DMX REFERENCE

Stradale Profile

CC Binder



Manufacturer	CC Binder
GDTF file	CC_Binder_Stradale_Profile_105795.gdtf
GDTF revision	2025-07-29
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 8
9 DMX channels 11
Mode Stradale - Extended 12
Mode Standard_540 22
10 Technical specifications 26
11 Maintenance and cleaning 27
12 Troubleshooting 28
13 Disposal 28

1 About this manual

This document describes the Stradale Profile by CC Binder. It was compiled from the GDTF file CC_Binder_Stradale_Profile_105795.gdtf from the GDTF-Share library.

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 CC Binder; 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	580 W
Weight	23.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Stradale - Extended	65	7	1, 66, 131, 196, ...
Standard_540	42	12	1, 43, 85, 127, ...

No light? Check these channels

- Stradale - Extended: CH 8 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 9 Dimmer above 0
- Standard_540: CH 7 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 8 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: 100–240 V, 50/60 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.

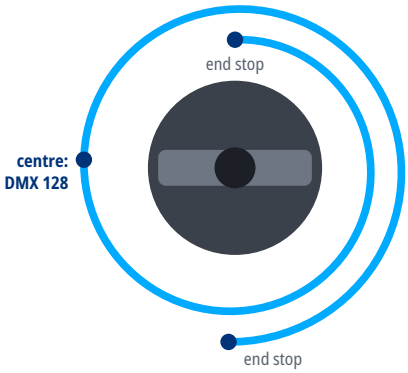
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

Pan 542°

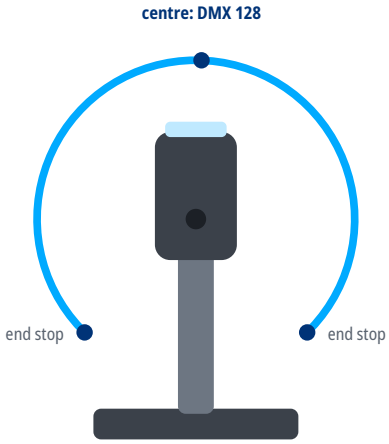
top view



full travel in 3.2 s

Tilt 271°

side view



full travel in 1.7 s

Full-travel times as stated in the GDTF file.

5 Installation

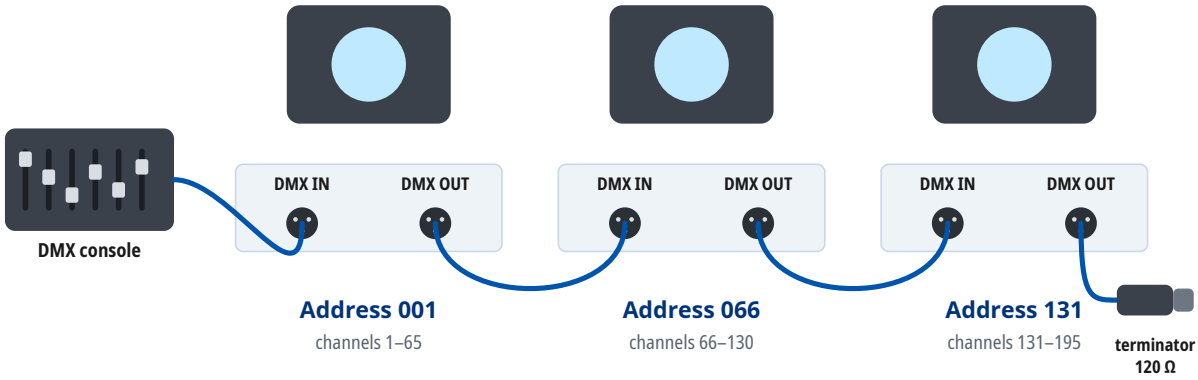
⚠ WARNING

- 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: 23.5 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 Stradale - Extended: every unit occupies 65 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 “Stradale - Extended”: 65.
- 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 “Stradale - Extended”, you can use, for example, the start addresses 1, 66, 131, 196.
- 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

