DMX REFERENCE

BTX-SUPREME

BTX-Supreme Hybrid

Briteq



Manufacturer	Briteq
GDTF file	Briteq_BTX-Supreme_75498.gdtf
GDTF revision	20241010 · 2024-10-10
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1 About this manual

This document describes the BTX-Supreme Hybrid by Briteq. It was compiled from the GDTF file Briteq_BTX-Supreme_75498.gdtf from the GDTF-Share library.

File revision: “20241010”.

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.

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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	26.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	24	21	1, 25, 49, 73, ...
Extended	35	14	1, 36, 71, 106, ...

No light? Check these channels

- Standard: CH 5 Dimmer above 0; CH 6 Shutter at 6–10, 88–90, 168–170 or 248–255 “Open”
- Extended: CH 6 Dimmer above 0; CH 8 Shutter at 6–10, 88–90, 168–170 or 248–255 “Open”


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

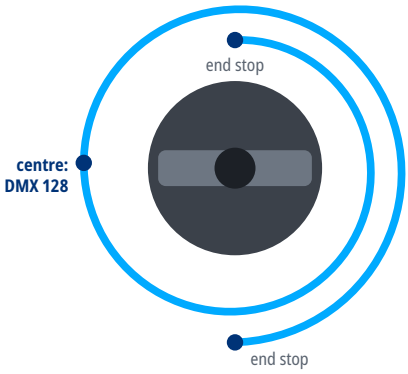
Description in the GDTF file

“BTX-Supreme Hybrid is an extremely bright hybrid moving head for big clubs, concert stages and rental”

Range of movement

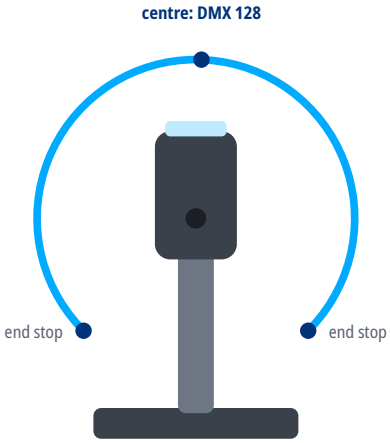
Pan 540°

top view



Tilt 270°

side view



5 Installation

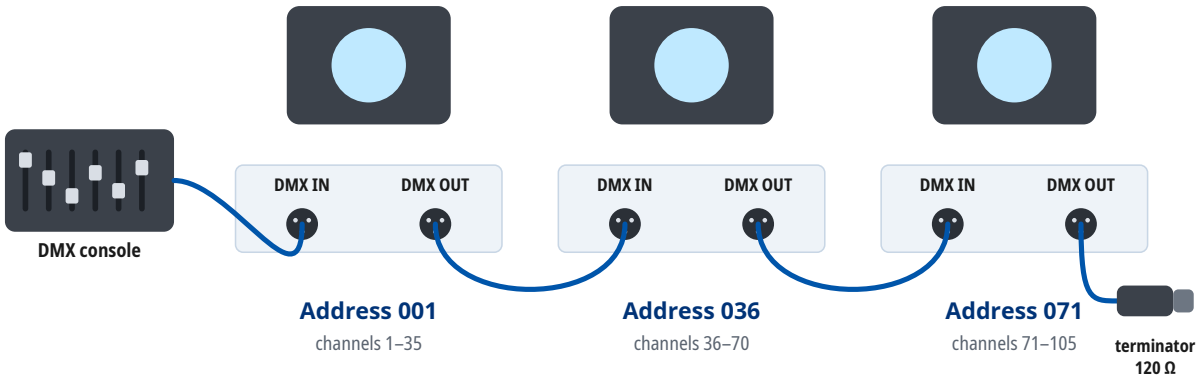
⚠ WARNING

- 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: 26.5 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: every unit occupies 35 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”: 35.
- 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”, you can use, for example, the start addresses 1, 36, 71, 106.
- 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

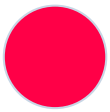
	Standard 24 channels	Extended 35 channels
Pan / Tilt	1, 3	1, 3
Dimmer	5	6
Dimmer resolution	8 bit	16 bit
Shutter / strobe	6	8
Color mixing	7–9	9, 11, 13
Color wheel	10	15
Gobo wheel	11, 12	17, 18
Gobo rotation	13 *	19 *
Prism	16–19	23, 24, 26, 27
Frost	22, 23	33, 34
Zoom	20	29
Focus	21	31
Animation wheel	15	21

* The function works only when another channel switches it on; see the DMX table.

