DMX REFERENCE

SOLAR FUSION (XA 800 BSWF)

ACME



Manufacturer	ACME
GDTF file	ACME_SOLAR_FUSION_XA_800_BSWF_168647.gdtf
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1 About this manual

This document describes the SOLAR FUSION (XA 800 BSWF) by ACME. It was compiled from the GDTF file ACME_SOLAR_FUSION_XA_800_BSWF_168647.gdtf from the GDTF-Share library.

File revision: “V1.00”.

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 39CH(Framing)	39	13	1, 40, 79, 118, ...
Mode 2 32CH(F-Wash)	32	16	1, 33, 65, 97, ...
Mode 3 30CH(Spot)	30	17	1, 31, 61, 91, ...
Mode 4 23CH(Wash)	23	22	1, 24, 47, 70, ...

No light? Check these channels

- Mode 1 39CH(Framing): CH 27 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 28 Dimmer above 0
- Mode 2 32CH(F-Wash): CH 20 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 21 Dimmer above 0
- Mode 3 30CH(Spot): CH 27 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 28 Dimmer above 0
- Mode 4 23CH(Wash): CH 20 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 21 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

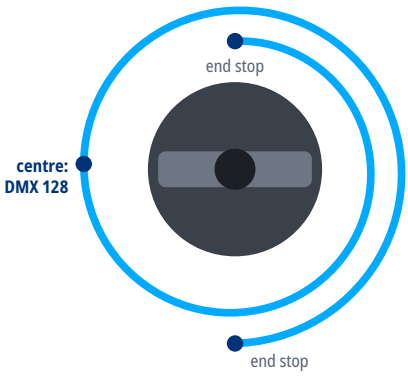
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

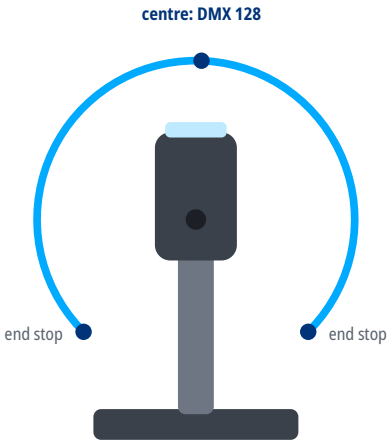
Pan 540°

top view



Tilt 270°

side view



5 Installation

⚠ WARNING

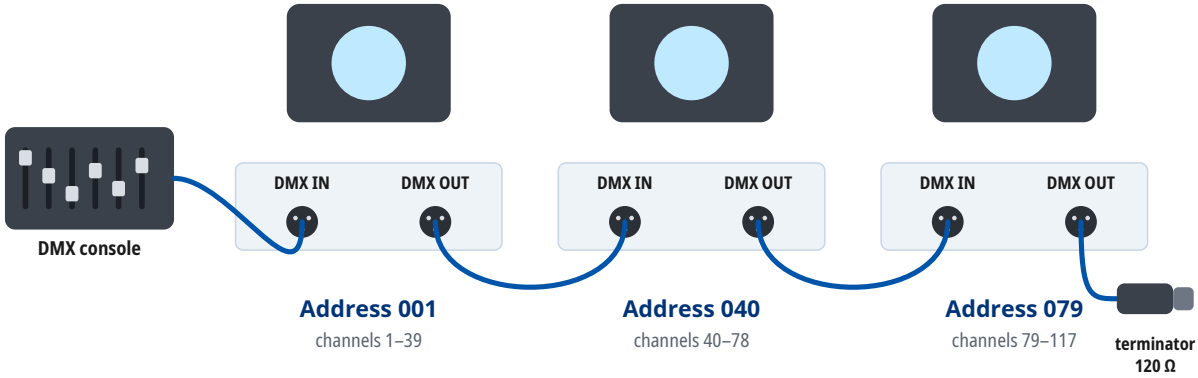
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 5.6 kg.
- 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 39CH(Framing): every unit occupies 39 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

