DMX REFERENCE

WildSun S25

Ayrton



Manufacturer	Ayrton
GDTF file	Ayrton_WildSun_S25_133934.gdtf
GDTF revision	V1.72 Fix_3D_Vectorwork · 2026-03-18
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1 About this manual

This document describes the WildSun™S25 by Ayrton. It was compiled from the GDTF file Ayrton_WildSun_S25_133934.gdtf from the GDTF-Share library.

File revision: “V1.72 Fix_3D_Vectorwork”.

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
Weight	38 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	64	8	1, 65, 129, 193, ...
Extended CP	66	7	1, 67, 133, 199, ...
Standard CP	24	21	1, 25, 49, 73, ...
Standard	22	23	1, 23, 45, 67, ...
Basic	14	36	1, 15, 29, 43, ...

No light? Check these channels

- Extended: CH 6 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 7 Dimmer 1 above 0; CH 14 Dimmer 2 above 0
- Extended CP: CH 6 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 7 Dimmer 1 above 0; CH 14 Dimmer 2 above 0; CH 66 Color Preset Dimmer above 0
- Standard CP: CH 14 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 15 Dimmer above 0; CH 24 Color Preset Dimmer above 0
- Standard: CH 14 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 15 Dimmer above 0
- Basic: CH 8 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 9 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.

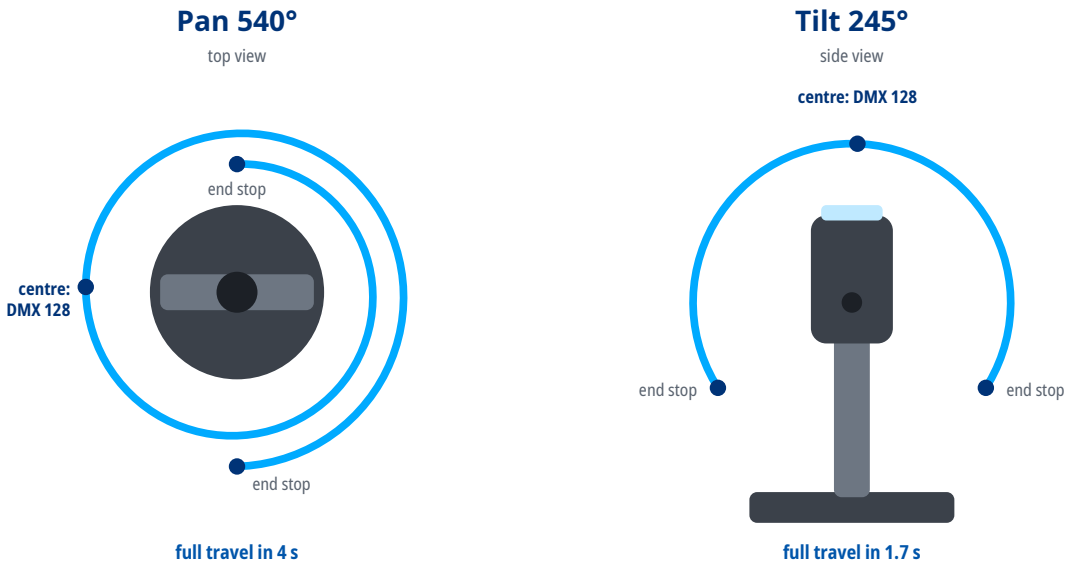
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

Description in the GDTF file

“WILDSUN-S25 – CLASSICAL MULTI SOURCES 9 SERIE”

Range of movement



Full-travel times as stated in the GDTF file.

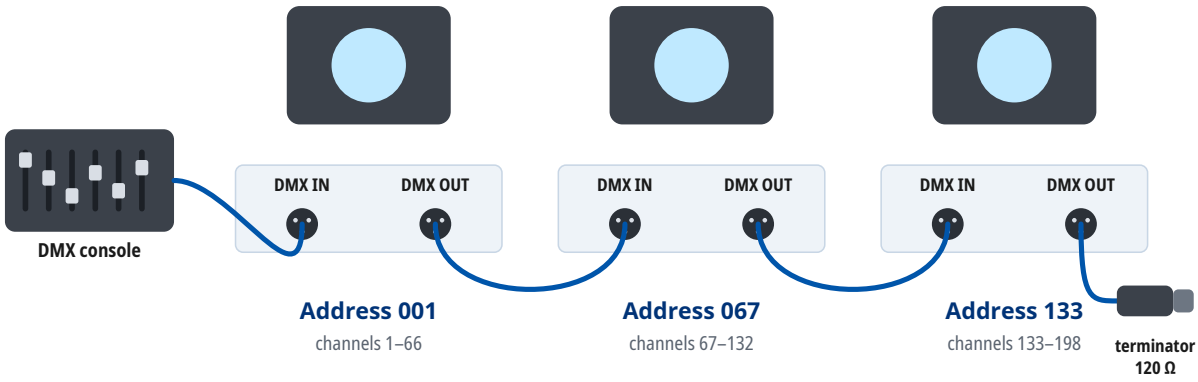
5 Installation

> ⚠ **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: 38 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 CP: 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 CP”: 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 CP”, 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

