DMX REFERENCE

HUE 18 IP LT (HUE 18 IP LT)

ACME



Manufacturer	ACME
GDTF file	ACME_HUE_18_IP_LT_HUE_18_IP_LT_169823.gdtf
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1 About this manual

This document describes the HUE 18 IP LT (HUE 18 IP LT) by ACME. It was compiled from the GDTF file ACME_HUE_18_IP_LT_HUE_18_IP_LT_169823.gdtf from the GDTF-Share library.

File revision: “(HUE 18 IP LT)”.

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	5.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 54CH(Emitter/CTB)	54	9	1, 55, 109, 163, ...
Mode 2 54CH(Emitter)	54	9	1, 55, 109, 163, ...
Mode 4 48CH(CMY/CTB)	48	10	1, 49, 97, 145, ...
Mode 4 48CH(CMY)	48	10	1, 49, 97, 145, ...
Mode 4 48CH(CMY/CTB) 1	48	10	1, 49, 97, 145, ...

No light? Check these channels

- Mode 1 54CH(Emitter/CTB): CH 42 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 43 Dimmer above 0
- Mode 2 54CH(Emitter): CH 42 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 43 Dimmer above 0
- Mode 4 48CH(CMY/CTB): CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 Dimmer above 0
- Mode 4 48CH(CMY): CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 Dimmer above 0
- Mode 4 48CH(CMY/CTB) 1: CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 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

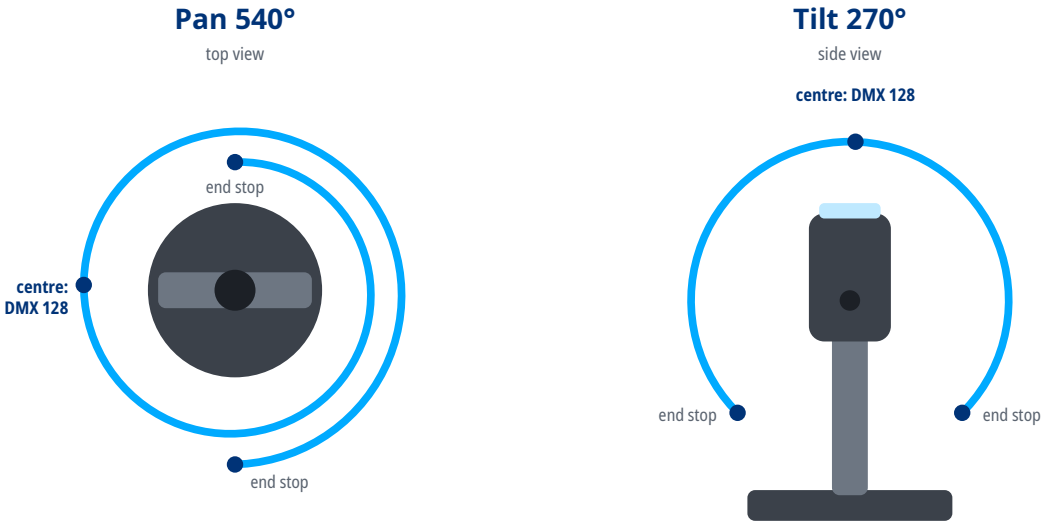
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

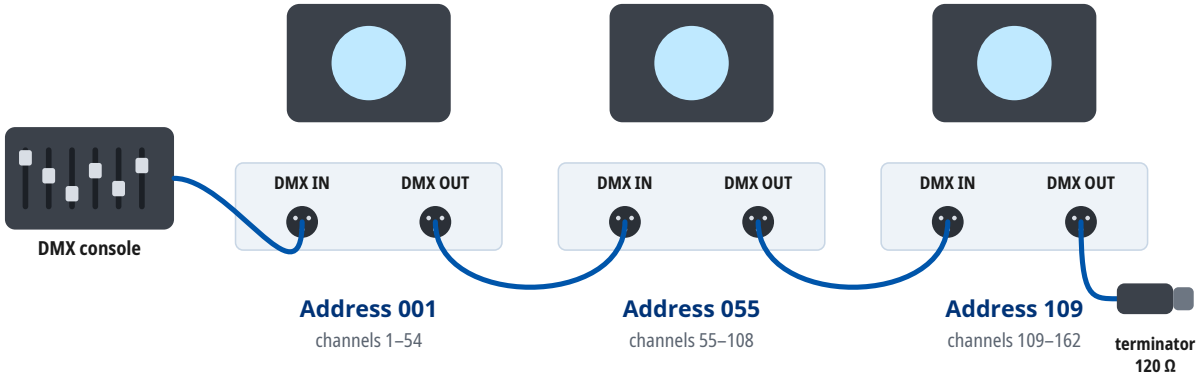
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 5.6 kg.
- 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 1 54CH(Emitter/CTB): every unit occupies 54 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 54CH(Emitter/CTB)”: 54.
- 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 54CH(Emitter/CTB)”, you can use, for example, the start addresses 1, 55, 109, 163.
- 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 1 54CH(Emitter/CTB) 54 channels	Mode 2 54CH(Emitter) 54 channels	Mode 4 48CH(CMY/CTB) 48 channels	Mode 4 48CH(CMY) 48 channels	Mode 4 48CH(CMY/CTB) 1 48 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	43	43	37	37	37
Shutter / strobe	42	42	36	36	36
Color mixing	6× (6–16)	6× (6–16)	6, 8, 10	6, 8, 10	6, 8, 10
Color temperature	18, 19	19	12, 13	13	12, 13
Color wheel	21, 22	21, 22	15, 16	15, 16	15, 16
Gobo wheel	23, 26	23, 26	17, 20	17, 20	17, 20
Gobo rotation	24, 27	24, 27	18, 21	18, 21	18, 21
Prism	32–35	32–35	26–29	26–29	26–29
Frost	36, 37	36, 37	30, 31	30, 31	30, 31
Zoom	38	38	32	32	32
Focus	40	40	34	34	34
Iris	31	31	25	25	25
Animation wheel	29, 30	29, 30	23, 24	23, 24	23, 24

Color wheel 1

1. Color: Open — DMX 0–7
2. 010 Medium Yellow — DMX 8–9
3. 019 Fire — DMX 10–11
4. 021 Gold Amber — DMX 12–13
5. 025 Sunset Red — DMX 14–15
6. 036 Medium Pink — DMX 16–17
7. 052 Light Lavender — DMX 18–19
8. 058 Lavender — DMX 20–21
9. 068 Sky Blue — DMX 22–23
10. 079 Just Blue — DMX 24–25
11. 088 Lime Green — DMX 26–27
12. 089 Moss Green — DMX 28–29
13. 090 Dark Yellow Green — DMX 30–31
14. 100 Spring Yellow — DMX 32–33
15. 101 Yellow — DMX 34–35
16. 102 Light Amber — DMX 36–37
17. 103 Straw — DMX 38–39
18. 104 Deep Amber — DMX 40–41
19. 105 Orange — DMX 42–43
20. 111 Dark Pink — DMX 44–45
21. 115 Peacock Blue — DMX 46–47
22. 116 Medium Blue-Green — DMX 48–49
23. 117 Steel Blue — DMX 50–51
24. 118 Light Blue — DMX 52–53