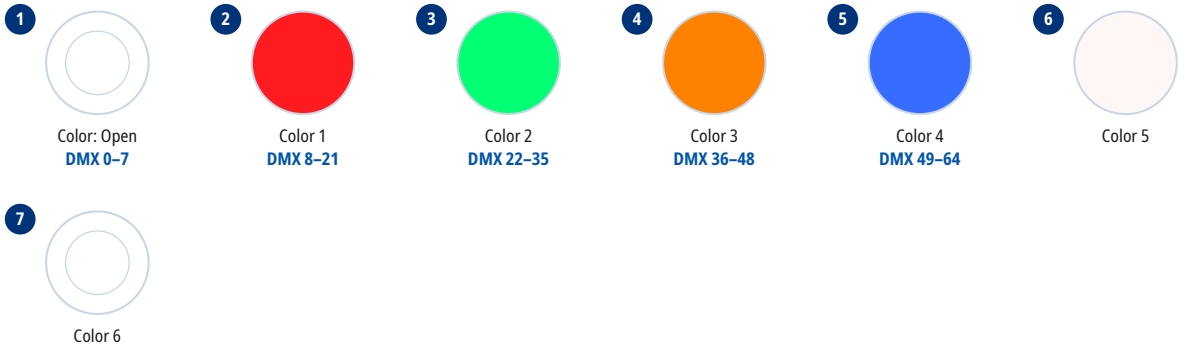
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1 39CH(Framing)”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the 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 39CH(Framing)”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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 39CH(Framing) 39 channels	Mode 2 32CH(F-Wash) 32 channels	Mode 3 30CH(Spot) 30 channels	Mode 4 23CH(Wash) 23 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	28	21	28	21
Shutter / strobe	27	20	27	20
Color mixing	6, 8, 10	6, 8, 10	6, 8, 10	6, 8, 10
Color temperature	12	12	12	12
Color wheel	13	13	13	13
Gobo wheel	14		14	
Gobo rotation	15		15	
Prism	19, 20		19, 20	
Frost	22	15	22	15
Zoom	23	16	23	16
Focus	25	18	25	18
Iris	18		18	
Animation wheel	17		17	

