DMX REFERENCE

CL-1000 BSWF

CINDY



Manufacturer	CINDY
GDTF file	CINDY_CL-1000_BSWF_142442.gdtf
GDTF revision	Build No 1 · 2026-05-13
Generated	2026-11-23

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1 About this manual

This document describes the CL-1000 BSWF by CINDY. It was compiled from the GDTF file CINDY_CL-1000_BSWF_142442.gdtf from the GDTF-Share library.

File revision: “Build No 1”.

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 CINDY; 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	31 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
50CH - Advanced	50	10	1, 51, 101, 151, ...
34CH -Basic	34	15	1, 35, 69, 103, ...

No light? Check these channels

- 50CH - Advanced: CH 8 Shutter at 4–7 or 216–255 “Open”
- 34CH -Basic: CH 7 Shutter at 4–7 or 216–255 “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

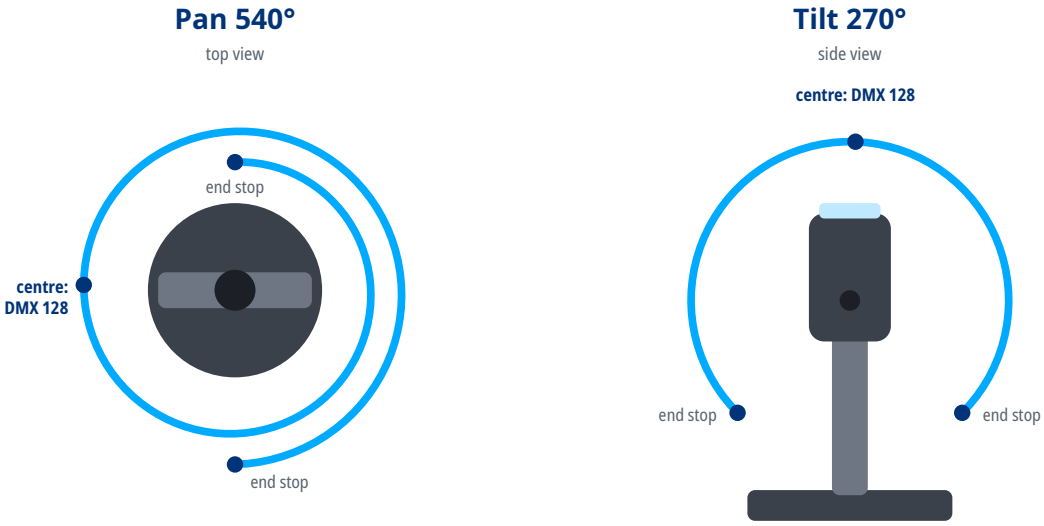
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

Range of movement



5 Installation

⚠ WARNING

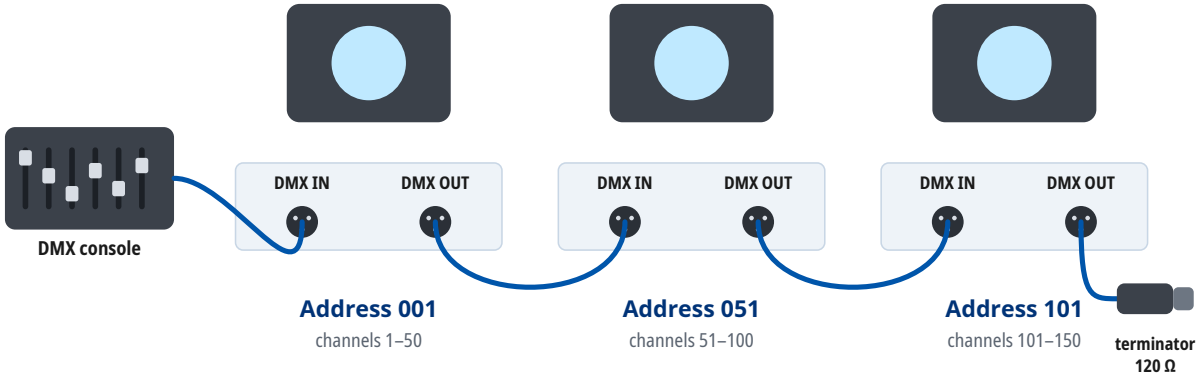
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 31 kg.
- 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 50CH - Advanced: every unit occupies 50 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 “50CH - Advanced”: 50.
- 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 “50CH - Advanced”, you can use, for example, the start addresses 1, 51, 101, 151.
- 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