25 120 Deep Blue
DMX 54–55

26 121 LEE Green
DMX 56–57

27 122 Fern Green
DMX 58–59

28 124 Dark Green
DMX 60–61

29 126 Mauve
DMX 62–63

30 128 Bright Pink
DMX 64–65

31 132 Medium Blue
DMX 66–67

32 135 Deep Golden Amber
DMX 68–69

33 136 Pale Lavender
DMX 70–71

34 137 Special Lavender
DMX 72–73

35 138 Pale Green
DMX 74–75

36 139 Primary Green
DMX 76–77

37 141 Bright Blue
DMX 78–79

38 147 Apricot
DMX 80–81

39 152 Pale Gold
DMX 82–83

40 157 Pink
DMX 84–85

41 162 Bastard Amber
DMX 86–87

42 164 Flame Red
DMX 88–89

43 165 Daylight Blue
DMX 90–91

44 170 Deep Lavender
DMX 92–93

45 181 Congo Blue
DMX 94–95

46 194 Surprise Pink
DMX 96–97

47 197 Alice Blue
DMX 98–99

48 201 Full C T Blue
DMX 100–101

49 202 Half C T Blue
DMX 102–103

50 353 Lighter Blue
DMX 104–105

51 778 Millennium Gold
DMX 106–107

52 Amber
DMX 108–110

Color wheel 2

1 Color: Open
DMX 0–7

2 Color 1
DMX 8–18

3 Color 2
DMX 19–29

4 Color 3
DMX 30–40

5 Color 4
DMX 41–51

6 Color 5
DMX 52–63

Gobo wheel 1

1 Gobo: Open
DMX 0–7

2 Gobo 1
DMX 8–16

3 Gobo 2
DMX 17–25

4 Gobo 3
DMX 26–34

5 Gobo 4
DMX 35–43

6 Gobo 5
DMX 44–52

7 Gobo 6
DMX 53–64

Gobo wheel 2

1 Gobo: Open
DMX 0–8

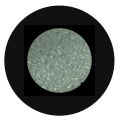
2 
Gobo 1
DMX 9–16

3 
Gobo 2
DMX 17–25

4 
Gobo 3
DMX 26–34

5 
Gobo 4
DMX 35–43

6 
Gobo 5
DMX 44–52

7 
Gobo 6
DMX 53–64

Animation wheel

1 Open
DMX 0–7

2 
Animation
DMX 8–255

Prism 1

1 Open
DMX 0–8

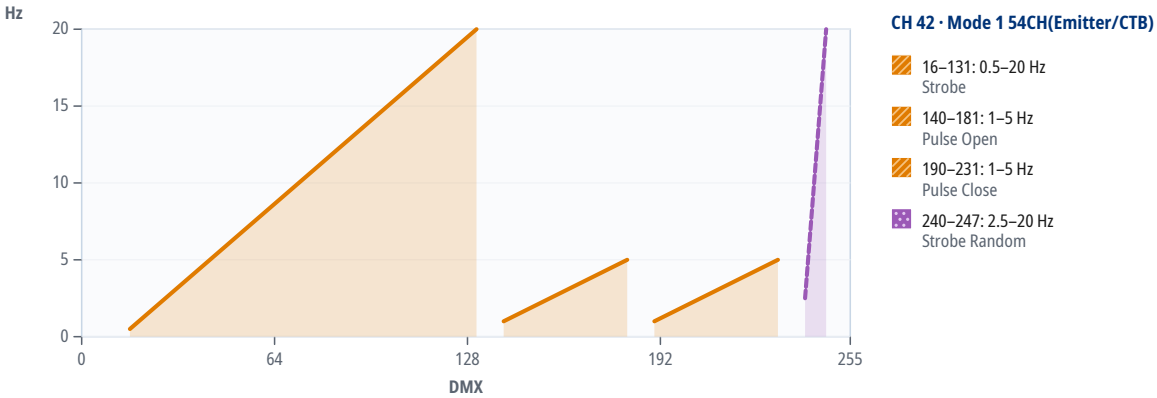
2 
4 facets
Open
DMX 8–255

Prism 2

1 Open
DMX 0–8

2 
4 facets
Open
DMX 8–255

Strobe rate



CH 42 · Mode 1 54CH(Emitter/CTB)

- 16–131: 0.5–20 Hz
  Strobe
- 140–181: 1–5 Hz
  Pulse Open
- 190–231: 1–5 Hz
  Pulse Close
- 240–247: 2.5–20 Hz
  Strobe Random

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 54CH(Emitter/CTB)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

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.

RDM personalities

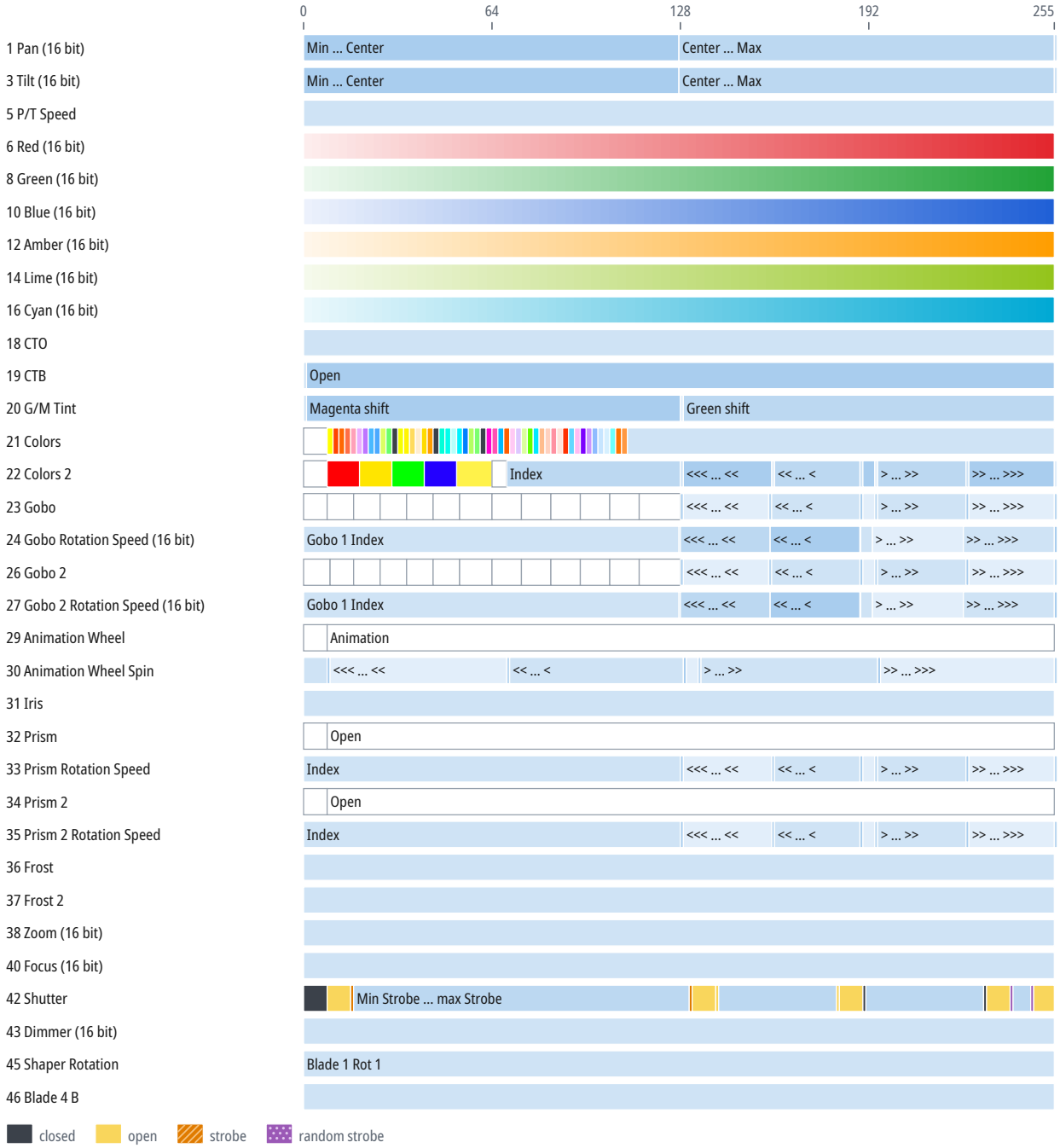
Mode	Channels	RDM personality
Mode 1 54CH(Emitter/CTB)	54	1
Mode 2 54CH(Emitter)	54	2
Mode 4 48CH(CMY/CTB)	48	3
Mode 4 48CH(CMY)	48	4
Mode 4 48CH(CMY/CTB) 1	48	3