	Stradale - Extended 65 channels	Standard_540 42 channels
Pan / Tilt	1, 3, 6, 7	1, 3, 5, 6
Dimmer	9	8
Shutter / strobe	8	7
Color mixing	19, 21, 23	16–18
Color temperature	25	19
Color wheel	17, 27	14, 20
Gobo wheel	32, 35	21, 24
Gobo rotation	33	22
Prism	39, 40, 42, 43	27–30
Frost	45, 46	31, 32
Zoom	11	10
Focus	13, 15, 16	12
Iris	37	26
Animation wheel	36	25

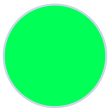
Color wheel 1

1.
Color 1: Open
DMX 0–3

2.
QuarterCTB
DMX 4–7

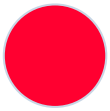
3. 
Color 1: Magenta
DMX 8–11

4. 
Color 1: Congo Blue
DMX 12–15

5. 
Color 1: Green
DMX 16–19

6. 
Color 1: Orange
DMX 20–23

7. 
Color 1: Blue
DMX 24–27

8. 
Red
DMX 28–32

Gobo wheel 1

1.
Gobo: OPEN
DMX 0–9

2. 
Dot Line 7
DMX 10–13

3. 
Star Field
DMX 14–17

4. 
Nested Triangle
DMX 18–21

5. 
Breaking Glass
DMX 22–25

6. 
Gobo: Bread Stix
DMX 26–29

7. 
Circle of square
DMX 30–33

8. 
Nested Rings Yellow
DMX 34–37

9. 
CMY Liquid Effect
DMX 38–41

10. 
Glass Animation
DMX 42–46

Gobo wheel 2

1.
   Gobo: OPEN
   DMX 0–9
2. 
   Gobo: Conical Tunnel Effect
   DMX 10–17
3. 
   Gobo: Smoke Rings
   DMX 18–25
4. 
   Gobo: Fireworks
   DMX 26–33
5. 
   Gobo: Abstract Square
   DMX 34–41
6. 
   Gobo: Iron Filings
   DMX 42–49
7. 
   Gobo: Lost In The Brain
   DMX 50–57
8. 
   Gobo: Deep Forest
   DMX 58–65
9. 
   Tree Bark
   DMX 66–73
10. 
    Gobo: Abstract Speck
    DMX 74–81
11. 
    Zebra Stripes
    DMX 82–90

Prism 1

1.
   Open
   DMX 0–127
2. 
   5 facets
   5-Facet
   DMX 128–255

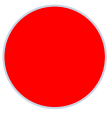
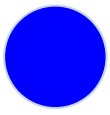
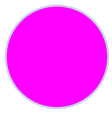
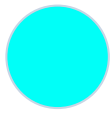
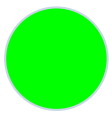
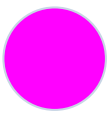
Prism 2