	50CH - Advanced 50 channels	34CH -Basic 34 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	6
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8	7
Color mixing	10–12	9–11
Color temperature	13	12
Color wheel	14	13
Gobo wheel	15, 18	14, 16
Gobo rotation	16, 17	15
Prism	44, 45	30, 31
Frost	47	33
Zoom	42	29
Focus	39, 41	28
Iris	46	32
Animation wheel	19, 20	17, 18
Effects / macros	9, 48, 49	8

Color wheel

1. COLOR WHEEL: Open
   DMX 0–6
2. COLOR WHEEL: Red
   DMX 7–13
3. COLOR WHEEL: Orange
   DMX 14–20
4. COLOR WHEEL: Green
   DMX 21–27
5. COLOR WHEEL: Magenta
   DMX 28–34
6. COLOR WHEEL: UV
   DMX 35–41
7. COLOR WHEEL: CRI
   DMX 42–48
8. COLOR WHEEL: CTB
   DMX 49–59

Gobo wheel 1

1
GOBO: Open
DMX 0–7

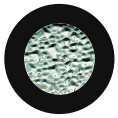
2 
Gobo 1
DMX 8–15

3 
Gobo 2
DMX 16–23

4 
Gobo 3
DMX 24–31

5 
Gobo 4
DMX 32–39

6 
Gobo 5
DMX 40–47

7 
Gobo 6
DMX 48–55