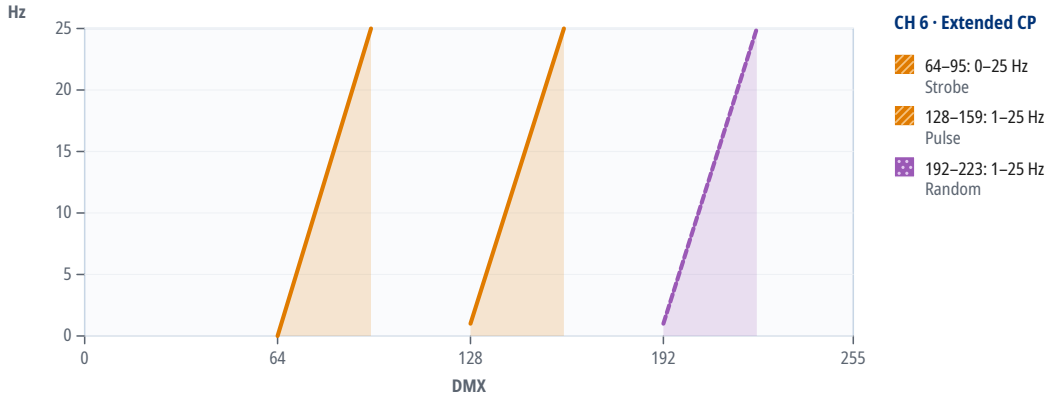
Functions in each DMX mode

	Extended 64 channels	Extended CP 66 channels	Standard CP 24 channels	Standard 22 channels	Basic 14 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 2
Pan / Tilt resolution	16 bit	16 bit	16 bit	16 bit	8 bit
Dimmer	7, 14	7, 14	15	15	9
Dimmer resolution	16 bit	16 bit	16 bit	16 bit	8 bit
Shutter / strobe	6	6	14	14	8
Color mixing	24× (16–62)	24× (16–62)	4× (6–12)	4× (6–12)	4–7
Color wheel		65	23		
Zoom	12	12	20	20	13
Pixel control	✓	✓			

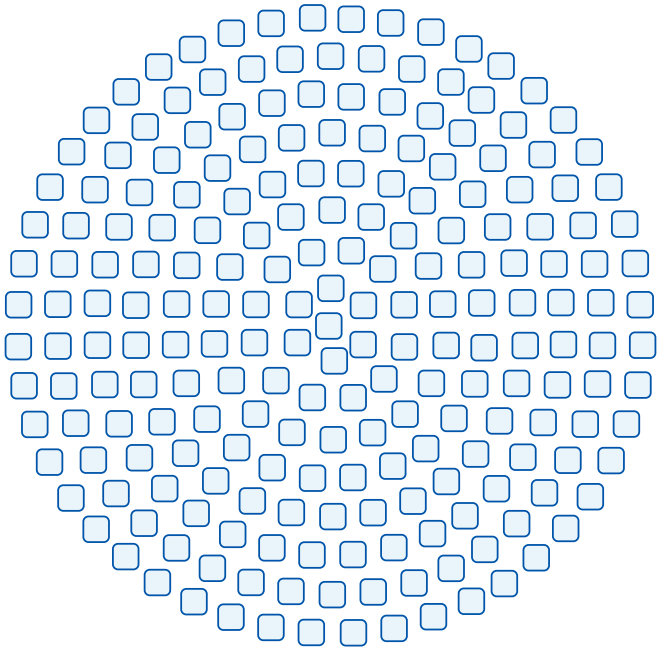
Color wheel

1. No Fonction — DMX 0
2. White2700k — DMX 5–9
3. White3200k — DMX 10–14
4. White4200k — DMX 15–19
5. White5600k — DMX 20–24
6. White6500k — DMX 25–29
7. White8000k — DMX 30–34
8. Yellow — DMX 35–39
9. Magenta — DMX 40–44
10. Cyan — DMX 45–49
11. Salmon — DMX 50–54
12. Turquoise — DMX 55–59
13. Light Green — DMX 60–64
14. Steel Blue — DMX 65–69
15. Orange — DMX 70–74
16. Straw — DMX 75–79
17. Pale Lavander — DMX 80–85
18. Pink — DMX 86–89
19. Red — DMX 90–94
20. Green — DMX 95–99
21. Blue — DMX 100–105
22. White

