DMX REFERENCE

ACME SOLARIS (CM-S6)

ACME



Manufacturer	ACME
GDTF file	ACME_ACME_SOLARIS_CM-S6_73089.gdtf
GDTF revision	ACME SOLARIS (CM-S6) · 2024-09-09
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1 About this manual

This document describes the ACME SOLARIS (CM-S6) by ACME. It was compiled from the GDTF file ACME_ACME_SOLARIS_CM-S6_73089.gdtf from the GDTF-Share library.

File revision: “ACME SOLARIS (CM-S6)”.

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

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 206 DMX	206	2	1, 207
Mode 2 166 DMX	166	3	1, 167, 333
Mode 3 22 DMX	22	23	1, 23, 45, 67, ...
Mode 4 21 DMX	21	24	1, 22, 43, 64, ...

No light? Check these channels

- Mode 1 206 DMX: CH 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 156 Dimmer 2 above 0; CH 157 Shutter at 0–12 “Open” or 243–255
- Mode 2 166 DMX: CH 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 21 Dimmer 2 above 0; CH 22 Shutter at 0–12 “Open” or 243–255
- Mode 3 22 DMX: CH 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 21 Dimmer 2 above 0; CH 22 Shutter at 0–12 “Open” or 243–255
- Mode 4 21 DMX: CH 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 20 Dimmer 2 above 0; CH 21 Shutter at 0–12 “Open” or 243–255



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.

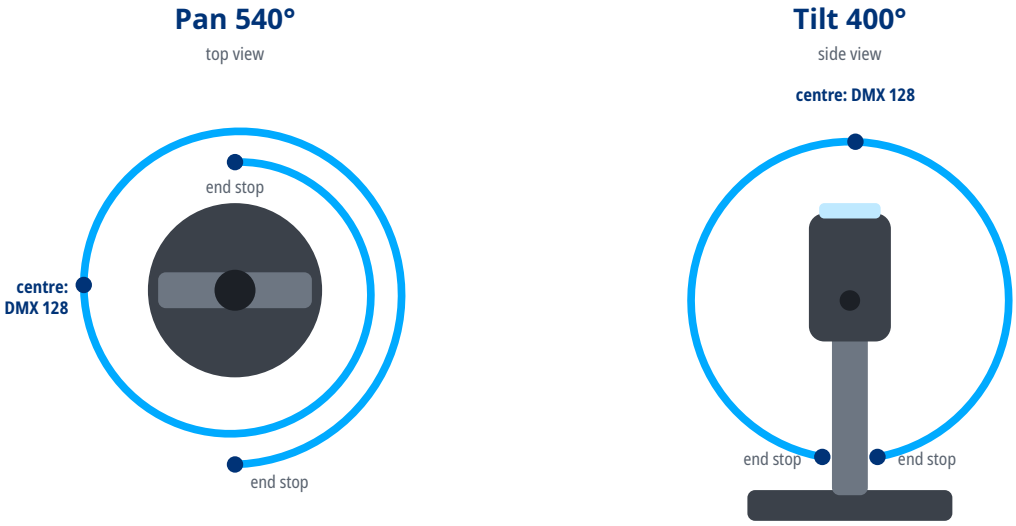
⚠ CAUTION

- 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.
> - 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.

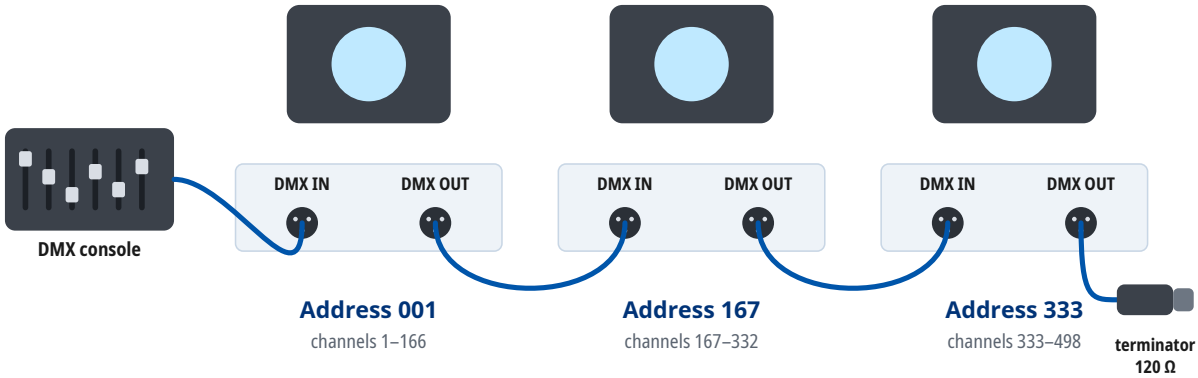
6 Connections

- 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 2 166 DMX: every unit occupies 166 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