8 
Gobo 7
DMX 56–64

Gobo wheel 2

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 
Gobo 4
DMX 24–29

6 
Gobo 5
DMX 30–35

7 
Gobo 6
DMX 36–41

8 
Gobo 7
DMX 42–47

9 
Gobo 8
DMX 48–53

10 
Gobo 9
DMX 54–64

Prism

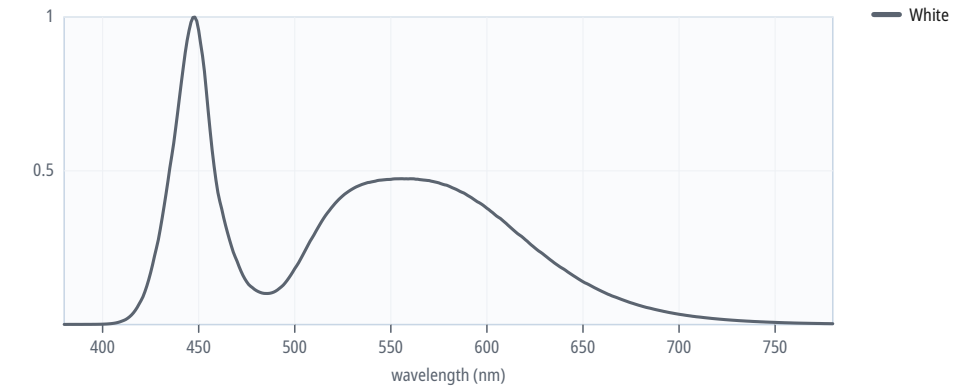
1
Open
DMX 0–4

2 
8 facets
5 Facet Prism - Linear
DMX 5–255

Animation wheel

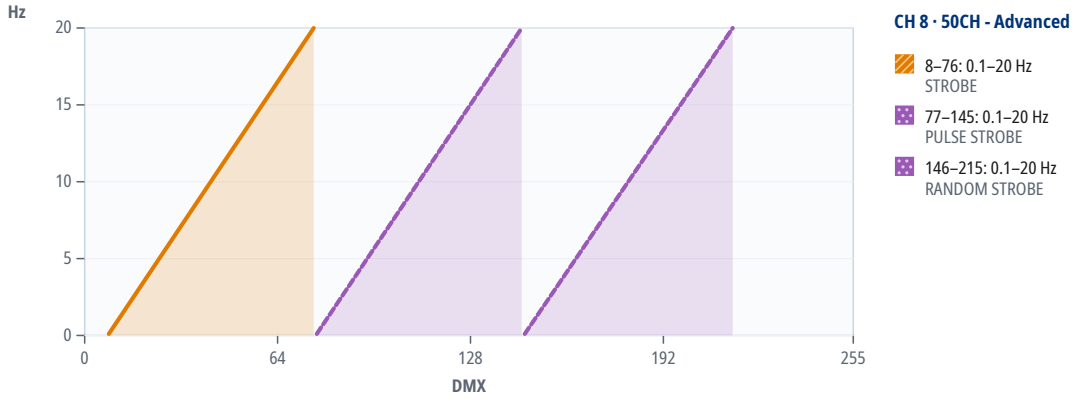
1 
Animation Effect

Spectra of the light sources



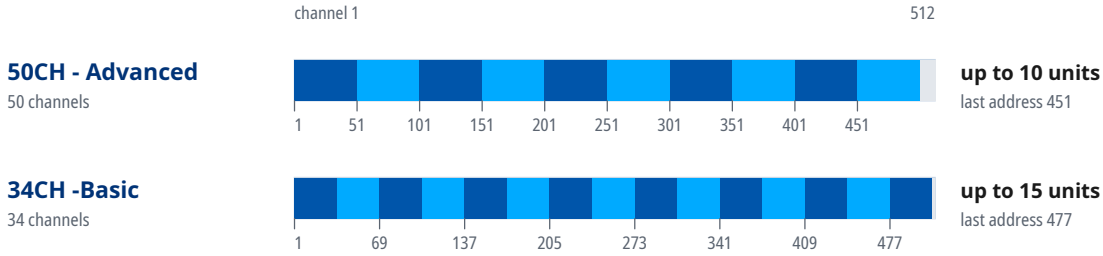
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “50CH - Advanced”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	251	11	U2 · 1	16	U2 · 251
2	51	7	301	12	U2 · 51	17	U2 · 301
3	101	8	351	13	U2 · 101	18	U2 · 351
4	151	9	401	14	U2 · 151	19	U2 · 401
5	201	10	451	15	U2 · 201	20	U2 · 451

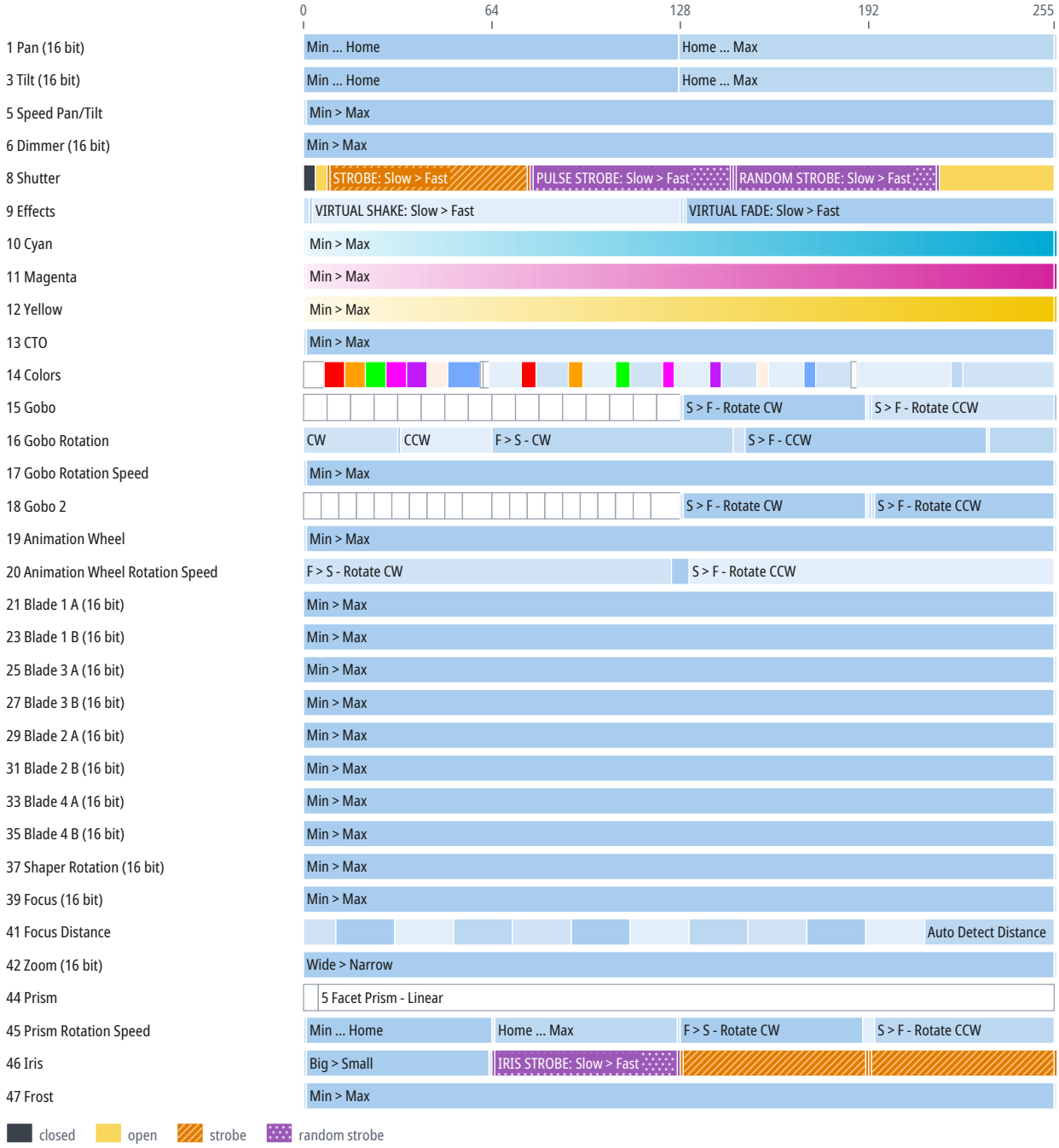
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 50CH - Advanced