Strobe rate



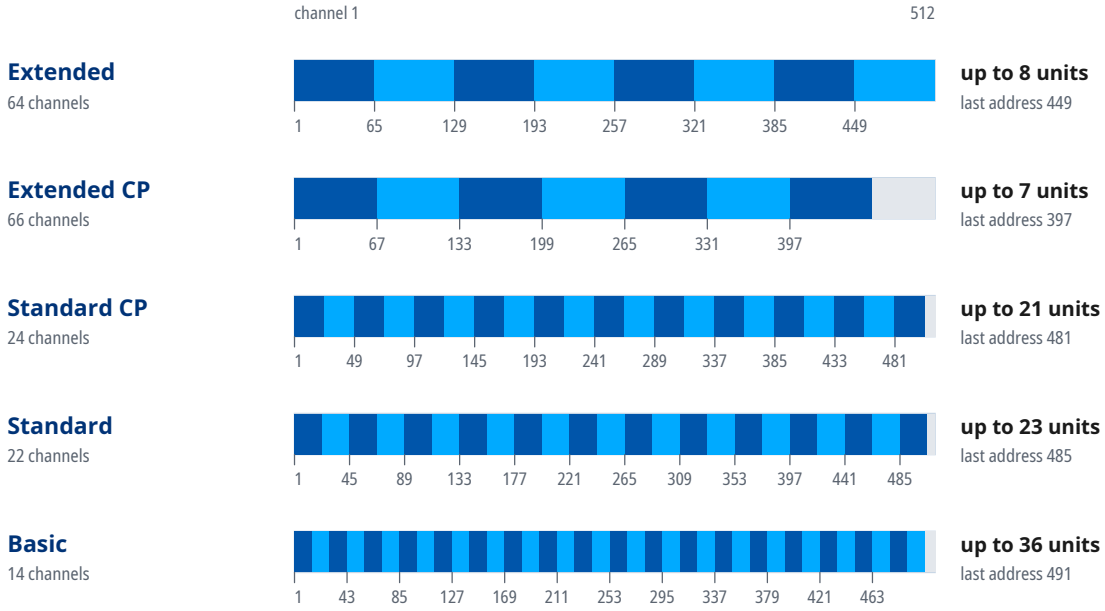
Cells (pixels)



Cells where the GDTF file places them (seen from above), 217 in all in the mode “Extended CP”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended CP”

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

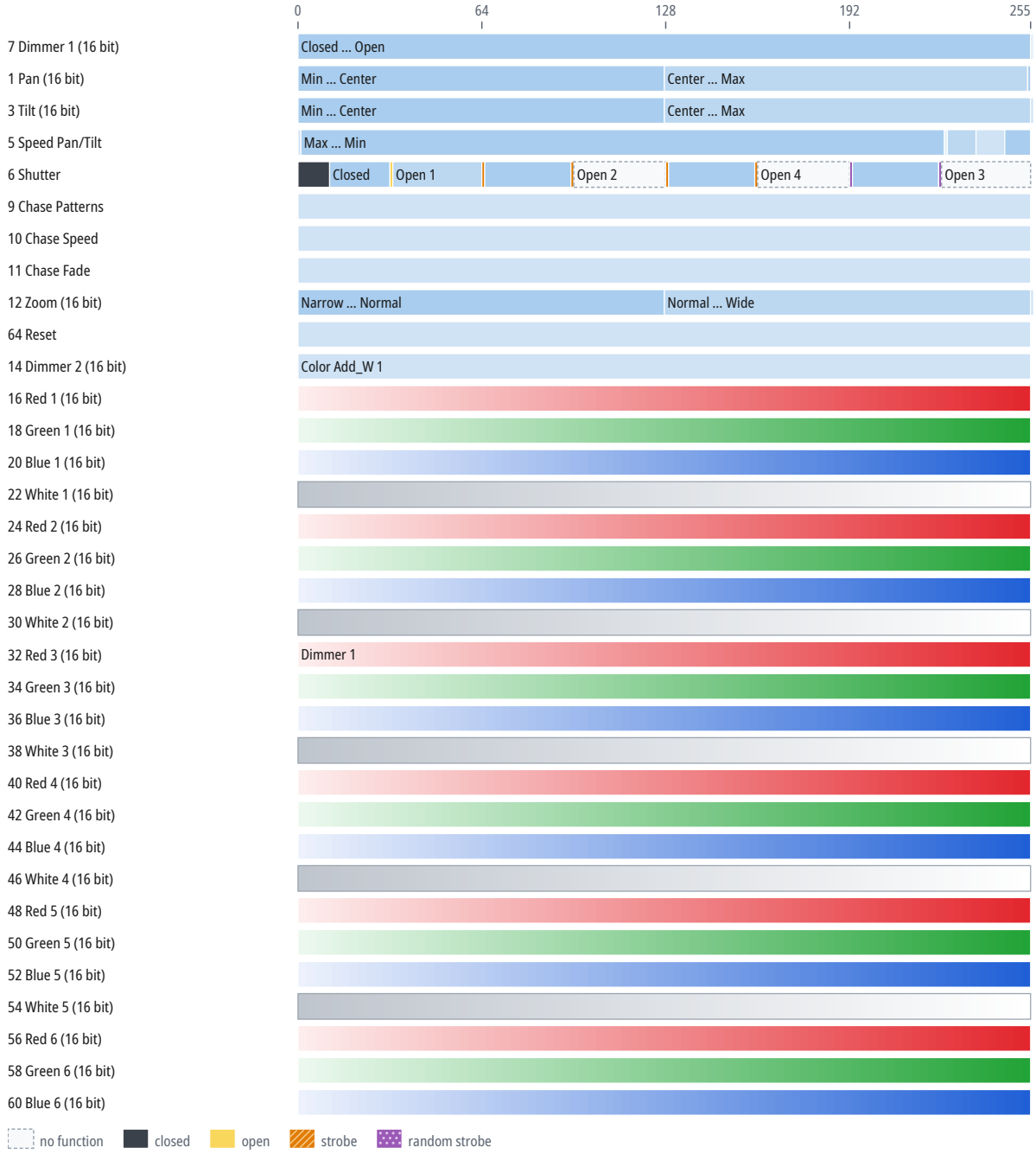
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended

