range</b>	<b>Description</b>
1	R	000 – 255	Red intensity
2	G	000 – 255	Green intensity
3	B	000 – 255	Blue intensity
4	W	000 – 255	White intensity
5	Color temperature	000 – 255	Color temperature adjustment
6	Macro color	000 – 255	Color macro / preset selection
7	Stroke (Strobe)	000 – 255	Strobe effect control
8	Dimming	000 – 255	Master dimmer intensity
9	Adjust light fine-tuning	000 – 255	Light adjustment fine-tuning
10	X-axis	000 – 255	Horizontal movement control
11	X fine-tuning	000 – 255	Fine adjustment for X-axis
12	Y-axis	000 – 255	Vertical movement control
13	Y fine-tuning	000 – 255	Fine adjustment for Y-axis
14	Focus	000 – 255	Beam focus adjustment
15	Revolve	000 – 255	Fixture rotation
16	Empty	000 – 255	No function (reserved)
17	Reset	000 – 249	No function
		250 – 255	Full fixture reset (hold 3 seconds) Note: Value must first be set below 10, then raised to 250 – 255 to trigger reset.
18	Dimming RGB - auxiliary light	000 – 255	Dimmer for RGB auxiliary lighting
19	Strobe RGB - auxiliary light	000 – 255	Strobe for RGB auxiliary lighting
20	R-auxiliary light	000 – 255	Red auxiliary intensity
21	G-auxiliary light	000 – 255	Green auxiliary intensity
22	B-auxiliary light	000 – 255	Blue auxiliary intensity
23	Model-Auxiliary light	000 – 255	Pattern/model for auxiliary lighting
24	Speed-Auxiliary light	000 – 255	Speed control for auxiliary lighting
25	Background color	000 – 255	Background color control
26	Background tone light	000 – 255	Background tone/color adjustment

30-Channel DMX Functions Table			
Channel	Function	Value Range	Description
1	X-axis	000 – 255	Horizontal movement control
2	X fine-tuning	000 – 255	Fine adjustment for X-axis
3	Y-axis	000 – 255	Vertical movement control
4	Y fine-tuning	000 – 255	Fine adjustment for Y-axis
5	XY speed	000 – 255	Movement speed (pan/tilt)
6	Focus	000 – 255	Beam focus adjustment
7	Revolve	000 – 255	Fixture rotation
8	Dimming	000 – 255	Master dimmer intensity
9	Strobe	000 – 255	Strobe effect control
10	R foreground color	000 – 255	Red foreground intensity
11	G foreground color	000 – 255	Green foreground intensity
12	B foreground color	000 – 255	Blue foreground intensity
13	W foreground color	000 – 255	White foreground intensity
14	Color temperature	000 – 255	Color temperature adjustment
15	Model	000 – 255	Gobo/pattern selection
16	Speed	000 – 255	Effect speed control
17	R background color	000 – 255	Red background intensity
18	G background color	000 – 255	Green background intensity
19	B background color	000 – 255	Blue background intensity
20	W background color	000 – 255	White background intensity
21	Reset	000 – 249	No function
		250 – 255	Full fixture reset (hold 3 seconds) Note: Value must first be set below 10, then raised to 250 – 255 to trigger reset.
22	Dimming RGB auxiliary light	000 – 255	Dimmer for RGB auxiliary lighting
23	Strobe-Auxiliary light	000 – 255	Strobe for auxiliary lighting
24	R-Auxiliary light	000 – 255	Red auxiliary intensity
25	G-Auxiliary light	000 – 255	Green auxiliary intensity
26	B-Auxiliary light	000 – 255	Blue auxiliary intensity
27	Model-Auxiliary light	000 – 255	Pattern/model for auxiliary lighting
28	Speed-Auxiliary light	000 – 255	Speed control for auxiliary lighting
29	Background color	000 – 255	Background color control
30	Background tone light	000 – 255	Background tone/color adjustment