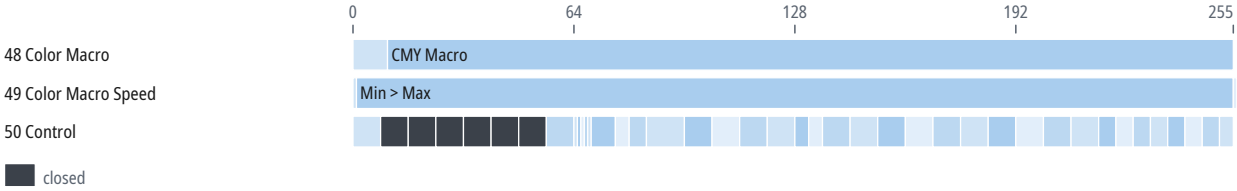
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
6	Dimmer	0	Min
		0–255	Min > Max
		255	Max
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–3	STROBE CLOSE/OPEN: Closed
		4–7	STROBE CLOSE/OPEN: Open
		8	STROBE: Slow
		9–75	STROBE: Slow > Fast
		76	STROBE: Fast
		77	PULSE STROBE: Slow
		78–144	PULSE STROBE: Slow > Fast
		145	PULSE STROBE: Fast
		146	RANDOM STROBE: Slow
		147–214	RANDOM STROBE: Slow > Fast
		215	RANDOM STROBE: Fast
		216–255	STROBE OPEN: Open
9	Effects	0–1	VIRTUAL SHAKING: Open
		2	VIRTUAL SHAKE: Slow
		3–127	VIRTUAL SHAKE: Slow > Fast
		128	VIRTUAL SHAKE: Fast
		129	VIRTUAL FADE: Slow

CH	Function	DMX	Description
9	Effects (continued)	130–254	VIRTUAL FADE: Slow > Fast
		255	VIRTUAL FADE: Fast
10	Cyan	0	Min
		1–254	Min > Max
		255	Max
11	Magenta	0	Min
		1–254	Min > Max
		255	Max
12	Yellow	0	Min
		1–254	Min > Max
		255	Max
13	CTO	0	Min
		1–254	Min > Max
		255	Max
14	Colors	0–6	COLOR WHEEL: Open
		7–13	COLOR WHEEL: Red
		14–20	COLOR WHEEL: Orange
		21–27	COLOR WHEEL: Green
		28–34	COLOR WHEEL: Magenta
		35–41	COLOR WHEEL: UV
		42–48	COLOR WHEEL: CRI
		49–59	COLOR WHEEL: CTB
		60	COLOR WHEEL: White
		61–62	COLOR WHEEL SPLIT COLORS: White
		63–73	White/Red
		74–78	COLOR WHEEL SPLIT COLORS: Red
		79–89	Red/Orange
		90–94	COLOR WHEEL SPLIT COLORS: Orange
		95–105	Orange/Green
		106–110	COLOR WHEEL SPLIT COLORS: Green
		111–121	Green/Magenta
		122–125	COLOR WHEEL SPLIT COLORS: Magenta
		126–137	Magenta/UV
		138–141	COLOR WHEEL SPLIT COLORS: UV
		142–153	UV/CRI
		154–157	COLOR WHEEL SPLIT COLORS: CRI
		158–169	CRI/CTB
		170–173	COLOR WHEEL SPLIT COLORS: CTB
		174–185	CTB/White
		186–187	COLOR WHEEL SPLIT COLORS: White
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	Stop - Stop Loop

