DMX REFERENCE

EagleStrike

Ayrton



Manufacturer	Ayrton
GDTF file	Ayrton_EagleStrike_163535.gdtf
GDTF revision	V1.31 Add_Option_V106 · 2026-10-05
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1 About this manual

This document describes the EagleStrike by Ayrton. It was compiled from the GDTF file Ayrton_EagleStrike_163535.gdtf from the GDTF-Share library.

File revision: “V1.31 Add_Option_V106”.

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 Ayrton; 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
Power consumption	1,600 W
Weight	54.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended_540	66	7	1, 67, 133, 199, ...
Standard_540	44	11	1, 45, 89, 133, ...

No light? Check these channels

- Extended_540: CH 7 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 8 Dimmer above 0
- Standard_540: CH 6 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 7 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 120–240 V, 40/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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

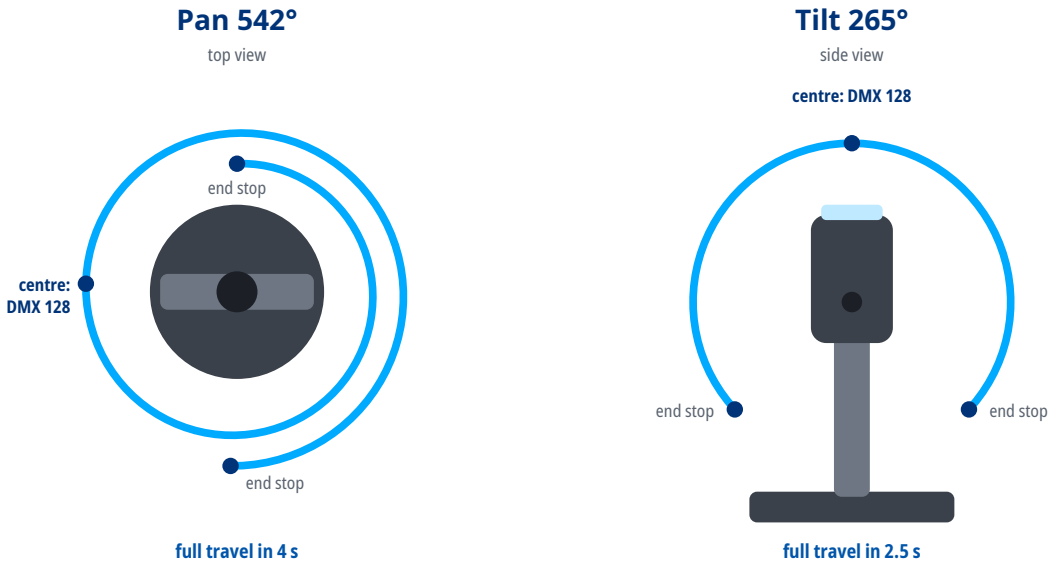
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do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



Full-travel times as stated in the GDTF file.