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 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 7 Dimmer 1 above 0; CH 14 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 32, CH 7 Dimmer 1 255, CH 14 Dimmer 2 255, CH 16 Red 1 255, CH 18 Green 1 255, CH 20 Blue 1 255, CH 22 White 1 255, CH 24 Red 2 255, CH 26 Green 2 255, CH 28 Blue 2 255, CH 30 White 2 255, CH 32 Red 3 255, CH 34 Green 3 255, CH 36 Blue 3 255, CH 38 White 3 255, CH 40 Red 4 255, CH 42 Green 4 255, CH 44 Blue 4 255, CH 48 Red 5 255, CH 50 Green 5 255, CH 52 Blue 5 255, CH 54 White 5 255, CH 56 Red 6 255, CH 58 Green 6 255, CH 60 Blue 6 255, CH 62 White 6 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min … Center
		128–254	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	Max
		1–224	Max … Min
		225	Min
		226–235	BO by Movement
		236–245	BO by Movement … BO By All Wheel
		246–255	BO By All Wheel
6	Shutter	0–10	Closed: Close
		11–31	Closed
		32	Open
		33–63	Open 1
		64	Min Strobe
		65–94	Min Strobe … Max strobe
		95	Max strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse … Max Pulse
		159	Max Pulse
		160–191	Open 4
		192	Min Random
		193–222	Min Random … Max Random
		223	Max Random
		224–255	Open 3
7	Dimmer 1	0–255	Closed … Open
		255	Open
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Chase Patterns	0–255	
10	Chase Speed	0–255	
11	Chase Fade	0–255	
12	Zoom	0–127	Narrow … Normal
		128–255	Normal … Wide

CH	Function	DMX	Description
12	Zoom (continued)	255	Wide
13	Zoom Fine	0–255	Fine adjustment of CH 12
14	Dimmer 2		Color Add_W 1
		0–255	Color Add_W 1
15	Dimmer 2 Fine	0–255	Fine adjustment of CH 14
16	Red 1	0–255	
17	Red 1 Fine	0–255	Fine adjustment of CH 16
18	Green 1	0–255	
19	Green 1 Fine	0–255	Fine adjustment of CH 18
20	Blue 1	0–255	
21	Blue 1 Fine	0–255	Fine adjustment of CH 20
22	White 1	0–255	
23	White 1 Fine	0–255	Fine adjustment of CH 22
24	Red 2	0–255	
25	Red 2 Fine	0–255	Fine adjustment of CH 24
26	Green 2	0–255	
27	Green 2 Fine	0–255	Fine adjustment of CH 26
28	Blue 2	0–255	
29	Blue 2 Fine	0–255	Fine adjustment of CH 28
30	White 2	0–255	
31	White 2 Fine	0–255	Fine adjustment of CH 30
32	Red 3		Dimmer 1
		0–255	Dimmer 1
33	Red 3 Fine	0–255	Fine adjustment of CH 32
34	Green 3	0–255	
35	Green 3 Fine	0–255	Fine adjustment of CH 34
36	Blue 3	0–255	
37	Blue 3 Fine	0–255	Fine adjustment of CH 36
38	White 3	0–255	
39	White 3 Fine	0–255	Fine adjustment of CH 38
40	Red 4	0–255	
41	Red 4 Fine	0–255	Fine adjustment of CH 40
42	Green 4	0–255	
43	Green 4 Fine	0–255	Fine adjustment of CH 42
44	Blue 4	0–255	
45	Blue 4 Fine	0–255	Fine adjustment of CH 44
46	White 4	0–255	
47	White 4 Fine	0–255	Fine adjustment of CH 46
48	Red 5	0–255	
49	Red 5 Fine	0–255	Fine adjustment of CH 48
50	Green 5	0–255	
51	Green 5 Fine	0–255	Fine adjustment of CH 50