Color wheel



1 Color 1 indexing: White
DMX 0–5

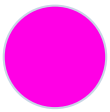


2 Color 1 indexing: Deep Red
DMX 6–9

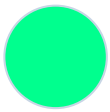


3 Color 1 indexing: Deep Blue
DMX 10–18

4 Color 1 indexing: Yellow
DMX 19–27



5 Color 1 indexing: Magenta
DMX 28–36



6 Color 1 indexing: Green
DMX 37–45



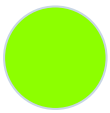
7 Color 1 indexing: Lavender
DMX 46–54



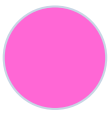
8 Color 1 indexing: Cyan
DMX 55–63



9 Color 1 indexing: Amber
DMX 64–72



10 Color 1 indexing: Mint
DMX 73–81



11 Color 1 indexing: Pink
DMX 82–90



12 Color 1 indexing: Orange
DMX 91–99

13 Color 1 indexing: CTO 3200K
DMX 100–108



14 Congo Blue
DMX 109–118

Gobo wheel 1

1
Static Gobo: Open
DMX 0–5

2 
Static Gobo: Gobo 1
DMX 6–11

3 
Static Gobo: Gobo 2
DMX 12–17

4 
Static Gobo: Gobo 3
DMX 18–23

5 
Static Gobo: Gobo 4
DMX 24–29

6 
Static Gobo: Gobo 5
DMX 30–35

7 
Static Gobo: Gobo 6
DMX 36–41

8 
Static Gobo: Gobo 7
DMX 42–47

9 
Static Gobo: Gobo 8
DMX 48–53

10 
Static Gobo: Gobo 9
DMX 54–59

11 
Static Gobo: Gobo 10
DMX 60–65

12 
Static Gobo: Gobo 11
DMX 66–71

13 
Static Gobo: Gobo 12
DMX 72–77

14 
Gobo 13
DMX 78–84

Gobo wheel 2

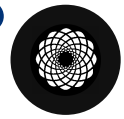
1
Gobo 2 - Index: Open (Beam Mode)
DMX 0–2

2 
Gobo 1 - Index
DMX 5–6

3 
Gobo 2 - Index
DMX 7–8

4 
Gobo 3 - Index
DMX 9–10

5 
Gobo 4 - Index
DMX 11–12

6 
Gobo 5 - Index
DMX 13–14

7 
Gobo 6 - Index
DMX 15–16

8 
Gobo 7 - Index
DMX 17–18

9 
Gobo 8 - Index
DMX 19–20

10 
Gobo 9
DMX 21–23

Animation wheel

1
No Function
DMX 0–1

2 
Animation Wheel index
DMX 3–127

Prism 1

1 
1 facet
Prism A - Rotation
DMX 8–38

2
Prism B - Rotation
DMX 39–69

3
Prism C - Rotation
DMX 70–100

4
Prism D
DMX 101–132

Prism 2



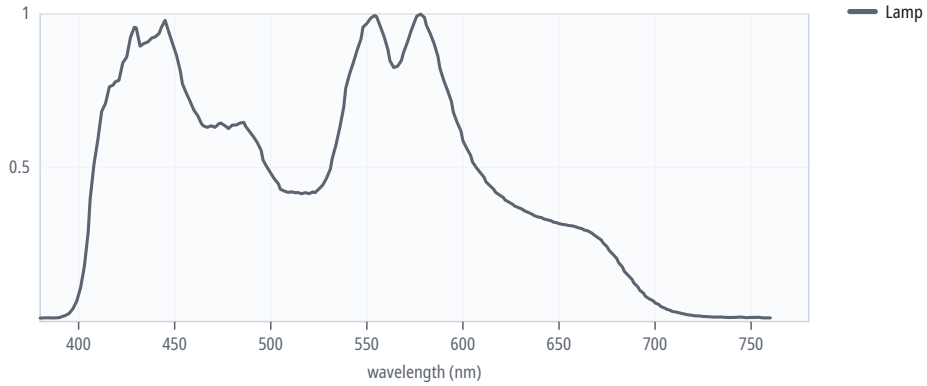
1 — 6 facets
Prism E - Rotation
DMX 8–38