5 Installation

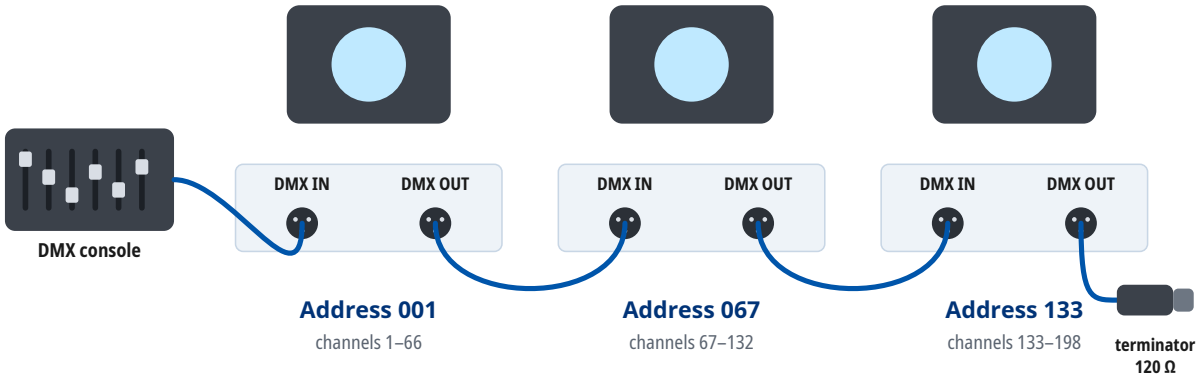
⚠ **WARNING**

- 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: 54.7 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 Extended_540: every unit occupies 66 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 “Extended_540”: 66.
- 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 “Extended_540”, you can use, for example, the start addresses 1, 67, 133, 199.
- 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

	Extended_540 66 channels	Standard_540 44 channels
Pan / Tilt	1, 3, 6	1, 3, 5
Dimmer	8	7
Shutter / strobe	7	6
Color mixing	18, 20, 22	15–17
Color temperature	24	18
Color wheel	16, 26	13, 19
Gobo wheel	31, 34	21, 24
Gobo rotation	32, 35	22, 25
Prism	40, 41, 43, 44	29–32
Frost	46, 47	33, 34
Zoom	10	9
Focus	12, 14	11
Iris	38	28
Animation wheel	37	27