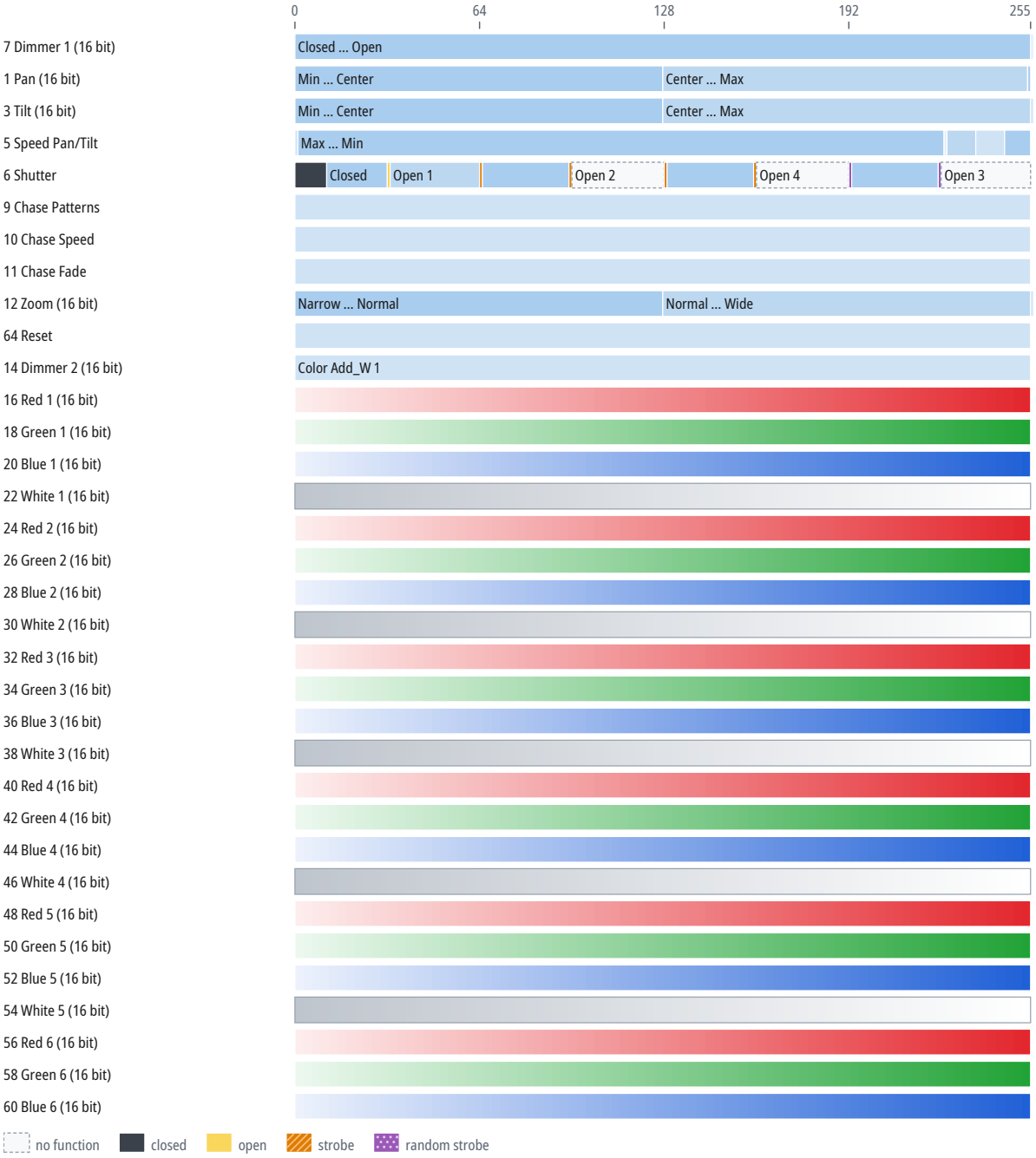
CH	Function	DMX	Description
52	Blue 5	0–255	
53	Blue 5 Fine	0–255	Fine adjustment of CH 52
54	White 5	0–255	
55	White 5 Fine	0–255	Fine adjustment of CH 54
56	Red 6	0–255	
57	Red 6 Fine	0–255	Fine adjustment of CH 56
58	Green 6	0–255	
59	Green 6 Fine	0–255	Fine adjustment of CH 58
60	Blue 6	0–255	
61	Blue 6 Fine	0–255	Fine adjustment of CH 60
62	White 6	0–255	
63	White 6 Fine	0–255	Fine adjustment of CH 62
64	Reset	0–255	