Color wheel



1 Color: Open
DMX 0–7

2 Color 1
DMX 8–21

3 Color 2
DMX 22–35

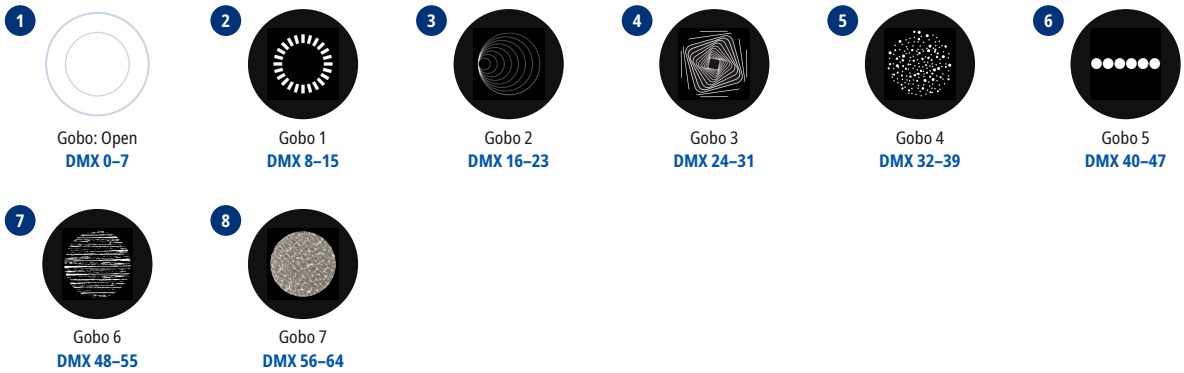
4 Color 3
DMX 36–48

5 Color 4
DMX 49–64

6 Color 5

7 Color 6

Gobo wheel 1



1 Gobo: Open
DMX 0–7

2 Gobo 1
DMX 8–15

3 Gobo 2
DMX 16–23

4 Gobo 3
DMX 24–31

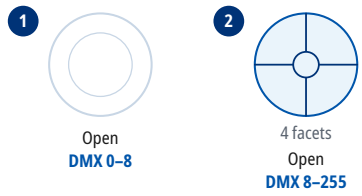
5 Gobo 4
DMX 32–39

6 Gobo 5
DMX 40–47

7 Gobo 6
DMX 48–55

8 Gobo 7
DMX 56–64

Prism



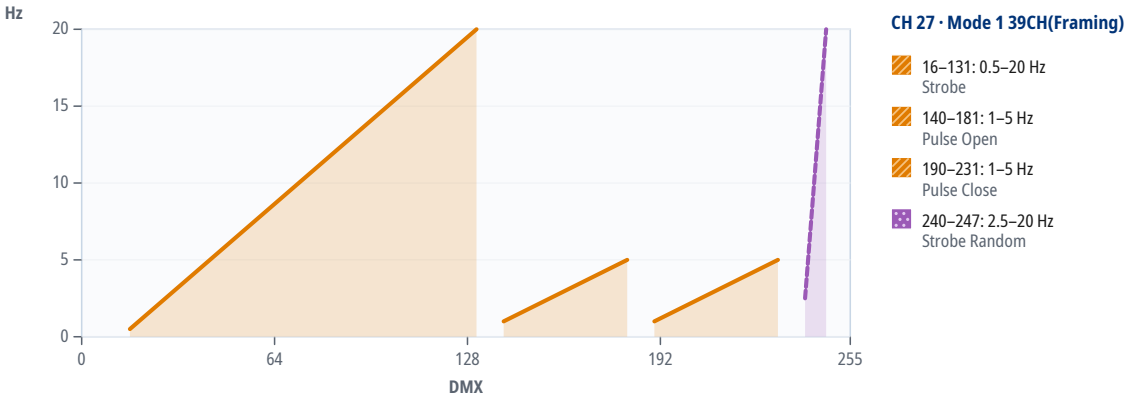
1 Open
DMX 0–8

2 4 facets
Open
DMX 8–255

Gobo wheel 2

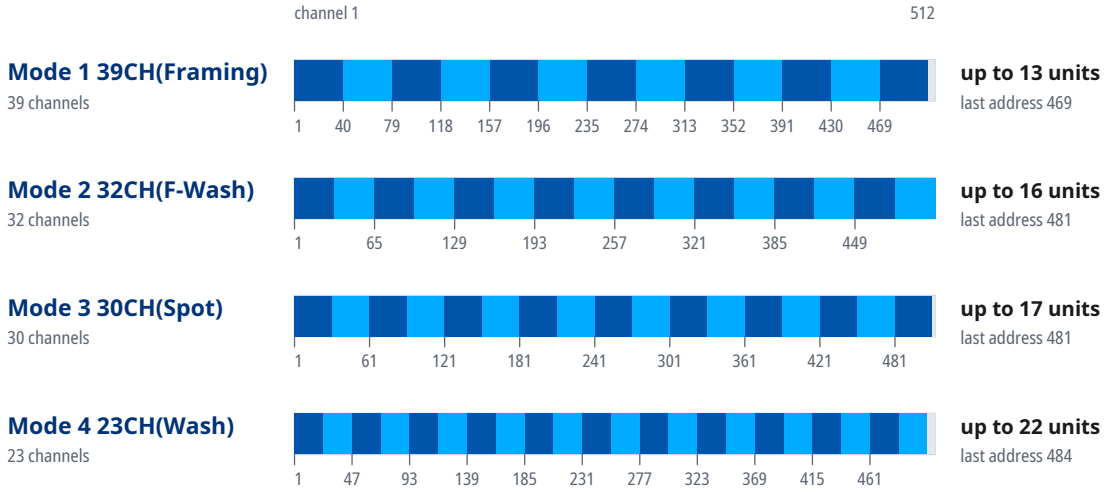
1 Open	4 Gobo 3	7 Gobo 6
2 Gobo 1	5 Gobo 4	8 Gobo 7
3 Gobo 2	6 Gobo 5	9 Gobo 8

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 39CH(Framing)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 39CH(Framing)	39	1
Mode 2 32CH(F-Wash)	32	2
Mode 3 30CH(Spot)	30	3
Mode 4 23CH(Wash)	23	4

Mode 1 39CH(Framing)

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 27 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 28 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 0, CH 27 Shutter 12, CH 28 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1

