DMX REFERENCE

CL-1800 BSWF

CINDY



Manufacturer	CINDY
GDTF file	CINDY_CL-1800_BSWF_142446.gdtf
GDTF revision	Build No 1 · 2026-05-13
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1 About this manual

This document describes the CL-1800 BSWF by CINDY. It was compiled from the GDTF file CINDY_CL-1800_BSWF_142446.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	49 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
55CH -Advanced	55	9	1, 56, 111, 166, ...
38CH - Basic	38	13	1, 39, 77, 115, ...

No light? Check these channels

- 55CH -Advanced: CH 8 Shutter at 4–7 or 216–255 “Open”
- 38CH - 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

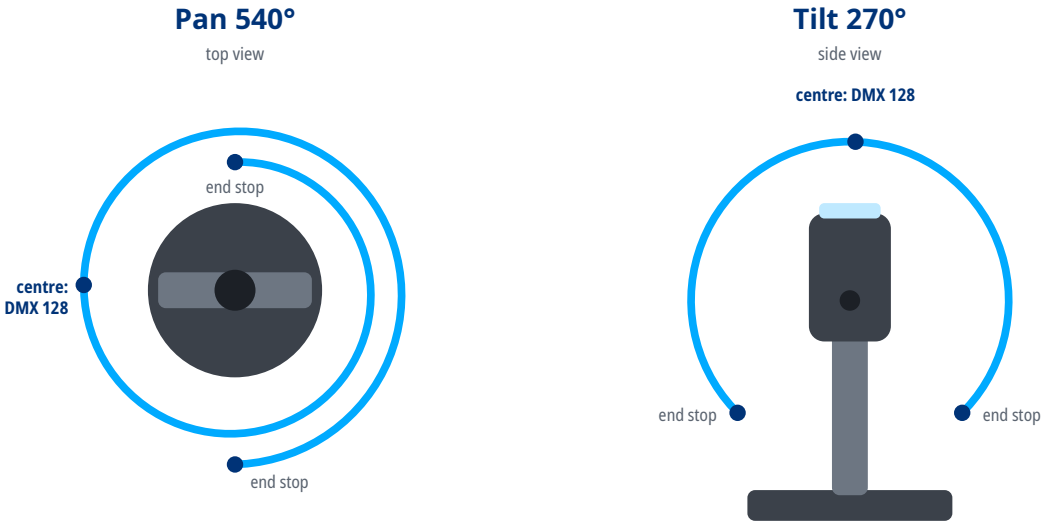
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

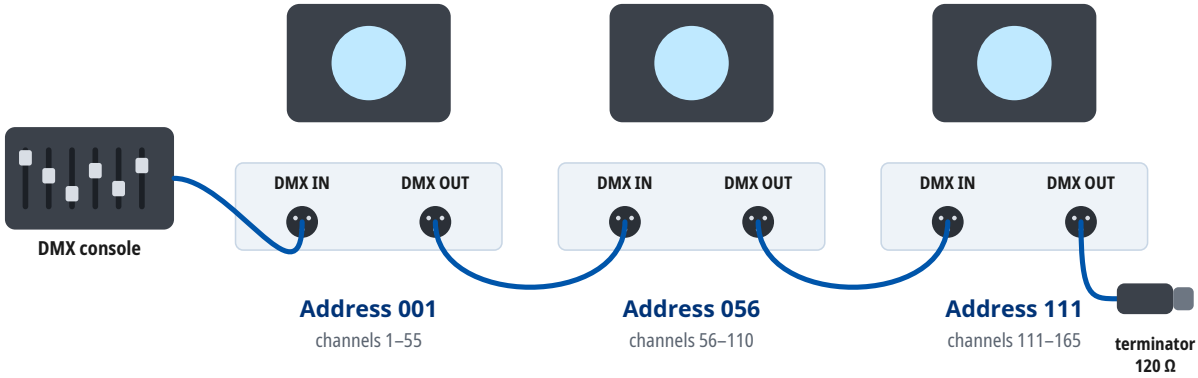
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 49 kg.
- 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 55CH -Advanced: every unit occupies 55 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 “55CH -Advanced”: 55.
- 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 “55CH -Advanced”, you can use, for example, the start addresses 1, 56, 111, 166.
- 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

	55CH -Advanced 55 channels	38CH - Basic 38 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, 19, 20	15, 17
Prism	46–49	31–34
Frost	51, 52	36, 37
Zoom	44	30
Focus	41, 43	29
Iris	50	35
Animation wheel	21, 22	18, 19
Effects / macros	9, 53, 54	8

Color wheel

1. COLOR WHEEL: Open
   DMX 0–6
2. Red
   DMX 8–15
3. Orange
   DMX 16–23
4. Green
   DMX 24–31
5. Blue
   DMX 32–39
6. CTO
   DMX 40–47
7. CTB
   DMX 48–60