CH	Function	DMX	Description
14	Colors (continued)	224–255	S > F - Rotate CCW (0.1–80 °/s)
15	Gobo	0–7	GOBO: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Gobo 6 Shake (0.1–10 Hz)
		72–79	Gobo 5 Shake (0.1–10 Hz)
		80–87	Gobo 4 Shake (0.1–10 Hz)
		88–95	Gobo 3 Shake (0.1–10 Hz)
		96–103	Gobo 2 Shake (0.1–10 Hz)
		104–111	Gobo 1 Shake (0.1–10 Hz)
		112–119	GOBO SHAKE: Gobo 1 (0.1–10 Hz)
		120–127	GOBO SHAKE: Open (8.9–10 Hz)
		128	Slow - Rotate CW
		129–190	S > F - Rotate CW (78.7–1.89 °/s)
		191	Fast - Rotate CW
		192	Slow - Rotate CCW
		193–254	S > F - Rotate CCW (1.89–78.7 °/s)
		255	Fast - Rotate CCW
16	Gobo Rotation	0–31	CW
		32	Home
		33–63	CCW
		64–145	F > S - CW (655–0.1 °/s)
		146–149	GOBO 1 ROTATE: Stop
		150–231	S > F - CCW (0.1–655 °/s)
		232	Short
		233–254	Short > Long
		255	Long
17	Gobo Rotation Speed		Gobo 1 Pos 16 bit
		0	Min
		1–254	Min > Max
		255	Max
18	Gobo 2	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	Gobo 4
		30–35	Gobo 5

CH	Function	DMX	Description
18	Gobo 2 (continued)	36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 6 Shake (0.1–10 Hz)
		70–75	Gobo 5 Shake (0.1–10 Hz)
		76–81	Gobo 4 Shake (0.1–10 Hz)
		82–87	Gobo 3 Shake (0.1–10 Hz)
		88–93	Gobo 2 Shake (0.1–10 Hz)
		94–99	Gobo 1 Shake (0.1–10 Hz)
		100–105	GOBO SHAKE: Gobo 3 (0.1–10 Hz)
		106–111	GOBO SHAKE: Gobo 2
		112–117	GOBO SHAKE: Gobo 1
		118–127	GOBO SHAKE: Open
		128	Slow - Rotate CW (80–0.1 °/s)
		129–190	S > F - Rotate CW (0.1–80 °/s)
		191	Fast - Rotate CW
		192	Slow - Rotate CCW
		193	Slow - Rotate CCW ... S > F - Rotate CCW
		194–254	S > F - Rotate CCW
		255	Fast - Rotate CCW
19	Animation Wheel	0	Min
		1–254	Min > Max
		255	Max
20	Animation Wheel Rotation Speed		ANIMATION WHEEL ROTATION
		0–124	F > S - Rotate CW (655–0.01 °/s)
		125–130	Stop Loop
		131–255	S > F - Rotate CCW (0.01–655 °/s)
21	Blade 1 A		FRAME 1 A
		0	Min
		0–255	Min > Max
		255	Max
22	Blade 1 A Fine	0–255	Fine adjustment of CH 21
23	Blade 1 B		FRAME 1 B
		0	Min
		0–255	Min > Max
		255	Max
24	Blade 1 B Fine	0–255	Fine adjustment of CH 23
25	Blade 3 A		FRAME 3 A
		0	Min
		0–255	Min > Max
		255	Max

CH	Function	DMX	Description
26	Blade 3 A Fine	0–255	Fine adjustment of CH 25
27	Blade 3 B		FRAME 3 B
		0	Min
		0–255	Min > Max
		255	Max
28	Blade 3 B Fine	0–255	Fine adjustment of CH 27
29	Blade 2 A		FRAME 2 A
		0	Min
		0–255	Min > Max
		255	Max
30	Blade 2 A Fine	0–255	Fine adjustment of CH 29
31	Blade 2 B		FRAME 2 B
		0	Min
		0–255	Min > Max
		255	Max
32	Blade 2 B Fine	0–255	Fine adjustment of CH 31
33	Blade 4 A		FRAME 4 A
		0	Min
		0–255	Min > Max
		255	Max
34	Blade 4 A Fine	0–255	Fine adjustment of CH 33
35	Blade 4 B		FRAME 4 B
		0	Min
		0–255	Min > Max
		255	Max
36	Blade 4 B Fine	0–255	Fine adjustment of CH 35
37	Shaper Rotation		FRAME ROT
		0	Min
		0–255	Min > Max
		255	Max
38	Shaper Rotation Fine	0–255	Fine adjustment of CH 37
39	Focus	0	Min
		0–255	Min > Max
		255	Max
40	Focus Fine	0–255	Fine adjustment of CH 39
41	Focus Distance	0–10	Auto Focus Off
		11–30	0-5m - Focus
		31–50	6m - Focus
		51–70	7m - Focus
		71–90	8m - Focus
		91–110	9m - Focus
		111–130	10m - Focus

