DMX REFERENCE

ACME MEGATRON (AUTO 500)

AUTO 500

ACME



Manufacturer	ACME
GDTF file	ACME_ACME_MEGATRON_AUTO_500_102768.gdtf
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1 About this manual

This document describes the AUTO 500 by ACME. It was compiled from the GDTF file ACME_ACME_MEGATRON_AUTO_500_102768.gdtf from the GDTF-Share library.

File revision: “ACME MEGATRON (AUTO 500)”.

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	43.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 26 DMX	26	19	1, 27, 53, 79, …

No light? Check these channels

- Mode 26 DMX: CH 14 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 15 Dimmer above 0



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

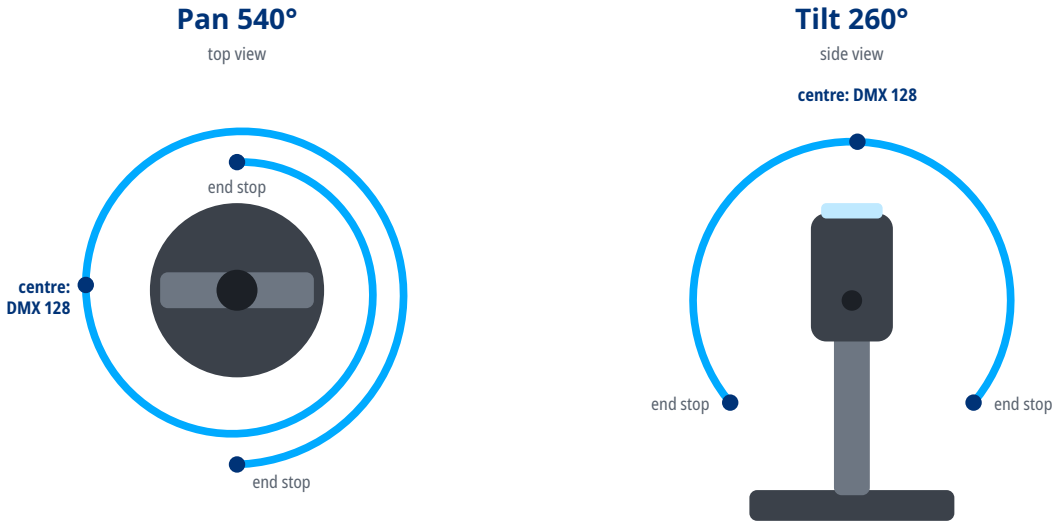
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

⚠ **WARNING**

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

⚠ **WARNING**

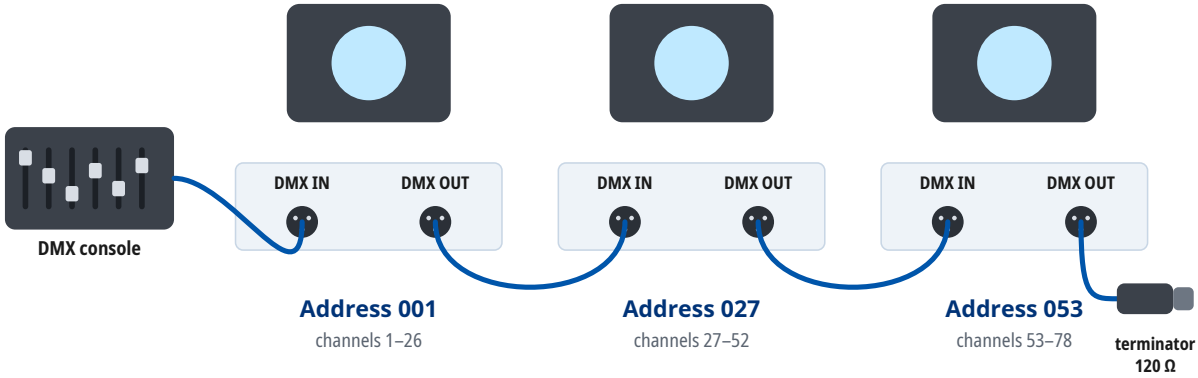
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 43.2 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.

6 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 26 DMX: every unit occupies 26 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.