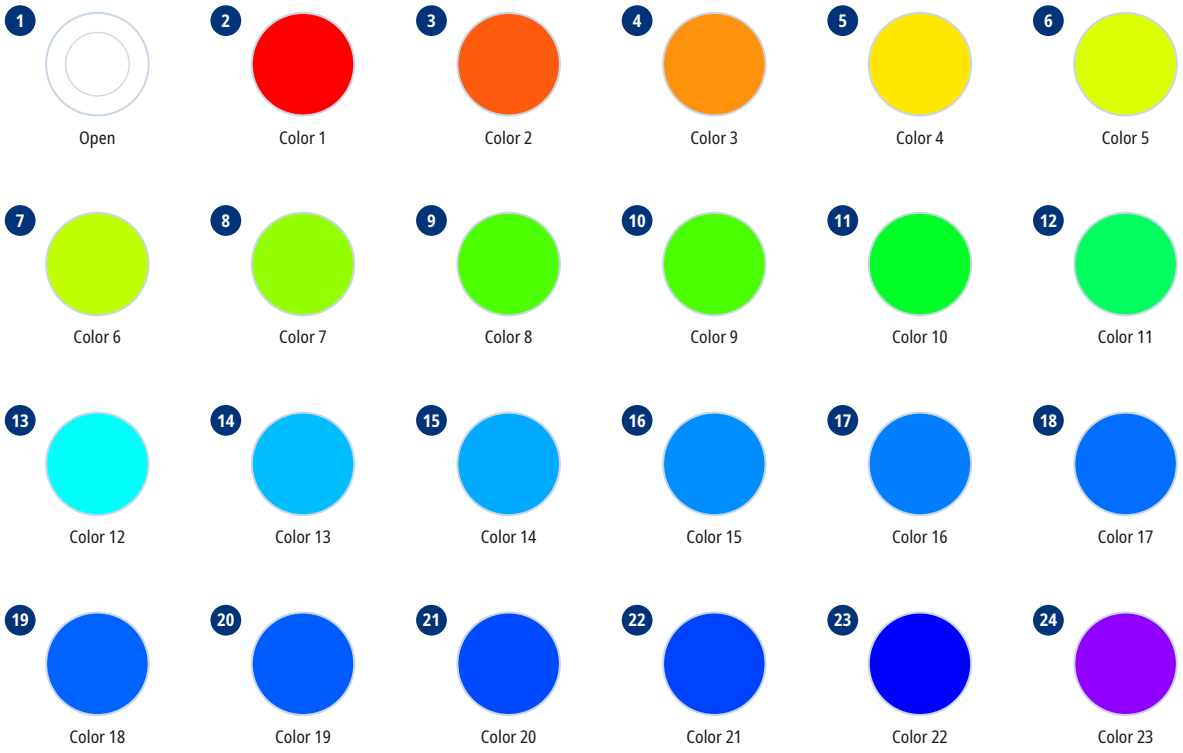
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1 206 DMX”: 206.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 1 206 DMX”, you can use, for example, the start addresses 1, 207.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 206 DMX 206 channels	Mode 2 166 DMX 166 channels	Mode 3 22 DMX 22 channels	Mode 4 21 DMX 21 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	9, 156	9, 21	9, 21	9, 20
Shutter / strobe	11, 157	11, 22	11, 22	11, 21
Color mixing	12–155, 158–206	12–15, 23–166	12–15	12–15
Effects / macros		18	18	17
Pixel control	36 + 49 cells	36 cells		