CH	Function	DMX	Description
41	Focus Distance (continued)	131–150	12 5m - Focus
		151–170	15m - Focus
		171–190	17 5m - Focus
		191–210	20-60m - Focus
		211–255	Auto Detect Distance
42	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
43	Zoom Fine	0–255	Fine adjustment of CH 42
44	Prism	0–4	Open
		5–255	5 Facet Prism - Linear
45	Prism Rotation Speed	0	PRISM 1 INDEX: Min
		1–63	Min ... Home
		64	Home
		65–126	Home ... Max
		127	PRISM 1 INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM 1 ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
46	Iris	0	Big
		1–62	Big > Small
		63	Small
		64	IRIS STROBE: Slow (0.1–10 Hz)
		65–126	IRIS STROBE: Slow > Fast
		127	IRIS STROBE: Fast
		128	IRIS PULSE OPEN: Slow Open Fast Close - Slow (0.1–10 Hz)
		129–190	IRIS PULSE OPEN: Slow Open Fast Close (S > F)
		191	IRIS PULSE OPEN: Slow Open Fast Close - Fast
		192	IRIS PULSE CLOSE: Fast Open Slow Close - Slow (0.1–10 Hz)
		193–254	IRIS PULSE CLOSE: Fast Open Slow Close (S > F)
		255	IRIS PULSE CLOSE: Fast Open Slow Close - Fast
47	Frost		FROST 1
		0	Min
		1–254	Min > Max
		255	Max
48	Color Macro	0–9	CMY MACRO OPEN: OPEN
		10–255	CMY Macro
49	Color Macro Speed		CMY MACRO SPEED
		0	Min
		1–254	Min > Max
		255	Max
50	Control	0–7	No Func