7 Operation

Setting the DMX address

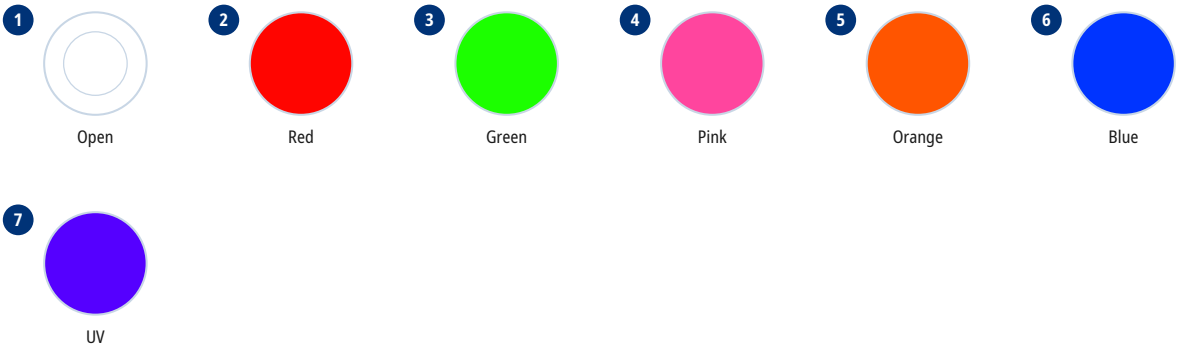
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 26 DMX”: 26.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 26 DMX”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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.

8 Functions at a glance

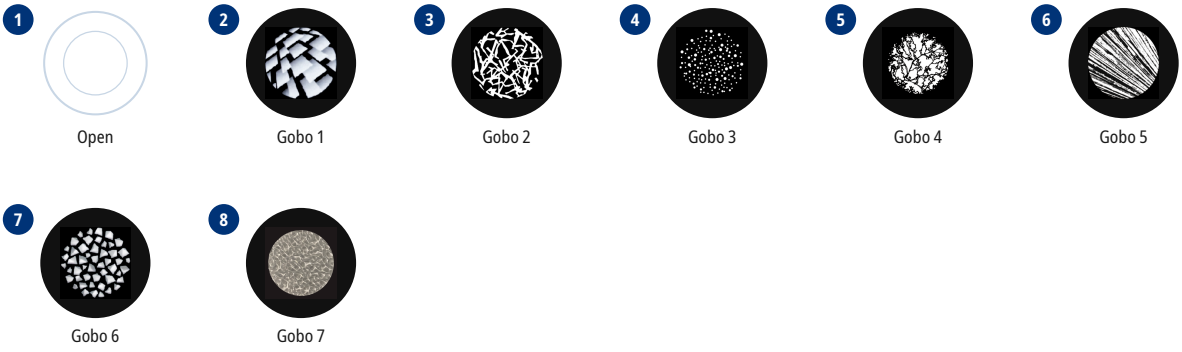
Functions in each DMX mode

	Mode 26 DMX 26 channels
Pan / Tilt	1, 3
Dimmer	15
Shutter / strobe	14
Color temperature	6
Frost	7–9
Zoom	10
Focus	12