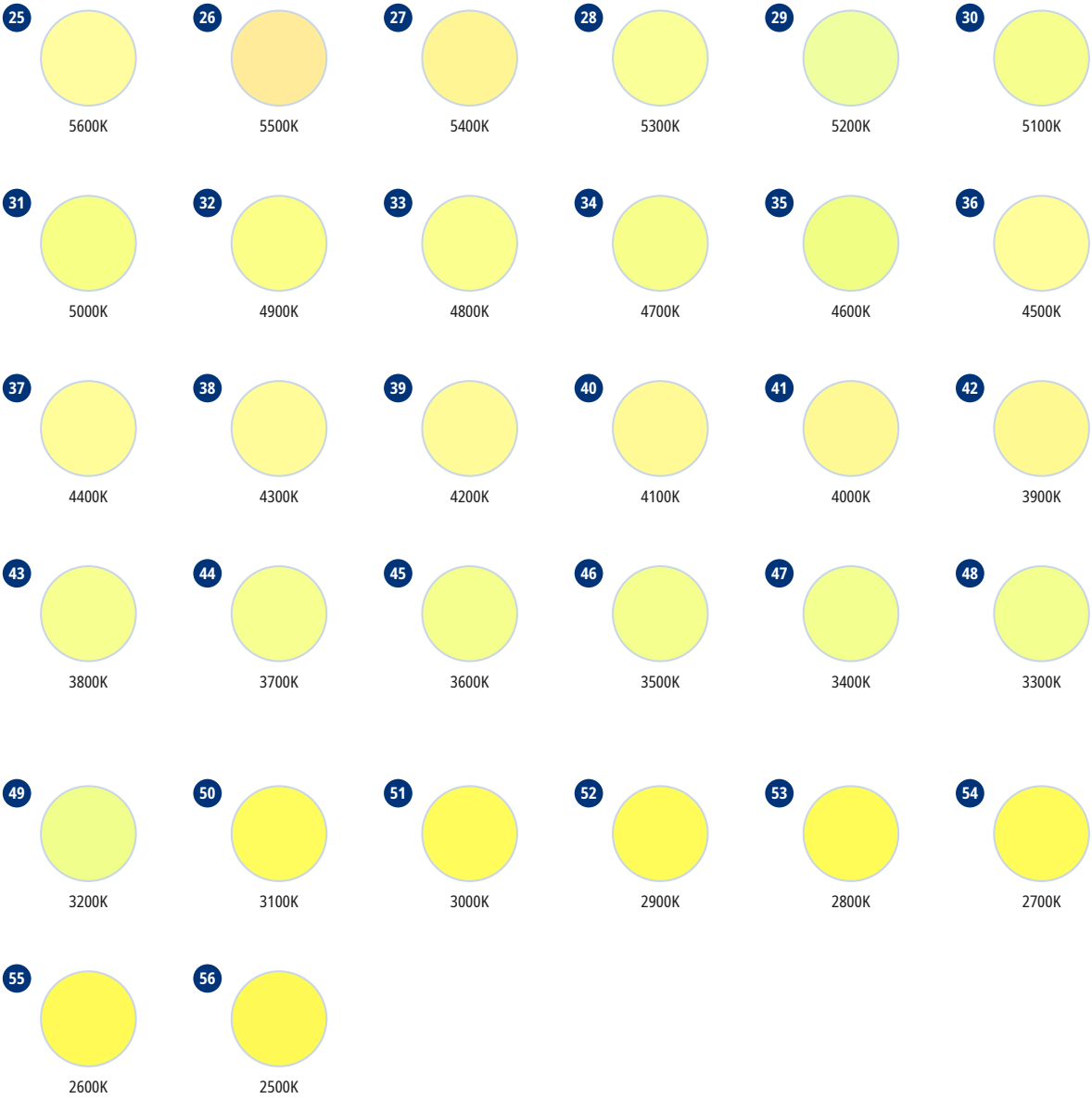
Color wheel 1



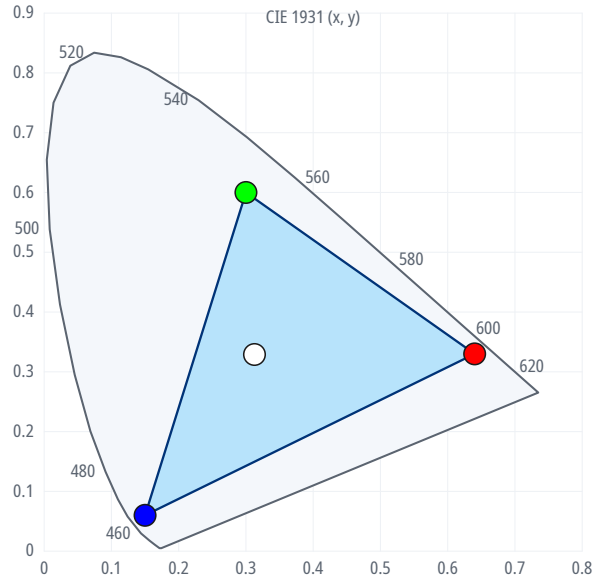
25 Color 24
26 Color 25
27 Color 26
28 Color 27
29 Color 28
30 Color 29
31 Color 30
32 Color 31
33 Color 32

Color wheel 2

1 Open
2 7900K
3 7800k
4 7700k
5 7600k
6 7500K
7 7400K
8 7300K
9 7200K
10 7100K
11 7000K
12 6900K
13 6800K
14 6700K
15 6600K
16 6500K
17 6400K
18 6300K
19 6200K
20 6100K
21 6000K
22 5900K
23 5800K
24 5700K


25
5600K
26
5500K
27
5400K
28
5300K
29
5200K
30
5100K
31
5000K
32
4900K
33
4800K
34
4700K
35
4600K
36
4500K
37
4400K
38
4300K
39
4200K
40
4100K
41
4000K
42
3900K
43
3800K
44
3700K
45
3600K
46
3500K
47
3400K
48
3300K
49
3200K
50
3100K
51
3000K
52
2900K
53
2800K
54
2700K
55
2600K
56
2500K

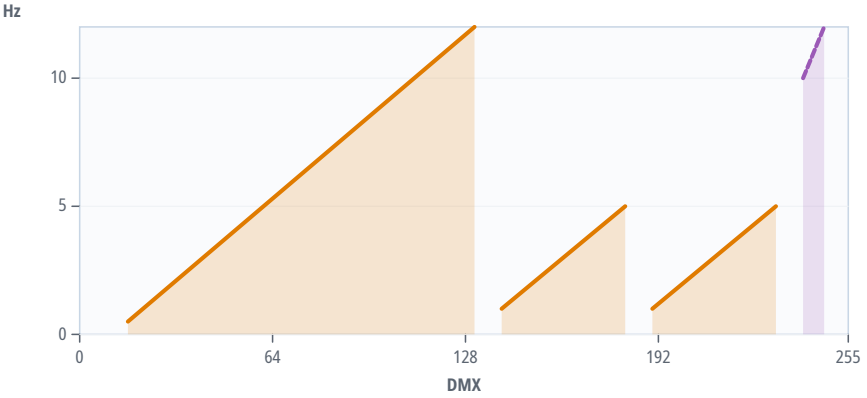
LED colors and the colors they mix



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.

