DMX REFERENCE

ACME GINAMP (STROBE 2)INT

GINAMP (STROBE 2)

ACME



Manufacturer	ACME
GDTF file	ACME_ACME_GINAMP_STROBE_2INT_103739.gdtf
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1 About this manual

This document describes the GINAMP (STROBE 2) by ACME. It was compiled from the GDTF file ACME_ACME_GINAMP_STROBE_2INT_103739.gdtf from the GDTF-Share library.

File revision: “GINAMP (STROBE 2)INT”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by ACME; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 6DMX	6	85	1, 7, 13, 19, ...
Mode 2 13DMX	13	39	1, 14, 27, 40, ...
Mode 3 18DMX	18	28	1, 19, 37, 55, ...
Mode 4 36DMX	36	14	1, 37, 73, 109, ...
Mode 5 126DMX	126	4	1, 127, 253, 379
Mode 6 131DMX	131	3	1, 132, 263

No light? Check these channels

- Mode 1 6DMX: CH 5 Dimmer above 0
- Mode 2 13DMX: CH 6 Dimmer above 0; CH 10 Strobe Effect at 0–5 “open”
- Mode 3 18DMX: CH 5 Dimmer 1 above 0; CH 12 Dimmer 2 above 0
- Mode 4 36DMX: CH 25 Dimmer 1 above 0; CH 32 Dimmer 2 above 0
- Mode 6 131DMX: CH 127 Dimmer above 0; CH 131 Strobe Effect at 0–5 “open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

4 Installation

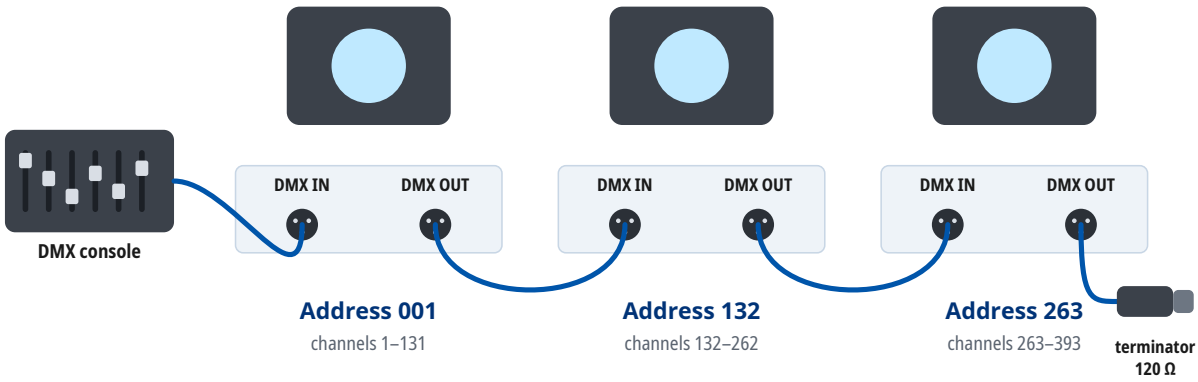
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 10.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 6 131DMX: every unit occupies 131 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

6 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 6 131DMX”: 131.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Mode 6 131DMX”, you can use, for example, the start addresses 1, 132, 263.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