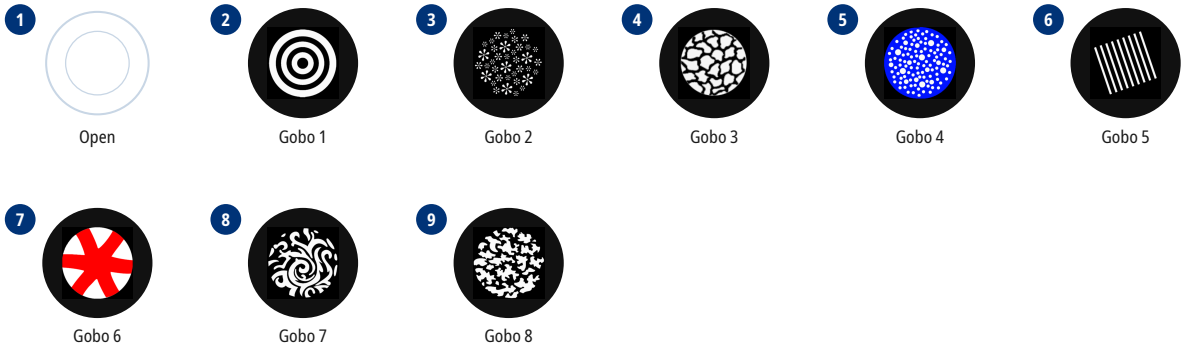
Color wheel



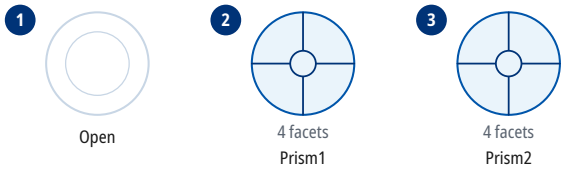
Gobo wheel 1



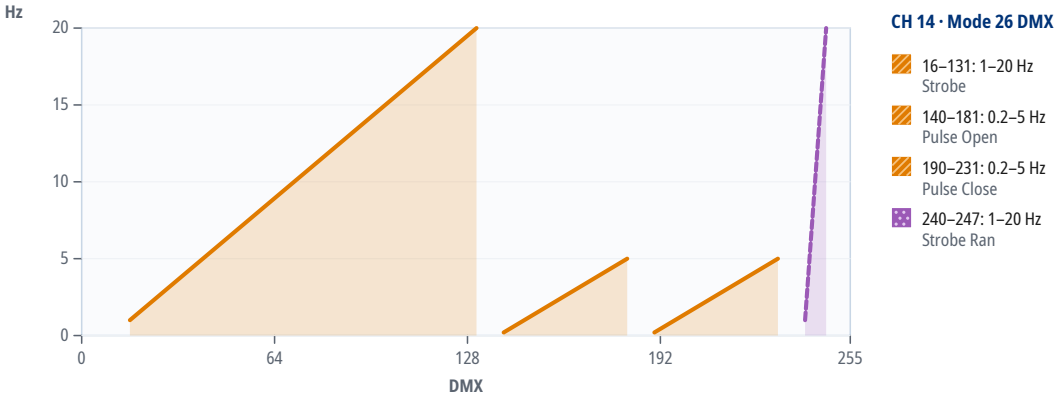
Gobo wheel 2



Prism



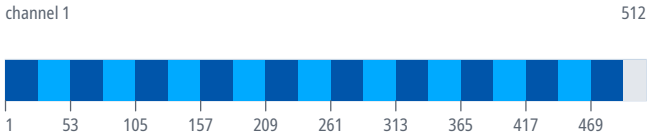
Strobe rate



9 DMX channels

Units in one DMX universe

Mode 26 DMX
26 channels



up to 19 units
last address 469

Start addresses of 20 units in the mode “Mode 26 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

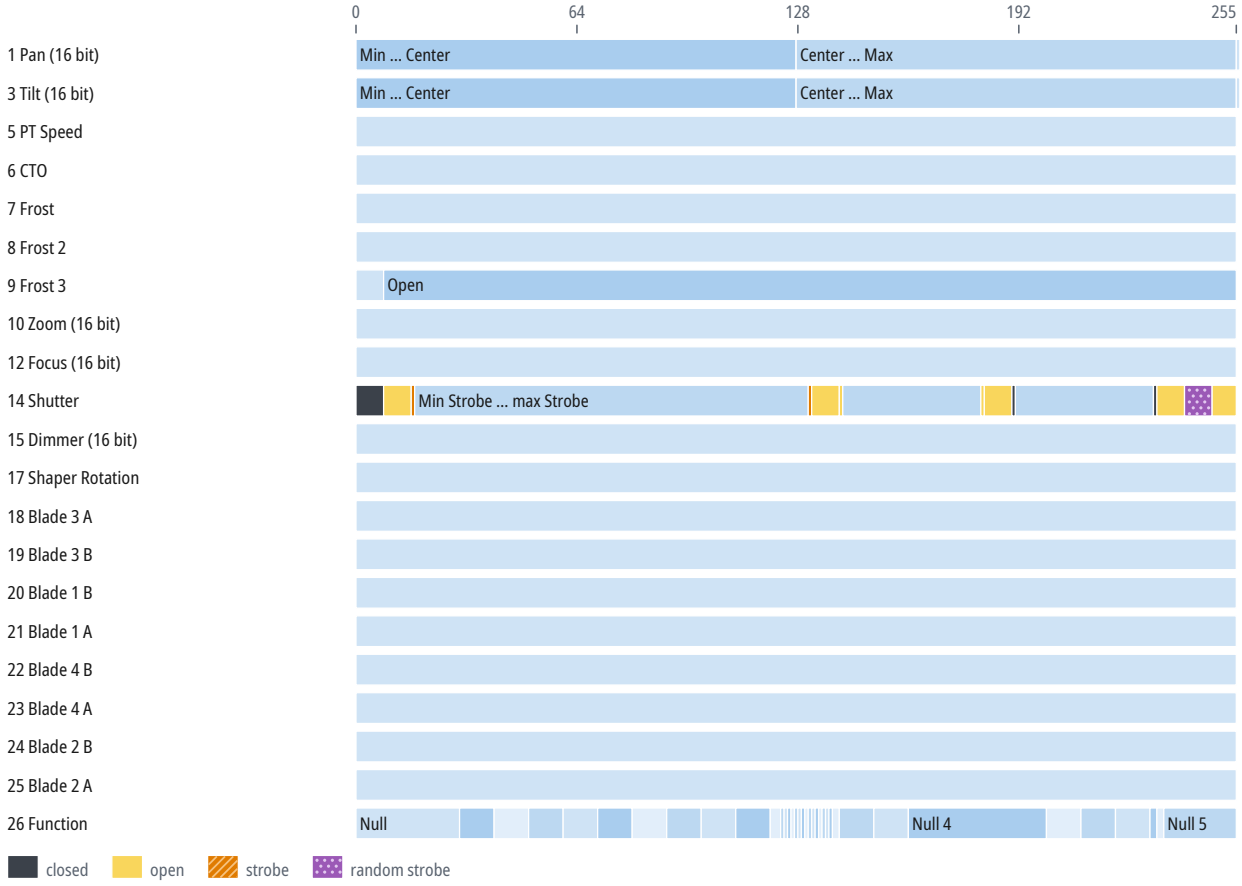
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 26 DMX