2 — 8 facets
Prism F - Rotation
DMX 39–69

3 — Prism G - Rotation
DMX 70–100

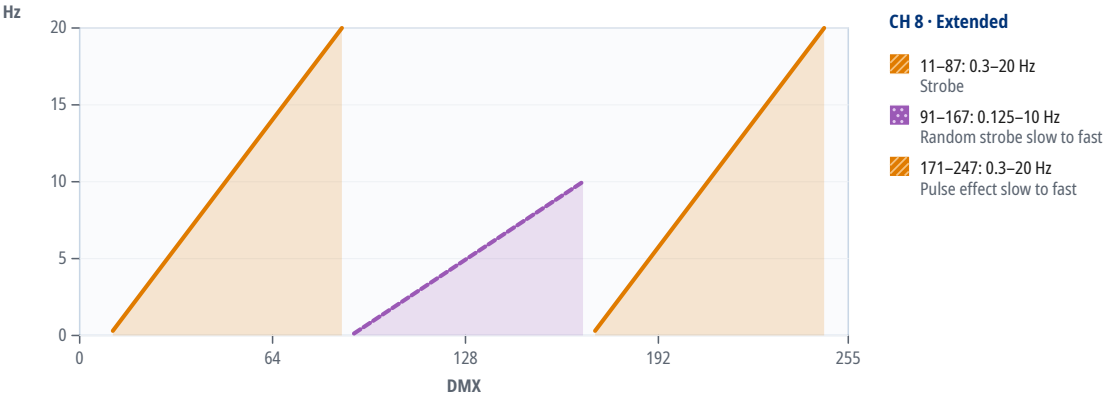
4 — 32 facets
Prism H
DMX 101–132

Spectra of the light sources



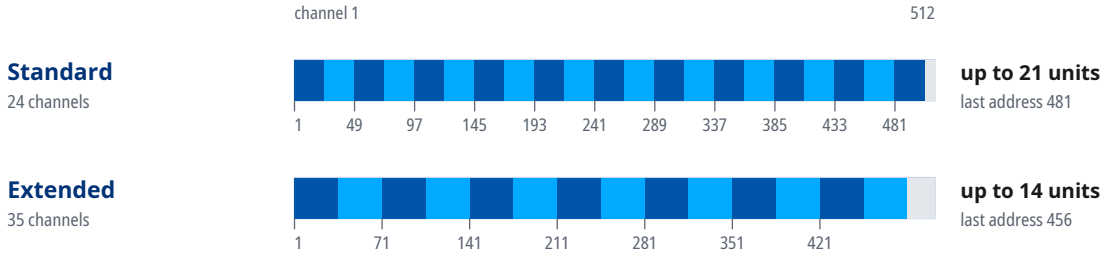
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	176	11	351	16	U2 · 36
2	36	7	211	12	386	17	U2 · 71
3	71	8	246	13	421	18	U2 · 106
4	106	9	281	14	456	19	U2 · 141
5	141	10	316	15	U2 · 1	20	U2 · 176

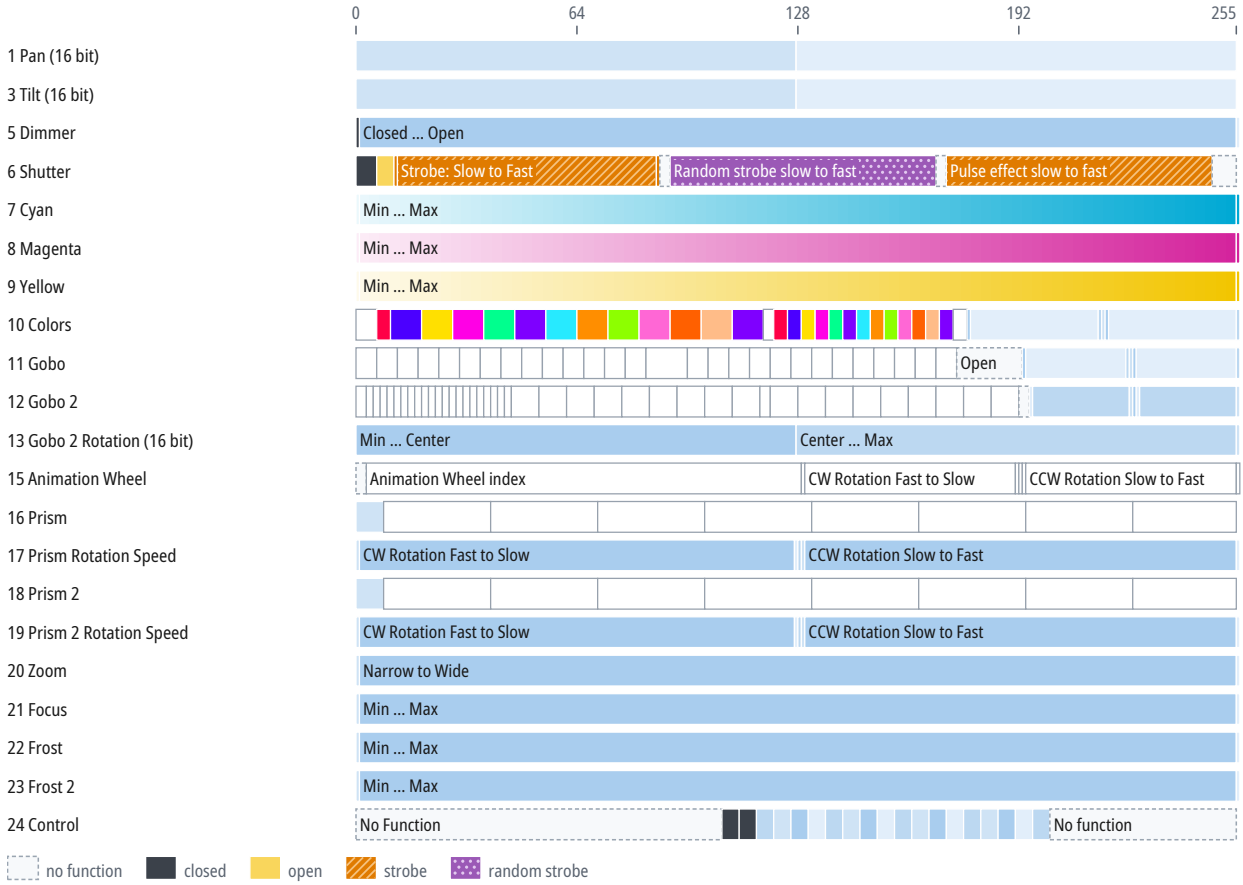
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 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 5 Dimmer above 0; CH 6 Shutter at 6–10, 88–90, 168–170 or 248–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 6 Shutter 8, CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
6	Shutter	0–5	Shutter: Closed
		6–10	Shutter: Open