CH	Function	DMX	Description
3	Tilt (continued)	128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Cyan	0–255	Cyan
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	Magenta
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	Yellow
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO	0	6500K
		1–31	6500K … 6100K
		32	6100K
		33–63	6100K … 5600K
		64	5600K
		65–95	5600K … 5200K
		96	5200K
		97–127	5200K … 4800K
		128	4800K
		129–159	4800K … 4300K
		160	4300K
		161–191	4300K … 3800K
		192	3800K
		193–223	3800K … 3300K
		224	3300K
		225–254	3300K … 2800K
		255	2800K
13	Colors	0–7	Color: Open
		8–21	Color 1
		22–35	Color 2
		36–48	Color 3
		49–63	Color 4
		64–127	Index
		128–189	CW Max
		190–193	Color 1 Wheel Spin: Stop
		194–255	CCW Max
14	Gobo	0–7	Gobo: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5

CH	Function	DMX	Description
14	Gobo (continued)	48–55	Gobo 6
		56–63	Gobo 7
		64–72	Gobo 1 Shaking
		73–81	Gobo 2 Shaking
		82–90	Gobo 3 Shaking
		91–99	Gobo 4 Shaking
		100–108	Gobo 5 Shaking
		109–117	Gobo 6 Shaking
		118–127	Gobo 7 Shaking
		128–189	CW Max
		190–193	Gobo 1 Spin: Stop
		194–255	CCW Max
15	Gobo Rotation Speed	0–31	0 ... 90
		32–63	90 ... 180
		64–95	180 ... 270
		96–127	270 ... 360
		127	360
		128–189	CW Max
		190–193	Gobo 1 Rotation: Stop
		194–255	CCW Max
16	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 15
17	Animation Wheel	0–7	Open
		8–129	CW Max
		130–133	Animation Spin: Stop
		134–255	CCW Max
18	Iris	0–255	
19	Prism	0–7	Close
		8–255	Open
20	Prism Rotation Speed	0–127	Prism 1 Index (360°)
		128–189	CW Max
		190–193	Prism 1 Pos Rotate: Stop
		194–255	CCW Max
21	CRI Mode	0–255	Open
22	Frost	0–255	
23	Zoom	0–255	48–4°
24	Zoom Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Shutter	0–7	Closed
		8–15	Open
		16	Min Strobe
		17–130	Min Strobe ... max Strobe

CH	Function	DMX	Description
27	Shutter (continued)	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
28	Dimmer	0–255	
29	Dimmer Fine	0–255	Fine adjustment of CH 28
30	Shaper Rotation		Blade 1 Rot 1
		0–255	Blade 1 Rot 1
31	Blade 3 B	0–255	
32	Blade 3 A	0–255	
33	Blade 1 A	0–255	
34	Blade 1 B	0–255	
35	Blade 4 A	0–255	
36	Blade 4 B	0–255	
37	Blade 2 A	0–255	
38	Blade 2 B	0–255	
39	Control	0–9	No Function
		10–19	Blade Mode 1
		20–29	Blade Mode 2
		30–39	Dim Square Law
		40–49	Dim Inv Square Law
		50–59	Dim Curve Linear
		60–69	Dim Curve S
		70–79	Auto
		80–89	Quiet
		90–99	Super Quiet
		100–109	Enable
		110–119	Light Source Frequency Setting: Disable
		120–122	No Function 1
		123	900HZ
		124	1000HZ
		125	1100HZ