## 58 DMX Functions Table (58 Channels)

Channel	Function	Value Range	Description
1	X-axis	000 – 255	Horizontal movement control
2	X fine-tuning	000 – 255	Fine adjustment for X-axis
3	Y-axis	000 – 255	Vertical movement control
4	Y fine-tuning	000 – 255	Fine adjustment for Y-axis
5	XY speed	000 – 255	Movement speed (pan/tilt)
6	Focus	000 – 255	Beam focus adjustment
7	Revolve	000 – 255	Fixture rotation
8	Dimming	000 – 255	Master dimmer intensity
9	Stroke (Strobe)	000 – 255	Strobe effect control
10	R foreground color	000 – 255	Red foreground intensity
11	G foreground color	000 – 255	Green foreground intensity
12	B foreground color	000 – 255	Blue foreground intensity
13	W foreground color	000 – 255	White foreground intensity
14	Color temperature	000 – 255	Color temperature adjustment
15	Model	000 – 255	Gobo/pattern selection
16	Speed	000 – 255	Effect speed control
17	R background color	000 – 255	Red background intensity
18	D background color	000 – 255	<i>(Possibly “ G background ” – typo)</i> Green background intensity
19	B background color	000 – 255	Blue background intensity
20	W background color	000 – 255	White background intensity
21	Reset	000 – 248	No function
		250 – 255	Full fixture reset (hold 3 seconds) Note: Value must first be set below 10, then raised to 250 – 255 to trigger reset.
22	Sequence I red light bead	000 – 255	Red LED sequence control (e.g., pixel control)
23	Sequence II green light bead	000 – 255	Green LED sequence control
24	Sequence III blue lamp bead	000 – 255	Blue LED sequence control
25	Sequence IV white lamp bead	000 – 255	White LED sequence control
26 – 49	<i>(Not specified – likely further sequence/effect channels)</i>	000 – 255	Additional pixel/sequence control channels
50	Dimming RGB-Auxiliary Light	000 – 255	Dimmer for RGB auxiliary lighting
51	Stroke-Auxiliary light	000 – 255	Strobe for auxiliary lighting
52	R auxiliary light	000 – 255	Red auxiliary intensity
53	G auxiliary light	000 – 255	Green auxiliary intensity
54	B auxiliary light	000 – 255	Blue auxiliary intensity
55	Model-Auxiliary light	000 – 255	Pattern/model for auxiliary lighting
56	Speed-Auxiliary light	000 – 255	Speed control for auxiliary lighting
57	Background color	000 – 255	Background color control
58	Background tone light	000 – 255	Background tone/color adjustment

## 6. IMPORTANT

### SETUP

Disconnect the power cord before replacing a fuse and always replace with the same type fuse.

### Fuse replacement

With a flat head screwdriver wedge the fuse holder out of its housing. Remove the damaged fuse from its holder and replace with exactly the same type of fuse.

Insert the fuse holder back in its place and reconnect power. The fuse is located inside this compartment, remove using a flat head screwdriver.

### Fixture Linking

You'll need a serial data link to run light shows of one or more fixtures using a DMX512 controller or to run synchronized shows on two or more fixtures set to a master/slave operating mode.

The combined number of channels required by all fixtures on a serial data link determines the number of fixtures that the data link can support.

**Important:** Fixtures on a serial/data link must be daisy chained in one single line.

Maximum recommended serial data link distance: 100 meters (1640 ft.)

Maximum recommended number of fixtures on a serial data link: 32 fixtures.

### Data Cabling

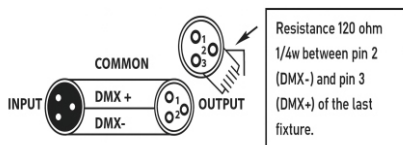
To link fixtures together you must use data cables.

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.

### Cable Connectors

Cabling must have a male XLR connector on one end and a female XLR connector on the other end.

### DMX connector configuration



Termination reduces signal errors. To avoid signal transmission problems and interference, it is always advisable to connect a DMX signal terminator.

### Caution

Don't allow contact between the common and the fixture's chassis ground. Grounding the common can cause a ground loop, and your fixture may perform erratically. Test cables with an ohm meter to check correct polarity and to make sure the pins are not grounded or shorted to the shield or each other.

### Setting up a DMX Serial Data Link

1. Connect the (male) 3-pin connector side of the DMX cable to the output (female) 3-pin connector of the controller.

## 6. IMPORTANT

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2. Connect the end of the cable coming from the controller, which will have a (female) 3-pin connector, to the input connector of the next fixture consisting of a (male) 3-pin connector.
3. Then, proceed to connect from the output as stated above to the input of the following fixture, etc.

returned, it is important that the fixture be returned in the original factory box and packing.

### **Sound Activated Mode**

The unit responds to sounds picked up by the built-in microphone to create a light show.

The sound changes the color and the position of the effect.

This mode enables the unit to act as a Master to other Slave units.

### **Built-in Program Mode**

As the unit can be mounted hung on a truss system or stand on a flat surface, pan, tilt and LED display settings can be reversed to provide correct coverage and ease of use.

### **Unpacking Instructions**

Immediately upon receiving a fixture, carefully unpack the carton and check the contents to ensure that all parts are present and have been received in good condition.

Notify the freight company immediately and retain packing material for inspection if any parts appear to be damaged from shipping or the carton itself shows signs of mishandling.

Keep the carton and all packing materials.

In the event that a fixture must be



experience the light.

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