1.
   Open
   DMX 0–127
2. 
   4 facets
   Linear
   DMX 128–255

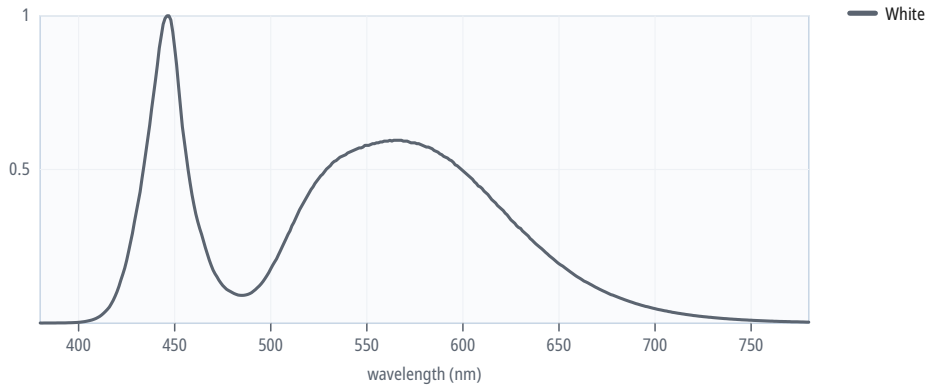
Animation wheel

1. 
   CW max
   DMX 8

Color wheel 2

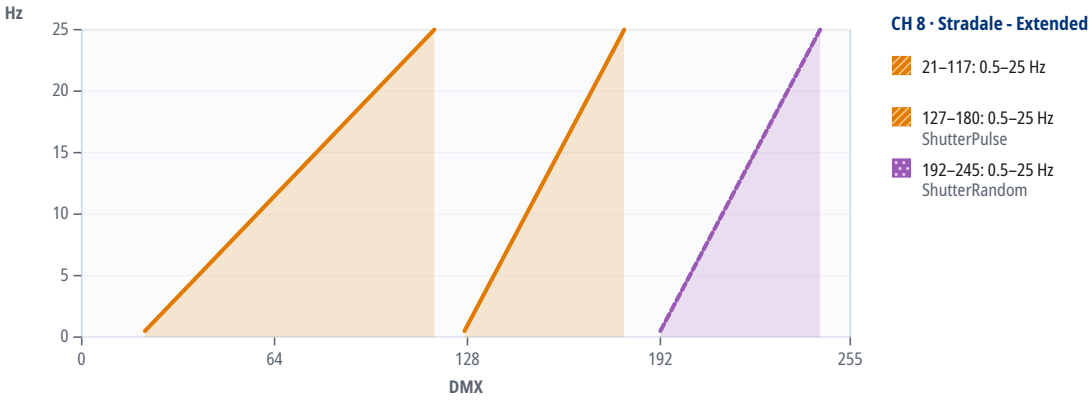
1.
   White
   DMX 120–132
2.
   Yellow
   DMX 133–145
3. 
   Red
   DMX 146–158
4. 
   Blue
   DMX 159–172
5. 
   Magenta
   DMX 173–185
6. 
   Cyan
   DMX 186–198
7. 
   Green
   DMX 199–212
8.
   Yellow 2
   DMX 213–225
9. 
   Magenta 2
   DMX 226–238
10.
    White 1
    DMX 239

Spectra of the light sources



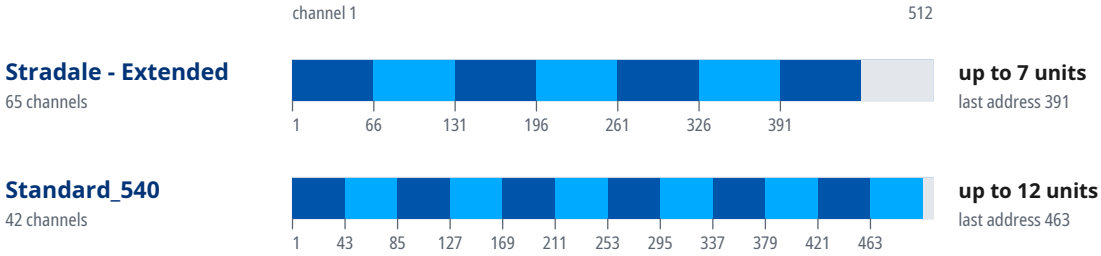
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Stradale - Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	326	11	U2 · 196	16	U3 · 66
2	66	7	391	12	U2 · 261	17	U3 · 131
3	131	8	U2 · 1	13	U2 · 326	18	U3 · 196
4	196	9	U2 · 66	14	U2 · 391	19	U3 · 261
5	261	10	U2 · 131	15	U3 · 1	20	U3 · 326

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 Stradale - Extended

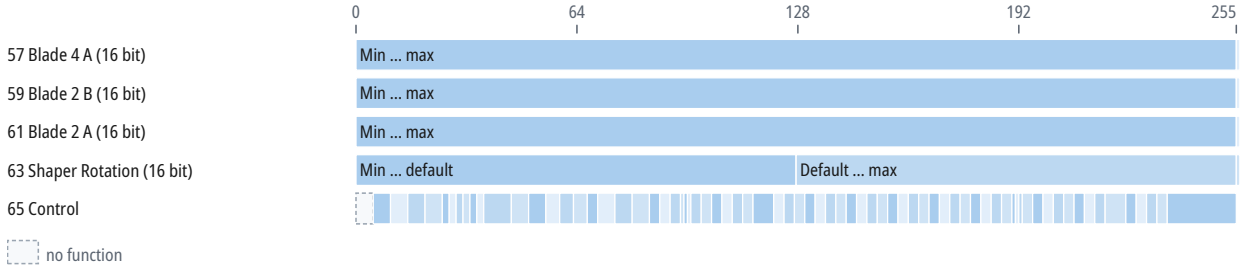
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 11–20, 118–126, 181–191 or 246–255 “open”; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 11, CH 9 Dimmer 255, CH 17 Colors 0, CH 19 Cyan 0, CH 21 Magenta 0, CH 23 Yellow 0, CH 25 CTO 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
		246–255	No function
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	Tilt Rotation	0–31	Tilt CR Stop
		32	Stop by SpinOut
		33–84	Stop by SpinOut ... Stop by ShortCut
		85	Stop by ShortCut
		86–127	Tilt CR Stop
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause

CH	Function	DMX	Description
7	Tilt Rotation (continued)	194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
8	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
		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
9	Dimmer	0–255	Closed ... open
		255	Open
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Zoom	0–127	Narrow ... mid
		128–255	Mid ... wide
		255	Wide
12	Zoom Fine	0–255	Fine adjustment of CH 11
13	Focus		When CH 15 is 0–50:
		0–127	Near ... mid
		128–255	Mid ... far
		255	Far
			When CH 15 is 51–255:
		0–255	
14	Focus Fine	0–255	Fine adjustment of CH 13
15	Focus Distance	0–50	No Auto Focus
		51–100	5m
		101–150	7_5m
		151–200	10m
		201–255	15m
16	Focus Adjust		When CH 15 is 51–255:
		0	Near
		1–127	Near ... mid
		128	Mid
		129–254	Mid ... far

CH	Function	DMX	Description
16	Focus Adjust (continued)	255	Far
			When CH 15 is 0–50:
		0–255	
17	Colors	0–3	Color 1: Open
		4–7	QuarterCTB
		8–11	Color 1: Magenta
		12–15	Color 1: Congo Blue
		16–19	Color 1: Green
		20–23	Color 1: Orange
		24–27	Color 1: Blue
		28–31	Color 1: Red
		32–43	Color 1 Index: Open
		44–55	Quarter CTB
		56–67	Color 1 Index: Magenta
		68–79	Color 1 Index: Congo Blue
		80–91	Color 1 Index: Green
		92–103	Color 1 Index: Orange
		104–115	Color 1 Index: Blue
		116–127	Color 1 Index: Red
		128–189	CW max ... CW min
		189	CW min
		190–193	Rainbow: stop
		194–255	CCW min ... CCW max
		255	CCW max
18	Colors Fine	0–255	Fine adjustment of CH 17
19	Cyan	0–255	Min ... Max
		255	Max
20	Cyan Fine	0–255	Fine adjustment of CH 19
21	Magenta	0–255	Min ... Max
		255	Max
22	Magenta Fine	0–255	Fine adjustment of CH 21
23	Yellow	0–255	Min ... Max
		255	Max
24	Yellow Fine	0–255	Fine adjustment of CH 23
25	CTO	0–255	Min ... Max
		255	Max
26	CTO Fine	0–255	Fine adjustment of CH 25
27	Color Temperature	0–119	Mix ... Max
		119	CTP: Max
		120–132	White
		133–145	Yellow
		146–158	Red

CH	Function	DMX	Description
27	Color Temperature (continued)	159–172	Blue
		173–185	Magenta
		186–198	Cyan
		199–212	Green
		213–225	Yellow 2
		226–239	Magenta 2
		239	White 1
		240–255	Color 1 Effect Shake
28	Color Temperature Fine	0–255	Fine adjustment of CH 27
29	Undefined	0	
30	Undefined Fine	0–255	Fine adjustment of CH 29
31	Undefined Fine 2	0–255	
32	Gobo	0–9	Gobo: OPEN
		10–13	Dot Line 7
		14–17	Star Field
		18–21	Nested Triangle
		22–25	Breaking Glass
		26–29	Gobo: Bread Stix
		30–33	Circle of square
		34–37	Nested Rings Yellow
		38–41	CMY Liquid Effect
		42–45	Gobo: Glass Animation
		46–61	DotLine7 (0.5–10 Hz)
		62–77	StarDust (0.5–10 Hz)
		78–93	NestedTriangle (0.5–10 Hz)
		94–109	Infinite Stairs (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	NestedRingY (0.5–10 Hz)
		158–173	CMYLiquidEffect (0.5–10 Hz)
		174–189	Gobo 1 Shake: Glass Animation (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
33	Gobo Rotation	0–127	Gobo 1 Index (360°)
		128–189	CW max ... CW min
		189	CW min
		190–193	Gobo 1 Rotation: stop