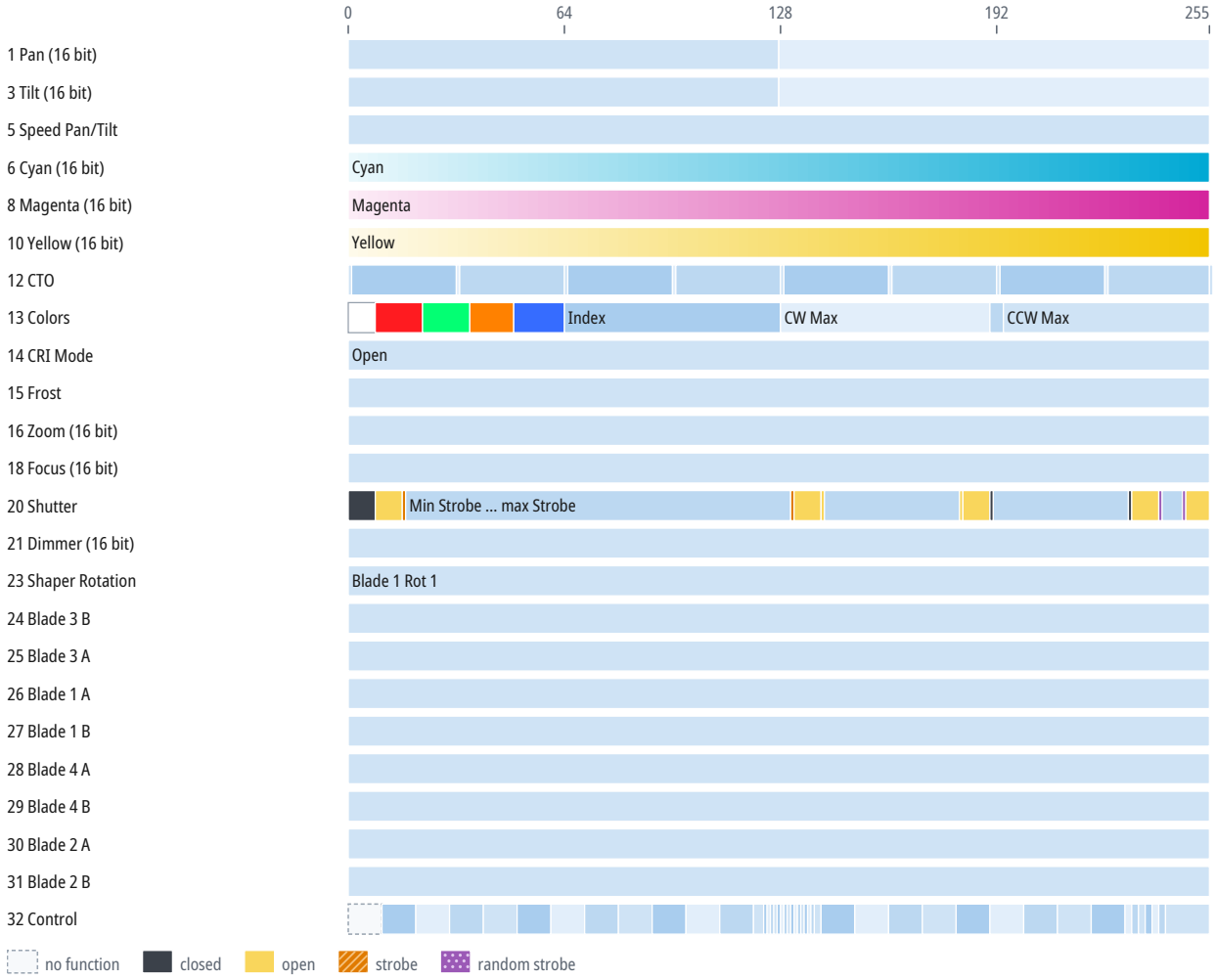
CH	Function	DMX	Description
39	Control (continued)	126	1200HZ
		127	1300HZ
		128	1400HZ
		129	1500HZ
		130	2500HZ
		131	4000HZ
		132	5000HZ
		133	6000HZ
		134	10KHZ
		135	15KHZ
		136	20KHZ
		137	25KHZ
		138–139	No Function 2
		140–149	PT Reset
		150–159	Eff Reset
		160–169	Focus Compensate: Disable
		170–179	Near(10m)
		180–189	Medium(20m)
		190–199	Far(30m)
		200–209	All Reset
		210–219	Dim Speed Fast
		220–229	Dim Speed 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	CTB Comp Enable
		240–241	CTB Comp Disable
		242–255	No Function 3

Mode 2 32CH(F-Wash)

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 20 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 21 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 0, CH 20 Shutter 12, CH 21 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 39CH(Framing)” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 39CH(Framing)” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Cyan	0–255	Cyan
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	Magenta
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	Yellow

