DMX REFERENCE

ACME XP-1000SZ

ACME



Manufacturer	ACME
GDTF file	ACME_ACME_XP-1000SZ_4875.gdtf
Generated	2026-11-23

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1 About this manual

This document describes the ACME XP-1000SZ by ACME. It was compiled from the GDTF file ACME_ACME_XP-1000SZ_4875.gdtf from the GDTF-Share library.

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 26 DMX	26	19	1, 27, 53, 79, ...
Mode 2 34 DMX	34	15	1, 35, 69, 103, ...
Mode 3 28 DMX	28	18	1, 29, 57, 85, ...
Mode 4 24 DMX	24	21	1, 25, 49, 73, ...
Mode 5 21 DMX	21	24	1, 22, 43, 64, ...

No light? Check these channels

- Mode 1 26 DMX: CH 1 Shutter at 20–49 or 201–210; CH 2 Dimmer above 0
- Mode 2 34 DMX: CH 1 Shutter at 20–49 or 201–210; CH 2 Dimmer above 0
- Mode 3 28 DMX: CH 1 Dimmer above 0; CH 23 Shutter at 20–49 or 201–210
- Mode 4 24 DMX: CH 1 Shutter at 20–49 or 73–127 or 188–207 or 218–227 or 228–237 “Lamp On” or 238–247; CH 2 Dimmer above 0
- Mode 5 21 DMX: CH 1 Shutter at 20–49 or 201–210; CH 2 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.

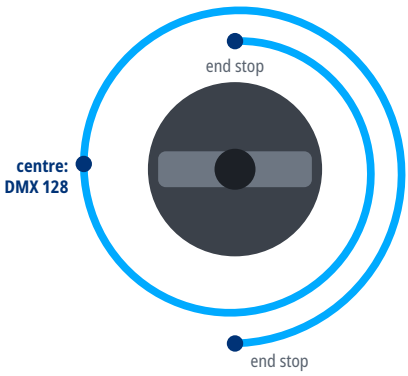
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

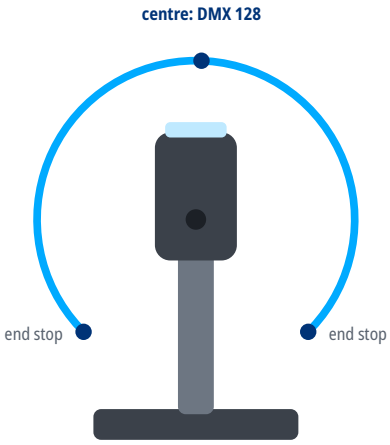
Pan 540°

top view



Tilt 270°

side view



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.