Mode 1 54CH(Emitter/CTB)

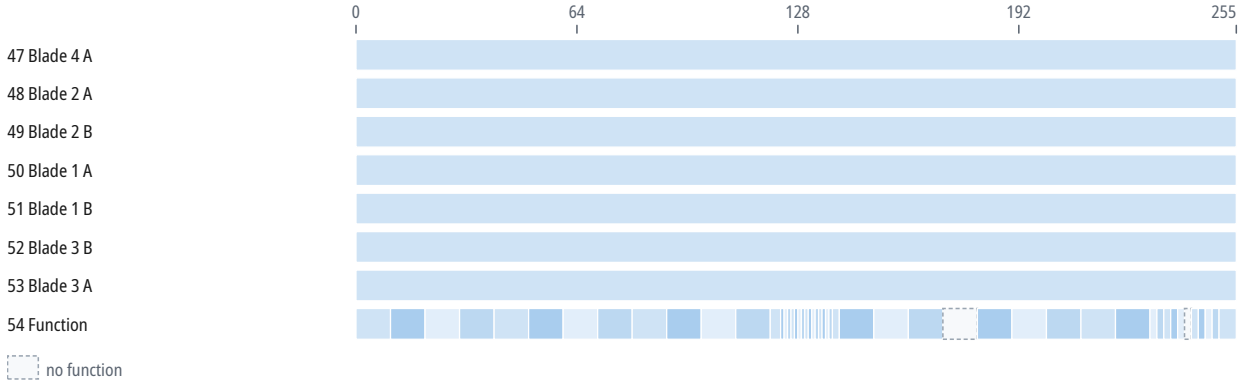
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 42 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 43 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Red 255, CH 8 Green 255, CH 10 Blue 255, CH 12 Amber 255, CH 14 Lime 255, CH 16 Cyan 255, CH 42 Shutter 12, CH 43 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... 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	P/T Speed	0–255	
6	Red	0–255	
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–255	
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–255	
11	Blue Fine	0–255	Fine adjustment of CH 10
12	Amber	0–255	
13	Amber Fine	0–255	Fine adjustment of CH 12
14	Lime	0–255	
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Cyan	0–255	
17	Cyan Fine	0–255	Fine adjustment of CH 16
18	CTO	0–255	10000–1800 K
19	CTB	0	Close
		1–255	Open
20	G/M Tint	0	White
		1–127	Magenta shift
		128	White(default)
		129–255	Green shift
21	Colors	0–7	Color: Open
		8–9	010 Medium Yellow

CH	Function	DMX	Description
21	Colors (continued)	10–11	019 Fire
		12–13	021 Gold Amber
		14–15	025 Sunset Red
		16–17	036 Medium Pink
		18–19	052 Light Lavender
		20–21	058 Lavender
		22–23	068 Sky Blue
		24–25	079 Just Blue
		26–27	088 Lime Green
		28–29	089 Moss Green
		30–31	090 Dark Yellow Green
		32–33	100 Spring Yellow
		34–35	101 Yellow
		36–37	102 Light Amber
		38–39	103 Straw
		40–41	104 Deep Amber
		42–43	105 Orange
		44–45	111 Dark Pink
		46–47	115 Peacock Blue
		48–49	116 Medium Blue-Green
		50–51	117 Steel Blue
		52–53	118 Light Blue
		54–55	120 Deep Blue
		56–57	121 LEE Green
		58–59	122 Fern Green
		60–61	124 Dark Green
		62–63	126 Mauve
		64–65	128 Bright Pink
		66–67	132 Medium Blue
		68–69	135 Deep Golden Amber
		70–71	136 Pale Lavender
		72–73	137 Special Lavender
		74–75	138 Pale Green
		76–77	139 Primary Green
		78–79	141 Bright Blue
		80–81	147 Apricot
		82–83	152 Pale Gold
		84–85	157 Pink
		86–87	162 Bastard Amber
		88–89	164 Flame Red
		90–91	165 Daylight Blue
		92–93	170 Deep Lavender

CH	Function	DMX	Description
21	Colors (continued)	94–95	181 Congo Blue
		96–97	194 Surprise Pink
		98–99	197 Alice Blue
		100–101	201 Full C T Blue
		102–103	202 Half C T Blue
		104–105	353 Lighter Blue
		106–107	778 Millennium Gold
		108–109	Amber
		110–255	Null
22	Colors 2	0–7	Color: Open
		8–18	Color 1
		19–29	Color 2
		30–40	Color 3
		41–51	Color 4
		52–63	Color 5
		64–68	Color: Open
		69–127	Index
		128	<<<
		129–158	<<< ... <<
		159	<<
		160–188	<< ... <
		189	<
		190–193	Stop
		194	>
		195–224	> ... >>
		225	>>
		226–254	>> ... >>>
		255	>>>
23	Gobo	0–7	Gobo: Open
		8–16	Gobo 1
		17–25	Gobo 2
		26–34	Gobo 3
		35–43	Gobo 4
		44–52	Gobo 5
		53–63	Gobo 6
		64–73	Gobo 1 Shake
		74–83	Gobo 2 Shake
		84–93	Gobo 3 Shake
		94–103	Gobo 4 Shake
		104–113	Gobo 5 Shake
		114–127	Gobo 6 Shake
		128	<<<