Color wheel



1 Color 1: Open
DMX 0–3

2 Color 1: Magenta
DMX 4–7

3 Color 1: Congo Blue
DMX 8–11

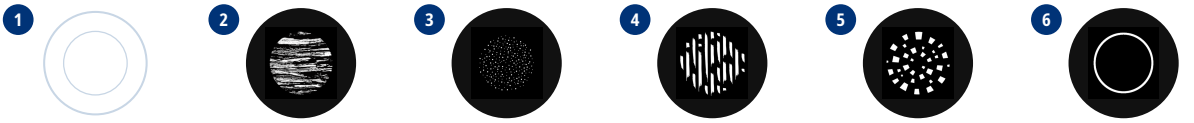
4 Color 1: Green
DMX 12–15

5 Color 1: Orange
DMX 16–19

6 Color 1: Blue
DMX 20–23

7 Red
DMX 24–28

Gobo wheel 1



1 Gobo: Open
DMX 0–9

2 Gobo: Tree Bark
DMX 10–19

3 Gobo: Star Field
DMX 20–29

4 Gobo: Bread Stix
DMX 30–39

5 Circle of squares
DMX 40–49

6 Conical Tunnel Effect
DMX 50–59



7 Iris Beam 30
DMX 60–69

8 Iris Beam 80
DMX 70–78

Gobo wheel 2

1.
Gobo: Open
DMX 0–9

2. 
Gobo: Dot Line 7
DMX 10–19

3. 
Gobo: Split Triangle
DMX 20–29

4. 
Gobo: Dot Ring 6
DMX 30–39

5. 
Gobo: Trapezium Ring 16
DMX 40–49

6. 
Gobo: Breaking Glass
DMX 50–59

7. 
Nested Ring Yellow
DMX 60–69

8. 
CMY Liquid effect
DMX 70–78

Prism 1

1.
Open
DMX 0–127

2. 
5 facets
5-Facet circular
DMX 128–255

Prism 2

1.
Open
DMX 0–127

2. 
4 facets
4-Facet Linear
DMX 128–255

Animation wheel

1.
Open
DMX 0–8

2. 
CW max
DMX 8

Gobo wheel 3

1.
Color 1: Open
DMX 0–3

2.
Color 1: CTB
DMX 4–7

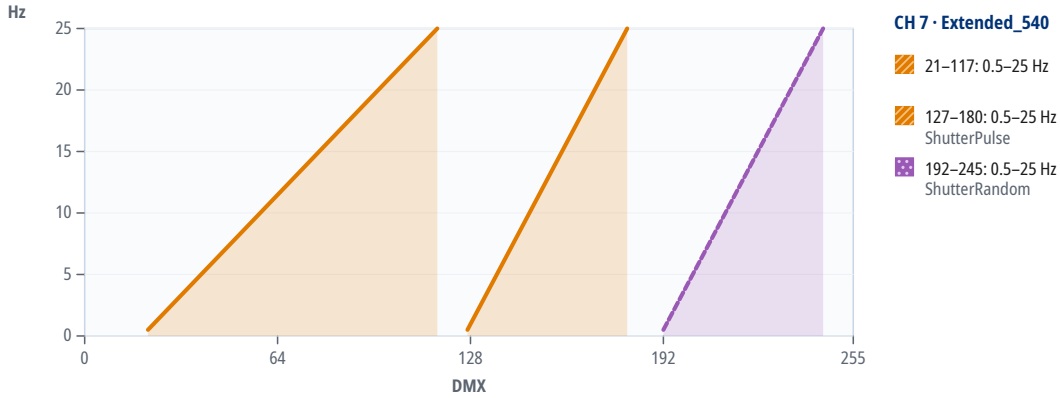
3.
Color 1: Daylight CRI 80
DMX 8–11

4.
Color 1: MG1/2
DMX 12–15

5.
Color 1: High CRI Filter
DMX 16–19

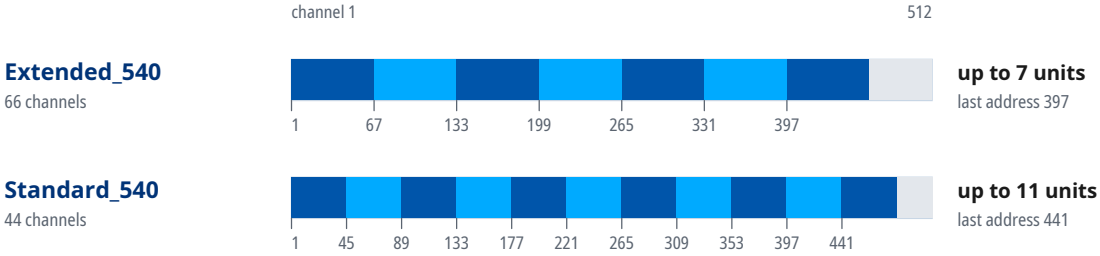
6. 
Multicolor
DMX 20–24

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended_540”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	331	11	U2 · 199	16	U3 · 67
2	67	7	397	12	U2 · 265	17	U3 · 133
3	133	8	U2 · 1	13	U2 · 331	18	U3 · 199
4	199	9	U2 · 67	14	U2 · 397	19	U3 · 265
5	265	10	U2 · 133	15	U3 · 1	20	U3 · 331

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
Extended_540	66	1
Standard_540	44	2

Mode Extended_540

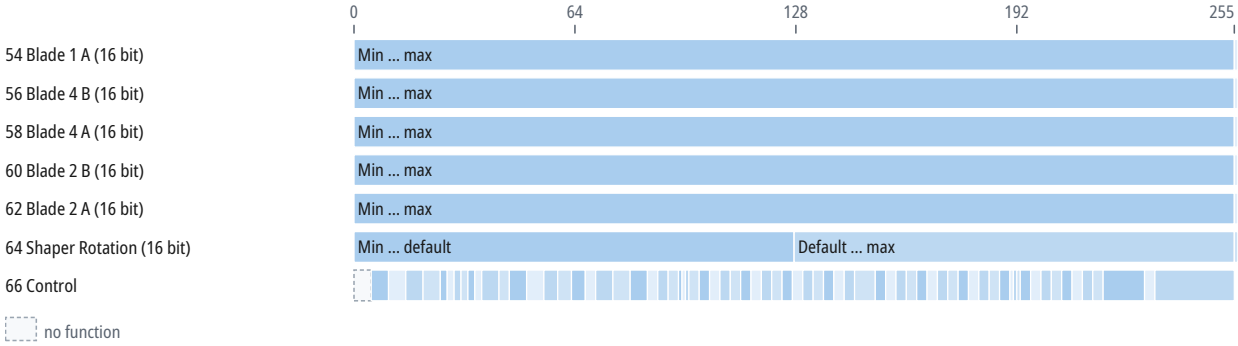
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 11, CH 8 Dimmer 255, CH 16 Colors 0, CH 18 Cyan 0, CH 20 Magenta 0, CH 22 Yellow 0, CH 24 CTO 0, CH 26 Colors 2 0.