CH	Function	DMX	Description
33	Gobo Rotation (continued)	194–255	CCW min ... CCW max
		255	CCW max
34	Gobo Rotation Fine	0–255	Fine adjustment of CH 33
35	Gobo 2	0–9	Gobo: OPEN
		10–17	Gobo: Conical Tunnel Effect
		18–25	Gobo: Smoke Rings
		26–33	Gobo: Fireworks
		34–41	Gobo: Abstract Square
		42–49	Gobo: Iron Filings
		50–57	Gobo: Lost In The Brain
		58–65	Gobo: Deep Forest
		66–73	Tree Bark
		74–81	Gobo: Abstract Speck
		82–89	Gobo: Zebra Stripes
		90–99	Gobo 2 Shake: Conical Tunnel Effect (0.5–10 Hz)
		100–109	Gobo 2 Shake: Smoke Rings (0.5–10 Hz)
		110–119	Gobo 2 Shake: Fireworks (0.5–10 Hz)
		120–129	Gobo 2 Shake: Abstract Square (0.5–10 Hz)
		130–139	Gobo 2 Shake: Iron Filings (0.5–10 Hz)
		140–149	Gobo 2 Shake: Lost In The Brain (0.5–10 Hz)
		150–159	Gobo 2 Shake: Deep Forest (0.5–10 Hz)
		160–169	Tree Bark 1 (0.5–10 Hz)
		170–179	Gobo 2 Shake: Abstract Speck (0.5–10 Hz)
		180–189	Gobo 2 Shake: Zebra Stripes (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
36	Animation Wheel	0–7	Animation: open
		8	CW max
		9–126	CW max ... CW min
		127	CW min
		128–135	Animation: stop
		136	CCW min
		137–254	CCW min ... CCW max
		255	CCW max
37	Iris	0–191	Iris: open ... close
		191	Iris: close
		192–223	Pulse max ... pulse min

CH	Function	DMX	Description
37	Iris (continued)	223	Pulse min
		224–255	Pulse slow ... Pulse fast
		255	Pulse fast
38	Iris Fine	0–255	Fine adjustment of CH 37
39	Prism	0–127	Open
		128–255	5-Facet
40	Prism Rotation	0–127	Prism 1 Index (360°)
		128–189	CW max ... CW min
		189	CW min
		190–193	Prism 1 Rotation: stop
		194–255	CCW min ... CCW max
		255	CCW max
41	Prism Rotation Fine	0–255	Fine adjustment of CH 40
42	Prism 2	0–127	Open
		128–255	Linear
43	Prism 2 Rotation	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
44	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 43
45	Frost	0	Open
		1–254	Open ... Light Frost
		255	Light Frost
46	Frost 2	0	Open
		1–254	Open ... Heavy Frost
		255	Heavy Frost
47	Blade 3 B	0–255	Min ... max
		255	Max
48	Blade 3 B Fine	0–255	Fine adjustment of CH 47
49	Blade 3 A	0–255	Min ... max
		255	Max
50	Blade 3 A Fine	0–255	Fine adjustment of CH 49
51	Blade 1 B	0–255	Min ... max
		255	Max
52	Blade 1 B Fine	0–255	Fine adjustment of CH 51
53	Blade 1 A	0–255	Min ... max
		255	Max
54	Blade 1 A Fine	0–255	Fine adjustment of CH 53
55	Blade 4 B	0–255	Min ... max
		255	Max