7 Functions at a glance

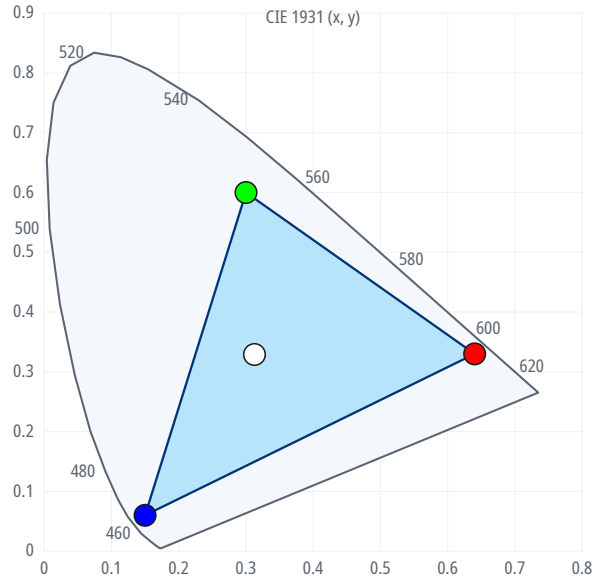
Functions in each DMX mode

	Mode 1 6DMX 6 channels	Mode 2 13DMX 13 channels	Mode 3 18DMX 18 channels	Mode 4 36DMX 36 channels	Mode 5 126DMX 126 channels	Mode 6 131DMX 131 channels
Dimmer	5	6	5, 12	25, 32	✓	127
Shutter / strobe		8–10	7–9, 14–16	27–29, 34–36		129–131
Color mixing	1–4	1–4	1–3	1–24, 30, 31	1–126	1–126
Color wheel		5	4			
Effects / macros		11, 12	10, 11, 17			
Pixel control				8 cells		

Color wheel


1
Open
2
Color 1
3
Color 2
4
Color 3
5
Color 4
6
Color 5
7
Color 6
8
Color 7
9
Color 8
10
Color 9
11
Color 10
12
Color 11
13
Color 12
14
Color 13
15
Color 14
16
Color 15
17
Color 16
18
Color 17
19
Color 18
20
Color 19
21
Color 20
22
Color 21
23
Color 22
24
Color 23
25
Color 24
26
Color 25
27
Color 26
28
Color 27
29
Color 28
30
Color 29
31
Color 30
32
Color 31
33
Color 32
34
Color 33

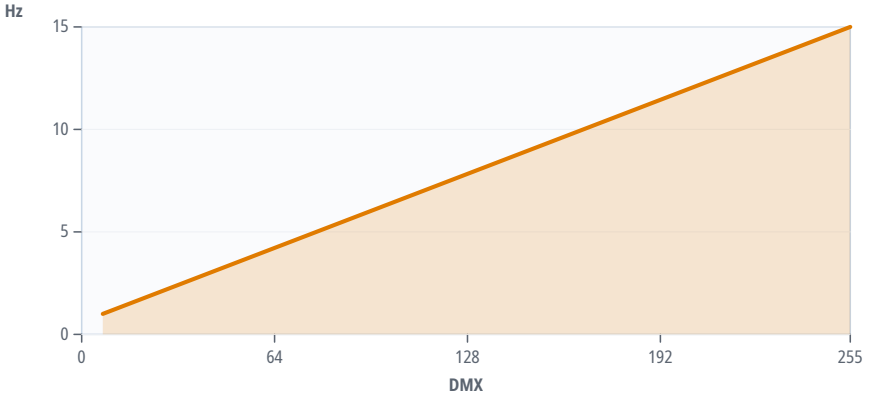
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
White	0.313	0.329