CH	Function	DMX	Description
23	Gobo (continued)	129–157	<<< ... <<
		158	<<
		159–188	<< ... <
		189	<
		190–193	Stop
		194	>
		195–224	> ... >>
		225	>>
		226–254	>> ... >>>
		255	>>>
24	Gobo Rotation Speed	0–127	Gobo 1 Index (360°)
		128–159	<<< ... <<
		159–189	<< ... <
		189	<
		190–193	Stop
		194–224	> ... >>
		225–255	>> ... >>>
		255	>>>
25	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 24
26	Gobo 2	0–8	Gobo: Open
		9–16	Gobo 1
		17–25	Gobo 2
		26–34	Gobo 3
		35–43	Gobo 4
		44–52	Gobo 5
		53–63	Gobo 6
		64–73	Gobo 1 Shake
		74–83	Gobo 2 Shake
		84–93	Gobo 3 Shake
		94–103	Gobo 4 Shake
		104–113	Gobo 5 Shake
		114–127	Gobo 6 Shake
		128	<<<
		129–157	<<< ... <<
		158	<<
		159–188	<< ... <
		189	<
		190–193	Stop
		194	>
		195–224	> ... >>
		225	>>
		226–254	>> ... >>>

CH	Function	DMX	Description
26	Gobo 2 (continued)	255	>>>
27	Gobo 2 Rotation Speed	0–127	Gobo 1 Index (360°)
		128–159	<<< ... <<
		159–189	<< ... <
		189	<
		190–193	Stop
		194–224	> ... >>
		225–255	>> ... >>>
		255	>>>
28	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 27
29	Animation Wheel	0–7	Open
		8–255	Animation
30	Animation Wheel Spin	0–7	Open
		8	<<<
		9–68	<<< ... <<
		69	<<
		70–128	<< ... <
		129	<
		130–133	Stop
		134	>
		135–194	> ... >>
		195	>>
		196–254	>> ... >>>
		255	>>>
31	Iris	0–255	
32	Prism	0–7	Close
		8–255	Open
33	Prism Rotation Speed	0–127	Index (360°)
		128	<<<
		129–158	<<< ... <<
		159	<<
		160–188	<< ... <
		189	<
		190–193	Stop
		194	>
		195–224	> ... >>
		225	>>
		226–254	>> ... >>>
		255	>>>
34	Prism 2	0–7	Close
		8–255	Open
35	Prism 2 Rotation Speed	0–127	Index (360°)

CH	Function	DMX	Description
35	Prism 2 Rotation Speed (continued)	128	<<<
		129–158	<<< ... <<
		159	<<
		160–188	<< ... <
		189	<
		190–193	Stop
		194	>
		195–224	> ... >>
		225	>>
		226–254	>> ... >>>
		255	>>>
36	Frost	0–255	
37	Frost 2	0–255	
38	Zoom	0–255	50–6°
39	Zoom Fine	0–255	Fine adjustment of CH 38
40	Focus	0–255	
41	Focus Fine	0–255	Fine adjustment of CH 40
42	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	Min Strobe Ran
		241–246	Min Strobe Ran ... max Strobe Ran
		247	Max Strobe Ran
		248–255	Open 5
43	Dimmer	0–255	
44	Dimmer Fine	0–255	Fine adjustment of CH 43
45	Shaper Rotation		Blade 1 Rot 1
		0–255	Blade 1 Rot 1
46	Blade 4 B	0–255	
47	Blade 4 A	0–255	
48	Blade 2 A	0–255	

CH	Function	DMX	Description
49	Blade 2 B	0–255	
50	Blade 1 A	0–255	
51	Blade 1 B	0–255	
52	Blade 3 B	0–255	
53	Blade 3 A	0–255	
54	Function	0–9	No Function 1
		10–19	Mode 1
		20–29	Mode 2
		30–39	Linear
		40–49	Square law
		50–59	Inv SQ law
		60–69	S curve
		70–79	Auto
		80–89	Quiet
		90–99	Super Quiet
		100–109	LEDFrequency: Enable
		110–119	LEDFrequency: Disable
		120–122	No Function 2
		123	900Hz
		124	1000Hz
		125	1100Hz
		126	1200Hz
		127	1300Hz
		128	1400Hz
		129	1500Hz
		130	2500Hz
		131	4000Hz
		132	5000Hz
		133	6000Hz
		134	10000Hz
		135	15000Hz
		136	20000Hz
		137	25000Hz
		138–139	No Function 3
		140–149	PT Reset
		150–159	Eff Reset
		160–169	Color Calibration Mode: On
		170–179	Color Calibration Mode: Off
		180–189	Hi CRI
		190–199	Hi Output
		200–209	All Reset
		210–219	Dimmer Speed: Fast