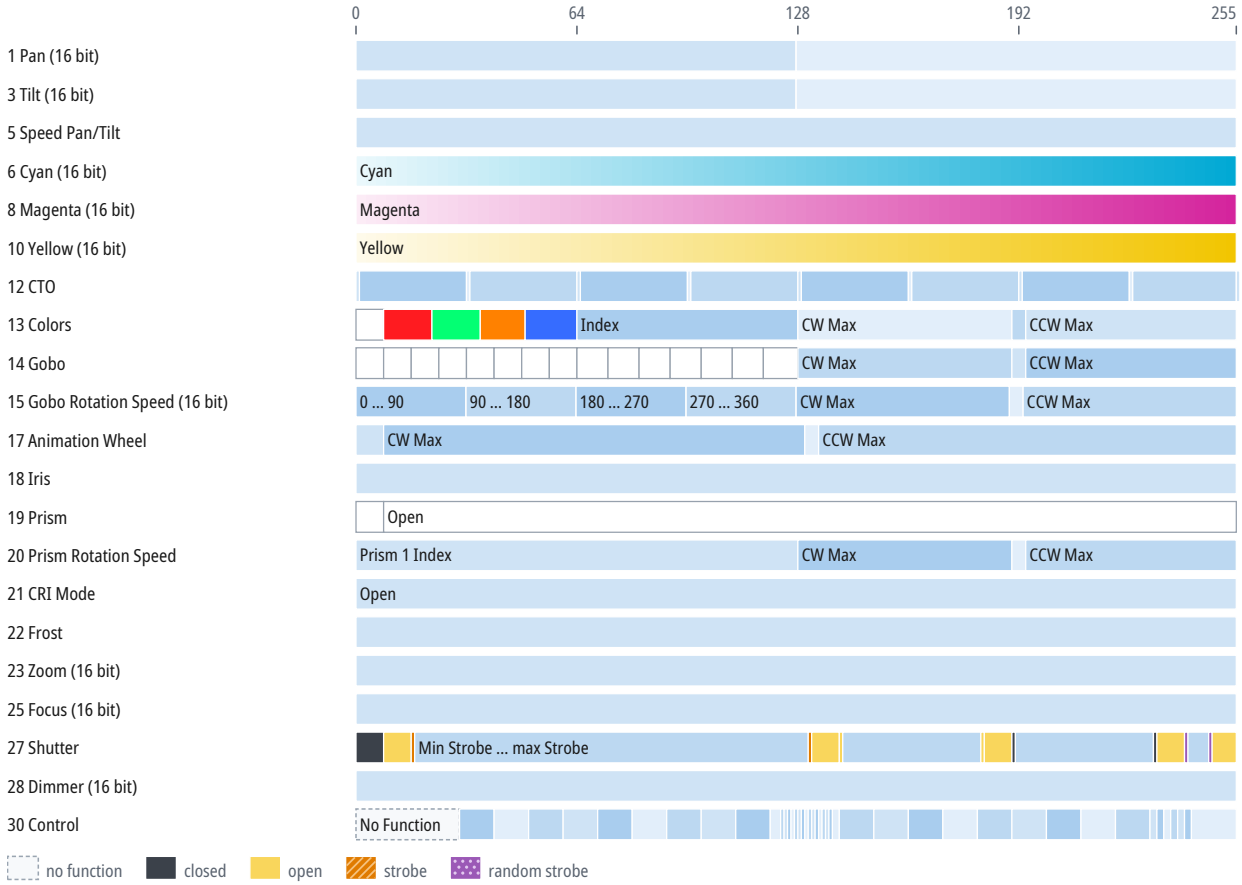
CH	Function	DMX	Description
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO		Same as CH 12 in the mode “Mode 1 39CH(Framing)” (p. 11)
13	Colors		Same as CH 13 in the mode “Mode 1 39CH(Framing)” (p. 11)
14	CRI Mode	0–255	Open
15	Frost	0–255	
16	Zoom	0–255	48–4°
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Focus	0–255	
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter		Same as CH 27 in the mode “Mode 1 39CH(Framing)” (p. 12)
21	Dimmer	0–255	
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Shaper Rotation		Same as CH 30 in the mode “Mode 1 39CH(Framing)” (p. 13)
24	Blade 3 B	0–255	
25	Blade 3 A	0–255	
26	Blade 1 A	0–255	
27	Blade 1 B	0–255	
28	Blade 4 A	0–255	
29	Blade 4 B	0–255	
30	Blade 2 A	0–255	
31	Blade 2 B	0–255	
32	Control		Same as CH 39 in the mode “Mode 1 39CH(Framing)” (p. 13)