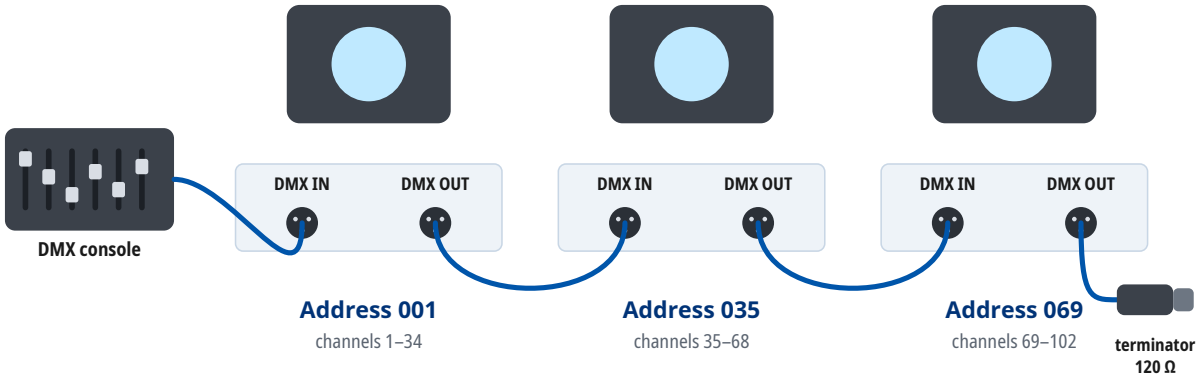
6 Connections

- 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 34 DMX: every unit occupies 34 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 2 34 DMX”: 34.
- 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 2 34 DMX”, you can use, for example, the start addresses 1, 35, 69, 103.
- 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 26 DMX 26 channels	Mode 2 34 DMX 34 channels	Mode 3 28 DMX 28 channels	Mode 4 24 DMX 24 channels	Mode 5 21 DMX 21 channels
Pan / Tilt	22, 24	25, 27	2, 4	19, 21	16, 18
Dimmer	2	2	1	2	2
Dimmer resolution	8 bit	16 bit	8 bit	8 bit	8 bit
Shutter / strobe	1	1	23	1	1
Color mixing	3–5	4–6	9–11	3–5	
Color temperature	6	7	8	6	
Color wheel	7	8	12	7	4
Gobo wheel	8, 11, 14	9, 12, 15	13, 16, 19	8, 11	5, 8
Gobo rotation	8, 9, 12, 14	9, 10, 13, 15	13, 14, 17, 19	8, 9, 12	5, 6, 9
Prism	17, 18	18, 19		14, 15	11, 12
Frost	16	17		14	11
Zoom	20	21	7	18	15
Focus	21	23	24	17	14
Iris	19	20	22	16	13
Animation wheel		30			

Color wheel 1



1. Color Index: Open — DMX 0
2. Color 1 — DMX 141–145
3. Color 2 — DMX 146–150
4. Color 3 — DMX 151–155
5. Color 4 — DMX 156–160
6. Color 5 — DMX 161–165
7. Color 6 — DMX 166–170

Gobo wheel 1



1. Gobo 1: Open — DMX 0–9
2. Gobo 1 — DMX 10–14
3. Gobo 2 — DMX 15–19
4. Gobo 3 — DMX 20–24
5. Gobo 4 — DMX 25–29
6. Gobo 5 — DMX 30–34

Prism

1 Open
DMX 0–11

2 Prism1
DMX 11–139

Animation wheel

1 Animation Wheel 1: Open
DMX 0–9

2 
Animation
DMX 10–20

Gobo wheel 2

1 Gobo 2: Open
DMX 0–9

2 
Gobo 1
DMX 10–14

3 
Gobo 2
DMX 15–19

4 
Gobo 3
DMX 20–24

5 
Gobo 4
DMX 25–29

6 
Gobo 5
DMX 30–34

Gobo wheel 3

1 No Feature: Open2
DMX 101–110

2 
Gobo 1
DMX 111–115

3 
Gobo 2
DMX 116–120

4 
Gobo 3
DMX 121–125

5 
Gobo 4
DMX 126–130

6 
Gobo 5
DMX 131–135

7 
Gobo 6
DMX 136–140

8 
Gobo 7
DMX 141–145

9 
Gobo 8
DMX 146–150

10 
Gobo 9
DMX 151–155

Color wheel 2

1 6000K
DMX 0–31

2 5600K
DMX 32–63

3 5200K
DMX 64–95

4 4800K
DMX 96–127

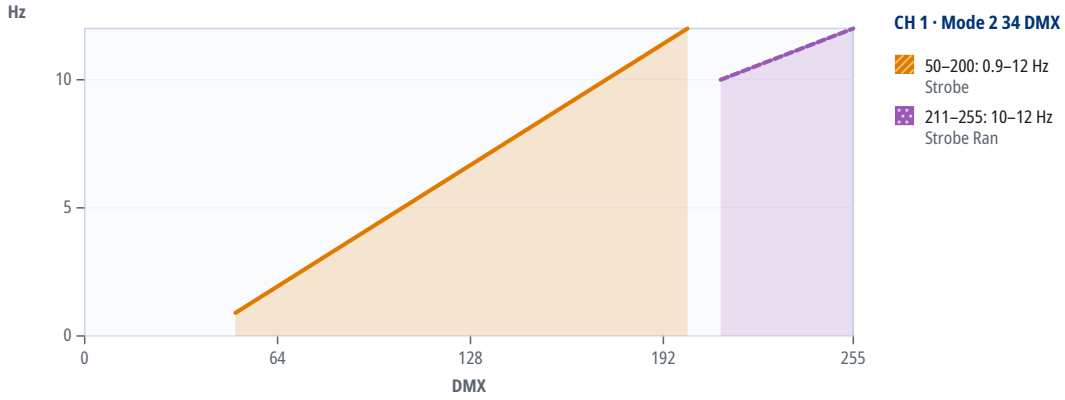
5 4400K
DMX 128–159

6 4000K
DMX 160–191

7 3600K
DMX 192–223

8 3200K
DMX 224–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 2 34 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	171	11	341	16	U2 · 1
2	35	7	205	12	375	17	U2 · 35
3	69	8	239	13	409	18	U2 · 69
4	103	9	273	14	443	19	U2 · 103
5	137	10	307	15	477	20	U2 · 137