CH	Function	DMX	Description
56	Blade 4 B Fine	0–255	Fine adjustment of CH 55
57	Blade 4 A	0–255	Min ... max
		255	Max
58	Blade 4 A Fine	0–255	Fine adjustment of CH 57
59	Blade 2 B	0–255	Min ... max
		255	Max
60	Blade 2 B Fine	0–255	Fine adjustment of CH 59
61	Blade 2 A	0–255	Min ... max
		255	Max
62	Blade 2 A Fine	0–255	Fine adjustment of CH 61
63	Shaper Rotation	0–127	Min ... default
		128–255	Default ... max
		255	Max
64	Shaper Rotation Fine	0–255	Fine adjustment of CH 63
65	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
		37–44	Fan Control Mode: unused
		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
		75–79	Gobo Correction On
		80–84	All Motor Reset
		85–87	Scan Motor Reset
		88–90	Color Motor Reset
		91–93	Gobo Motor Reset
		94	Motor Reset: unused
		95	Reset P/T Fade Off
		96	Reset P/T Fade ON
		97–99	Other Motor Reset

CH	Function	DMX	Description
65	Control (continued)	100–102	Frost progressive OFF
		103–105	Frost progressive ON
		106–108	CMY speed Fast
		109–111	CMY speed Medium
		112–114	CMY speed Slow
		115–120	Unused
		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
		145–147	Tilt Degree 540
		148–150	Tilt Degree 270
		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 Medium
		184–186	Pan/Tilt Spd Fast
		187–189	Pan/Tilt Spd Slow
		190	Pan/Tilt Spd FS Mode
		191	Pan/Tilt Spd Tracking 360
		192	Pan/Tilt Speed
		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
		217–222	Defog Option
		223–225	CMY Path Shortcut

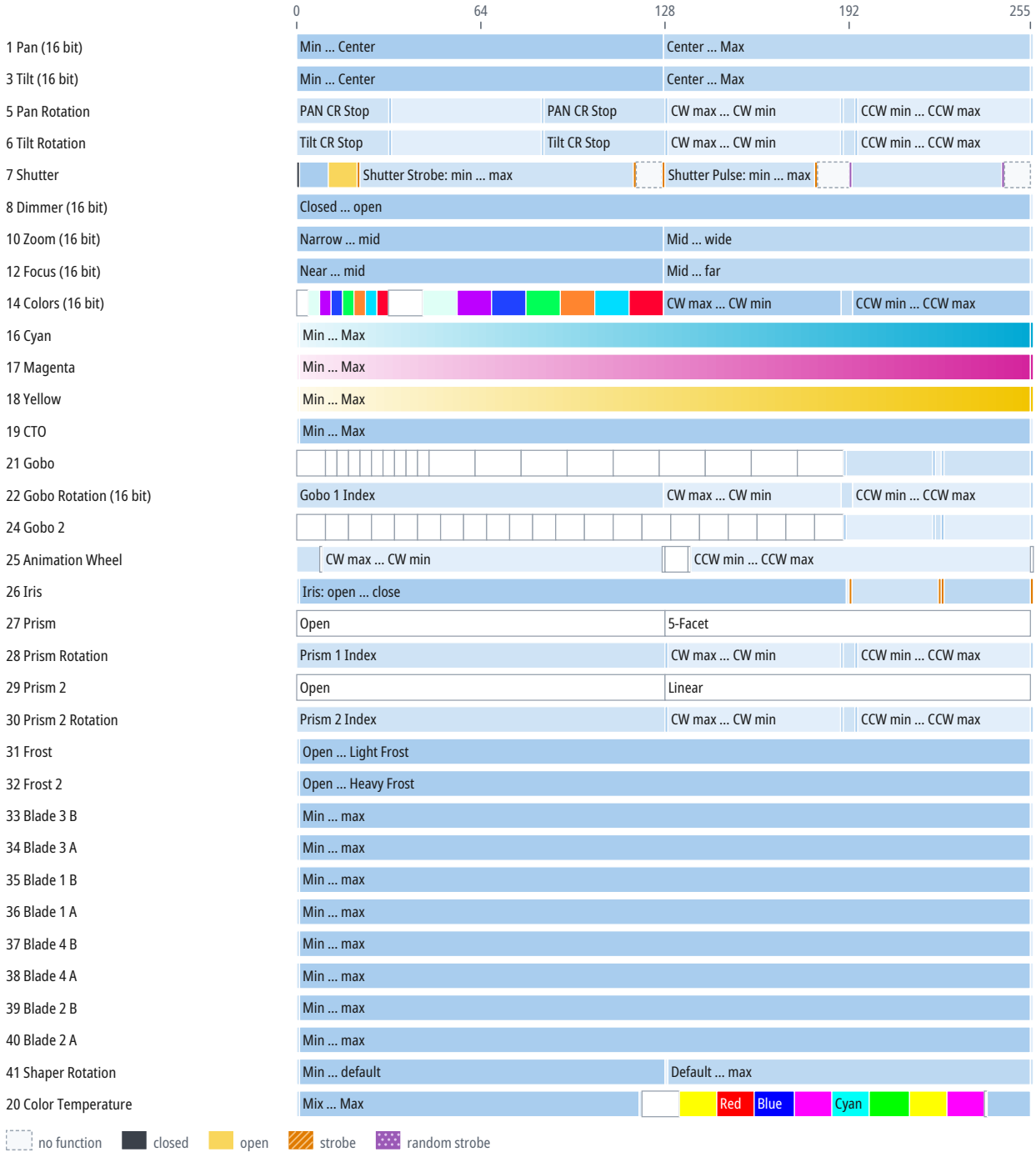
CH	Function	DMX	Description
65	Control (continued)	226–228	CMY Path Spinout
		229–231	Pan Degree 360SC
		232–234	Tilt Degree 360SC
		235–255	PAN/TILT 360 SC