Mode 3 30CH(Spot)

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 27 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 28 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 0, CH 27 Shutter 12, CH 28 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 39CH(Framing)” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 39CH(Framing)” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Cyan	0–255	Cyan
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	Magenta
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	Yellow
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO		Same as CH 12 in the mode “Mode 1 39CH(Framing)” (p. 11)
13	Colors		Same as CH 13 in the mode “Mode 1 39CH(Framing)” (p. 11)

CH	Function	DMX	Description
14	Gobo		Same as CH 14 in the mode “Mode 1 39CH(Framing)” (p. 11)
15	Gobo Rotation Speed		Same as CH 15 in the mode “Mode 1 39CH(Framing)” (p. 12)
16	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 15
17	Animation Wheel		Same as CH 17 in the mode “Mode 1 39CH(Framing)” (p. 12)
18	Iris	0–255	
19	Prism		Same as CH 19 in the mode “Mode 1 39CH(Framing)” (p. 12)
20	Prism Rotation Speed		Same as CH 20 in the mode “Mode 1 39CH(Framing)” (p. 12)
21	CRI Mode	0–255	Open
22	Frost	0–255	
23	Zoom	0–255	48–4°
24	Zoom Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Shutter		Same as CH 27 in the mode “Mode 1 39CH(Framing)” (p. 12)
28	Dimmer	0–255	
29	Dimmer Fine	0–255	Fine adjustment of CH 28
30	Control	0–29	No Function
		30–39	Dim Square Law
		40–49	Dim Inv Square Law
		50–59	Dim Curve Linear
		60–69	Dim Curve S
		70–79	Auto
		80–89	Quiet
		90–99	Super Quiet
		100–109	Enable
		110–119	Light Source Frequency Setting: Disable
		120–122	No Function 1
		123	900HZ
		124	1000HZ
		125	1100HZ
		126	1200HZ
		127	1300HZ
		128	1400HZ
		129	1500HZ
		130	2500HZ
		131	4000HZ
		132	5000HZ
		133	6000HZ
		134	10KHZ
		135	15KHZ
		136	20KHZ
		137	25KHZ

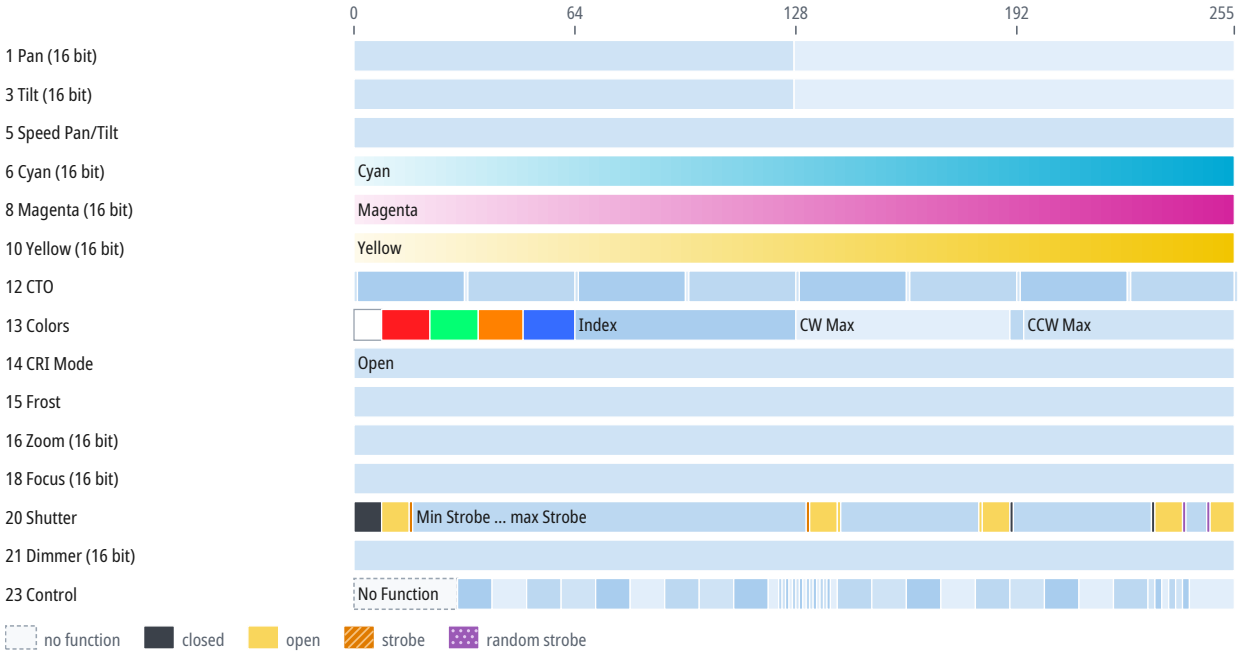
CH	Function	DMX	Description
30	Control (continued)	138–139	No Function 2
		140–149	PT Reset
		150–159	Eff Reset
		160–169	Focus Compensate: Disable
		170–179	Near(10m)
		180–189	Medium(20m)
		190–199	Far(30m)
		200–209	All Reset
		210–219	Dim Speed Fast
		220–229	Dim Speed Smooth
		230–231	Gobo Short Cut: Enable
		232–233	Gobo Short Cut: Disable
		234–235	Color Short Cut: Enable
		236–237	Color Short Cut: Disable
		238–239	CTB Comp Enable
		240–241	CTB Comp Disable
		242–255	No Function 3