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

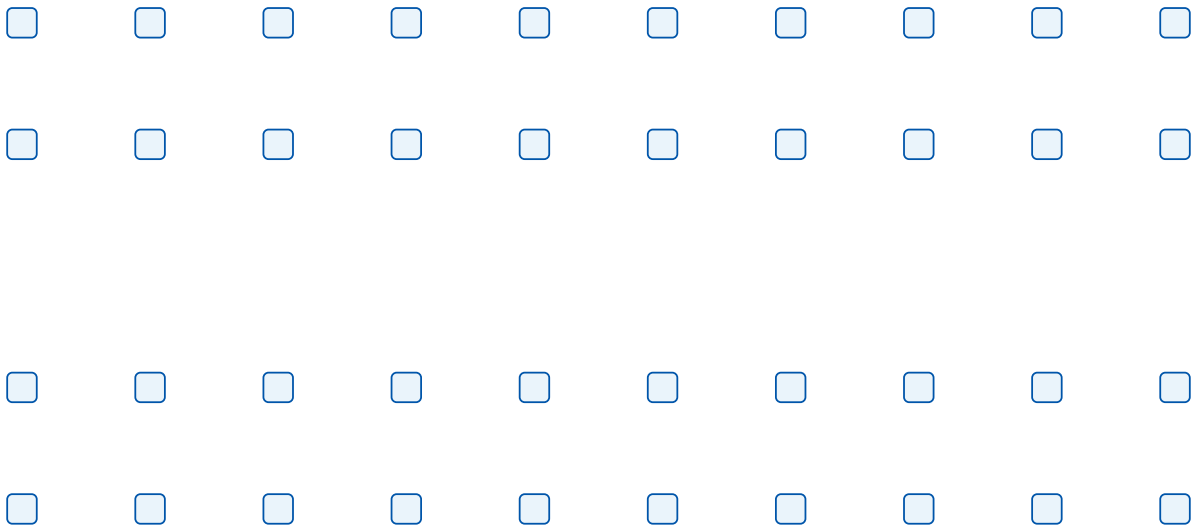
Strobe rate



CH 28 · Mode 4 36DMX

7–255: 1–15 Hz
RGB Shutter Frequency

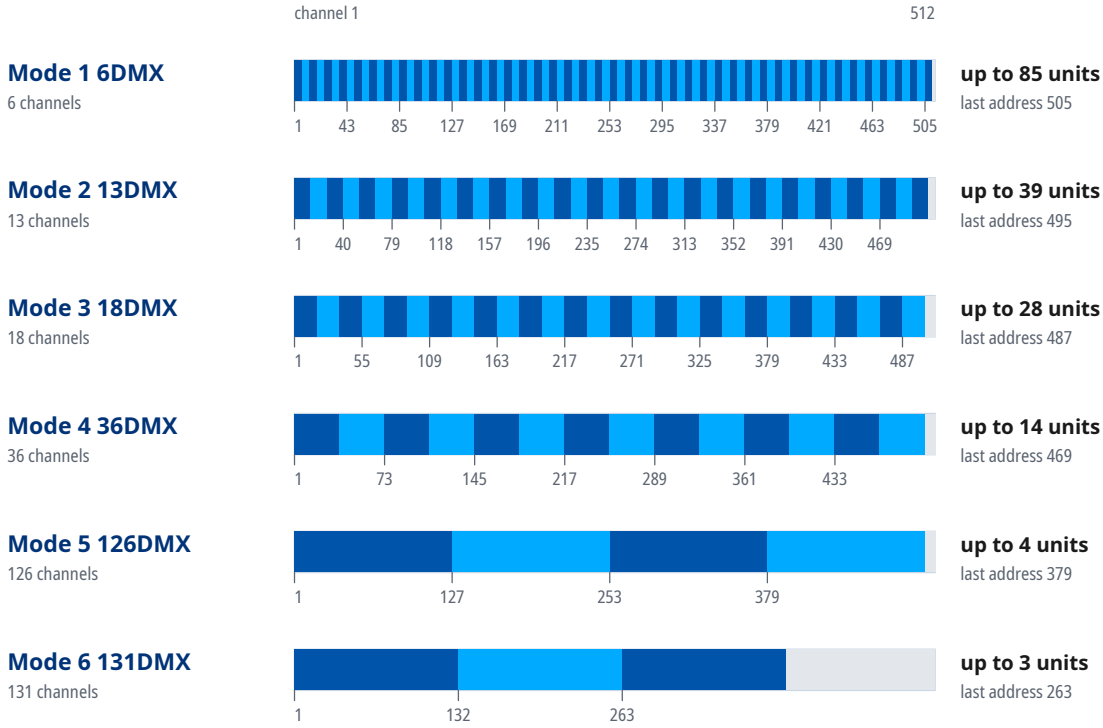
Cells (pixels)



Cells where the GDTF file places them (seen from above), 40 in all in the mode “Mode 4 36DMX”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 6 131DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 263	11	U4 · 132	16	U6 · 1
2	132	7	U3 · 1	12	U4 · 263	17	U6 · 132
3	263	8	U3 · 132	13	U5 · 1	18	U6 · 263
4	U2 · 1	9	U3 · 263	14	U5 · 132	19	U7 · 1
5	U2 · 132	10	U4 · 1	15	U5 · 263	20	U7 · 132

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 6DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 5 Dimmer 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Dimmer	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 5