CH	Function	DMX	Description
6	Shutter (continued)	11	Strobe Min
		12–86	Strobe: Slow to Fast
		87	Strobe Max
		88–90	Shutter: Open
		91–167	Random strobe slow to fast (0.125–10 Hz)
		168–170	Shutter: Open
		171–247	Pulse effect slow to fast (0.3–20 Hz)
		248–255	Shutter: Open
7	Cyan	0	Min
		1–254	Min ... Max
		255	Max
8	Magenta	0	Min
		1–254	Min ... Max
		255	Max
9	Yellow	0	Min
		1–254	Min ... Max
		255	Max
10	Colors	0–5	Color 1 indexing: White
		6–9	Color 1 indexing: Deep Red
		10–18	Color 1 indexing: Deep Blue
		19–27	Color 1 indexing: Yellow
		28–36	Color 1 indexing: Magenta
		37–45	Color 1 indexing: Green
		46–54	Color 1 indexing: Lavender
		55–63	Color 1 indexing: Cyan
		64–72	Color 1 indexing: Amber
		73–81	Color 1 indexing: Mint
		82–90	Color 1 indexing: Pink
		91–99	Color 1 indexing: Orange
		100–108	Color 1 indexing: CTO 3200K
		109–117	Color 1 indexing: Congo Blue
		118–120	Color: White
		121–124	Color: Deep Red
		125–128	Color: Deep Blue
		129–132	Color: Yellow
		133–136	Color: Magenta
		137–140	Color: Green
		141–144	Color: Lavender
		145–148	Color: Cyan
		149–152	Color: Amber
		153–156	Color: Mint
		157–160	Color: Pink

CH	Function	DMX	Description
10	Colors (continued)	161–164	Color: Orange
		165–168	Color: CTO 3200K
		169–172	Color: Congo Blue
		173–176	Color: White
		177	Rotate CW Max
		178–214	Rotate CW fast to Slow
		215	Rotate CW Min
		216	Color 1 Wheel Spin: Stop
		217	Rotate CCW Min
		218–254	Rotate CCW Slow to Fast
		255	Rotate CCW Max
11	Gobo	0–5	Static Gobo: Open
		6–11	Static Gobo: Gobo 1
		12–17	Static Gobo: Gobo 2
		18–23	Static Gobo: Gobo 3
		24–29	Static Gobo: Gobo 4
		30–35	Static Gobo: Gobo 5
		36–41	Static Gobo: Gobo 6
		42–47	Static Gobo: Gobo 7
		48–53	Static Gobo: Gobo 8
		54–59	Static Gobo: Gobo 9
		60–65	Static Gobo: Gobo 10
		66–71	Static Gobo: Gobo 11
		72–77	Static Gobo: Gobo 12
		78–83	Static Gobo: Gobo 13
		84–95	Static Gobo Shake: Open
		96–101	Static Gobo Shake: Gobo 1
		102–107	Static Gobo Shake: Gobo 2
		108–113	Static Gobo Shake: Gobo 3
		114–119	Static Gobo Shake: Gobo 4
		120–125	Static Gobo Shake: Gobo 5
		126–131	Static Gobo Shake: Gobo 6
		132–137	Static Gobo Shake: Gobo 7
		138–143	Static Gobo Shake: Gobo 8
		144–149	Static Gobo Shake: Gobo 9
		150–155	Static Gobo Shake: Gobo 10
		156–161	Static Gobo Shake: Gobo 11
		162–167	Static Gobo Shake: Gobo 12
		168–173	Static Gobo Shake: Gobo 13
		174–192	Open
		193	Rotate CW Max
		194–222	Rotate CW fast to Slow

