DMX REFERENCE

Shark700 IP65 Led

Shark700 IP65 700W BSW CMY Led

Atomic Pro



Manufacturer	Atomic Pro
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1 About this manual

This document describes the Shark700 IP65 700W BSW CMY Led by Atomic Pro. It was compiled from the GDTF file Atomic_Pro_Shark700_IP65_Led_168225.gdtf from the GDTF-Share library.

File revision: “v001”.

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 Atomic Pro; 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	21 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 23 DMX	23	22	1, 24, 47, 70, ...

No light? Check these channels

- Mode 1 23 DMX: CH 6 Dimmer above 0; CH 7 Shutter at 104–107 or 208–212 or 252–255



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

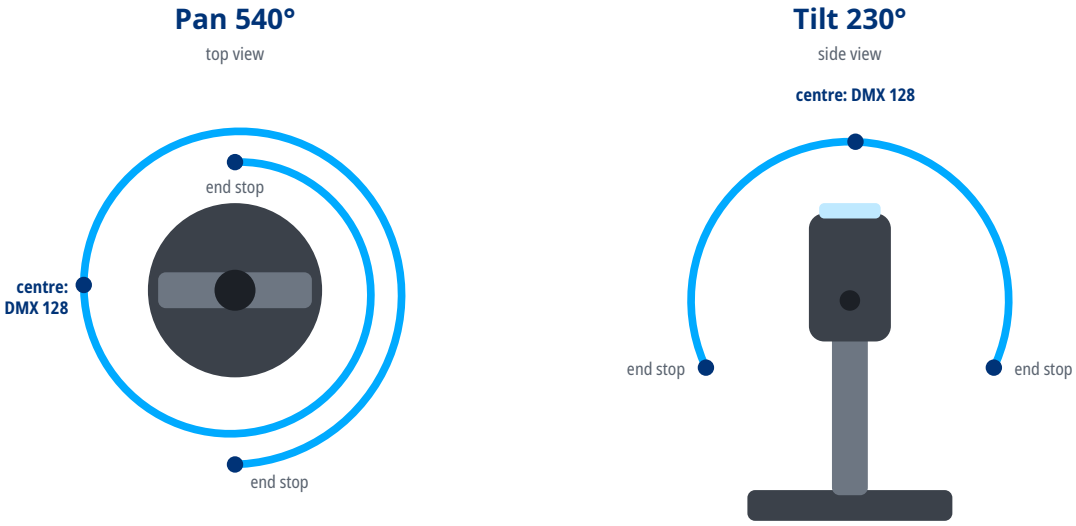
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

⚠ WARNING

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

4 Product description

Range of movement



5 Installation

⚠ WARNING

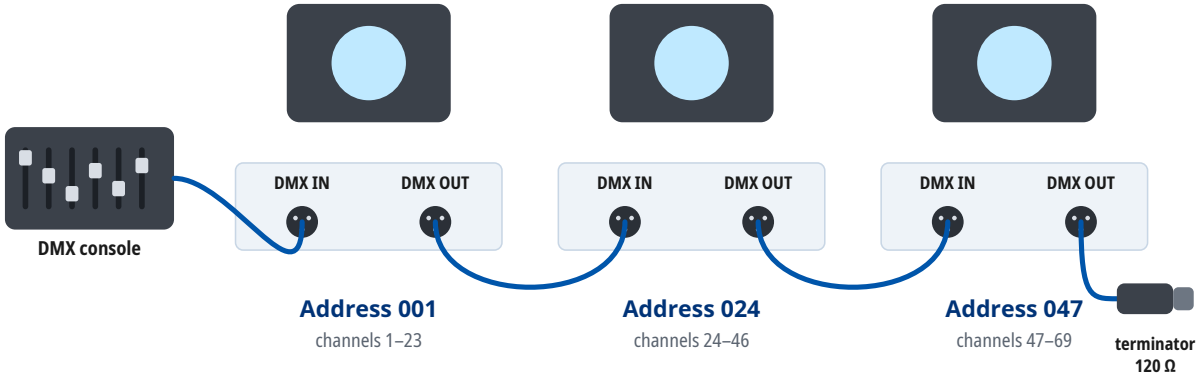
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 21 kg.
- 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 23 DMX: every unit occupies 23 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