Mode Standard_540

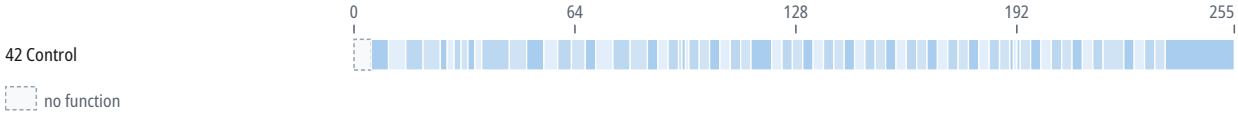
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 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 14 Colors 0, CH 16 Cyan 0, CH 17 Magenta 0, CH 18 Yellow 0, CH 19 CTO 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Stradale - Extended” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Stradale - Extended” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 6 in the mode “Stradale - Extended” (p. 13)
6	Tilt Rotation		Same as CH 7 in the mode “Stradale - Extended” (p. 13)
7	Shutter		Same as CH 8 in the mode “Stradale - Extended” (p. 14)
8	Dimmer		Same as CH 9 in the mode “Stradale - Extended” (p. 14)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Zoom		Same as CH 11 in the mode “Stradale - Extended” (p. 14)
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Focus	0–127	Near ... mid
		128–255	Mid ... far
		255	Far
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Colors		Same as CH 17 in the mode “Stradale - Extended” (p. 15)
15	Colors Fine	0–255	Fine adjustment of CH 14
16	Cyan	0	Min
		1–254	Min ... Max
		255	Max
17	Magenta	0	Min
		1–254	Min ... Max
		255	Max
18	Yellow	0	Min
		1–254	Min ... Max
		255	Max
19	CTO	0	Min
		1–254	Min ... Max
		255	Max
20	Color Temperature	0	Mix
		1–118	Mix ... Max
		119	CTP: Max
		120–132	White
		133–145	Yellow
		146–158	Red
		159–172	Blue

CH	Function	DMX	Description
20	Color Temperature (continued)	173–185	Magenta
		186–198	Cyan
		199–212	Green
		213–225	Yellow 2
		226–238	Magenta 2
		239	White 1
		240–255	Color 1 Effect Shake
21	Gobo	0–9	Gobo: OPEN
		10–13	Dot Line 7
		14–17	Gobo: Star Field
		18–21	Nested Triangle
		22–25	Gobo: Breaking Glass
		26–29	Gobo: Bread Stix
		30–33	Circle of square
		34–37	Nested Rings Yellow
		38–41	Gobo: CMY Liquid Effect
		42–45	Glass Animation
		46–61	DotLine 7 (0.5–10 Hz)
		62–77	Gobo 1 Shake: Star Field (0.5–10 Hz)
		78–93	NestedTriangle (0.5–10 Hz)
		94–109	Gobo 1 Shake: Breaking Glass (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	Nested Ring Yellow (0.5–10 Hz)
		158–189	Gobo 1 Shake: CMY Liquid Effect (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
22	Gobo Rotation		Same as CH 33 in the mode “Stradale - Extended” (p. 16)
23	Gobo Rotation Fine	0–255	Fine adjustment of CH 22
24	Gobo 2		Same as CH 35 in the mode “Stradale - Extended” (p. 17)
25	Animation Wheel		Same as CH 36 in the mode “Stradale - Extended” (p. 17)
26	Iris	0	Iris: open
		1–190	Iris: open ... close
		191	Iris: close
		192	Pulse max
		193–222	Pulse max ... pulse min
		223	Pulse min