Mode Extended CP

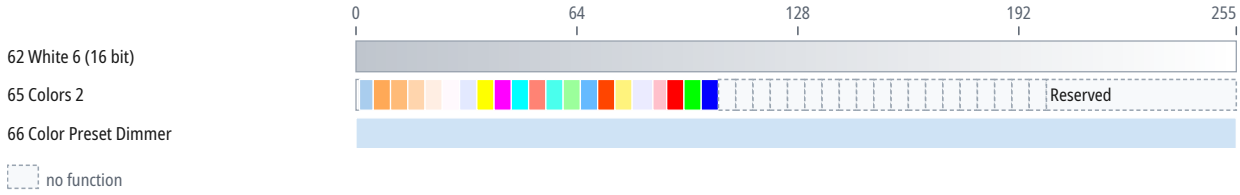
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 7 Dimmer 1 above 0; CH 14 Dimmer 2 above 0; CH 66 Color Preset Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 32, CH 7 Dimmer 1 255, CH 14 Dimmer 2 255, CH 16 Red 1 255, CH 18 Green 1 255, CH 20 Blue 1 255, CH 22 White 1 255, CH 24 Red 2 255, CH 26 Green 2 255, CH 28 Blue 2 255, CH 30 White 2 255, CH 32 Red 3 255, CH 34 Green 3 255, CH 36 Blue 3 255, CH 38 White 3 255, CH 40 Red 4 255, CH 42 Green 4 255, CH 44 Blue 4 255, CH 48 Red 5 255, CH 50 Green 5 255, CH 52 Blue 5 255, CH 54 White 5 255, CH 56 Red 6 255, CH 58 Green 6 255, CH 60 Blue 6 255, CH 62 White 6 255, CH 65 Colors 2 2.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
6	Shutter		Same as CH 6 in the mode “Extended” (p. 11)
7	Dimmer 1		Same as CH 7 in the mode “Extended” (p. 11)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Chase Patterns	0–255	
10	Chase Speed	0–255	
11	Chase Fade	0–255	
12	Zoom		Same as CH 12 in the mode “Extended” (p. 11)
13	Zoom Fine	0–255	Fine adjustment of CH 12
14	Dimmer 2		Same as CH 14 in the mode “Extended” (p. 12)
15	Dimmer 2 Fine	0–255	Fine adjustment of CH 14
16	Red 1	0–255	
17	Red 1 Fine	0–255	Fine adjustment of CH 16
18	Green 1	0–255	
19	Green 1 Fine	0–255	Fine adjustment of CH 18
20	Blue 1	0–255	
21	Blue 1 Fine	0–255	Fine adjustment of CH 20
22	White 1	0–255	
23	White 1 Fine	0–255	Fine adjustment of CH 22
24	Red 2	0–255	
25	Red 2 Fine	0–255	Fine adjustment of CH 24
26	Green 2	0–255	
27	Green 2 Fine	0–255	Fine adjustment of CH 26
28	Blue 2	0–255	
29	Blue 2 Fine	0–255	Fine adjustment of CH 28
30	White 2	0–255	
31	White 2 Fine	0–255	Fine adjustment of CH 30
32	Red 3	0–255	
33	Red 3 Fine	0–255	Fine adjustment of CH 32
34	Green 3	0–255	
35	Green 3 Fine	0–255	Fine adjustment of CH 34

CH	Function	DMX	Description
36	Blue 3	0–255	
37	Blue 3 Fine	0–255	Fine adjustment of CH 36
38	White 3	0–255	
39	White 3 Fine	0–255	Fine adjustment of CH 38
40	Red 4	0–255	
41	Red 4 Fine	0–255	Fine adjustment of CH 40
42	Green 4	0–255	
43	Green 4 Fine	0–255	Fine adjustment of CH 42
44	Blue 4	0–255	
45	Blue 4 Fine	0–255	Fine adjustment of CH 44
46	White 4	0–255	
47	White 4 Fine	0–255	Fine adjustment of CH 46
48	Red 5	0–255	
49	Red 5 Fine	0–255	Fine adjustment of CH 48
50	Green 5	0–255	
51	Green 5 Fine	0–255	Fine adjustment of CH 50
52	Blue 5	0–255	
53	Blue 5 Fine	0–255	Fine adjustment of CH 52
54	White 5	0–255	
55	White 5 Fine	0–255	Fine adjustment of CH 54
56	Red 6	0–255	
57	Red 6 Fine	0–255	Fine adjustment of CH 56
58	Green 6	0–255	
59	Green 6 Fine	0–255	Fine adjustment of CH 58
60	Blue 6	0–255	
61	Blue 6 Fine	0–255	Fine adjustment of CH 60
62	White 6	0–255	
63	White 6 Fine	0–255	Fine adjustment of CH 62
64	Reset	0–255	
65	Colors 2	0	No Fonction
		1–4	No Fonction ... White2700k
		5–9	White2700k
		10–14	White3200k
		15–19	White4200k
		20–24	White5600k
		25–29	White6500k
		30–34	White8000k
		35–39	Yellow
		40–44	Magenta
		45–49	Cyan
		50–54	Salmon
		55–59	Turquoise