Mode 2 13DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0; CH 10 Strobe Effect at 0–5 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 6 Dimmer 255, CH 8 Strobe Duration 255, CH 9 Shutter 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Colors	0–9	Open
		10–17	Color 1
		18–24	Color 2
		25–32	Color 3
		33–39	Color 4
		40–47	Color 5
		48–54	Color 6
		55–61	Color 7
		62–69	Color 8
		70–76	Color 9
		77–84	Color 10
		85–91	Color 11
		92–99	Color 12
		100–106	Color 13
		107–113	Color 14
		114–121	Color 15
		122–128	Color 16
		129–136	Color 17
		137–143	Color 18

CH	Function	DMX	Description
5	Colors (continued)	144–151	Color 19
		152–158	Color 20
		159–165	Color 21
		166–173	Color 22
		174–180	Color 23
		181–188	Color 24
		189–195	Color 25
		196–203	Color 26
		204–210	Color 27
		211–217	Color 28
		218–225	Color 29
		226–232	Color 30
		233–240	Color 31
		241–247	Color 32
		248–255	Color 33
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Strobe Duration	0–255	
9	Shutter		When CH 8 is 0:
		0–6	Null
		7–255	Shutter Frequency (1–15 Hz)
10	Strobe Effect	0–5	Open
		6	Pulse Open min
		7–49	Pulse Open min ... Pulse Open max
		50	Pulse Open max
		51	Pulse Close min
		52–99	Pulse Close min ... Pulse Close max
		100	Pulse Close max
		101	Pulse min
		102–149	Pulse min ... Pulse max
		150	Pulse max
		151	Lighting min
		152–199	Lighting min ... Lighting max
		200	Lighting max
		201	Random min
		202–254	Random min ... Random max
		255	Random max
11	Color Macro	0–21	Open
		22–30	Macro 1
		31–39	Macro 2
		40–48	Macro 3
		49–57	Macro 4

CH	Function	DMX	Description
11	Color Macro (continued)	58–66	Macro 5
		67–75	Macro 6
		76–84	Macro 7
		85–93	Macro 8
		94–102	Macro 9
		103–111	Macro 10
		112–120	Macro 11
		121–129	Macro 12
		130–138	Macro 13
		139–147	Macro 14
		148–156	Macro 15
		157–165	Macro 16
		166–174	Macro 17
		175–183	Macro 18
		184–192	Macro 19
		193–201	Macro 20
		202–210	Macro 21
		211–219	Macro 22
		220–228	Macro 23
		229–237	Macro 24
		238–246	Macro 25
		247–255	Macro 26
12	Color Macro 2	0–90	Open
		91–105	Macro 1
		106–120	Macro 2
		121–135	Macro 3
		136–150	Macro 4
		151–165	Macro 5
		166–180	Macro 6
		181–195	Macro 7
		196–210	Macro 8
		211–225	Macro 9
		226–240	Macro 10
		241–255	Macro 11
13	Color Mix Speed	0–255	

Mode 3 18DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer 1 above 0; CH 12 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 5 Dimmer 1 255, CH 8 Shutter 1 255, CH 12 Dimmer 2 255, CH 15 Shutter 2 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	Colors		Same as CH 5 in the mode “Mode 2 13DMX” (p. 10)
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Strobe Duration 1	0	RGB StrobeDuration
		1–255	Strobe Duration 1
8	Shutter 1		When CH 7 is 0:
		0–6	RGB NULL
		7–255	RGB Shutter Frequency (1–15 Hz)
9	Strobe Effect	0–5	RGB open
		6	RGB Pulse Open min
		7–49	RGB Pulse Open min ... RGB Pulse Open max
		50	RGB Pulse Open max
		51	RGB Pulse Close min
		52–99	RGB Pulse Close min ... RGB Pulse Close max
		100	RGB Pulse Close max
		101	RGB Pulse min
		102–149	RGB Pulse min ... RGB Pulse max
		150	RGB Pulse max
		151	RGB Lighting min
		152–199	RGB Lighting min ... RGB Lighting max
		200	RGB Lighting max
		201	RGB Random min
		202–254	RGB Random min ... RGB Random max
		255	RGB Random max
10	Color Macro	0–5	Open
		6–15	Macro 1
		16–25	Macro 2
		26–35	Macro 3
		36–45	Macro 4
		46–55	Macro 5
		56–65	Macro 6
		66–75	Macro 7

