



1. Name of the product

LED Projector + wheel rotator

2. Product code

22611130

3. Colour

As pictured.



4. Short description

This LED projector is energy efficient, emits little heat and is virtually maintenance-free due to the built-in LED lamp. This projector is extremely suitable to place on a sheet or shelf, but due to the weight of 3.2 kg less suitable for hanging from the ceiling. Comes with magnetic wheel motor. With 85 mm lens.

5. Content

1x LED Projector

1x Wheelrotator

1x 12V DC Transformer with 2 meter cord.

6. Sensory stimulations

Sight

7. In Use

Read this user manual before commissioning. Find a suitable location for the projector, taking into account the following:

This product requires a grounded outlet, in accordance with the specifications on the projector/ mentioned under point 10.

Make sure the projector is focused on a light surface without obstacles.

Do not place the projector at an angle of more than 90°, this may cause the effect and liquidwheel or other accessories to fall out of the projector at risk of damage and/or injury.

Free ventilation must be possible around the projector, especially at the ventilation grille.

Do not place the projector too close to heat sources such as a radiator.

This product is meant to look at, and does not need to be touched other than when turning it on and off. However, it may be necessary to touch the projector in the meantime in order to change effects or liquids.

Mount the projector in a stable location that can support the weight of the projector and accessories, even if the projector falls. For standing placement, use a central bolt and nut (min. 14 mm e.g. M10x20mm) and fix the bracket with at least 2 screws e.g. 2x 40 mm (none wood screws).



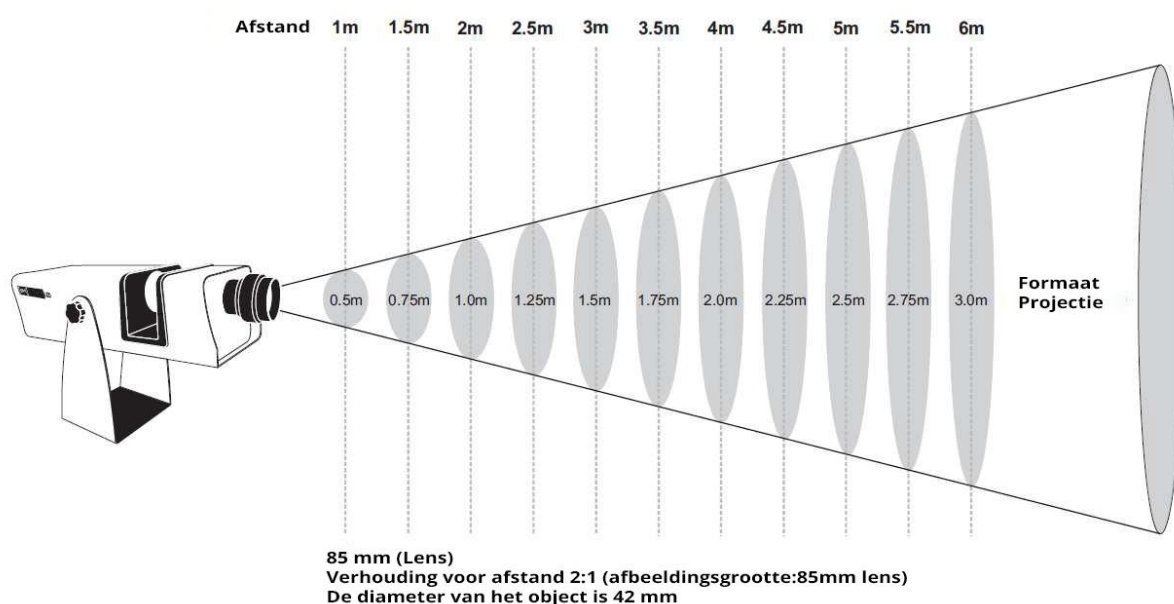
If you want to hang the projector, we advise you to use mounting set ST1SI (to be ordered separately).

Secure the projector using a safety cable or chain attached to a fixed object.

8. Additional information

This product works best in a dark or darkened environment. The visual effect or fluid of the projections can be enhanced when used in combination with other interactive products.

Take into account the following projection distances:



9. Security

Use this product under supervision only. Check the product for damage and completeness before commissioning. Report deviations directly to Nenko.

Read this manual carefully and store it in a safe, accessible place for later use.

The projector is only suitable for use in dry, indoor spaces. Make sure that the projector cannot come into contact with moisture, and do not place the projector directly next to highly flammable materials. Avoid steam, moisture, extreme heat, dust and vibration.

Do **not** turn on the device when it has fallen, is damaged, has interference, or when the plug or cord is damaged.