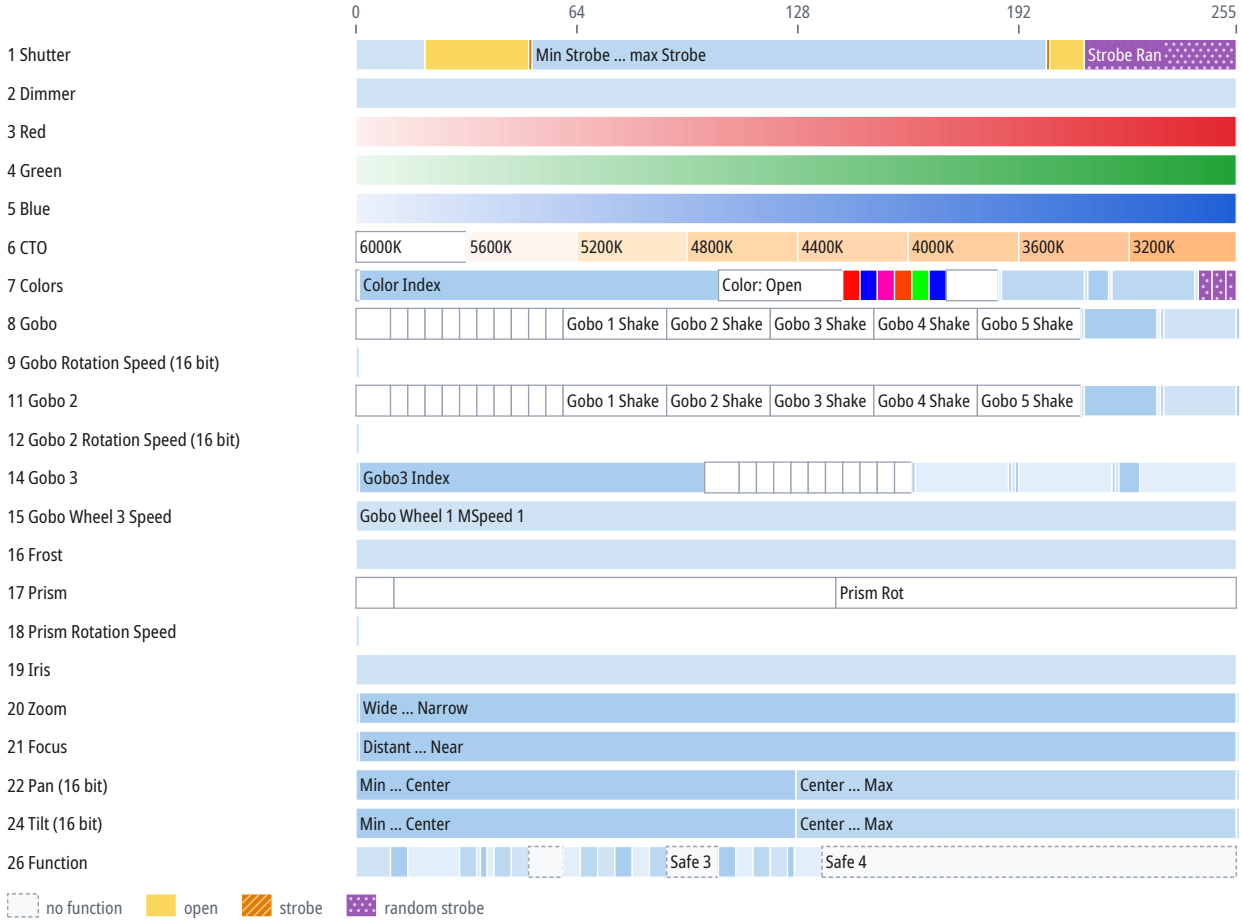
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 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 1 Shutter at 20–49 or 201–210; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 3 Red 0, CH 4 Green 0, CH 5 Blue 0, CH 6 CTO 0, CH 7 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Shutter 1: OFF
		20–49	Shutter 1: Open 1
		50	Min Strobe
		51–199	Min Strobe ... max Strobe
		200	Max Strobe
		201–210	Open 2
		211–255	Strobe Ran (10–12 Hz)
2	Dimmer	0–255	
3	Red	0–255	
4	Green	0–255	
5	Blue	0–255	
6	CTO	0–31	6000K
		32–63	5600K