CH	Function	DMX	Description
10	Color Macro (continued)	76–85	Macro 8
		86–95	Macro 9
		96–105	Macro 10
		106–115	Macro 11
		116–125	Macro 12
		126–135	Macro 13
		136–145	Macro 14
		146–155	Macro 15
		156–165	Macro 16
		166–175	Macro 17
		176–185	Macro 18
		186–195	Macro 19
		196–205	Macro 20
		206–215	Macro 21
		216–225	Macro 22
		226–235	Macro 23
		236–245	Macro 24
		246–255	Macro 25
11	Color Macro Speed	0–127	ColorMacro1Rate CW
		128	ColorMacro1Rate CCW
		129–255	Color Macro 1 Rate
12	Dimmer 2	0–255	
13	Dimmer 2 Fine	0–255	Fine adjustment of CH 12
14	Strobe Duration 2	0	W StrobeDuration
		1–255	Strobe Duration
15	Shutter 2		When CH 14 is 0:
		0–6	W NULL
		7–255	W Shutter Frequency (1–15 Hz)
16	Strobe Effect 2	0–5	W open
		6	W Pulse Open min
		7–49	W Pulse Open min ... W Pulse Open max
		50	W Pulse Open max
		51	W Pulse Close min
		52–99	W Pulse Close min ... W Pulse Close max
		100	W Pulse Close max
		101	W Pulse min
		102–149	W Pulse min ... W Pulse max
		150	W Pulse max
		151	W Lighting min
		152–199	W Lighting min ... W Lighting max
		200	W Lighting max
		201	W Random min

CH	Function	DMX	Description
16	Strobe Effect 2 (continued)	202–254	W Random min … W Random max
		255	W Random max
17	Color Macro 2	0–5	Open
		6–40	Macro 1
		41–75	Macro 2
		76–110	Macro 3
		111–145	Macro 4
		146–180	Macro 5
		181–215	Macro 6
		216–250	Macro 7
		251–255	Macro 8
18	Color Macro 2 Speed	0	Color Mix MSpeed 1
		1–127	CW
		128–255	CCW

Mode 4 36DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 25 Dimmer 1 above 0; CH 32 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 25 Dimmer 1 255, CH 28 Shutter 1 255, CH 30 White 1 255, CH 31 White 2 255, CH 32 Dimmer 2 255, CH 35 Shutter 2 255.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
25	Dimmer 1	0–255	
26	Dimmer 1 Fine	0–255	Fine adjustment of CH 25
27	Strobe Duration 1		Same as CH 7 in the mode “Mode 3 18DMX” (p. 13)
28	Shutter 1	0–6	RGB NULL
		7–255	RGB Shutter Frequency (1–15 Hz)
29	Strobe Effect 1	0–5	RGB open
		6	RGB Pulse Open min
		7–49	RGB Pulse Open min … RGB Pulse Open max
		50	RGB Pulse Open max
		51	RGB PulseClose min
		52–99	RGB PulseClose min … RGB PulseClose max
		100	RGB PulseClose max
		101	RGB Pulse min
		102–149	RGB Pulse min … RGB Pulse max
		150	RGB Pulse max
		151	RGB Lighting min
		152–199	RGB Lighting min … RGB Lighting max