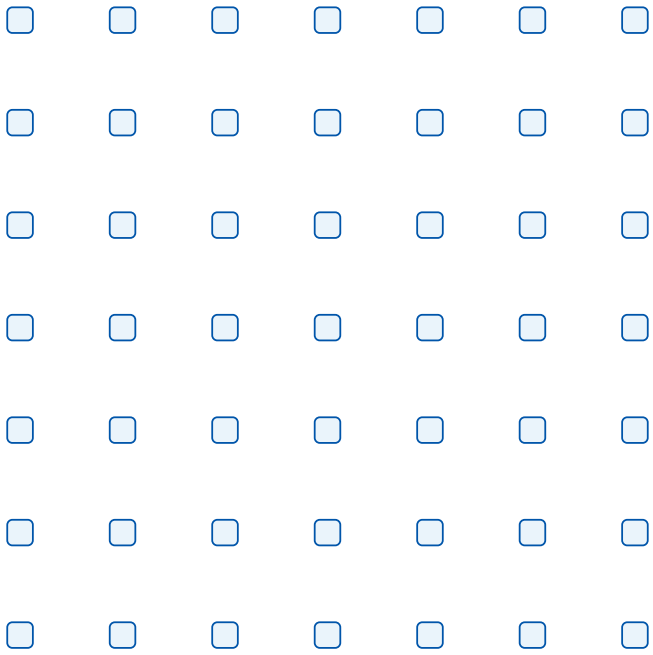
Strobe rate



CH 11 · Mode 1 206 DMX

- 16–131: 0.5–12 Hz
  ShutterStrobe 1
- 140–181: 1–5 Hz
  Pulse Open
- 190–231: 1–5 Hz
  Pulse Close
- 240–247: 10–12 Hz
  Strobe Ran

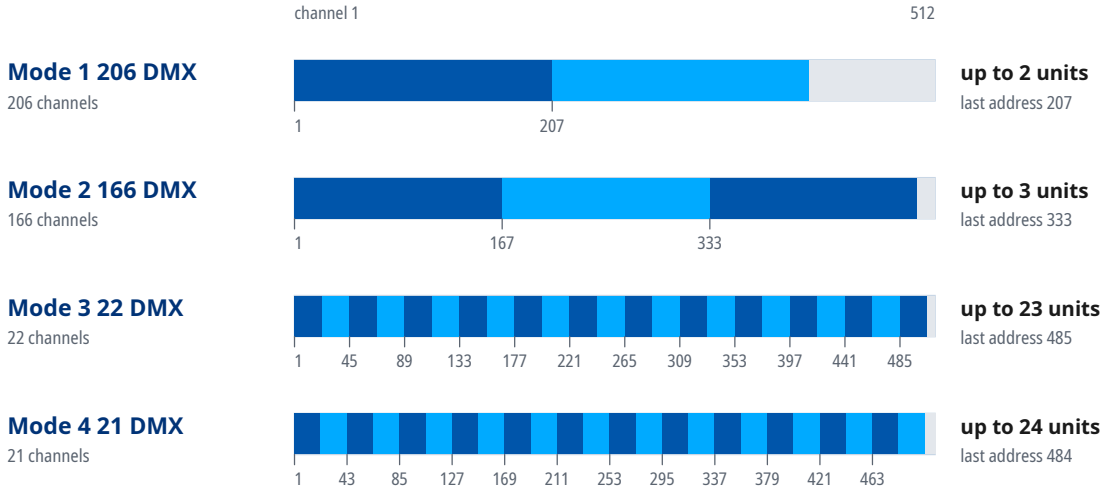
Cells (pixels)



Cells where the GDTF file places them (seen from above), 49 in all in the mode “Mode 1 206 DMX”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 206 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 207	11	U6 · 1	16	U8 · 207
2	207	7	U4 · 1	12	U6 · 207	17	U9 · 1
3	U2 · 1	8	U4 · 207	13	U7 · 1	18	U9 · 207
4	U2 · 207	9	U5 · 1	14	U7 · 207	19	U10 · 1
5	U3 · 1	10	U5 · 207	15	U8 · 1	20	U10 · 207