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 14 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 15 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 CTO 0, CH 14 Shutter 12, CH 15 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	CTO	0–255	6000–2700 K
7	Frost	0–255	
8	Frost 2	0–255	

CH	Function	DMX	Description
9	Frost 3	0–7	Close
		8–255	Open
10	Zoom	0–255	52–5°
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Focus	0–255	
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Shutter	0–7	Closed
		8–15	Open
		16	Min Strobe
		17–130	Min Strobe ... max Strobe
		131	Max Strobe
		132–139	Open 2
		140	Min Pulse Open
		141–180	Min Pulse Open ... max Pulse Open
		181	Max Pulse Open
		182–189	Open 3
		190	Min Pulse Close
		191–230	Min Pulse Close ... max Pulse Close
		231	Max Pulse Close
		232–239	Open 4
		240–247	Strobe Ran (1–20 Hz)
		248–255	Open 5
15	Dimmer	0–255	
16	Dimmer Fine	0–255	Fine adjustment of CH 15
17	Shaper Rotation	0–255	
18	Blade 3 A	0–255	
19	Blade 3 B	0–255	
20	Blade 1 B	0–255	
21	Blade 1 A	0–255	
22	Blade 4 B	0–255	
23	Blade 4 A	0–255	
24	Blade 2 B	0–255	
25	Blade 2 A	0–255	
26	Function	0–29	Null
		30–39	Dim Square Law
		40–49	Dim Inv Square Law
		50–59	Dim Curve Line
		60–69	Dim Curve S
		70–79	Fan Mode: Standard
		80–89	Fan Mode: Quiet
		90–99	Null1
		100–109	Frequency Setting

CH	Function	DMX	Description
26	Function (continued)	110–119	Frequency Disable
		120–122	Null 2
		123	900HZ
		124	1000HZ
		125	1100HZ
		126	1200HZ
		127	1300HZ
		128	1400HZ
		129	1500HZ
		130	2500HZ
		131	4000HZ
		132	5000HZ
		133	6000HZ
		134	10KHZ
		135	15KHZ
		136	20KHZ
		137	25KHZ
		138–139	Null 3
		140–149	PT Reset
		150–159	Eff Reset
		160–199	Null 4
		200–209	All Reset
		210–219	Dimmer Speed: Fast
		220–229	Dimmer Speed: Smooth
		230–231	Enable
		232–233	Disable
		234–255	Null 5

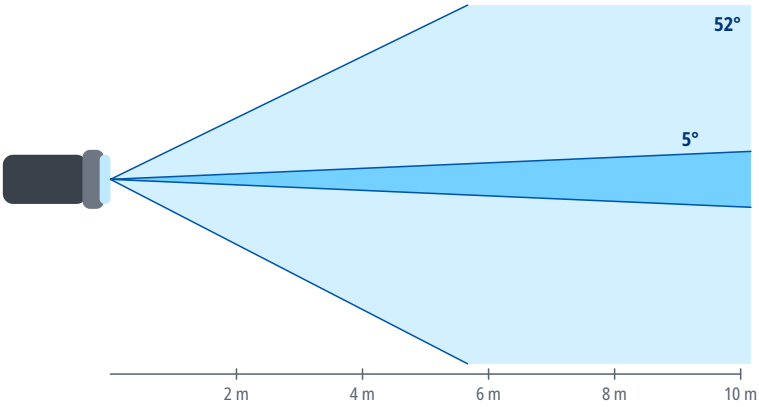
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,000 W
Luminous flux	30,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	95
Optics	
Zoom	5–52°
Movement	
Pan	540°
Tilt	260°
Control	
RDM	yes (manufacturer ID 0x3806, device model ID 0x05A1)
Dimensions and construction	
Weight	43.2 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6000 K
Strobe frequency	1–20 Hz

Spot diameter



Distance	Ø 5°	Ø 52°
2 m	0.17 m	2 m
4 m	0.35 m	3.9 m
6 m	0.52 m	5.9 m
8 m	0.7 m	7.8 m
10 m	0.87 m	9.8 m
15 m	1.3 m	14.6 m

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

11 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.

12 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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 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.