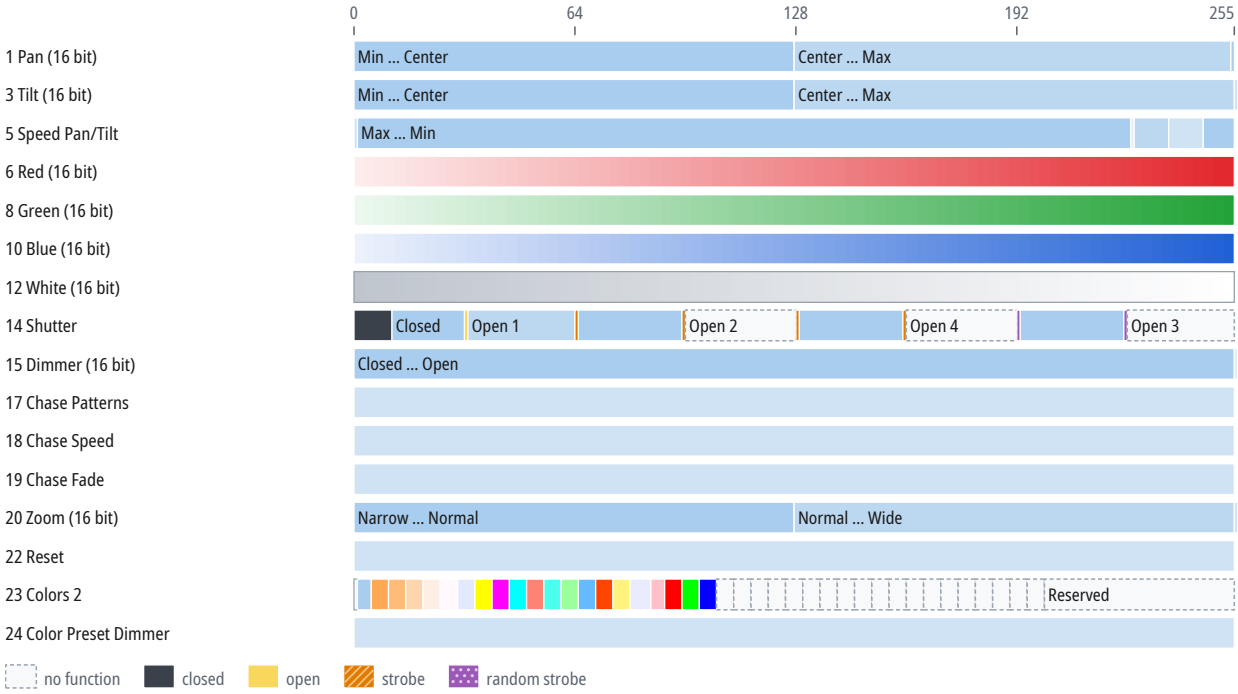
CH	Function	DMX	Description
65	Colors 2 (continued)	60–64	Light Green
		65–69	Steel Blue
		70–74	Orange
		75–79	Straw
		80–85	Pale Lavander
		86–89	Pink
		90–94	Red
		95–99	Green
		100–104	Blue
		105–199	Rainbow
		200–255	Reserved
66	Color Preset Dimmer	0–255	

Mode Standard CP

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 14 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 15 Dimmer above 0; CH 24 Color Preset 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 White 255, CH 14 Shutter 32, CH 15 Dimmer 255, CH 23 Colors 2 2.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3