Mode 4 23CH(Wash)

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 20 Shutter at 8–15 “Open” or 132–139 or 182–189 or 232–239 or 248–255; CH 21 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 0, CH 20 Shutter 12, CH 21 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 39CH(Framing)” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 39CH(Framing)” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Cyan	0–255	Cyan
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	Magenta
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	Yellow
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO		Same as CH 12 in the mode “Mode 1 39CH(Framing)” (p. 11)
13	Colors		Same as CH 13 in the mode “Mode 1 39CH(Framing)” (p. 11)
14	CRI Mode	0–255	Open
15	Frost	0–255	
16	Zoom	0–255	48–4°
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Focus	0–255	
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter		Same as CH 27 in the mode “Mode 1 39CH(Framing)” (p. 12)
21	Dimmer	0–255	
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Control		Same as CH 30 in the mode “Mode 3 30CH(Spot)” (p. 18)

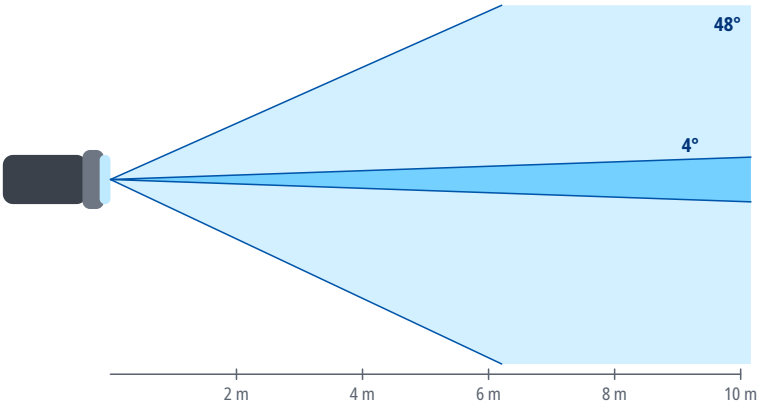
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	820 W
Luminous flux	1,000 lm
Color temperature	7,000 K
Color rendering index (CRI)	95
Optics	
Zoom	4–48°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3806, device model ID 0x05D3)
Dimensions and construction	
Weight	5.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.5–20 Hz
Color wheel rotation	up to 240 °/s (40 rpm)
Gobo wheel 1 rotation	up to 240 °/s (40 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 420 °/s (70 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 4°	Ø 48°
2 m	0.14 m	1.8 m
4 m	0.28 m	3.6 m
6 m	0.42 m	5.3 m
8 m	0.56 m	7.1 m
10 m	0.7 m	8.9 m
15 m	1 m	13.4 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.