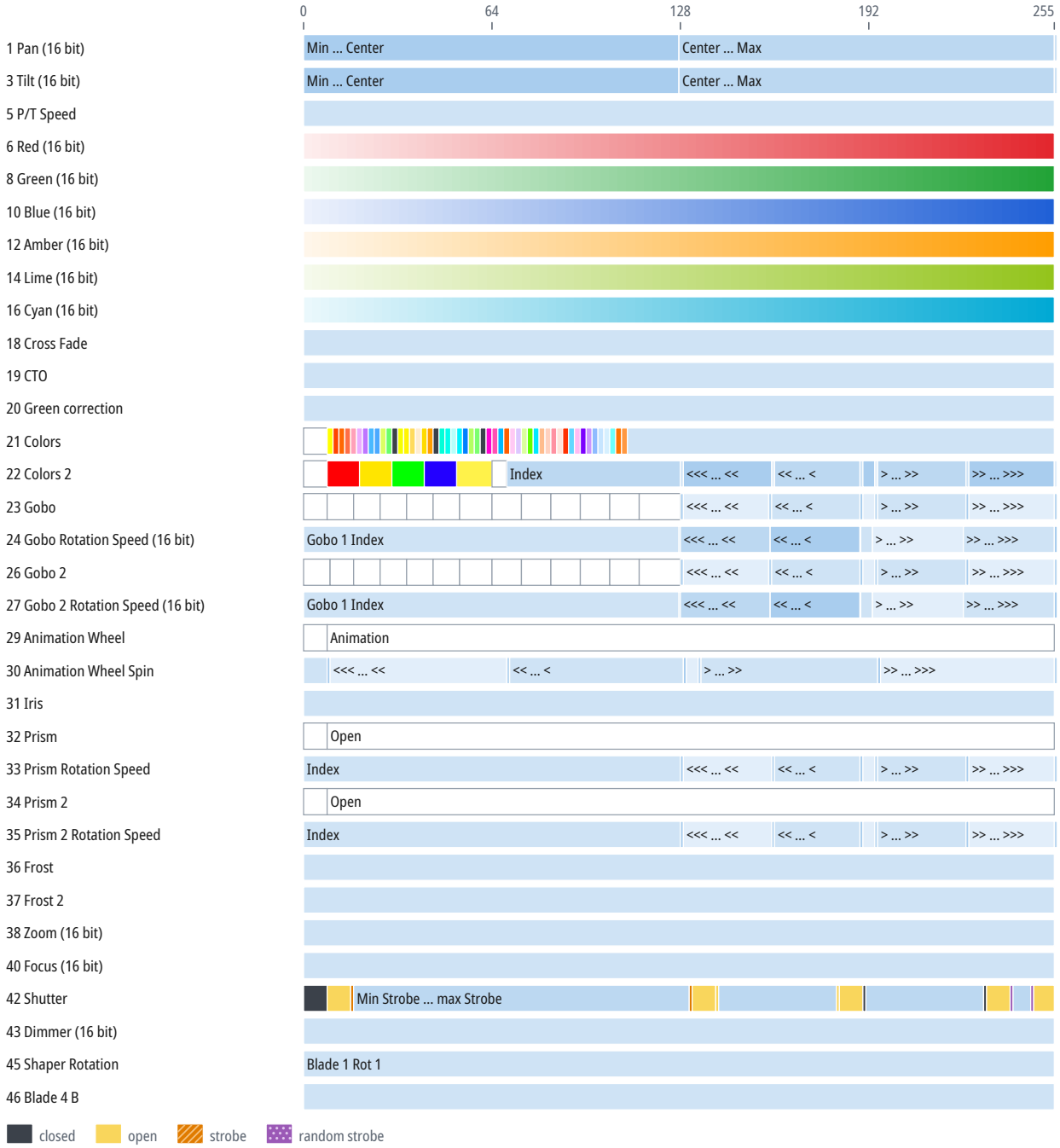
CH	Function	DMX	Description
54	Function (continued)	220–229	Smooth
		230–231	Gobo Short Cut: Enable
		232–233	Gobo Short Cut: Disable
		234–235	Color Short Cut: Enable
		236–237	Color Short Cut: Disable
		238–239	Sun Protection Mode: On
		240–241	Sun Protection Mode: Off
		242–243	No
		244–245	Yes
		246–247	Defog On
		248–249	Defog Off
		250–255	No Function 4

Mode 2 54CH(Emitter)

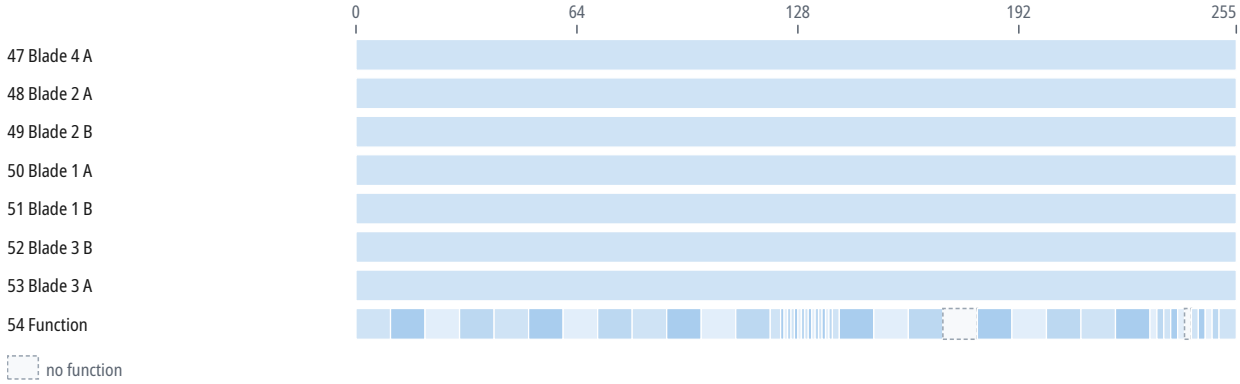
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 42 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 43 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Red 255, CH 8 Green 255, CH 10 Blue 255, CH 12 Amber 255, CH 14 Lime 255, CH 16 Cyan 255, CH 42 Shutter 12, CH 43 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	P/T Speed	0–255	
6	Red	0–255	
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–255	
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–255	
11	Blue Fine	0–255	Fine adjustment of CH 10
12	Amber	0–255	
13	Amber Fine	0–255	Fine adjustment of CH 12
14	Lime	0–255	
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Cyan	0–255	
17	Cyan Fine	0–255	Fine adjustment of CH 16
18	Cross Fade	0–255	
19	CTO	0–255	10000–1800 K
20	Green correction	0–255	
21	Colors		Same as CH 21 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
22	Colors 2		Same as CH 22 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
23	Gobo		Same as CH 23 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
24	Gobo Rotation Speed		Same as CH 24 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
25	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 24