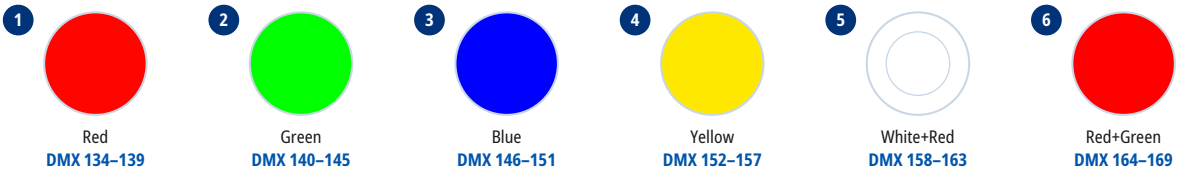
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1 23 DMX”: 23.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 23 DMX”, you can use, for example, the start addresses 1, 24, 47, 70.
- 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 23 DMX 23 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color mixing	10–12
Color temperature	9
Color wheel	8
Gobo wheel	13, 16
Gobo rotation	13, 16, 17
Prism	18–21
Frost	22
Zoom	14
Focus	15

Color wheel



1. Red — DMX 134–139
2. Green — DMX 140–145
3. Blue — DMX 146–151
4. Yellow — DMX 152–157
5. White+Red — DMX 158–163
6. Red+Green — DMX 164–169
7. Green+Blue — DMX 170–175
8. Blue+Yellow — DMX 176–192

Gobo wheel 1



1. Gobo: Open — DMX 0–12
2. Gobo 1 — DMX 13–20
3. Gobo 2 — DMX 21–28
4. Gobo 3 — DMX 29–36
5. Gobo 4 — DMX 37–44
6. Gobo 5 — DMX 45–52
7. Animation — DMX 53–103

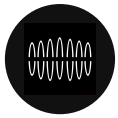
Gobo wheel 2

1
Gobo: Open
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

6 
Gobo 5
DMX 50–59

7 
Gobo 6
DMX 60–69

8 
Gobo 7
DMX 70–80

Prism 1

1
Open
DMX 0–128

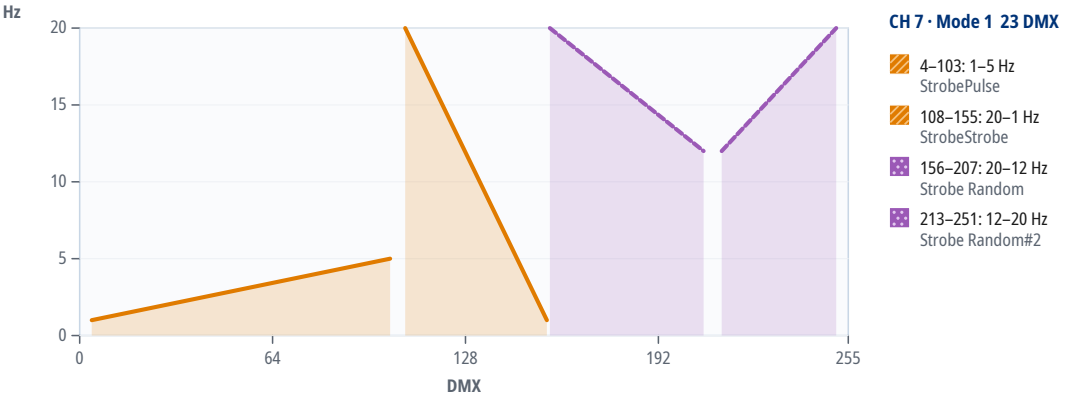
2 
8 facets
Prism 1
DMX 254–255

Prism 2

1
Open
DMX 0–128

2 
6 facets
Prism2
DMX 254–255

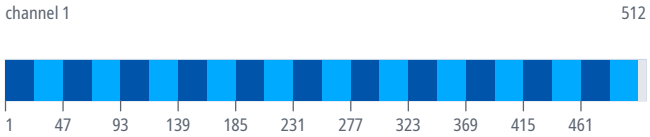
Strobe rate



9 DMX channels

Units in one DMX universe

Mode 1 23 DMX
23 channels



up to 22 units
last address 484

Start addresses of 20 units in the mode “Mode 1 23 DMX”