CH	Function	DMX	Description
29	Strobe Effect 1 (continued)	200	RGB Lighting max
		201	RGB Random min
		202–254	RGB Random min … RGB Random max
		255	RGB Random max
30	White 1	0–255	
31	White 2	0–255	
32	Dimmer 2	0–255	
33	Dimmer 2 Fine	0–255	Fine adjustment of CH 32
34	Strobe Duration 2	0	W StrobeDuration
		1–255	Strobe Duration 1
35	Shutter 2	0–6	W NULL
		7–255	W Shutter Frequency (1–15 Hz)
36	Strobe Effect 2	0–5	W open
		6	W Pulse Open min
		7–49	W Pulse Open min … W Pulse Open max
		50	W Pulse Open max
		51	W Pulse Close min
		52–99	W Pulse Close min … W Pulse Close max
		100	W Pulse Close max
		101	W Pulse min
		102–149	W Pulse min … W Pulse max
		150	W Pulse max
		151	W Lighting min
		152–199	W Lighting min … W Lighting max
		200	W Lighting max
		201	W Random min
		202–254	W Random min … W Random max
		255	W Random max

CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24				

Mode 5 126DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 40 cells), CH 2 Green 255 (the same in each of the 40 cells), CH 3 Blue 255 (the same in each of the 40 cells), CH 121 White 1 255, CH 122 White 2 255, CH 123 White 3 255, CH 124 White 4 255, CH 125 White 5 255, CH 126 White 6 255.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
121	White 1	0–255	
122	White 2	0–255	
123	White 3	0–255	
124	White 4	0–255	
125	White 5	0–255	
126	White 6	0–255	

CH 1–120: 40 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120								

Mode 6 131DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 127 Dimmer above 0; CH 131 Strobe Effect at 0–5 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 40 cells), CH 2 Green 255 (the same in each of the 40 cells), CH 3 Blue 255 (the same in each of the 40 cells), CH 121 White 1 255, CH 122 White 2 255, CH 123 White 3 255, CH 124 White 4 255, CH 125 White 5 255, CH 126 White 6 255, CH 127 Dimmer 255, CH 129 Strobe Duration 255, CH 130 Strobe Frequency 255.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
121	White 1	0–255	
122	White 2	0–255	
123	White 3	0–255	
124	White 4	0–255	
125	White 5	0–255	
126	White 6	0–255	
127	Dimmer	0–255	
128	Dimmer Fine	0–255	Fine adjustment of CH 127
129	Strobe Duration	0–255	
130	Strobe Frequency		When CH 129 is 0:
		0–6	Null
		7–255	Shutter Frequency (1–15 Hz)
131	Strobe Effect	0–5	Open
		6	Shutter 1 Strobe Pulse Close: Fast Close min
		7–49	Shutter 1 Strobe Pulse Close: Fast Close min … Fast Close max
		50	Shutter 1 Strobe Pulse Close: Fast Close max
		51	Shutter 1 Strobe Pulse Open: Fast Open min
		52–99	Shutter 1 Strobe Pulse Open: Fast Open min … Fast Open max
		100	Shutter 1 Strobe Pulse Open: Fast Open max
		101	Pulse min
		102–149	Pulse min … Pulse max
		150	Pulse max
		151	Lighting min
		152–199	Lighting min … Lighting max
		200	Lighting max
		201	Random min
		202–254	Random min … Random max
		255	Random max

CH 1–120: 40 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120								

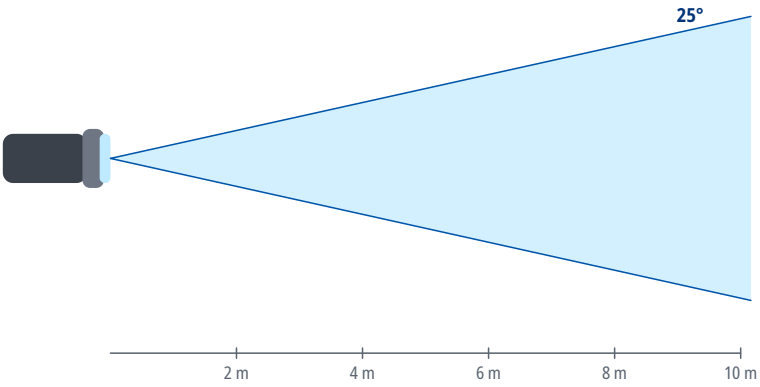
9 Technical specifications

Parameter	Value
Light source	discharge lamp
RDM	yes (manufacturer ID 0x3806, device model ID 0x1FEB)
Weight	10.5 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–15 Hz

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

11 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

12 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.