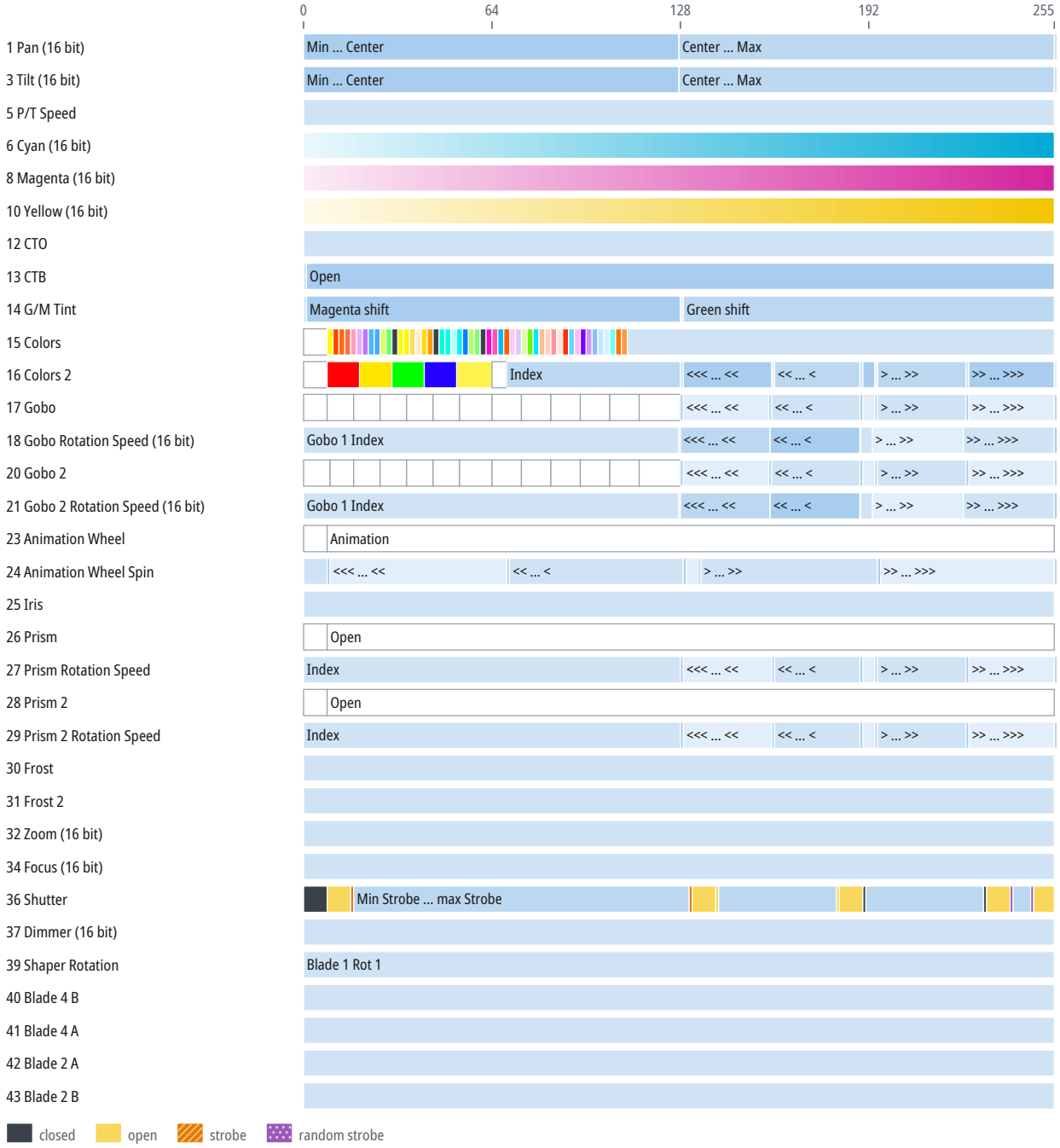
CH	Function	DMX	Description
26	Gobo 2		Same as CH 26 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
27	Gobo 2 Rotation Speed		Same as CH 27 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
28	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 27
29	Animation Wheel		Same as CH 29 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
30	Animation Wheel Spin		Same as CH 30 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
31	Iris	0–255	
32	Prism		Same as CH 32 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
33	Prism Rotation Speed		Same as CH 33 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
34	Prism 2		Same as CH 34 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
35	Prism 2 Rotation Speed		Same as CH 35 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
36	Frost	0–255	
37	Frost 2	0–255	
38	Zoom	0–255	50–6°
39	Zoom Fine	0–255	Fine adjustment of CH 38
40	Focus	0–255	
41	Focus Fine	0–255	Fine adjustment of CH 40
42	Shutter		Same as CH 42 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
43	Dimmer	0–255	
44	Dimmer Fine	0–255	Fine adjustment of CH 43
45	Shaper Rotation		Same as CH 45 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
46	Blade 4 B	0–255	
47	Blade 4 A	0–255	
48	Blade 2 A	0–255	
49	Blade 2 B	0–255	
50	Blade 1 A	0–255	
51	Blade 1 B	0–255	
52	Blade 3 B	0–255	
53	Blade 3 A	0–255	
54	Function		Same as CH 54 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 18)

Mode 4 48CH(CMY/CTB)

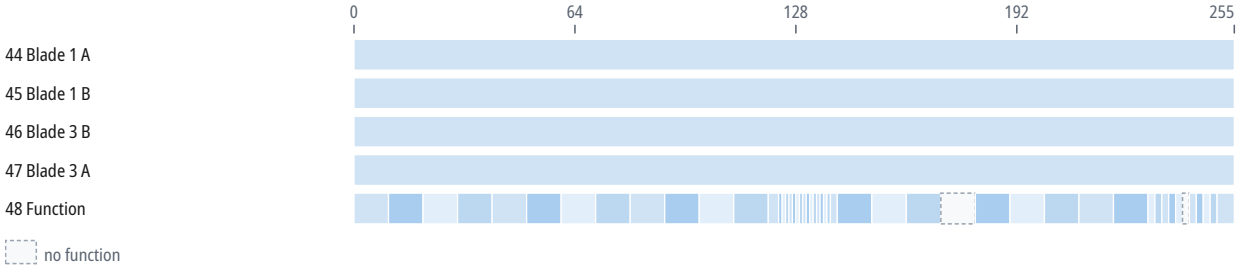
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 36 Shutter 12, CH 37 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	P/T Speed	0–255	
6	Cyan	0–255	
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO	0–255	10000–1800 K
13	CTB		Same as CH 19 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
14	G/M Tint		Same as CH 20 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
15	Colors		Same as CH 21 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
16	Colors 2		Same as CH 22 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
17	Gobo		Same as CH 23 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
18	Gobo Rotation Speed		Same as CH 24 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 26 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
21	Gobo 2 Rotation Speed		Same as CH 27 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
22	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 21
23	Animation Wheel		Same as CH 29 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
24	Animation Wheel Spin		Same as CH 30 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)