CH	Function	DMX	Description
11	Gobo (continued)	223	Rotate CW Min
		224	Gobo 1 Wheel Spin: Stop
		225	Rotate CCW Min
		226–254	Rotate CCW Slow to Fast
		255	Rotate CCW Max
12	Gobo 2	0–2	Gobo 2 - Index: Open (Beam Mode)
		3–4	Gobo 2 - Index: Open (Spot Mode)
		5–6	Gobo 1 - Index
		7–8	Gobo 2 - Index
		9–10	Gobo 3 - Index
		11–12	Gobo 4 - Index
		13–14	Gobo 5 - Index
		15–16	Gobo 6 - Index
		17–18	Gobo 7 - Index
		19–20	Gobo 8 - Index
		21–22	Gobo 9 - Index
		23–24	Gobo 2 - Rotation: Open
		25–26	Gobo 1 - Rotation
		27–28	Gobo 2 - Rotation
		29–30	Gobo 3 - Rotation
		31–32	Gobo 4 - Rotation
		33–34	Gobo 5 - Rotation
		35–36	Gobo 6 - Rotation
		37–38	Gobo 7 - Rotation
		39–40	Gobo 8 - Rotation
		41–42	Gobo 9 - Rotation
		43–44	Gobo 2 - Index Shake: Open
		45–52	Gobo 2 - Index Shake: Gobo 1 - Shake
		53–60	Gobo 2 - Index Shake: Gobo 2 - Shake
		61–68	Gobo 2 - Index Shake: Gobo 3 - Shake
		69–76	Gobo 2 - Index Shake: Gobo 4 - Shake
		77–84	Gobo 2 - Index Shake: Gobo 5 - Shake
		85–92	Gobo 2 - Index Shake: Gobo 6 - Shake
		93–100	Gobo 2 - Index Shake: Gobo 7 - Shake
		101–108	Gobo 2 - Index Shake: Gobo 8 - Shake
		109–116	Gobo 2 - Index Shake: Gobo 9 - Shake
		117–119	Gobo 2 - Rotation Shake: Open
		120–127	Gobo 2 - Rotation Shake: Gobo 1 - Shake
		128–135	Gobo 2 - Rotation Shake: Gobo 2 - Shake
		136–143	Gobo 2 - Rotation Shake: Gobo 3 - Shake
		144–151	Gobo 2 - Rotation Shake: Gobo 4 - Shake
		152–159	Gobo 2 - Rotation Shake: Gobo 5 - Shake

CH	Function	DMX	Description
12	Gobo 2 (continued)	160–167	Gobo 2 - Rotation Shake: Gobo 6 - Shake
		168–175	Gobo 2 - Rotation Shake: Gobo 7 - Shake
		176–183	Gobo 2 - Rotation Shake: Gobo 8 - Shake
		184–191	Gobo 2 - Rotation Shake: Gobo 9 - Shake
		192–194	Open
		195	Spin CW Max
		196–223	Spin CW Fast to Slow
		224	Spin CW Min
		225	Gobo 2 - Spin: Stop
		226	Spin CCW Min
		227–254	Spin CCW Slow to Fast
		255	Spin CCW Max
13	Gobo 2 Rotation		When CH 12 is 5–22:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
			When CH 12 is 25–42:
		0–2	No Rotation
		3	CW Rotation Max
		3–128	CW Rotation Fast to Slow
		128	CW Rotation Min
		129	No Rotation
		130	CCW Rotation Min
		130–255	CCW Rotation Slow to Fast
		255	CCW Rotation Max
			When CH 12 is 45–116:
		0–127	Min ... Center
		128–255	Center ... Max
		255	Max
			When CH 12 is 120–191:
		0–2	No Rotation
		3	CW Rotation Max
		3–128	CW Rotation Fast to Slow
		128	CW Rotation Min
		129	No Rotation
		130	CCW Rotation Min
		130–255	CCW Rotation Slow to Fast
		255	CCW Rotation Max
14	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 13
15	Animation Wheel	0–2	No Function
		3–128	Animation Wheel index (540°)