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	Speed Pan/Tilt	0–225	Position MSpeed: max to min speed
		226–235	Blackout by movement
		236–245	Blackout by all wheels
		246–254	No function
		255	Speed Mode Instant apply
6	Pan Rotation	0–31	PAN CR Stop
		32	Stop by SpinOut
		33–84	Stop by SpinOut ... Stop by ShortCut
		85	Stop by ShortCut
		86–127	PAN CR Stop
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
7	Shutter	0	LED OFF: Closed
		1–10	LED OFF
		11–20	LED ON: open
		21	Shutter Strobe: min
		22–116	Shutter Strobe: min ... max
		117	Shutter Strobe: max

CH	Function	DMX	Description
7	Shutter (continued)	118–126	LED ON: open
		127	Shutter Pulse: min
		128–179	Shutter Pulse: min ... max
		180	Shutter Pulse: max
		181–191	LED ON: open
		192	Shutter Random: min
		193–244	Shutter Random: min ... max
		245	Shutter Random: max
		246–255	LED ON: open
8	Dimmer	0–255	Closed ... open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Zoom	0–127	Narrow ... mid
		128–255	Mid ... wide
		255	Wide
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Focus		When CH 14 is 0:
		0–127	Near ... mid
		128–255	Mid ... far
		255	Far
			When CH 14 is 0:
		0–255	
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Focus Distance	0–50	No Auto Focus
		51–100	5m
		101–150	7_5m
		151–200	10m
		201–255	15m
15	Focus Distance Fine	0–255	Fine adjustment of CH 14
16	Colors	0–3	Color 1: Open
		4–7	Color 1: Magenta
		8–11	Color 1: Congo Blue
		12–15	Color 1: Green
		16–19	Color 1: Orange
		20–23	Color 1: Blue
		24–27	Color 1: Red
		28–40	Color 1 Index: Open
		40–52	Color 1 Index: Magenta
		53–65	Color 1 Index: Congo Blue
		65–77	Color 1 Index: Green
		78–90	Color 1 Index: Orange
		90–102	Color 1 Index: Blue

CH	Function	DMX	Description
16	Colors (continued)	103–115	Color 1 Index: Red
		115–127	Color 1 Index: Open
		128–189	CW max … CW min
		189	CW min
		190–193	Rainbow: stop
		194–255	CCW min … CCW max
		255	CCW max
17	Colors Fine	0–255	Fine adjustment of CH 16
18	Cyan	0–255	Min … Max
		255	Max
19	Cyan Fine	0–255	Fine adjustment of CH 18
20	Magenta	0–255	Min … Max
		255	Max
21	Magenta Fine	0–255	Fine adjustment of CH 20
22	Yellow	0–255	Min … Max
		255	Max
23	Yellow Fine	0–255	Fine adjustment of CH 22
24	CTO	0–255	Min … Max
		255	Max
25	CTO Fine	0–255	Fine adjustment of CH 24
26	Colors 2	0–3	Color 1: Open
		4–7	Color 1: CTB
		8–11	Color 1: Daylight CRI 80
		12–15	Color 1: MG1/2
		16–19	Color 1: High CRI Filter
		20–23	Color 1: Multicolor
		24–41	Color 1 Index: Open
		41–58	Color 1 Index: CTB
		58–75	Color 1 Index: Daylight CRI 80
		76–93	Color 1 Index: MG1/2
		93–110	Color 1 Index: High CRI Filter
		110–127	Color 1 Index: Multicolor
		128–189	CW max … CW min
		189	CW min
		190–193	Rainbow: stop
		194–255	CCW min … CCW max
		255	CCW max
27	Colors 2 Fine	0–255	Fine adjustment of CH 26
28	Tint	0	Tint Off
		1–126	Tint
		127	Tint 0
		128–255	Tint