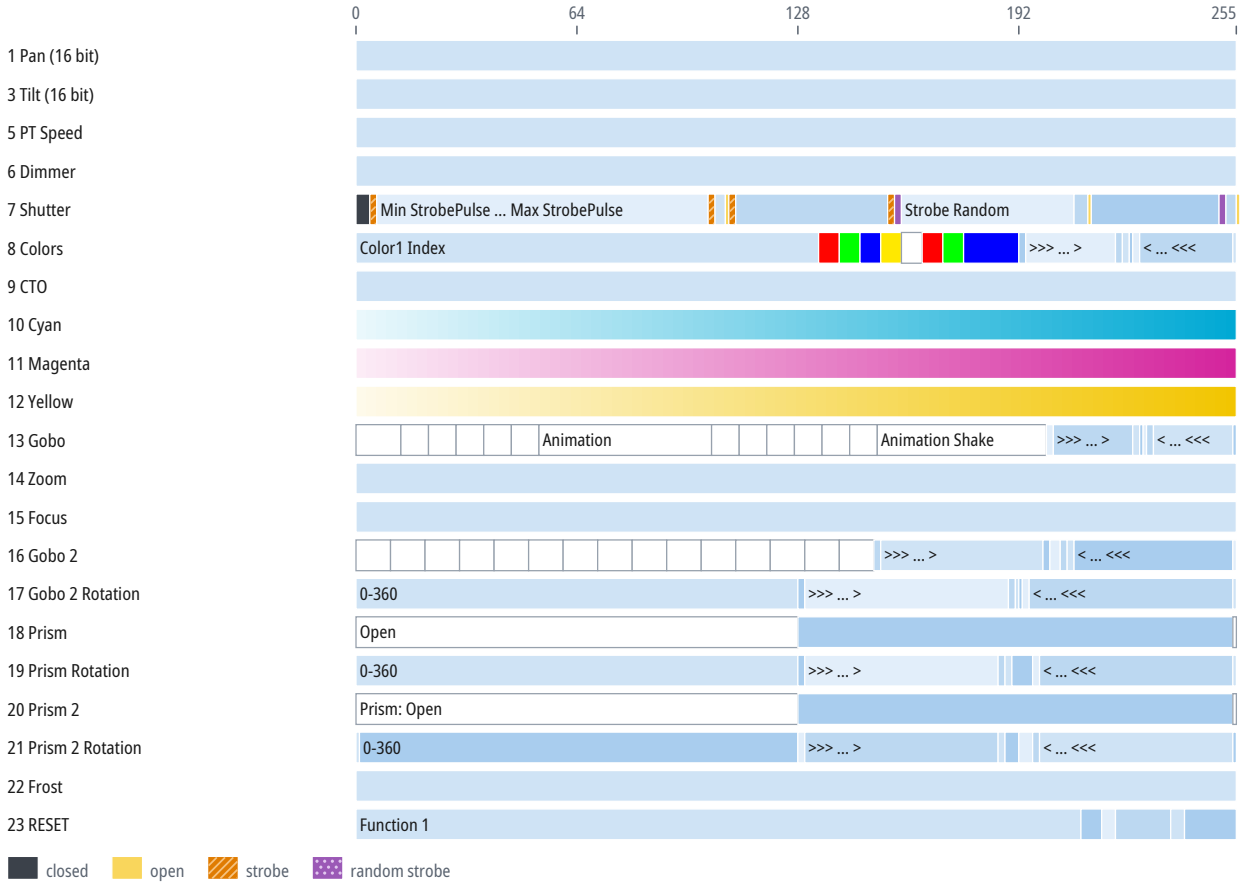
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	116	11	231	16	346
2	24	7	139	12	254	17	369
3	47	8	162	13	277	18	392
4	70	9	185	14	300	19	415
5	93	10	208	15	323	20	438

Mode 1 23 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 6 Dimmer above 0; CH 7 Shutter at 104–107 or 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	230°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Dimmer	0–255	
7	Shutter	0–3	Closed: Close
		4–5	Min StrobePulse
		6–101	Min StrobePulse ... Max StrobePulse
		102–103	Max StrobePulse
		104–107	Open 1
		108–109	Max Strobe
		110–153	Max Strobe ... Min Strobe