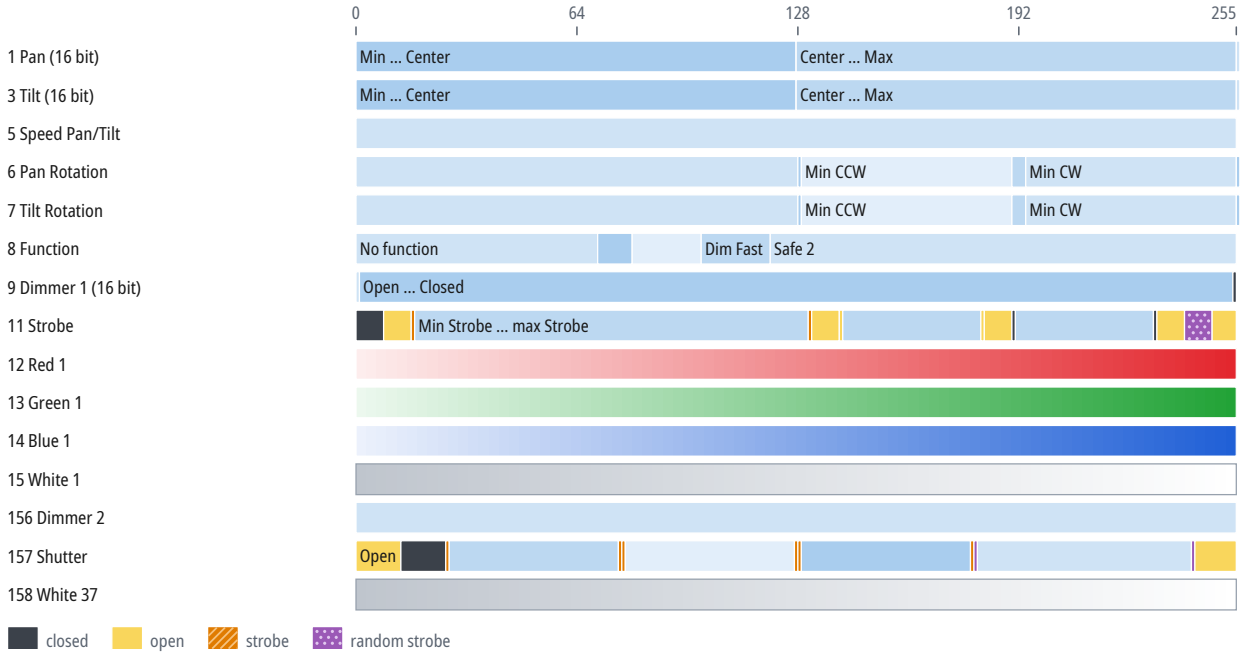
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 206 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 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 156 Dimmer 2 above 0; CH 157 Shutter at 0–12 “Open” or 243–255. The GDTF file gives these values for a console's Highlight function: CH 11 Strobe 10, CH 12 Red 255 (the same in each of the 36 cells), CH 13 Green 255 (the same in each of the 36 cells), CH 14 Blue 255 (the same in each of the 36 cells), CH 156 Dimmer 2 255, CH 158 White 255 (the same in each of the 49 cells).

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	Speed Pan/Tilt	0–255	
6	Pan Rotation	0–127	Pan Rotate 1
		128	Max CCW
		129–189	Min CCW
		190–193	Stop
		194–254	Min CW
		255	Max CW

CH	Function	DMX	Description
7	Tilt Rotation	0–127	Tilt Rotate 1
		128	Max CCW
		129–189	Min CCW
		190–193	Stop
		194–254	Min CW
		255	Max CW
8	Function	0–69	No function
		70–79	All Reset
		80–99	Dim Smooth
		100–119	Dim Fast
		120–255	Safe 2
9	Dimmer 1	0	Open
		1–254	Open ... Closed
		255	Closed
10	Dimmer 1 Fine	0–255	Fine adjustment of CH 9
11	Strobe	0–7	Shutter: Closed
		8–15	Shutter: 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 3
		240–247	Strobe Ran (10–12 Hz)
		248–255	Open 5
12	Red 1	0–255	
13	Green 1	0–255	
14	Blue 1	0–255	
15	White 1	0–255	
156	Dimmer 2	0–255	
157	Shutter	0–12	Open
		13–25	Closed
		26	Min Strobe
		27–75	Min Strobe ... max Strobe
		76	Max Strobe
		77	Min PulseClose

CH	Function	DMX	Description
157	Shutter (continued)	78–126	Min PulseClose ... max PulseClose
		127	Max PulseClose
		128	Min PulseOpen
		129–177	Min PulseOpen ... max PulseOpen
		178	Max PulseOpen
		179	Min StrobeRan
		180–241	Min StrobeRan ... max StrobeRan
		242	Max StrobeRan
		243–255	Open 2
158	White 37	0–255	

CH 12–155: 36 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 12–15); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	12	13	14	15	2	16	17	18	19
3	20	21	22	23	4	24	25	26	27
5	28	29	30	31	6	32	33	34	35
7	36	37	38	39	8	40	41	42	43
9	44	45	46	47	10	48	49	50	51
11	52	53	54	55	12	56	57	58	59
13	60	61	62	63	14	64	65	66	67
15	68	69	70	71	16	72	73	74	75
17	76	77	78	79	18	80	81	82	83
19	84	85	86	87	20	88	89	90	91
21	92	93	94	95	22	96	97	98	99
23	100	101	102	103	24	104	105	106	107
25	108	109	110	111	26	112	113	114	115
27	116	117	118	119	28	120	121	122	123
29	124	125	126	127	30	128	129	130	131
31	132	133	134	135	32	136	137	138	139
33	140	141	142	143	34	144	145	146	147
35	148	149	150	151	36	152	153	154	155