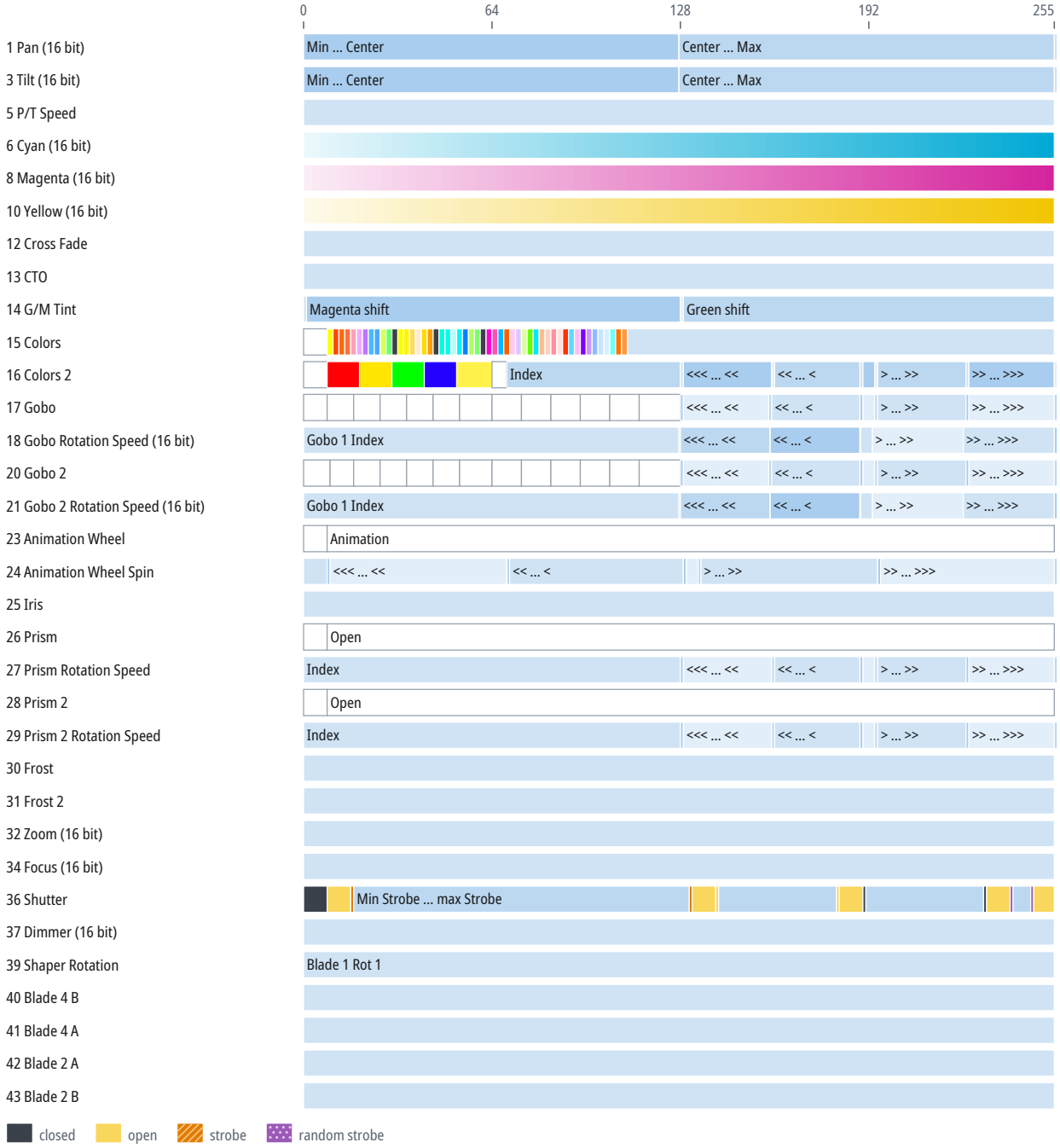
CH	Function	DMX	Description
25	Iris	0–255	
26	Prism		Same as CH 32 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
27	Prism Rotation Speed		Same as CH 33 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
28	Prism 2		Same as CH 34 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
29	Prism 2 Rotation Speed		Same as CH 35 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
30	Frost	0–255	
31	Frost 2	0–255	
32	Zoom	0–255	50–6°
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus	0–255	
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Shutter		Same as CH 42 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
37	Dimmer	0–255	
38	Dimmer Fine	0–255	Fine adjustment of CH 37
39	Shaper Rotation		Same as CH 45 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
40	Blade 4 B	0–255	
41	Blade 4 A	0–255	
42	Blade 2 A	0–255	
43	Blade 2 B	0–255	
44	Blade 1 A	0–255	
45	Blade 1 B	0–255	
46	Blade 3 B	0–255	
47	Blade 3 A	0–255	
48	Function		Same as CH 54 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 18)

Mode 4 48CH(CMY)

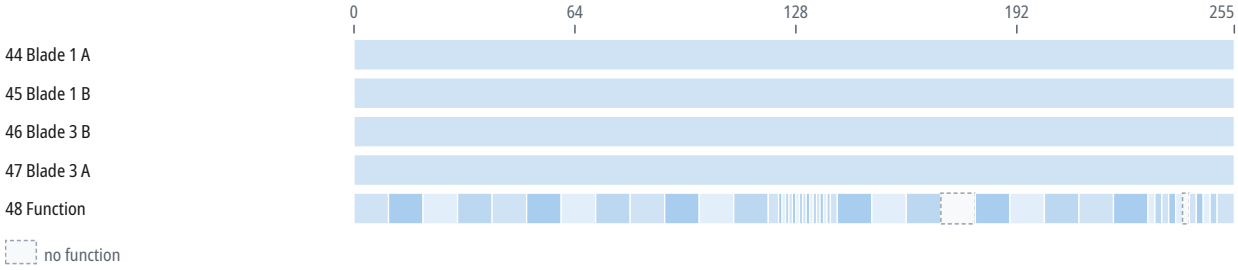
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 36 Shutter 12, CH 37 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	P/T Speed	0–255	
6	Cyan	0–255	
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	Cross Fade	0–255	
13	CTO	0–255	10000–1800 K
14	G/M Tint		Same as CH 20 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
15	Colors		Same as CH 21 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
16	Colors 2		Same as CH 22 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
17	Gobo		Same as CH 23 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
18	Gobo Rotation Speed		Same as CH 24 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 26 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
21	Gobo 2 Rotation Speed		Same as CH 27 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
22	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 21
23	Animation Wheel		Same as CH 29 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
24	Animation Wheel Spin		Same as CH 30 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
25	Iris	0–255	

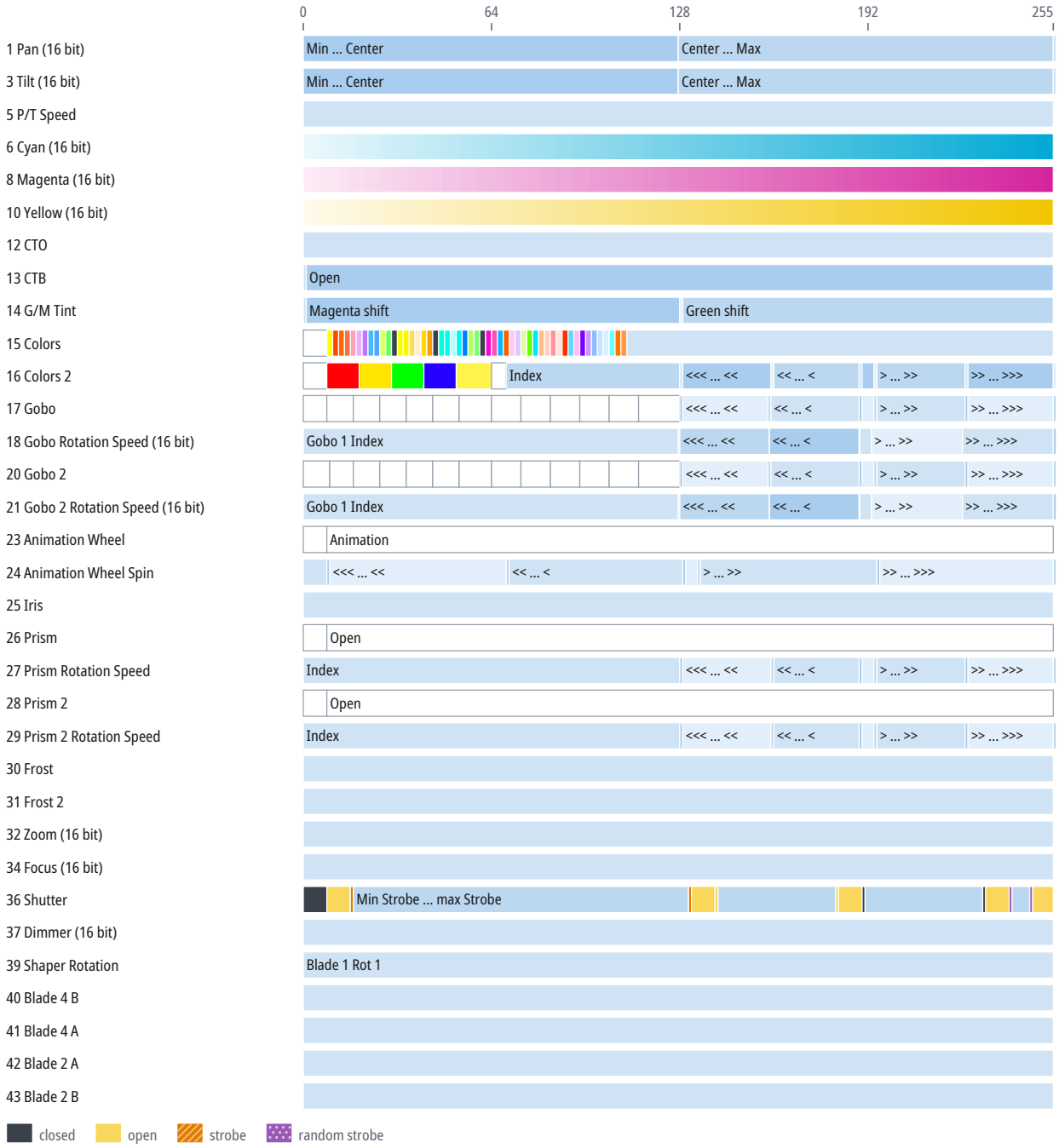
CH	Function	DMX	Description
26	Prism		Same as CH 32 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
27	Prism Rotation Speed		Same as CH 33 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
28	Prism 2		Same as CH 34 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
29	Prism 2 Rotation Speed		Same as CH 35 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
30	Frost	0–255	
31	Frost 2	0–255	
32	Zoom	0–255	50–6°
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus	0–255	
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Shutter		Same as CH 42 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
37	Dimmer	0–255	
38	Dimmer Fine	0–255	Fine adjustment of CH 37
39	Shaper Rotation		Same as CH 45 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
40	Blade 4 B	0–255	
41	Blade 4 A	0–255	
42	Blade 2 A	0–255	
43	Blade 2 B	0–255	
44	Blade 1 A	0–255	
45	Blade 1 B	0–255	
46	Blade 3 B	0–255	
47	Blade 3 A	0–255	
48	Function		Same as CH 54 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 18)