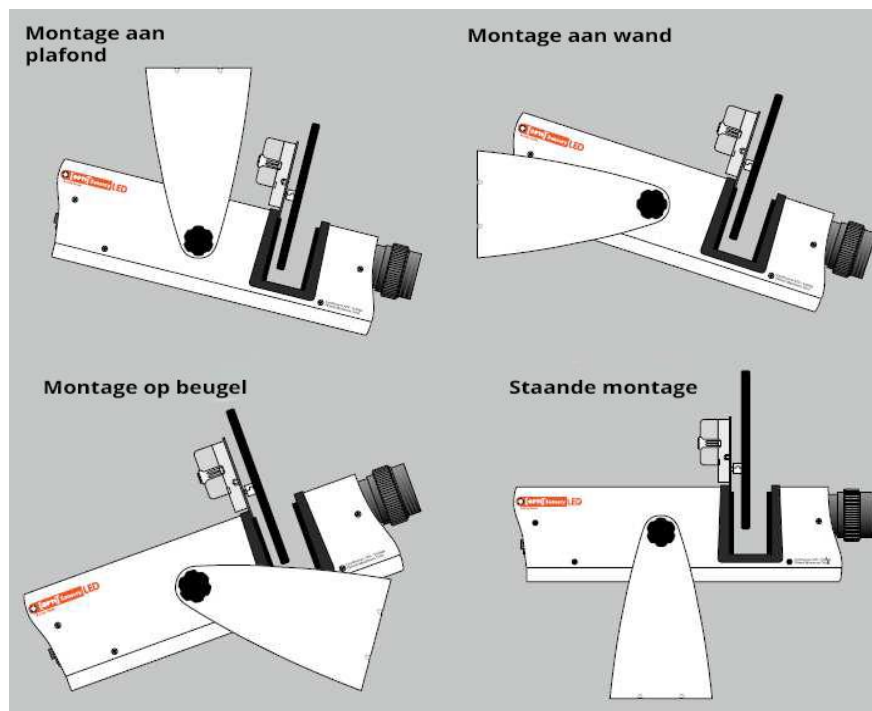
Use only accessories intended for this projector. Use of unaddressed accessories may result in accidents, injury or damage. If in doubt, please contact Nenko.

10. Technical information

Size:	34,7L x 13,3W x 10,2H cm (22,8 cm including bracket)
Power:	62 Watts maximum
Voltage:	22-240V of 11-120V 50/60Hz
12VDC Output:	500mA maximum
Bulb:	40W LED Module
	Average lifespan LED Module: 100.000+ hours
Weight:	3.2 kg
Lumens:	850 lumens (scherm)
Colour:	Colour temperature 4000° K
Cooling:	Axial tube fan
Lens:	85 mm f2.8 42.5 mm Helical Focus Groove
Ambient temperature:	Room temperature 10 to 35°C
	Relative humidity 80 rH max.
Plug:	T1AH/250V ceramic (20mm x 5mm diameter)
Functioning plug:	3.5 mm mono of stereo plug

11. Installation

Mount the projector using the bracket in one of the following ways:



Make sure that the ventilation openings ALWAYS remain free when installing!

Adjust the angle and position of the projector using the button connecting the bracket to the projector. Unscrew the knob, place the projector in the desired position and turn the knob again. To adjust the position of the lever, press the central button,





pull the lever away from the projector, turn it to the desired point and release.