CH	Function	DMX	Description
6	CTO (continued)	64–95	5200K
		96–127	4800K
		128–159	4400K
		160–191	4000K
		192–223	3600K
		224–255	3200K
7	Colors	0	Color Index: Open
		1–104	Color Index
		105–140	Color: Open
		141–145	Color 1
		146–150	Color 2
		151–155	Color 3
		156–160	Color 4
		161–165	Color 5
		166–170	Color 6
		171–185	Color: Open 2
		186	Max CCW
		187–210	Max CCW ... min CCW
		211	Min CCW
		212–217	Stop
		218	Min CW
		219–242	Min CW ... max CW
		243	Max CW
		244–247	Color 1 Ran: Fast
		248–251	Medium
		252–255	Color 1 Ran: Slow
8	Gobo	0–9	Gobo 1: Open
		10–14	Gobo 1
		15–19	Gobo 2
		20–24	Gobo 3
		25–29	Gobo 4
		30–34	Gobo 5
		35–39	RGobo 1
		40–44	RGobo 2
		45–49	RGobo 3
		50–54	RGobo 4
		55–59	RGobo 5
		60–89	Gobo 1 Shake
		90–119	Gobo 2 Shake
		120–149	Gobo 3 Shake
		150–179	Gobo 4 Shake
		180–209	Gobo 5 Shake

CH	Function	DMX	Description
8	Gobo (continued)	210	Max CCW
		211–231	Max CCW ... min CCW
		232	Min CCW
		233	Min CW
		234–254	Min CW ... max CW
		255	Max CW
9	Gobo Rotation Speed		When CH 8 is 0–34:
		0–255	360°
			When CH 8 is 35–59:
		0–2	Gobo 1 Rot: Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Spot2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Gobo 1 Rot: Stop3
10	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 9
11	Gobo 2	0–9	Gobo 2: Open
		10–14	Gobo 1
		15–19	Gobo 2
		20–24	Gobo 3
		25–29	Gobo 4
		30–34	Gobo 5
		35–39	RGobo 1
		40–44	RGobo 2
		45–49	RGobo 3
		50–54	RGobo 4
		55–59	RGobo 5
		60–89	Gobo 1 Shake
		90–119	Gobo 2 Shake
		120–149	Gobo 3 Shake
		150–179	Gobo 4 Shake
		180–209	Gobo 5 Shake
		210	No Feature: max CCW
		211–231	Max CCW ... min CCW
		232–233	No Feature: min CCW
		234–254	Min CCW ... max CCW
		255	No Feature: max CCW
12	Gobo 2 Rotation Speed		When CH 11 is 0–34:
		0–255	Gobo 2 Pos Rotate 1 (360°)
			When CH 11 is 35–59:
		0–2	Stop

CH	Function	DMX	Description
12	Gobo 2 Rotation Speed (continued)	2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Stop2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Stop3
13	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Gobo 3	0	Gobo 3: Open
		1–100	Gobo3 Index
		101–110	No Feature: Open2
		111–115	Gobo 1
		116–120	Gobo 2
		121–125	Gobo 3
		126–130	Gobo 4
		131–135	Gobo 5
		136–140	Gobo 6
		141–145	Gobo 7
		146–150	Gobo 8
		151–155	Gobo 9
		156–160	No Feature: Open3
		161	Max CCW
		162–188	Max CCW ... min CCW
		189	Min CCW
		190	Stop
		191	Min CW
		192–218	Min CW ... max CW
		219	Max CW
		220–226	Stop 2
		227–255	Gobo3 Effects
15	Gobo Wheel 3 Speed		Gobo Wheel 1 MSpeed 1
		0–255	Gobo Wheel 1 MSpeed 1
16	Frost	0–255	
17	Prism	0–10	Open
		11–138	Prism 1
		139–255	Prism Rot
18	Prism Rotation Speed		When CH 17 is 0–138:
		0–255	359°
			When CH 17 is 139–255:
		0–2	Stop 1
		3	Max CCW
		4–125	Max CCW ... min CCW
		126	Min CCW

CH	Function	DMX	Description
18	Prism Rotation Speed (continued)	127–129	Stop 2
		130	Min CW
		131–252	Min CW ... max CW
		253	Max CW
		254–255	Stop 3
19	Iris	0–255	
20	Zoom	0	Wide
		1–254	Wide ... Narrow
		255	Narrow
21	Focus	0	Distant
		1–254	Distant ... Near
		255	Near
22	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
23	Pan Fine	0–255	Fine adjustment of CH 22
24	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
25	Tilt Fine	0–255	Fine adjustment of CH 24
26	Function	0–9	Safe 1
		10–14	Reset All
		15–29	Reset Eff
		30–34	Reset PT
		35	Quiet Fan
		36–37	Auto Fan
		38–39	Fast Fan
		40–44	Lamp On
		45–49	Lamp Off
		50–59	Safe 2
		60–64	Dim Line
		65–69	Dim Square Law
		70–74	Dim Inverese Square
		75–79	Dim S Curve
		80–84	XY Low Speed
		85–89	XY High Speed
		90–104	Safe 3
		105–109	Focus Compe Off
		110–114	Focus Compe Near
		115–119	Focus Compe Medium
		120–124	Focus Compe Far