CH	Function	DMX	Description
15	Animation Wheel (continued)	129	CW Rotation Max
		130–190	CW Rotation Fast to Slow
		191	CW Rotation Min
		192	Animation Wheel Spin: Stop
		193	CCW Rotation Min
		194–254	CCW Rotation Slow to Fast
		255	CCW Rotation Max
16	Prism	0–7	Prism Wheel 1 Rotation: Open
		8–38	Prism A - Rotation
		39–69	Prism B - Rotation
		70–100	Prism C - Rotation
		101–131	Prism D - Rotation
		132–162	Prism A - Index
		163–193	Prism B - Index
		194–224	Prism C - Index
		225–255	Prism D - Index
17	Prism Rotation Speed		When CH 16 is 8–131:
		0	CW Rotation Max
		1–126	CW Rotation Fast to Slow
		127	CW Rotation Min
		128	Stop
		129	CCW Rotation Min
		130–254	CCW Rotation Slow to Fast
		255	CCW Rotation Max
			When CH 16 is 132–255:
		0–255	Prism 1 - Index (540°)
18	Prism 2	0–7	Prism Wheel 2 Rotation: Open
		8–38	Prism E - Rotation
		39–69	Prism F - Rotation
		70–100	Prism G - Rotation
		101–131	Prism H - Rotation
		132–162	Prism E - Index
		163–193	Prism F - Index
		194–224	Prism G - Index
		225–255	Prism H - Index
19	Prism 2 Rotation Speed		When CH 18 is 8–131:
		0	CW Rotation Max
		1–126	CW Rotation Fast to Slow
		127	CW Rotation Min
		128	Stop
		129	CCW Rotation Min
		130–254	CCW Rotation Slow to Fast

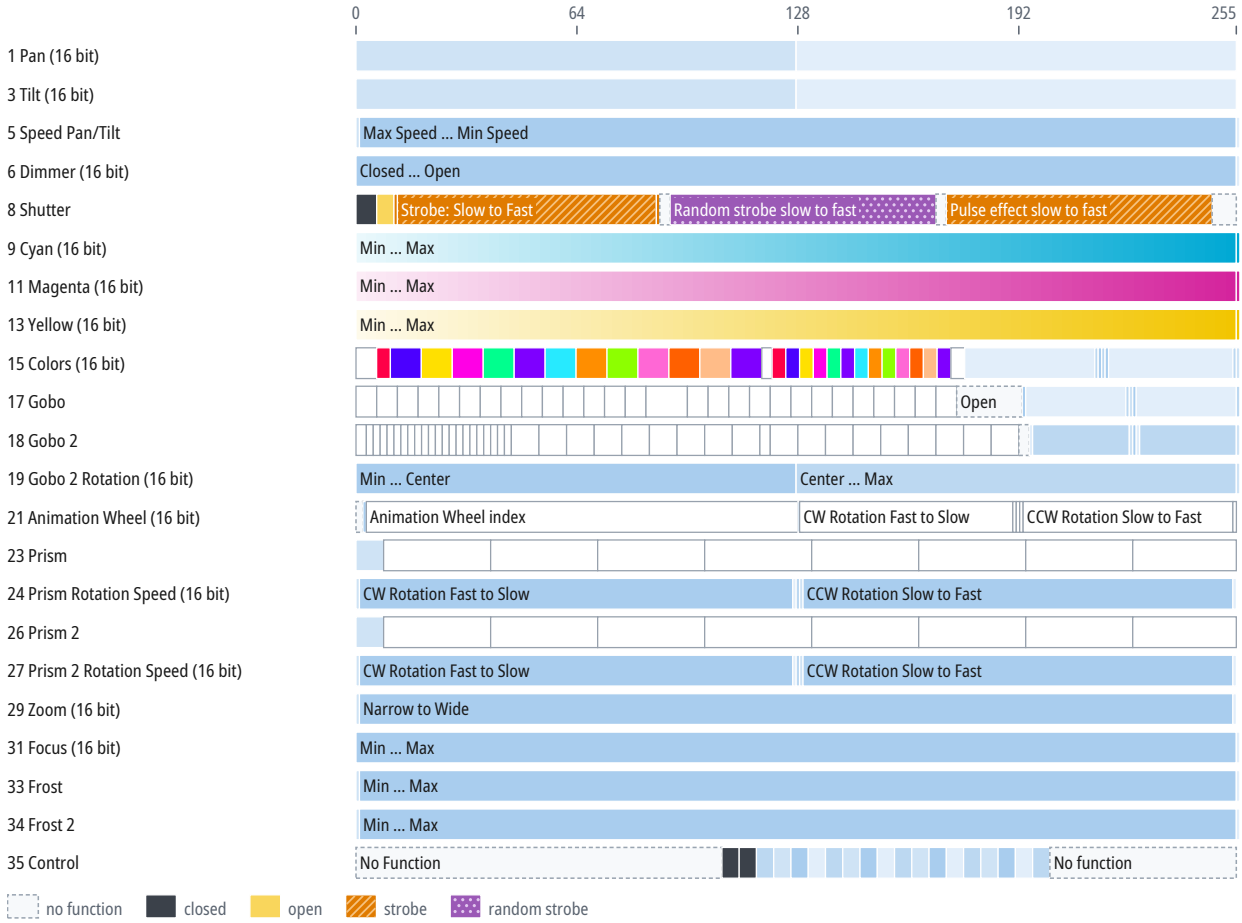
CH	Function	DMX	Description
19	Prism 2 Rotation Speed (continued)	255	CCW Rotation Max
			When CH 18 is 132–255:
		0–255	Prism 1 - Index (540°)
20	Zoom	0	Narrow
		1–254	Narrow to Wide
		255	Wide
21	Focus	0	Min
		1–254	Min ... Max
		255	Max
22	Frost	0	Min
		1–254	Min ... Max
		255	Max
23	Frost 2	0	Min
		1–254	Min ... Max
		255	Max
24	Control	0–105	No Function
		106–110	Blackout while moving On
		111–115	Blackout while moving Off
		116–120	Display On
		121–125	Display Off
		126–130	Fan Mode Auto
		131–135	Fan Mode Full
		136–140	Standard CRI
		141–145	High CRI
		146–150	Lamp On
		151–155	Lamp Off
		156–160	Full @470W
		161–165	Eco @360W
		166–170	Reset Pan/Tilt
		171–175	Reset Color Wheel
		176–180	Reset CMY
		181–185	Reset Gobo + Animation Wheel
		186–190	Reset Dimmer + Shutter
		191–195	Reset Prisms + Focus + Frost
		196–200	Reset All Funtions
		201–255	No function