CH 158–206: 49 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 158); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	158	2	159	3	160	4	161	5	162	6	163
7	164	8	165	9	166	10	167	11	168	12	169
13	170	14	171	15	172	16	173	17	174	18	175
19	176	20	177	21	178	22	179	23	180	24	181
25	182	26	183	27	184	28	185	29	186	30	187
31	188	32	189	33	190	34	191	35	192	36	193

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
37	194	38	195	39	196	40	197	41	198	42	199
43	200	44	201	45	202	46	203	47	204	48	205
49	206										

Mode 2 166 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 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 21 Dimmer 2 above 0; CH 22 Shutter at 0–12 “Open” or 243–255. The GDTF file gives these values for a console's Highlight function: CH 11 Strobe 10, CH 12 Red 1 0, CH 13 Green 1 0, CH 14 Blue 1 0, CH 18 Color Macro 0, CH 21 Dimmer 2 255, CH 23 Red 255 (the same in each of the 36 cells), CH 24 Green 255 (the same in each of the 36 cells), CH 25 Blue 255 (the same in each of the 36 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 206 DMX” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 206 DMX” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Speed Pan/Tilt	0–255	
6	Pan Rotation		Same as CH 6 in the mode “Mode 1 206 DMX” (p. 13)
7	Tilt Rotation		Same as CH 7 in the mode “Mode 1 206 DMX” (p. 14)
8	Function		Same as CH 8 in the mode “Mode 1 206 DMX” (p. 14)
9	Dimmer 1		Same as CH 9 in the mode “Mode 1 206 DMX” (p. 14)
10	Dimmer 1 Fine	0–255	Fine adjustment of CH 9
11	Strobe		Same as CH 11 in the mode “Mode 1 206 DMX” (p. 14)
12	Red 1	0–255	
13	Green 1	0–255	
14	Blue 1	0–255	
15	White 1	0–255	
16	RGBW Effect Switch	0–63	No Input
		64–127	Console Input
		128–191	Media server Input
		192–255	Mix Input
17	RGBW Effect Mode	0–14	Blackout
		15–47	Full On
		48–95	Effect
		96–135	Number 1 to 9
		136–175	Letter A to Z
		176–215	Letter a to z
		216–255	Blackout 2
18	Color Macro	0–255	
19	Random Star	0–10	Off 1
		11	Min slow Open
		12–62	Min slow Open ... max slow Open
		63	Max slow Open
		64–73	Off 2
		74	Min Fast Open
		75–126	Min Fast Open ... max Fast Open
		127	Max Fast Open
		128–137	Off 3
		138	Min slow Open
		139–190	Min slow Open ... max slow Open
		191	Max slow Open
		192–201	Off 4
		202	No Feature: min Fast Close
		203–254	No Feature: min Fast Close ... max Fast Close
		255	No Feature: max Fast Close
20	Star Patent	0–12	Patent 1
		13–24	Patent 2

CH	Function	DMX	Description
20	Star Patent (continued)	25–36	Patent 3
		37–48	Patent 4
		49–60	Patent 5
		61–72	Patent 6
		73–84	Patent 7
		85–96	Patent 8
		97–108	Patent 9
		109–120	Patent 10
		121–132	Patent 11
		133–144	Patent 12
		145–156	Patent 13
		157–168	Patent 14
		169–180	Patent 15
		181–192	Patent 16
		193–204	Patent 17
		205–216	Patent 18
		217–228	Patent 19
		229–240	Patent 20
		241–255	Closed
21	Dimmer 2	0–255	
22	Shutter		Same as CH 157 in the mode “Mode 1 206 DMX” (p. 14)
23	Red 2	0–255	
24	Green 2	0–255	
25	Blue 2	0–255	
26	White 2	0–255	

CH 23–166: 36 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 23–26); the table below gives each cell's channel numbers.