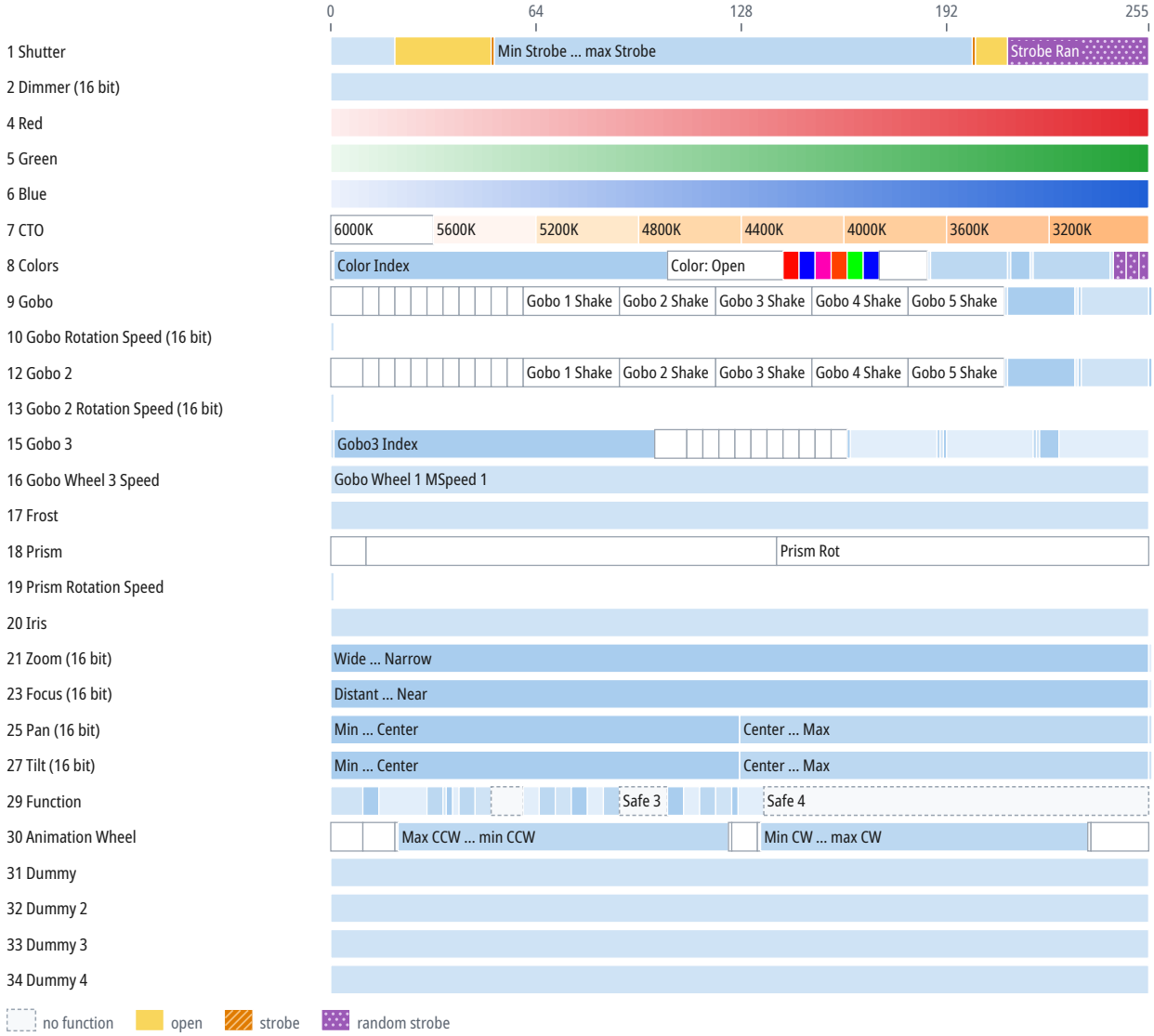
CH	Function	DMX	Description
26	Function (continued)	125–126	Lamp 100%
		127–134	Lamp 50%
		135–255	Safe 4

Mode 2 34 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 1 Shutter at 20–49 or 201–210; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Red 0, CH 5 Green 0, CH 6 Blue 0, CH 7 CTO 0, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Mode 1 26 DMX” (p. 10)
2	Dimmer	0–255	
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0–255	