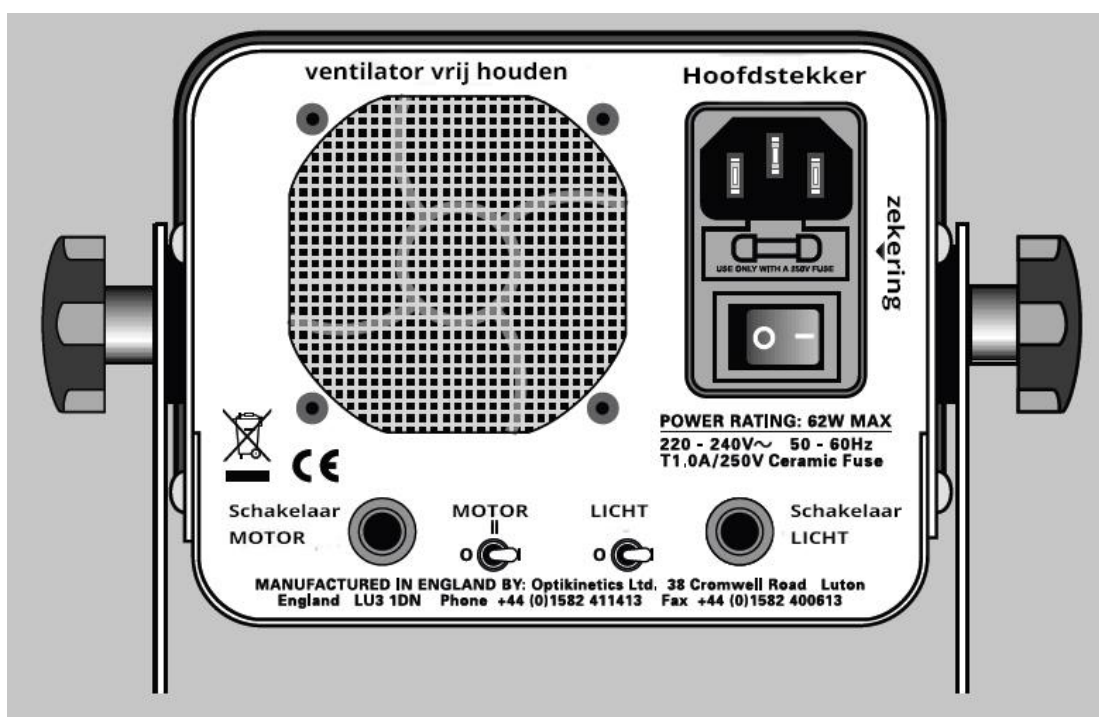
Electrical connection

- Make sure that plug and cord are not trapped. Make sure you can't trip over the loose cable.
- This product should not be switched to an external switch such as a timer or a switch that turns on/off regularly.
- When using an extension cable, it must meet at least the same technical specifications as the projector. Cords with a lower amperage can cause overload.

Use with external switches

To avoid thermal protection problems, this projector should NEVER be switched to external switch as a timer or a switch that turns on/off regularly. Use a switch with a 3.5 mm mono or stereo jack plug (a mono plug has 1 black ring around it, a stereo 2). You can optionally adjust a plug from 6.35 mm to 3.5 mm with an adapter.

Make sure you connect the plug to the correct contact – MOTOR or LIGHT. Choose MOTOR when you want to be able to activate the rotation or effect with an external switch. Select LICHT If you want to activate the light by means of the switch. Set the switch next to the plug to the correct position.



MOTOR TOGGLE SWITCH POSITIONS

O: the motor parts are on (ON), operate the external switch to temporarily switch off. As long as the switch remains

pressed, the parts remain off.

II: the motor parts turn on or off depending on the previous switching position. Press the external switch to turn on or off.



I: the motor parts are off (OFF), operate the external switch to temporarily switch on. As long as the switch remains pressed, the parts remain on.



LIGHT TOGGLE SWITCH POSITIONS

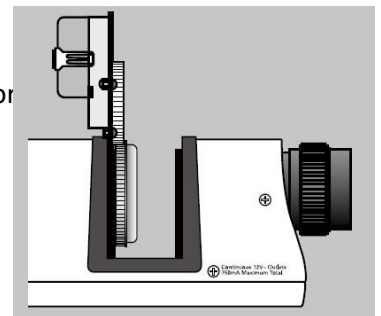
O: the light is on. Press the external switch to turn off the light. As long as the switch is pressed, the light remains off.

II: The light turns on or off depending on the previous switching position. Press the external switch to turn on or off.

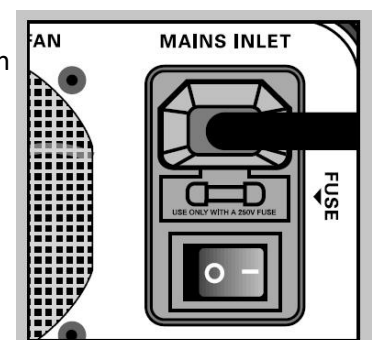
I: the light is off. Press the external switch to turn on the light. As long as the switch is pulled in, the light stays on.

Place accessories & turn them on

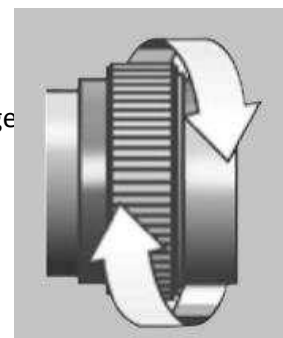
Slide a suitable wheel motor into the guides of the rear port (The effect or liquid wheel belongs in the front conductor) The wheel motor does it as soon as it is placed.



Turn on the power by plugging the IEC plug into the IEC contact on the back of the projector. Turn on the projector in the "I" position with switch under the plug. ("O" is the OFF position)



Focus the projection by turning the lens in and out to the desired sharpness has been achieved. Be careful not to use the lens that far turns out that it comes loose and falls out of the projector. This can be damage and/or injury.

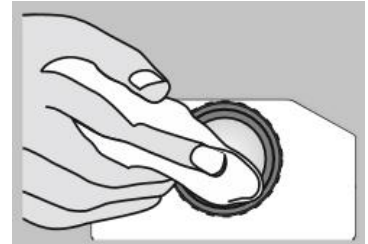


12. Maintenance

Always turn off the projector after use, gently remove the plug and let the projector cool down before moving or storing it.

The lens should only be cleaned with a soft cloth, making sure that the fans remain dust-free.

Use a soft tissue or lens cloth with a little spirit or pure alcohol to clean the lens.



Do not try to open the projector yourself and never touch the LED module – it may break! In case of problems, take the projector to a qualified mechanic (Nenko can advise you on this)

To replace the fuse, turn off the device and let it cool sufficiently. Then you can replace the fuse with a fuse with the same specifications: t1AH/250V Ceramic 20 mm x 5mm diameter) The fuse can be found in the IEC panel on the back. Remove the fuseholder using a flat screwdriver. Replace the fuseholder and press until it no longer protrudes. If the fuse breaks immediately, contact Nenko, do not use a fuse with higher values.