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 Dimmer above 0; CH 8 Shutter at 6–10, 88–90, 168–170 or 248–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 8, CH 9 Cyan 0, CH 11 Magenta 0, CH 13 Yellow 0, CH 15 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Pan/Tilt Speed
		0	Max Speed
		1–254	Max Speed ... Min Speed
		255	Min Speed
6	Dimmer	0–255	Closed ... Open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 6 in the mode “Standard” (p. 11)

CH	Function	DMX	Description
9	Cyan	0–255	Min … Max
		255	Max
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Magenta	0–255	Min … Max
		255	Max
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow	0–255	Min … Max
		255	Max
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	Colors	0–5	Color 1 indexing: White
		6–9	Color 1 indexing: Deep Red
		10–18	Color 1 indexing: Deep Blue
		19–27	Color 1 indexing: Yellow
		28–36	Color 1 indexing: Magenta
		37–45	Color 1 indexing: Green
		46–54	Color 1 indexing: Lavender
		55–63	Color 1 indexing: Cyan
		64–72	Color 1 indexing: Amber
		73–81	Color 1 indexing: Mint
		82–90	Color 1 indexing: Pink
		91–99	Color 1 indexing: Orange
		100–108	Color 1 indexing: CTO 3200K
		109–117	Color 1 indexing: Congo Blue
		118–120	Color: White
		121–124	Color: Deep Red
		125–128	Color: Deep Blue
		129–132	Color: Yellow
		133–136	Color: Magenta
		137–140	Color: Green
		141–144	Color: Lavender
		145–148	Color: Cyan
		149–152	Color: Amber
		153–156	Color: Mint
		157–160	Color: Pink
		161–164	Color: Orange
		165–168	Color: CTO 3200K
		169–172	Color: Congo Blue
		173–176	Color: White
		177	Rotate CW Max
		177–214	Rotate CW fast to Slow
		214–215	Rotate CW fast to Slow … Rotate CW Min
		215–216	Rotate CW Min … Stop