Mode 4 48CH(CMY/CTB) 1

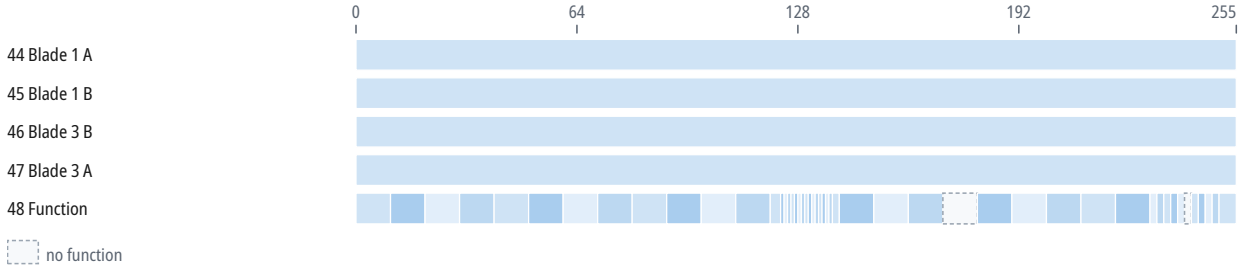
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 36 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 37 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 36 Shutter 12, CH 37 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	P/T Speed	0–255	
6	Cyan	0–255	
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO	0–255	10000–1800 K
13	CTB		Same as CH 19 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
14	G/M Tint		Same as CH 20 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
15	Colors		Same as CH 21 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 12)
16	Colors 2		Same as CH 22 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
17	Gobo		Same as CH 23 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 14)
18	Gobo Rotation Speed		Same as CH 24 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 26 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 15)
21	Gobo 2 Rotation Speed		Same as CH 27 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
22	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 21
23	Animation Wheel		Same as CH 29 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
24	Animation Wheel Spin		Same as CH 30 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)

CH	Function	DMX	Description
25	Iris	0–255	
26	Prism		Same as CH 32 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
27	Prism Rotation Speed		Same as CH 33 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
28	Prism 2		Same as CH 34 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
29	Prism 2 Rotation Speed		Same as CH 35 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 16)
30	Frost	0–255	
31	Frost 2	0–255	
32	Zoom	0–255	50–6°
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus	0–255	
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Shutter		Same as CH 42 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
37	Dimmer	0–255	
38	Dimmer Fine	0–255	Fine adjustment of CH 37
39	Shaper Rotation		Same as CH 45 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 17)
40	Blade 4 B	0–255	
41	Blade 4 A	0–255	
42	Blade 2 A	0–255	
43	Blade 2 B	0–255	
44	Blade 1 A	0–255	
45	Blade 1 B	0–255	
46	Blade 3 B	0–255	
47	Blade 3 A	0–255	
48	Function		Same as CH 54 in the mode “Mode 1 54CH(Emitter/CTB)” (p. 18)

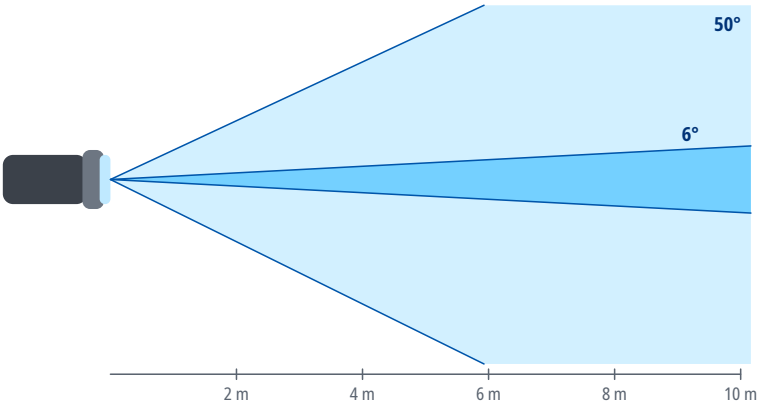
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	15,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	90
Optics	
Zoom	6–50°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3806, device model ID 0x05DA)
Dimensions and construction	
Weight	5.6 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–10000 K
Strobe frequency	0.5–20 Hz
Color wheel 2 rotation	up to 120 °/s (20 rpm)
Gobo wheel 1 rotation	up to 240 °/s (40 rpm)
Gobo wheel 2 rotation	up to 240 °/s (40 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism 1 rotation	up to 420 °/s (70 rpm)
Prism 2 rotation	up to 420 °/s (70 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 6°	Ø 50°
2 m	0.21 m	1.9 m
4 m	0.42 m	3.7 m
6 m	0.63 m	5.6 m
8 m	0.84 m	7.5 m
10 m	1 m	9.3 m
15 m	1.6 m	14 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.