CH	Function	DMX	Description
5	Green	0–255	
6	Blue	0–255	
7	CTO		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 10)
8	Colors		Same as CH 7 in the mode “Mode 1 26 DMX” (p. 11)
9	Gobo		Same as CH 8 in the mode “Mode 1 26 DMX” (p. 11)
10	Gobo Rotation Speed		When CH 9 is 0–34:
		0–255	360°
			When CH 9 is 35–59:
		0–2	Gobo 1 Rot: Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Spot2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Gobo 1 Rot: Stop3
11	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 10
12	Gobo 2		Same as CH 11 in the mode “Mode 1 26 DMX” (p. 12)
13	Gobo 2 Rotation Speed		When CH 12 is 0–34:
		0–255	Gobo 2 Pos Rotate 1 (360°)
			When CH 12 is 35–59:
		0–2	Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Stop2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Stop3
14	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 13
15	Gobo 3		Same as CH 14 in the mode “Mode 1 26 DMX” (p. 13)
16	Gobo Wheel 3 Speed		Same as CH 15 in the mode “Mode 1 26 DMX” (p. 13)
17	Frost	0–255	
18	Prism		Same as CH 17 in the mode “Mode 1 26 DMX” (p. 13)
19	Prism Rotation Speed		When CH 18 is 0–138:
		0–255	359°
			When CH 18 is 139–255:
		0–2	Stop 1
		3	Max CCW
		4–125	Max CCW ... min CCW
		126	Min CCW
		127–129	Stop 2
		130	Min CW
		131–252	Min CW ... max CW

CH	Function	DMX	Description
19	Prism Rotation Speed (continued)	253	Max CW
		254–255	Stop 3
20	Iris	0–255	
21	Zoom	0–255	Wide ... Narrow
		255	Narrow
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–255	Distant ... Near
		255	Near
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Pan		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt		Same as CH 24 in the mode “Mode 1 26 DMX” (p. 14)
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)
30	Animation Wheel	0–9	Animation Wheel 1: Open
		10–19	Animation
		20	Max CCW
		21–123	Max CCW ... min CCW
		124	Min CCW
		125–132	Animation Pos: Stop
		133	Min CW
		134–235	Min CW ... max CW
		236	Max CW
		237–255	Animation Pos: Stop 2
31	Dummy	0–255	
32	Dummy 2	0–255	
33	Dummy 3	0–255	
34	Dummy 4	0–255	

Mode 3 28 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 1 Dimmer above 0; CH 23 Shutter at 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 8 CTO 0, CH 9 Red 0, CH 10 Blue 0, CH 11 Green 0, CH 12 Colors 0, CH 23 Shutter 30.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Pan		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
3	Pan Fine	0–255	Fine adjustment of CH 2
4	Tilt		Same as CH 24 in the mode “Mode 1 26 DMX” (p. 14)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Dummy	0–255	
7	Zoom		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 14)
8	CTO		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 10)
9	Red	0–255	
10	Blue	0–255	
11	Green	0–255	