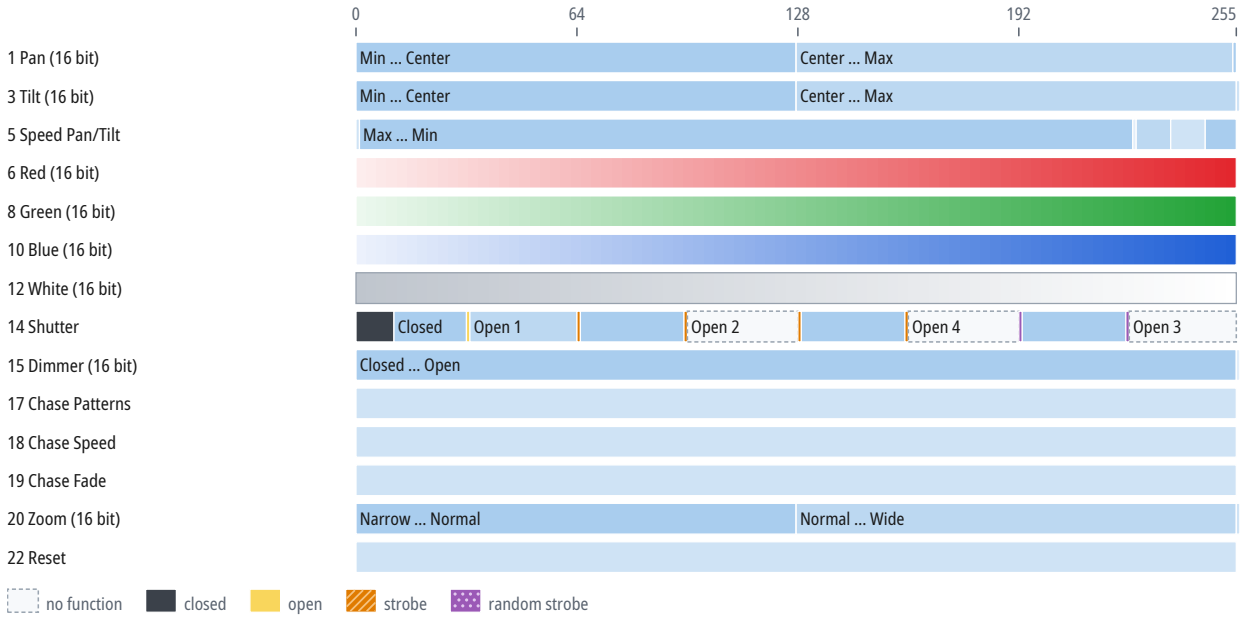
CH	Function	DMX	Description
5	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
6	Red	0–255	
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–255	
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–255	
11	Blue Fine	0–255	Fine adjustment of CH 10
12	White	0–255	
13	White Fine	0–255	Fine adjustment of CH 12
14	Shutter		Same as CH 6 in the mode “Extended” (p. 11)
15	Dimmer	0–255	Closed ... Open
		255	Open
16	Dimmer Fine	0–255	Fine adjustment of CH 15
17	Chase Patterns	0–255	
18	Chase Speed	0–255	
19	Chase Fade	0–255	
20	Zoom		Same as CH 12 in the mode “Extended” (p. 11)
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Reset	0–255	
23	Colors 2		Same as CH 65 in the mode “Extended CP” (p. 16)
24	Color Preset Dimmer	0–255	

Mode Standard

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 14 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 15 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 White 255, CH 14 Shutter 32, CH 15 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
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	White	0–255	
13	White Fine	0–255	Fine adjustment of CH 12
14	Shutter		Same as CH 6 in the mode “Extended” (p. 11)
15	Dimmer		Same as CH 15 in the mode “Standard CP” (p. 18)
16	Dimmer Fine	0–255	Fine adjustment of CH 15
17	Chase Patterns	0–255	
18	Chase Speed	0–255	
19	Chase Fade	0–255	

CH	Function	DMX	Description
20	Zoom		Same as CH 12 in the mode “Extended” (p. 11)
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Reset	0–255	

Mode Basic

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 32 “Open” or 33–63 or 96–127 or 160–191 or 224–255; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 255, CH 8 Shutter 32, CH 9 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
2	Tilt	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
3	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	White	0–255	
8	Shutter		Same as CH 6 in the mode “Extended” (p. 11)

CH	Function	DMX	Description
9	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
10	Chase Patterns	0–255	
11	Chase Speed	0–255	
12	Chase Fade	0–255	
13	Zoom	0	Narrow
		1–127	Narrow ... Normal
		128	Normal
		129–254	Normal ... Wide
		255	Wide
14	Reset	0–255	

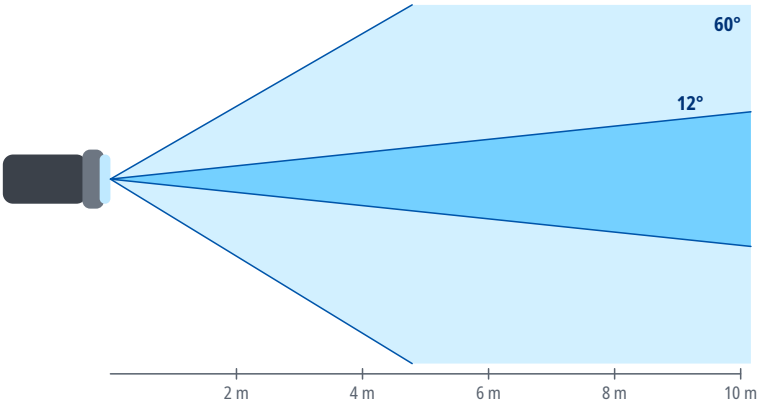
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	12–60°
Pan	540°
Tilt	245°
RDM	yes (manufacturer ID 0x4179, device model ID 0xCA88)
Weight	38 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–25 Hz

Spot diameter



Distance	Ø 12°	Ø 60°
2 m	0.42 m	2.3 m
4 m	0.84 m	4.6 m
6 m	1.3 m	6.9 m
8 m	1.7 m	9.2 m
10 m	2.1 m	11.5 m
15 m	3.2 m	17.3 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.

- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.