CH	Function	DMX	Description
29	Undefined	0–255	
30	Undefined Fine	0–255	Fine adjustment of CH 29
31	Gobo	0–9	Gobo: Open
		10–19	Gobo: Tree Bark
		20–29	Gobo: Star Field
		30–39	Gobo: Bread Stix
		40–49	Circle of squares
		50–59	Conical Tunnel Effect
		60–69	Iris Beam 30
		70–77	Gobo: Iris Beam 80
		78–93	Gobo 1 Shake: Tree Bark (0.5–10 Hz)
		94–109	Gobo 1 Shake: Star Field (0.5–10 Hz)
		110–125	Gobo 1 Shake: Bread Stix (0.5–10 Hz)
		126–141	Circle of Square (0.5–10 Hz)
		142–157	Conical Tunnel effect (0.5–10 Hz)
		158–173	Iris Beam 20 (0.5–10 Hz)
		174–189	Gobo 1 Shake: Iris Beam 80 (0.5–10 Hz)
		190	CW max
		191–220	CW max ... CW min
		221	CW min
		222–223	Gobo 1 Wheel Rotation: Stop
		224	CCW min
		225–254	CCW min ... CCW max
		255	CCW max
32	Gobo Rotation	0–63	180 ... 0
		63–127	0 ... -180
		127	-180
		128–189	CW max ... CW min
		189	CW min
		190–193	Gobo 1 Rotation: stop
		194–255	CCW min ... CCW max
		255	CCW max
33	Gobo Rotation Fine	0–255	Fine adjustment of CH 32
34	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: Dot Line 7
		20–29	Gobo: Split Triangle
		30–39	Gobo: Dot Ring 6
		40–49	Gobo: Trapezium Ring 16
		50–59	Gobo: Breaking Glass
		60–69	Nested Ring Yellow
		70–77	Gobo: CMY Liquid effect
		78–93	Gobo 2 Shake: Dot Line 7 (0.5–10 Hz)

CH	Function	DMX	Description
34	Gobo 2 (continued)	94–109	Gobo 2 Shake: Split Triangle (0.5–10 Hz)
		110–125	Gobo 2 Shake: Dot Ring 6 (0.5–10 Hz)
		126–141	Gobo 2 Shake: Trapezium Ring 16 (0.5–10 Hz)
		142–157	Gobo 2 Shake: Breaking Glass (0.5–10 Hz)
		158–173	Nested Rings Yellow (0.5–10 Hz)
		174–189	Gobo 2 Shake: CMY Liquid effect (0.5–10 Hz)
		190	CW max
		191–220	CW max ... CW min
		221	CW min
		222–223	Gobo 2 Wheel Rotation: Stop
		224	CCW min
		225–254	CCW min ... CCW max
		255	CCW max
35	Gobo 2 Rotation	0–63	180 ... 0
		63–127	0 ... -180
		127	-180
		128–188	CW max ... CW min
		189	CW min ... stop
		190–193	Gobo 2 Rotation: stop
		193	Stop ... CCW min
		194–255	CCW min ... CCW max
		255	CCW max
36	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 35
37	Animation Wheel	0–7	Animation Wheel: open
		8	CW max
		9–126	CW max ... CW min
		127	CW min
		128–135	Animation Wheel 1 Spin: stop
		136	CCW min
		137–254	CCW min ... CCW max
		255	CCW max
38	Iris	0–191	Iris: open ... close
		191	Iris: close
		192–223	Pulse max ... pulse min
		223	Pulse min
		224–255	Pulse slow ... Pulse fast
		255	Pulse fast
39	Iris Fine	0–255	Fine adjustment of CH 38
40	Prism	0–127	Open
		128–255	5-Facet circular
41	Prism Rotation Speed	0–127	Prism 1 Index (360°)
		128–189	CW max ... CW min