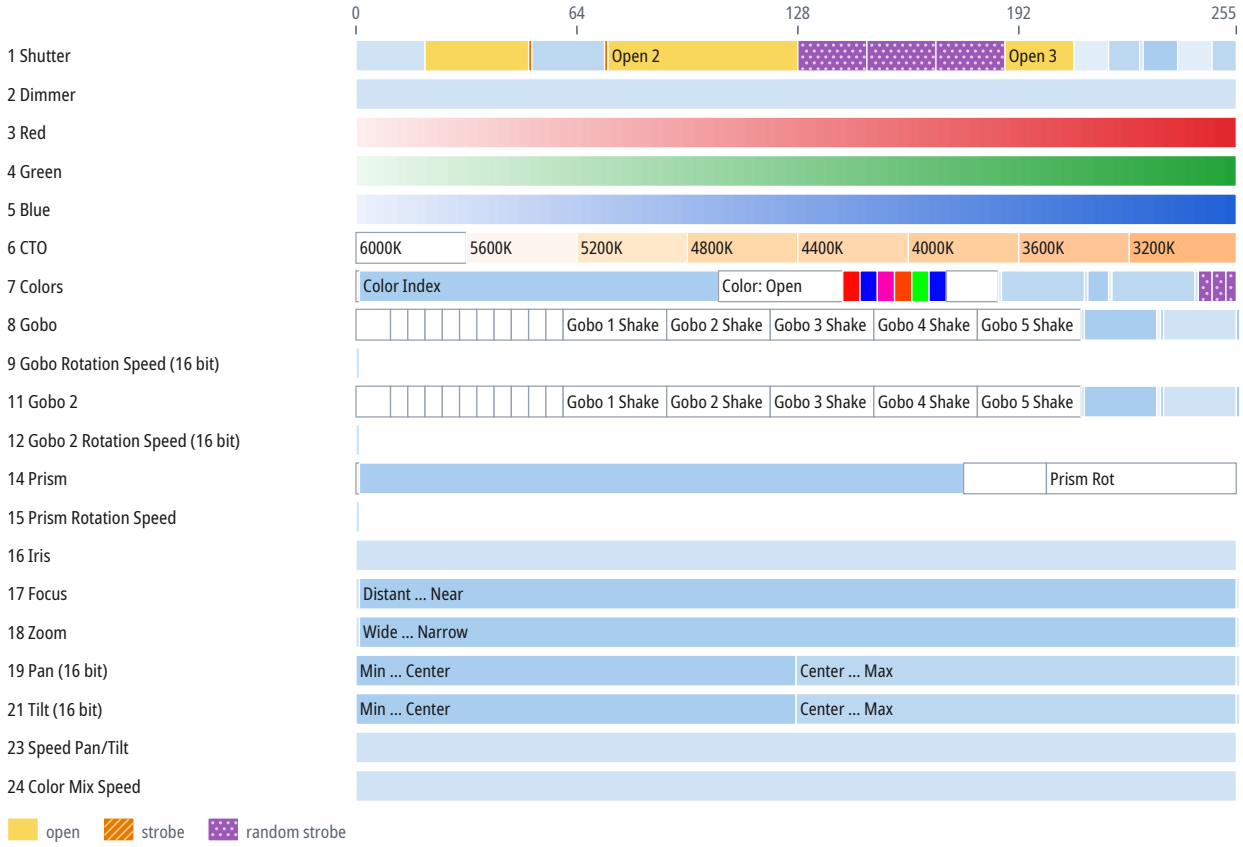
CH	Function	DMX	Description
12	Colors		Same as CH 7 in the mode “Mode 1 26 DMX” (p. 11)
13	Gobo		Same as CH 8 in the mode “Mode 1 26 DMX” (p. 11)
14	Gobo Rotation Speed		When CH 13 is 0–34:
		0–255	360°
			When CH 13 is 35–59:
		0–2	Gobo 1 Rot: Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Spot2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Gobo 1 Rot: Stop3
15	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 14
16	Gobo 2		Same as CH 11 in the mode “Mode 1 26 DMX” (p. 12)
17	Gobo 2 Rotation Speed		When CH 16 is 0–34:
		0–255	Gobo 2 Pos Rotate 1 (360°)
			When CH 16 is 35–59:
		0–2	Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Stop2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Stop3
18	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 17
19	Gobo 3		Same as CH 14 in the mode “Mode 1 26 DMX” (p. 13)
20	Gobo Wheel 3 Speed	0–255	
21	Gobo Wheel 3 Speed Fine	0–255	Fine adjustment of CH 20
22	Iris	0–255	
23	Shutter		Same as CH 1 in the mode “Mode 1 26 DMX” (p. 10)
24	Focus		Same as CH 21 in the mode “Mode 1 26 DMX” (p. 14)
25	Dummy 2	0–255	
26	Dummy 3	0–255	
27	Dummy 4	0–255	
28	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)

Mode 4 24 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 1 Shutter at 20–49 or 73–127 or 188–207 or 218–227 or 228–237 “Lamp On” or 238–247; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 3 Red 0, CH 4 Green 0, CH 5 Blue 0, CH 6 CTO 0, CH 7 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Shutter 1: OFF
		20–49	Shutter 1: Open 1
		50	Max Strobe
		51–71	Max Strobe ... min Strobe
		72	Min Strobe
		73–127	Open 2
		128–147	Strobe Ran1
		148–167	Strobe Ran2
		168–187	Strobe Ran3
		188–207	Open 3
		208–217	All Reset
		218–227	Open 4
		228–237	Lamp On

CH	Function	DMX	Description
1	Shutter (continued)	238–247	Open 5
		248–255	Lamp Off
2	Dimmer	0–255	
3	Red	0–255	
4	Green	0–255	
5	Blue	0–255	
6	CTO		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 10)
7	Colors		Same as CH 7 in the mode “Mode 1 26 DMX” (p. 11)
8	Gobo		Same as CH 8 in the mode “Mode 1 26 DMX” (p. 11)
9	Gobo Rotation Speed		Same as CH 9 in the mode “Mode 1 26 DMX” (p. 12)
10	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 9
11	Gobo 2		Same as CH 11 in the mode “Mode 1 26 DMX” (p. 12)
12	Gobo 2 Rotation Speed		Same as CH 12 in the mode “Mode 1 26 DMX” (p. 12)
13	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Prism	0	Open
		1–175	Frost 1
		176–199	Prism 1
		200–255	Prism Rot
15	Prism Rotation Speed		When CH 14 is 176–199:
		0–255	359°
			When CH 14 is 200–255:
		0–2	Stop 1
		3	Max CCW
		4–125	Max CCW ... min CCW
		126	Min CCW
		127–129	Stop 2
		130	Min CW
		131–252	Min CW ... max CW
		253	Max CW
		254–255	Stop 3
16	Iris	0–255	
17	Focus		Same as CH 21 in the mode “Mode 1 26 DMX” (p. 14)
18	Zoom		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 14)
19	Pan		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
20	Pan Fine	0–255	Fine adjustment of CH 19
21	Tilt		Same as CH 24 in the mode “Mode 1 26 DMX” (p. 14)
22	Tilt Fine	0–255	Fine adjustment of CH 21
23	Speed Pan/Tilt	0–255	
24	Color Mix Speed	0–255	