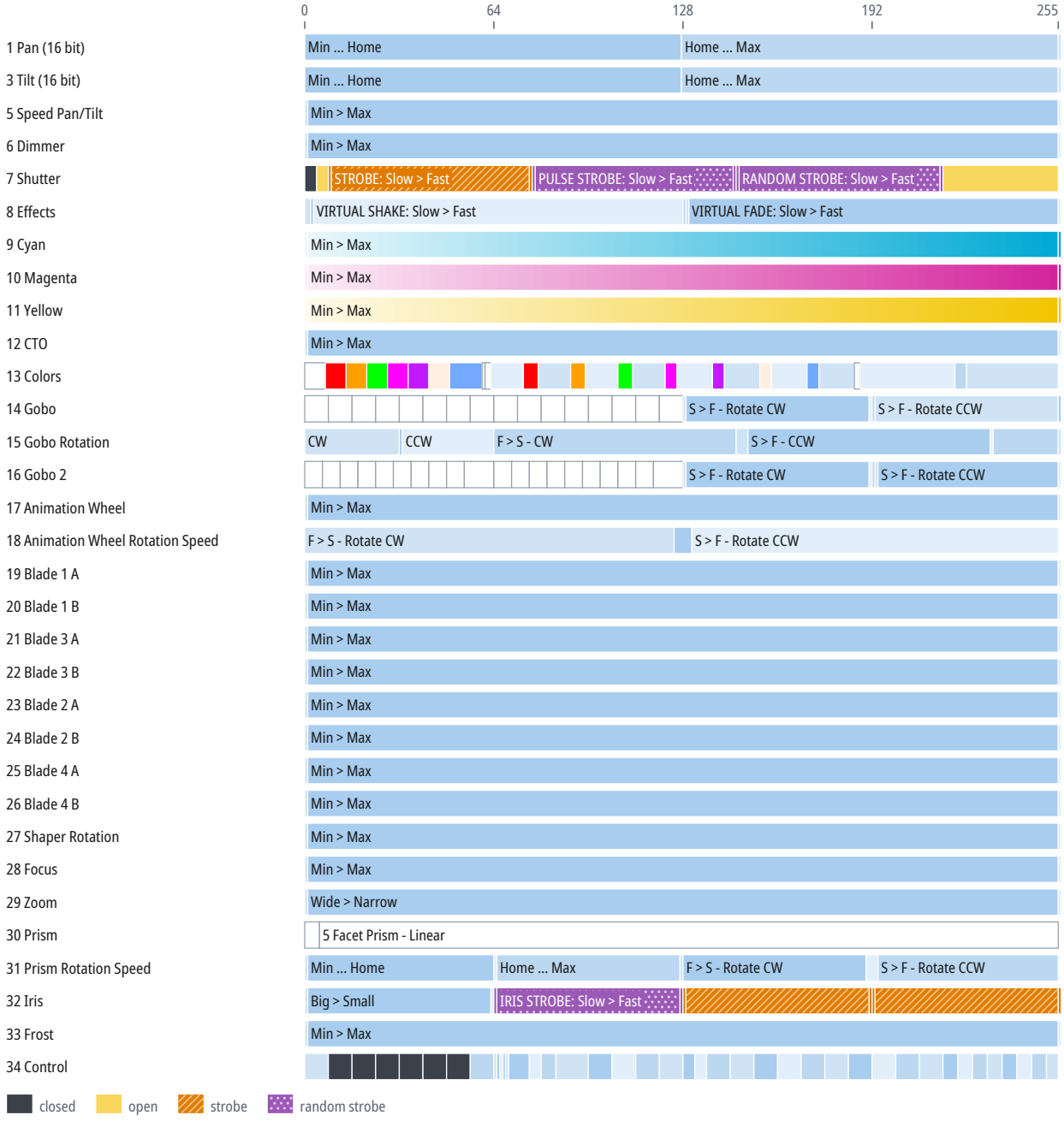
CH	Function	DMX	Description
50	Control (continued)	8–15	P/T - Blackout
		16–23	Color Wheel - Blackout
		24–31	Gobo - Blackout
		32–39	P/T/C - Blackout
		40–47	P/T/G - Blackout
		48–55	P/T/C/G - Blackout
		56–63	P/T/C/G - Blackout ... Dimmer Curve - Linear
		64	Dimmer Curve - Linear
		65	Dimmer Curve - Square
		66	Dimmer Curve - I Square
		67	Dimmer Curve - Scurve
		68	Dimmer Curve - Linear 2
		69–75	Dimmer Curve - Linear 2 ... Light Shield ON
		76–79	Light Shield ON
		80–84	Light Shield OFF
		85–95	Light Shield OFF ... Pan Reset
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	ColorWheel Reset
		120–127	Gobo Reset
		128–131	AUTO CTB ON
		132–135	AUTO CTB OFF
		136–143	Prism Reset
		144–151	Frame Reset
		152–159	All Reset
		160–167	Iris Reset
		168–175	Frost/Animation Reset
		176–183	Zoom Reset
		184–191	CMY/CTO Reset
		192–199	Fan ECO
		200–207	Fan Full
		208–215	Fan Auto
		216–220	Fan TV25
		221–225	Fan TV35
		226–230	Fan TV35 ... P/T Invert
		231–235	P/T Invert
		236–240	P/T Invert OFF
		241–245	MinZoomFocus OFF
		246–250	MinZoomFocus ON
		251–255	No Func