CH	Function	DMX	Description
41	Prism Rotation Speed (continued)	189	CW min
		190–193	Prism 1 Rotation: stop
		194–255	CCW min … CCW max
		255	CCW max
42	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 41
43	Prism 2	0–127	Open
		128–255	4-Facet Linear
44	Prism 2 Rotation Speed	0–127	Prism 2 Index (360°)
		128–189	CW max … CW min
		189	CW min
		190–193	Prism 2 Rotation: stop
		194–255	CCW min … CCW max
		255	CCW max
45	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 44
46	Frost		Light Frost
		0	Open
		1–254	Open … Light Frost
		255	Light Frost
47	Frost 2		Heavy Frost
		0	Open
		1–254	Open … Heavy Frost
		255	Heavy Frost
48	Blade 3 B	0–255	Min … max
		255	Max
49	Blade 3 B Fine	0–255	Fine adjustment of CH 48
50	Blade 3 A	0–255	Min … max
		255	Max
51	Blade 3 A Fine	0–255	Fine adjustment of CH 50
52	Blade 1 B	0–255	Min … max
		255	Max
53	Blade 1 B Fine	0–255	Fine adjustment of CH 52
54	Blade 1 A	0–255	Min … max
		255	Max
55	Blade 1 A Fine	0–255	Fine adjustment of CH 54
56	Blade 4 B	0–255	Min … max
		255	Max
57	Blade 4 B Fine	0–255	Fine adjustment of CH 56
58	Blade 4 A	0–255	Min … max
		255	Max
59	Blade 4 A Fine	0–255	Fine adjustment of CH 58
60	Blade 2 B	0–255	Min … max
		255	Max

CH	Function	DMX	Description
61	Blade 2 B Fine	0–255	Fine adjustment of CH 60
62	Blade 2 A	0–255	Min ... max
		255	Max
63	Blade 2 A Fine	0–255	Fine adjustment of CH 62
64	Shaper Rotation	0–127	Min ... default
		128–255	Default ... max
		255	Max
65	Shaper Rotation Fine	0–255	Fine adjustment of CH 64
66	Control	0–4	No Function
		5–9	Display Off
		10–14	Display On
		15–19	Display Inv Off
		20–24	Display Inv On
		25–26	Auto Fan
		27–28	Stage Fan
		29–30	Silence Fan
		31–32	Super Silence Fan
		33–34	Constant Fan OFF
		35–36	Constant Fan ON
		37–41	Fan Control Mode
		42–44	Linear Low
		45–49	Square Law
		50–54	Linear
		55–58	1200 Hz
		59–62	2400 Hz
		63–66	16000 Hz
		67–69	25000 Hz
		70–74	Gobo Correction Off (Glass Gobos Only)
		75–79	Gobo Correction On (Glass Gobos Only)
		80–84	All Motor Reset
		85–87	PAN/TILT Motor Reset
		88–90	Color Motor Reset
		91–93	Gobo Motor Reset
		94	Gobo Motor Reset ... Reset P/T Fade Off
		95	Reset P/T Fade Off
		96	Reset P/T Fade On
		97–99	Other Motor Reset
		100–105	Frost Progressive OFF
		106–108	CMY Speed Fast
		109–111	CMY Speed Medium
		112–114	CMY Speed Slow
		115–117	Gobo Correction Off (Metal gobos Only)