CH	Function	DMX	Description
7	Shutter (continued)	154–155	Min Strobe
		156–157	Strobe Random: Strobe Ran
		158–207	Strobe Random
		208–212	Open 2
		213–249	Strobe Random#2
		250–251	Strobe Random#2: Strobe Ran
		252–255	Open 3
8	Colors	0–133	Color1 Index
		134–139	Red
		140–145	Green
		146–151	Blue
		152–157	Yellow
		158–163	White+Red
		164–169	Red+Green
		170–175	Green+Blue
		176–191	Blue+Yellow
		192–193	>>>
		194–219	>>> ... >
		220–221	>
		222–224	Stop
		225–226	<
		227–253	< ... <<<
		254–255	<<<
9	CTO	0–255	7000–2700 K
10	Cyan	0–255	
11	Magenta	0–255	
12	Yellow	0–255	
13	Gobo	0–12	Gobo: Open
		13–20	Gobo 1
		21–28	Gobo 2
		29–36	Gobo 3
		37–44	Gobo 4
		45–52	Gobo 5
		53–102	Animation
		103–110	White Shake
		111–118	Gobo 1 Shake
		119–126	Gobo 2 Shake
		127–134	Gobo 3 Shake
		135–142	Gobo 4 Shake
		143–150	Gobo 5 Shake
		151–199	Animation Shake
		200–201	>>>

CH	Function	DMX	Description
13	Gobo (continued)	202–224	>>> ... >
		225–226	>
		227–228	Stop (0–57.3 °/s)
		229–230	<
		231–253	< ... <<<
		254–255	<<<
14	Zoom	0–255	45–4°
15	Focus	0–255	
16	Gobo 2	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–89	Gobo 1 Shake
		90–99	Gobo 2 Shake
		100–109	Gobo 3 Shake
		110–119	Gobo 4 Shake
		120–129	Gobo 5 Shake
		130–139	Gobo 6 Shake
		140–149	Gobo 7 Shake
		150–151	>>>
		152–198	>>> ... >
		199–200	>
		201–205	Stop (0–57.3 °/s)
		206–207	<
		208–253	< ... <<<
		254–255	<<<
17	Gobo 2 Rotation	0–127	0-360 (360°)
		128–129	>>>
		130–188	>>> ... >
		189–190	>
		191–192	Stop
		193–194	<
		195–253	< ... <<<
		254–255	<<<
18	Prism	0–127	Open
		128–255	Prism 1
19	Prism Rotation	0–127	0-360 (359°)
		128–129	>>>

CH	Function	DMX	Description
19	Prism Rotation (continued)	130–185	>>> ... >
		186–187	>
		188–195	Stop
		196–197	<
		198–253	< ... <<<
		254–255	<<<
20	Prism 2	0–127	Prism: Open
		128–253	Prism 2
		254–255	Prism2
21	Prism 2 Rotation	0	Index
		1–127	0-360
		128–129	>>>
		130–185	>>> ... >
		186–187	>
		188–195	Stop
		196–197	<
		198–253	< ... <<<
		254–255	<<<
22	Frost	0–255	
23	RESET		Function 1
		0–209	Function 1
		210–215	Pan/Tilt Reset
		216–219	Pan/Tilt Reset ... Effect Reset
		220–235	Effect Reset
		236–239	Effect Reset ... All Reset
		240–255	All Reset

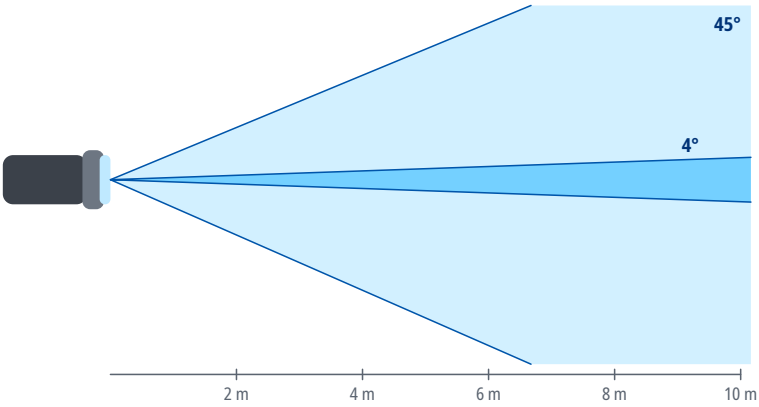
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	10,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	93
Optics	
Zoom	4–45°
Movement	
Pan	540°
Tilt	230°
Dimensions and construction	
Weight	21 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	1–20 Hz
Color wheel 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 2 rotation	up to 240 °/s (40 rpm)
Prism 1 rotation	up to 360 °/s (60 rpm)
Prism 2 rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 4°	Ø 45°
2 m	0.14 m	1.7 m
4 m	0.28 m	3.3 m
6 m	0.42 m	5 m
8 m	0.56 m	6.6 m
10 m	0.7 m	8.3 m
15 m	1 m	12.4 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.