Mode 34CH -Basic

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 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 0, CH 13 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “50CH - Advanced” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “50CH - Advanced” (p. 12)
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 “50CH - Advanced” (p. 12)
6	Dimmer	0	Min
		1–254	Min > Max
		255	Max
7	Shutter		Same as CH 8 in the mode “50CH - Advanced” (p. 12)
8	Effects		Same as CH 9 in the mode “50CH - Advanced” (p. 12)
9	Cyan		Same as CH 10 in the mode “50CH - Advanced” (p. 13)
10	Magenta		Same as CH 11 in the mode “50CH - Advanced” (p. 13)
11	Yellow		Same as CH 12 in the mode “50CH - Advanced” (p. 13)
12	CTO		Same as CH 13 in the mode “50CH - Advanced” (p. 13)
13	Colors		Same as CH 14 in the mode “50CH - Advanced” (p. 13)
14	Gobo	0–7	GOBO: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Gobo 6 Shake (0.1–10 Hz)
		72–79	Gobo 5 Shake (0.1–10 Hz)
		80–87	Gobo 4 Shake (0.1–10 Hz)
		88–95	Gobo 3 Shake (0.1–10 Hz)
		96–103	Gobo 2 Shake (0.1–10 Hz)
		104–111	Gobo 1 Shake (0.1–10 Hz)
		112–119	GOBO SHAKE: Gobo 1 (0.1–10 Hz)
		120–127	GOBO SHAKE: Open
		128	Slow - Rotate CW
		129–190	S > F - Rotate CW (78.7–1.89 °/s)
		191	Fast - Rotate CW
		192	Slow - Rotate CCW
		193–254	S > F - Rotate CCW (1.89–78.7 °/s)
		255	Fast - Rotate CCW
15	Gobo Rotation		Same as CH 16 in the mode “50CH - Advanced” (p. 14)
16	Gobo 2		Same as CH 18 in the mode “50CH - Advanced” (p. 14)
17	Animation Wheel		Same as CH 19 in the mode “50CH - Advanced” (p. 15)
18	Animation Wheel Rotation Speed		Same as CH 20 in the mode “50CH - Advanced” (p. 15)
19	Blade 1 A		FRAME 1 A
		0	Min
		1–254	Min > Max
		255	Max
20	Blade 1 B		FRAME 1 B

CH	Function	DMX	Description
20	Blade 1 B (continued)	0	Min
		1–254	Min > Max
		255	Max
21	Blade 3 A		FRAME 3 A
		0	Min
		1–254	Min > Max
		255	Max
22	Blade 3 B		FRAME 3 B
		0	Min
		1–254	Min > Max
		255	Max
23	Blade 2 A		FRAME 2 A
		0	Min
		1–254	Min > Max
		255	Max
24	Blade 2 B		FRAME 2 B
		0	Min
		1–254	Min > Max
		255	Max
25	Blade 4 A		FRAME 4 A
		0	Min
		1–254	Min > Max
		255	Max
26	Blade 4 B		FRAME 4 B
		0	Min
		1–254	Min > Max
		255	Max
27	Shaper Rotation		FRAME ROT
		0	Min
		1–254	Min > Max
		255	Max
28	Focus	0	Min
		1–254	Min > Max
		255	Max
29	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
30	Prism		Same as CH 44 in the mode “50CH - Advanced” (p. 17)
31	Prism Rotation Speed		Same as CH 45 in the mode “50CH - Advanced” (p. 17)
32	Iris		Same as CH 46 in the mode “50CH - Advanced” (p. 17)
33	Frost		Same as CH 47 in the mode “50CH - Advanced” (p. 17)
34	Control		Same as CH 50 in the mode “50CH - Advanced” (p. 17)

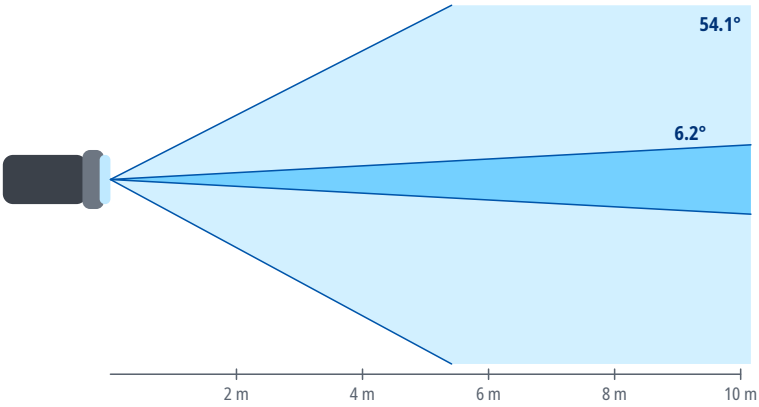
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	800 W
Luminous flux	36,805 lm
Color temperature	7,000 K
Color rendering index (CRI)	70
Optics	
Zoom	6.2–54.1°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3536, device model ID 0x06D5)
Dimensions and construction	
Weight	31 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–20 Hz
Color wheel rotation	up to 80 °/s (13 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo 1 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)
Animation wheel rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 6.2°	Ø 54.1°
2 m	0.22 m	2 m
4 m	0.43 m	4.1 m
6 m	0.65 m	6.1 m
8 m	0.87 m	8.2 m
10 m	1.1 m	10.2 m
15 m	1.6 m	15.3 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.