CH	Function	DMX	Description
15	Colors (continued)	216	Color 1 Wheel Spin: Stop
		216–217	Stop ... Rotate CCW Min
		217–218	Rotate CCW Min ... Rotate CCW Slow to Fast
		218–254	Rotate CCW Slow to Fast
		254–255	Rotate CCW Slow to Fast ... Rotate CCW Max
		255	Rotate CCW Max
16	Colors Fine	0–255	Fine adjustment of CH 15
17	Gobo		Same as CH 11 in the mode “Standard” (p. 13)
18	Gobo 2		Same as CH 12 in the mode “Standard” (p. 14)
19	Gobo 2 Rotation		When CH 18 is 5–22:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
			When CH 18 is 25–42:
		0–2	No Rotation
		3	CW Rotation Max
		3–128	CW Rotation Fast to Slow
		128	CW Rotation Min
		129	No Rotation
		130	CCW Rotation Min
		130–255	CCW Rotation Slow to Fast
		255	CCW Rotation Max
			When CH 18 is 45–116:
		0–127	Min ... Center
		128–255	Center ... Max
		255	Max
			When CH 18 is 120–191:
		0–2	No Rotation
		3	CW Rotation Max
		3–128	CW Rotation Fast to Slow
		128	CW Rotation Min
		129	No Rotation
		130	CCW Rotation Min
		130–255	CCW Rotation Slow to Fast
		255	CCW Rotation Max
20	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 19
21	Animation Wheel	0–2	No Function
		2–3	Animation Wheel
		3–128	Animation Wheel index
		129	CW Rotation Max
		129–190	CW Rotation Fast to Slow

CH	Function	DMX	Description
21	Animation Wheel (continued)	191	CW Rotation Min
		192	Animation Wheel Spin: Stop
		193	CCW Rotation Min
		194–254	CCW Rotation Slow to Fast
		255	CCW Rotation Max
22	Animation Wheel Fine	0–255	Fine adjustment of CH 21
23	Prism		Same as CH 16 in the mode “Standard” (p. 16)
24	Prism Rotation Speed		When CH 23 is 8–131:
		0	CW Rotation Max
		1–126	CW Rotation Fast to Slow
		127	CW Rotation Min
		128	Stop
		129	CCW Rotation Min
		130–254	CCW Rotation Slow to Fast
		255	CCW Rotation Max
			When CH 23 is 132–255:
		0–255	Prism 1 - Index (540°)
25	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 24
26	Prism 2		Same as CH 18 in the mode “Standard” (p. 16)
27	Prism 2 Rotation Speed		When CH 26 is 8–131:
		0	CW Rotation Max
		1–126	CW Rotation Fast to Slow
		127	CW Rotation Min
		128	Stop
		129	CCW Rotation Min
		130–254	CCW Rotation Slow to Fast
		255	CCW Rotation Max
			When CH 26 is 132–255:
		0–255	Prism 1 - Index (540°)
28	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 27
29	Zoom		Same as CH 20 in the mode “Standard” (p. 17)
30	Zoom Fine	0–255	Fine adjustment of CH 29
31	Focus	0–255	Min ... Max
		255	Max
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Frost		Same as CH 22 in the mode “Standard” (p. 17)
34	Frost 2		Same as CH 23 in the mode “Standard” (p. 17)
35	Control		Same as CH 24 in the mode “Standard” (p. 17)

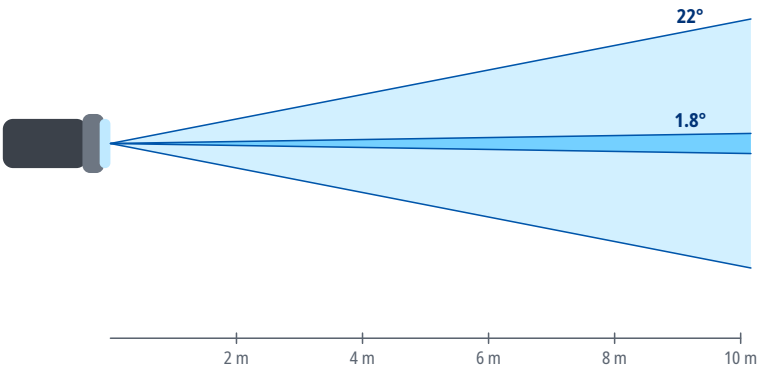
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	471 W
Luminous flux	149,074 lm
Color temperature	5,100 K
Color rendering index (CRI)	95
Optics	
Zoom	1.8–22°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x2122, device model ID 0x0039)
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	26.5 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.3–25 Hz
Color wheel rotation	up to 470 °/s (78 rpm)
Gobo wheel 1 rotation	up to 470 °/s (78 rpm)
Gobo wheel 2 rotation	up to 470 °/s (78 rpm)
Prism 1 rotation	up to 55 °/s (9.2 rpm)
Prism 2 rotation	up to 55 °/s (9.2 rpm)
Animation wheel rotation	up to 470 °/s (78 rpm)

Spot diameter



Distance	Ø 1.8°	Ø 22°
2 m	0.06 m	0.78 m
4 m	0.13 m	1.6 m
6 m	0.19 m	2.3 m
8 m	0.25 m	3.1 m
10 m	0.31 m	3.9 m
15 m	0.47 m	5.8 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.