Mode 5 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 1 Shutter at 20–49 or 201–210; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Mode 1 26 DMX” (p. 10)
2	Dimmer	0–255	
3	Dummy	0–255	
4	Colors		Same as CH 7 in the mode “Mode 1 26 DMX” (p. 11)
5	Gobo		Same as CH 8 in the mode “Mode 1 26 DMX” (p. 11)
6	Gobo Rotation Speed		When CH 5 is 0–34:
		0–255	360°
			When CH 5 is 35–59:
		0–2	Gobo 1 Rot: Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Spot2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Gobo 1 Rot: Stop3
7	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 6
8	Gobo 2		Same as CH 11 in the mode “Mode 1 26 DMX” (p. 12)

CH	Function	DMX	Description
9	Gobo 2 Rotation Speed		When CH 8 is 0–34:
		0–255	Gobo 2 Pos Rotate 1 (360°)
			When CH 8 is 35–59:
		0–2	Stop
		2–125	Max CCW ... min CCW
		125	Min CCW
		125–128	Stop2
		128–252	Min CW ... max CW
		252	Max CW
		252–255	Stop3
10	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 9
11	Prism		Same as CH 14 in the mode “Mode 4 24 DMX” (p. 21)
12	Prism Rotation Speed		When CH 11 is 176–199:
		0–255	359°
			When CH 11 is 200–255:
		0–2	Stop 1
		3	Max CCW
		4–125	Max CCW ... min CCW
		126	Min CCW
		127–129	Stop 2
		130	Min CW
		131–252	Min CW ... max CW
		253	Max CW
		254–255	Stop 3
13	Iris	0–255	
14	Focus		Same as CH 21 in the mode “Mode 1 26 DMX” (p. 14)
15	Zoom		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 14)
16	Pan		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
17	Pan Fine	0–255	Fine adjustment of CH 16
18	Tilt		Same as CH 24 in the mode “Mode 1 26 DMX” (p. 14)
19	Tilt Fine	0–255	Fine adjustment of CH 18
20	Speed Pan/Tilt	0–255	
21	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)

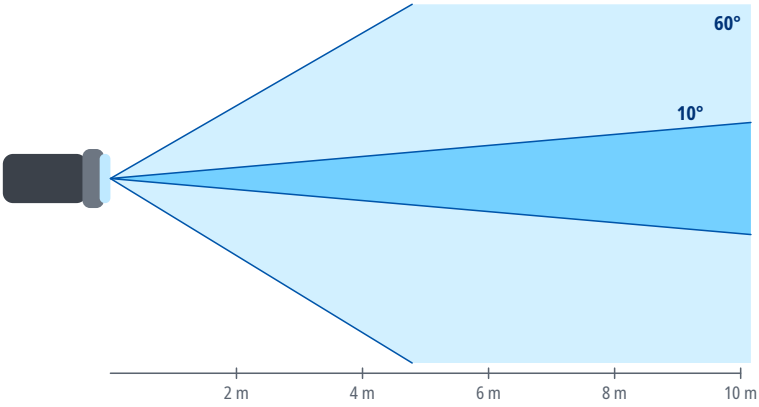
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	8,000 lm
Color temperature	7,500 K
Color rendering index (CRI)	80
Optics	
Zoom	10–60°
Movement	
Pan	540°
Tilt	270°

Speeds and ranges

Parameter	Value
Color temperature range	3200–6000 K
Strobe frequency	0.9–12 Hz
Color wheel 1 rotation	up to 120 °/s (20 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo wheel 3 rotation	up to 120 °/s (20 rpm)
Gobo 1 rotation	up to 320 °/s (53 rpm)
Gobo 2 rotation	up to 320 °/s (53 rpm)
Prism rotation	up to 120 °/s (20 rpm)
Animation wheel rotation	up to 120 °/s (20 rpm)

Spot diameter



Distance	Ø 10°	Ø 60°
2 m	0.35 m	2.3 m
4 m	0.7 m	4.6 m
6 m	1 m	6.9 m
8 m	1.4 m	9.2 m
10 m	1.7 m	11.5 m
15 m	2.6 m	17.3 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.