CH	Function	DMX	Description
26	Iris (continued)	224	Pulse slow
		225–254	Pulse slow ... Pulse fast
		255	Pulse fast
27	Prism		Same as CH 39 in the mode “Stradale - Extended” (p. 18)
28	Prism Rotation	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
29	Prism 2		Same as CH 42 in the mode “Stradale - Extended” (p. 18)
30	Prism 2 Rotation	0–127	Prism 2 Index (360°)
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Prism 2 Rotation: stop
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
31	Frost		Same as CH 45 in the mode “Stradale - Extended” (p. 18)
32	Frost 2		Same as CH 46 in the mode “Stradale - Extended” (p. 18)
33	Blade 3 B	0	Min
		1–254	Min ... max
		255	Max
34	Blade 3 A	0	Min
		1–254	Min ... max
		255	Max
35	Blade 1 B	0	Min
		1–254	Min ... max
		255	Max
36	Blade 1 A	0	Min
		1–254	Min ... max
		255	Max
37	Blade 4 B	0	Min
		1–254	Min ... max
		255	Max
38	Blade 4 A	0	Min
		1–254	Min ... max
		255	Max
39	Blade 2 B	0	Min

CH	Function	DMX	Description
39	Blade 2 B (continued)	1–254	Min ... max
		255	Max
40	Blade 2 A	0	Min
		1–254	Min ... max
		255	Max
41	Shaper Rotation	0	Min
		1–127	Min ... default
		128	Default
		129–254	Default ... max
		255	Max
42	Control		Same as CH 65 in the mode “Stradale - Extended” (p. 19)

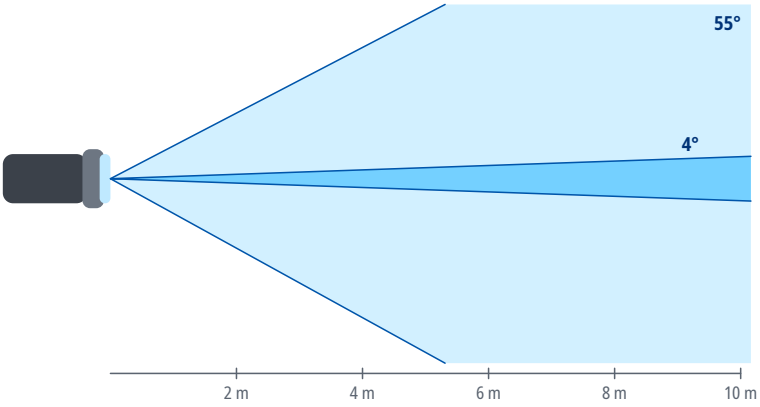
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	330 W
Luminous flux	20,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	4–55°
Movement	
Pan	542.1°
Tilt	271.1°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x4179, device model ID 0x0B15)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	580 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	23.5 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–6500 K
Strobe frequency	0.5–25 Hz
LED frequency	1200–25000 Hz
Color wheel 1 rotation	up to 1800 °/s (300 rpm)
Gobo wheel 1 rotation	up to 1800 °/s (300 rpm)
Gobo wheel 2 rotation	up to 1800 °/s (300 rpm)
Gobo 1 rotation	up to 876 °/s (146 rpm)
Prism 1 rotation	up to 600 °/s (100 rpm)
Prism 2 rotation	up to 600 °/s (100 rpm)
Animation wheel rotation	up to 1800 °/s (300 rpm)

Spot diameter



Distance	Ø 4°	Ø 55°
2 m	0.14 m	2.1 m
4 m	0.28 m	4.2 m
6 m	0.42 m	6.2 m
8 m	0.56 m	8.3 m
10 m	0.7 m	10.4 m
15 m	1 m	15.6 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.