CH	Function	DMX	Description
66	Control (continued)	118–120	Gobo Correction On (Metal gobos Only)
		121–123	Sun Protection Off
		124–126	Sun Protection On
		127–129	Pan Reverse Off
		130–132	Pan Reverse On
		133–135	Tilt Reverse Off
		136–138	Tilt Reverse On
		139–141	Pan Degree 540
		142–144	Pan Degree 630
		145–150	Pan Degree 630 ... Feedback Off
		151–153	Feedback Off
		154–156	Feedback On
		157–159	Init PAN Off
		160–162	Init PAN On
		163–165	Init TILT Off
		166–168	Init TILT On
		169–171	Prerig INIT Off
		172–174	Prerig INIT On
		175–177	Reset Mode (Fast)
		178–180	Reset Mode (All Rot Gobos)
		181–183	Pan/Tilt Spd Fast
		184–186	Pan/Tilt Spd Medium
		187–189	Pan/Tilt Spd Slow
		190	Pan/Tilt Spd FS Mode
		191	Pan/Tilt Spd Tracking 360
		192	Pan/Tilt Options
		193–195	Zoom/Focus Spd Fast
		196–198	Zoom/Focus Spd Medium
		199–201	Zoom/Focus Spd Slow
		202–204	Reset LED Fade Off
		205–207	Reset LED Fade On
		208–210	Defog Off
		211–213	Defog Auto
		214–216	Defog On
		217–228	Defog
		229–255	Pan Degree 360 SC

Mode Standard_540

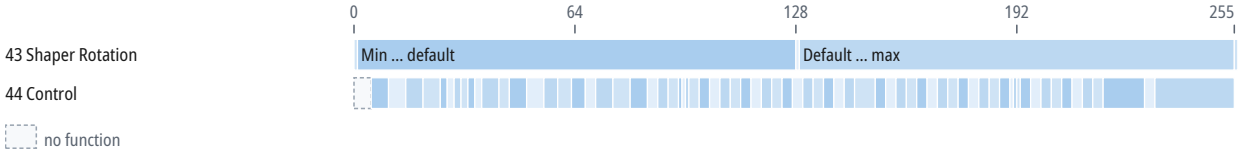
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 11, CH 7 Dimmer 255, CH 13 Colors 0, CH 15 Cyan 0, CH 16 Magenta 0, CH 17 Yellow 0, CH 18 CTO 0, CH 19 Colors 2 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended_540” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended_540” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 6 in the mode “Extended_540” (p. 12)
6	Shutter		Same as CH 7 in the mode “Extended_540” (p. 12)
7	Dimmer		Same as CH 8 in the mode “Extended_540” (p. 13)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Zoom		Same as CH 10 in the mode “Extended_540” (p. 13)
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Focus	0–127	Near ... mid
		128–255	Mid ... far
		255	Far
12	Focus Fine	0–255	Fine adjustment of CH 11
13	Colors		Same as CH 16 in the mode “Extended_540” (p. 13)
14	Colors Fine	0–255	Fine adjustment of CH 13
15	Cyan	0	Min
		1–254	Min ... Max
		255	Max
16	Magenta	0	Min
		1–254	Min ... Max
		255	Max
17	Yellow	0	Min
		1–254	Min ... Max
		255	Max
18	CTO	0	Min
		1–254	Min ... Max
		255	Max
19	Colors 2	0–3	Color 1: Open
		4–7	Color 1: CTB
		8–11	Color 1: Daylight CRI 80
		12–15	Color 1: MG1/2
		16–19	Color 1: High CRI Filter
		20–23	Color 1: Multicolor
		24–40	Color 1 Index: Open

CH	Function	DMX	Description
19	Colors 2 (continued)	41–57	Color 1 Index: CTB
		58–75	Color 1 Index: Daylight CRI 80
		76–92	Color 1 Index: MG1/2
		93–109	Color 1 Index: High CRI Filter
		110–127	Color 1 Index: Multicolor
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Rainbow: stop
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
20	Tint		Same as CH 28 in the mode “Extended_540” (p. 14)
21	Gobo		Same as CH 31 in the mode “Extended_540” (p. 15)
22	Gobo Rotation		Same as CH 32 in the mode “Extended_540” (p. 15)
23	Gobo Rotation Fine	0–255	Fine adjustment of CH 22
24	Gobo 2		Same as CH 34 in the mode “Extended_540” (p. 15)
25	Gobo 2 Rotation		Same as CH 35 in the mode “Extended_540” (p. 16)
26	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 25
27	Animation Wheel		Same as CH 37 in the mode “Extended_540” (p. 16)
28	Iris	0	Iris: open
		1–190	Iris: open ... close
		191	Iris: close
		192	Pulse max
		193–222	Pulse max ... pulse min
		223	Pulse min
		224	Pulse slow
		225–254	Pulse slow ... Pulse fast
		255	Pulse fast
29	Prism		Same as CH 40 in the mode “Extended_540” (p. 16)
30	Prism Rotation Speed	0–127	Prism 1 Index (360°)
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Prism 1 Rotation: stop
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
31	Prism 2		Same as CH 43 in the mode “Extended_540” (p. 17)
32	Prism 2 Rotation Speed	0–127	Prism 2 Index (360°)
		128	CW max
		129–188	CW max ... CW min