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

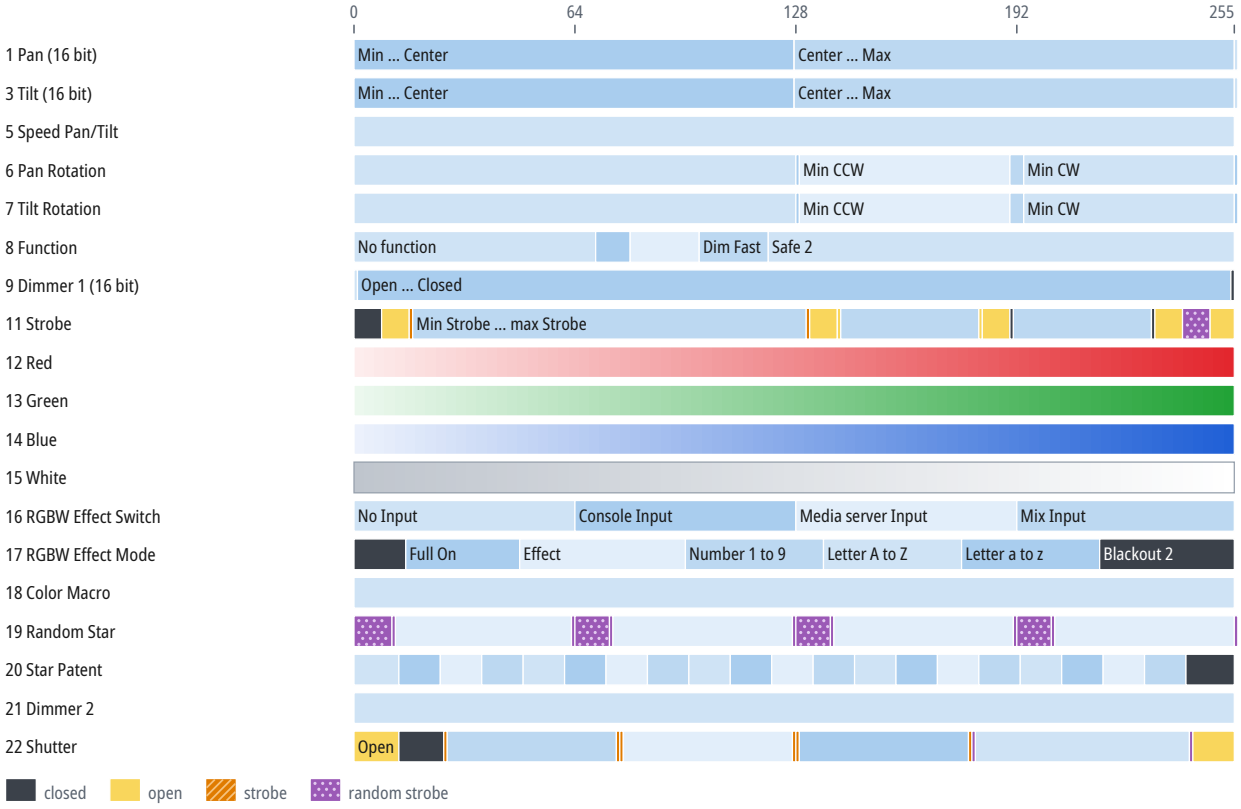
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
25	119	120	121	122	26	123	124	125	126
27	127	128	129	130	28	131	132	133	134
29	135	136	137	138	30	139	140	141	142
31	143	144	145	146	32	147	148	149	150
33	151	152	153	154	34	155	156	157	158
35	159	160	161	162	36	163	164	165	166

Mode 3 22 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 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 21 Dimmer 2 above 0; CH 22 Shutter at 0–12 “Open” or 243–255. The GDTF file gives these values for a console's Highlight function: CH 11 Strobe 10, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255, CH 18 Color Macro 0, CH 21 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 206 DMX” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 206 DMX” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Pan Rotation		Same as CH 6 in the mode “Mode 1 206 DMX” (p. 13)
7	Tilt Rotation		Same as CH 7 in the mode “Mode 1 206 DMX” (p. 14)

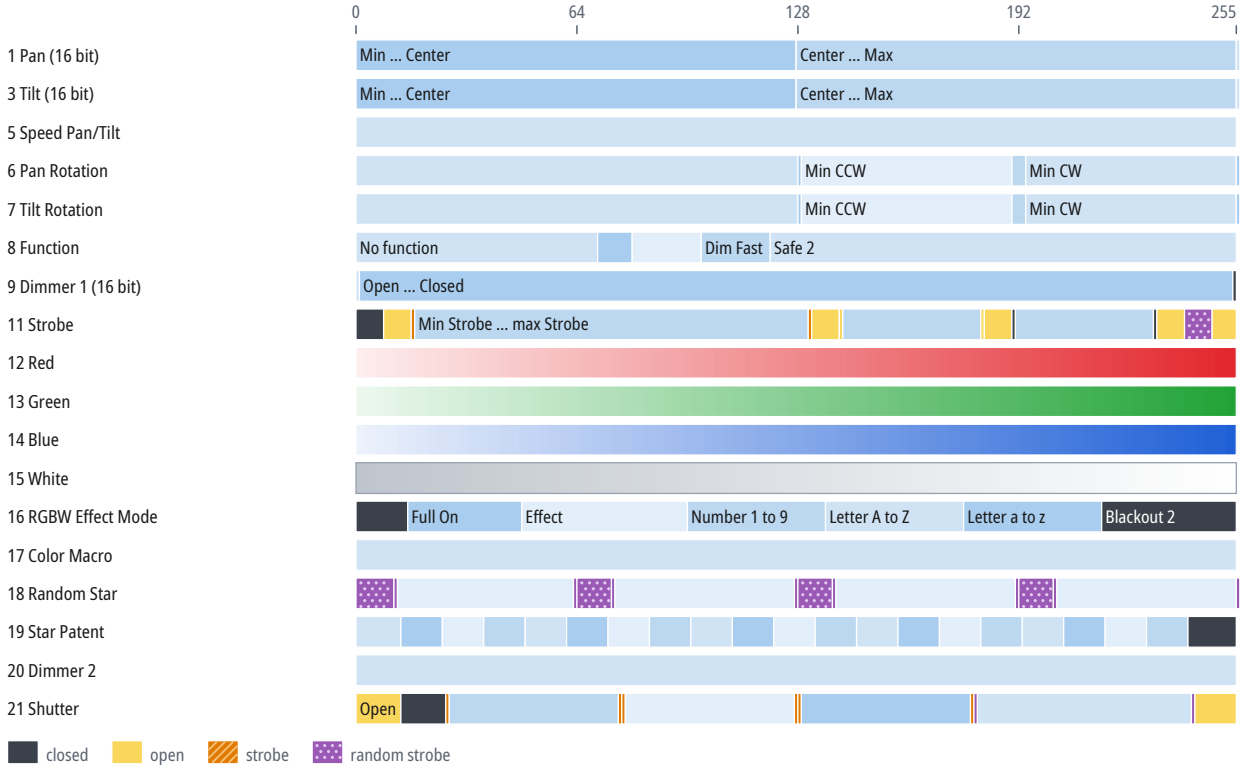
CH	Function	DMX	Description
8	Function		Same as CH 8 in the mode “Mode 1 206 DMX” (p. 14)
9	Dimmer 1		Same as CH 9 in the mode “Mode 1 206 DMX” (p. 14)
10	Dimmer 1 Fine	0–255	Fine adjustment of CH 9
11	Strobe		Same as CH 11 in the mode “Mode 1 206 DMX” (p. 14)
12	Red	0–255	
13	Green	0–255	
14	Blue	0–255	
15	White	0–255	
16	RGBW Effect Switch		Same as CH 16 in the mode “Mode 2 166 DMX” (p. 17)
17	RGBW Effect Mode		Same as CH 17 in the mode “Mode 2 166 DMX” (p. 17)
18	Color Macro	0–255	
19	Random Star		Same as CH 19 in the mode “Mode 2 166 DMX” (p. 17)
20	Star Patent		Same as CH 20 in the mode “Mode 2 166 DMX” (p. 17)
21	Dimmer 2	0–255	
22	Shutter		Same as CH 157 in the mode “Mode 1 206 DMX” (p. 14)

Mode 4 21 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 11 Strobe at 8–15 “Open” or 132–139 or 182–189, 232–239 or 248–255; CH 20 Dimmer 2 above 0; CH 21 Shutter at 0–12 “Open” or 243–255. The GDTF file gives these values for a console's Highlight function: CH 11 Strobe 10, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255, CH 17 Color Macro 10, CH 20 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 206 DMX” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 206 DMX” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Pan Rotation		Same as CH 6 in the mode “Mode 1 206 DMX” (p. 13)
7	Tilt Rotation		Same as CH 7 in the mode “Mode 1 206 DMX” (p. 14)
8	Function		Same as CH 8 in the mode “Mode 1 206 DMX” (p. 14)
9	Dimmer 1		Same as CH 9 in the mode “Mode 1 206 DMX” (p. 14)
10	Dimmer 1 Fine	0–255	Fine adjustment of CH 9
11	Strobe		Same as CH 11 in the mode “Mode 1 206 DMX” (p. 14)
12	Red	0–255	
13	Green	0–255	
14	Blue	0–255	
15	White	0–255	
16	RGBW Effect Mode		Same as CH 17 in the mode “Mode 2 166 DMX” (p. 17)
17	Color Macro	0–255	
18	Random Star		Same as CH 19 in the mode “Mode 2 166 DMX” (p. 17)
19	Star Patent		Same as CH 20 in the mode “Mode 2 166 DMX” (p. 17)
20	Dimmer 2	0–255	
21	Shutter		Same as CH 157 in the mode “Mode 1 206 DMX” (p. 14)

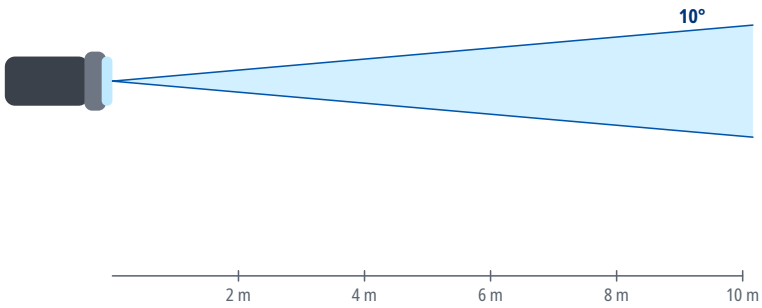
10 Technical specifications

Parameter	Value
Pan	540°
Tilt	400°
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–20 Hz

Spot diameter



Distance	Ø 10°
2 m	0.35 m
4 m	0.7 m
6 m	1 m
8 m	1.4 m
10 m	1.7 m
15 m	2.6 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.

Problem	Remedy
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.