CH	Function	DMX	Description
32	Prism 2 Rotation Speed (continued)	189	CW min
		190–193	Prism 2 Rotation: stop
		194	CCW min
		195–254	CCW min … CCW max
		255	CCW max
33	Frost		Same as CH 46 in the mode “Extended_540” (p. 17)
34	Frost 2		Same as CH 47 in the mode “Extended_540” (p. 17)
35	Blade 3 B	0	Min
		1–254	Min … max
		255	Max
36	Blade 3 A	0	Min
		1–254	Min … max
		255	Max
37	Blade 1 B	0	Min
		1–254	Min … max
		255	Max
38	Blade 1 A	0	Min
		1–254	Min … max
		255	Max
39	Blade 4 B	0	Min
		1–254	Min … max
		255	Max
40	Blade 4 A	0	Min
		1–254	Min … max
		255	Max
41	Blade 2 B	0	Min
		1–254	Min … max
		255	Max
42	Blade 2 A	0	Min
		1–254	Min … max
		255	Max
43	Shaper Rotation	0	Min
		1–127	Min … default
		128	Default
		129–254	Default … max
		255	Max
44	Control		Same as CH 66 in the mode “Extended_540” (p. 18)

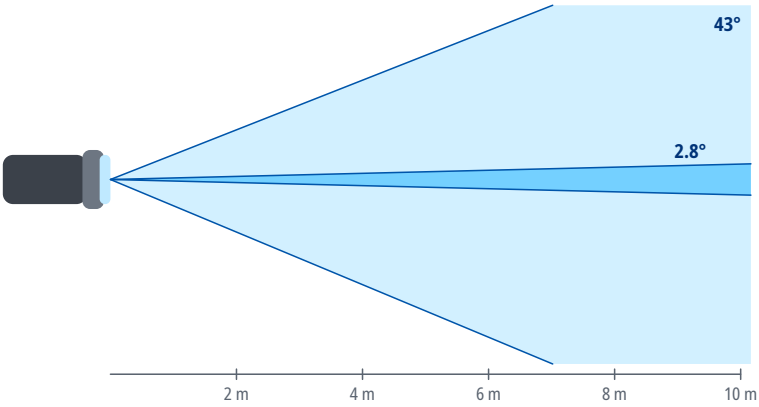
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,200 W
Luminous flux	55,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	72
Optics	
Zoom	2.8–43°
Movement	
Pan	542.1°
Tilt	265°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x4179, device model ID 0x0B29)
Electrical	
Power supply	120–240 V, 40/60 Hz
Power consumption	1,600 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	54.7 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	0.5–25 Hz
LED frequency	1200–25000 Hz
Color wheel rotation	up to 1800 °/s (300 rpm)
Gobo 1 rotation	up to 600 °/s (100 rpm)
Gobo 2 rotation	up to 600 °/s (100 rpm)
Prism 1 rotation	up to 600 °/s (100 rpm)
Prism 2 rotation	up to 600 °/s (100 rpm)
Animation wheel rotation	up to 702 °/s (117 rpm)

Spot diameter



Distance	Ø 2.8°	Ø 43°
2 m	0.1 m	1.6 m
4 m	0.2 m	3.2 m
6 m	0.29 m	4.7 m
8 m	0.39 m	6.3 m
10 m	0.49 m	7.9 m
15 m	0.73 m	11.8 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.