Gobo wheel 1

1.
GOBO: Open
DMX 0–7

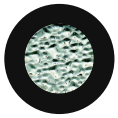
2. 
Gobo 1
DMX 8–15

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 48–64

8.
Wheel Slot 1

Gobo wheel 2

1.
STATIC 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 48–64

Animation wheel

1. Animation Wheel

Prism 1

1.
Open
DMX 0–4

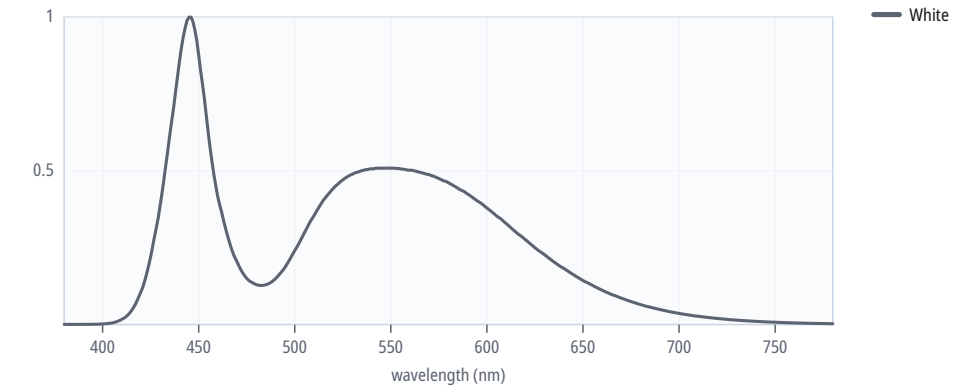
2. 
5 facets
5 Facet Prism - Linear
DMX 5–255

Prism 2

1.
Open

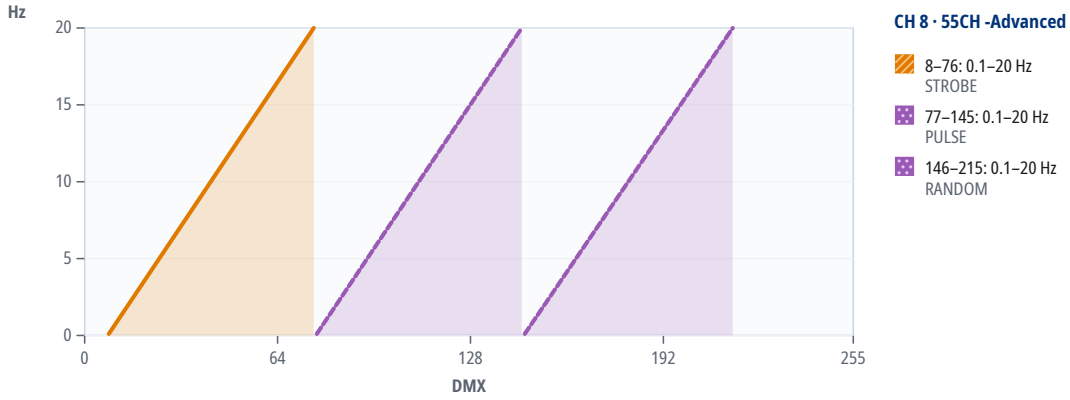
2. 
5 facets
Prism Effect

Spectra of the light sources



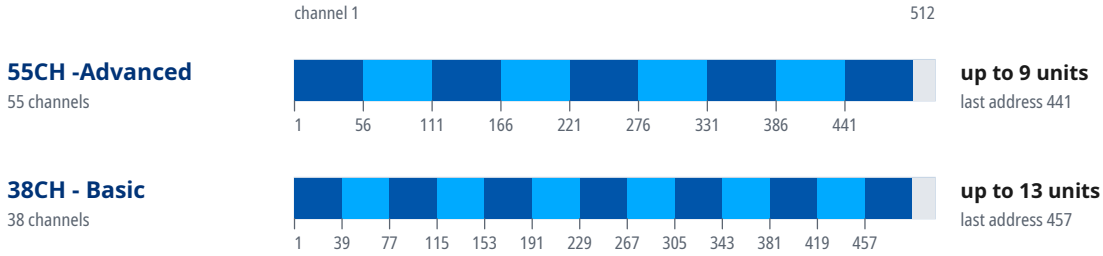
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “55CH -Advanced”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	276	11	U2 · 56	16	U2 · 331
2	56	7	331	12	U2 · 111	17	U2 · 386
3	111	8	386	13	U2 · 166	18	U2 · 441
4	166	9	441	14	U2 · 221	19	U3 · 1
5	221	10	U2 · 1	15	U2 · 276	20	U3 · 56

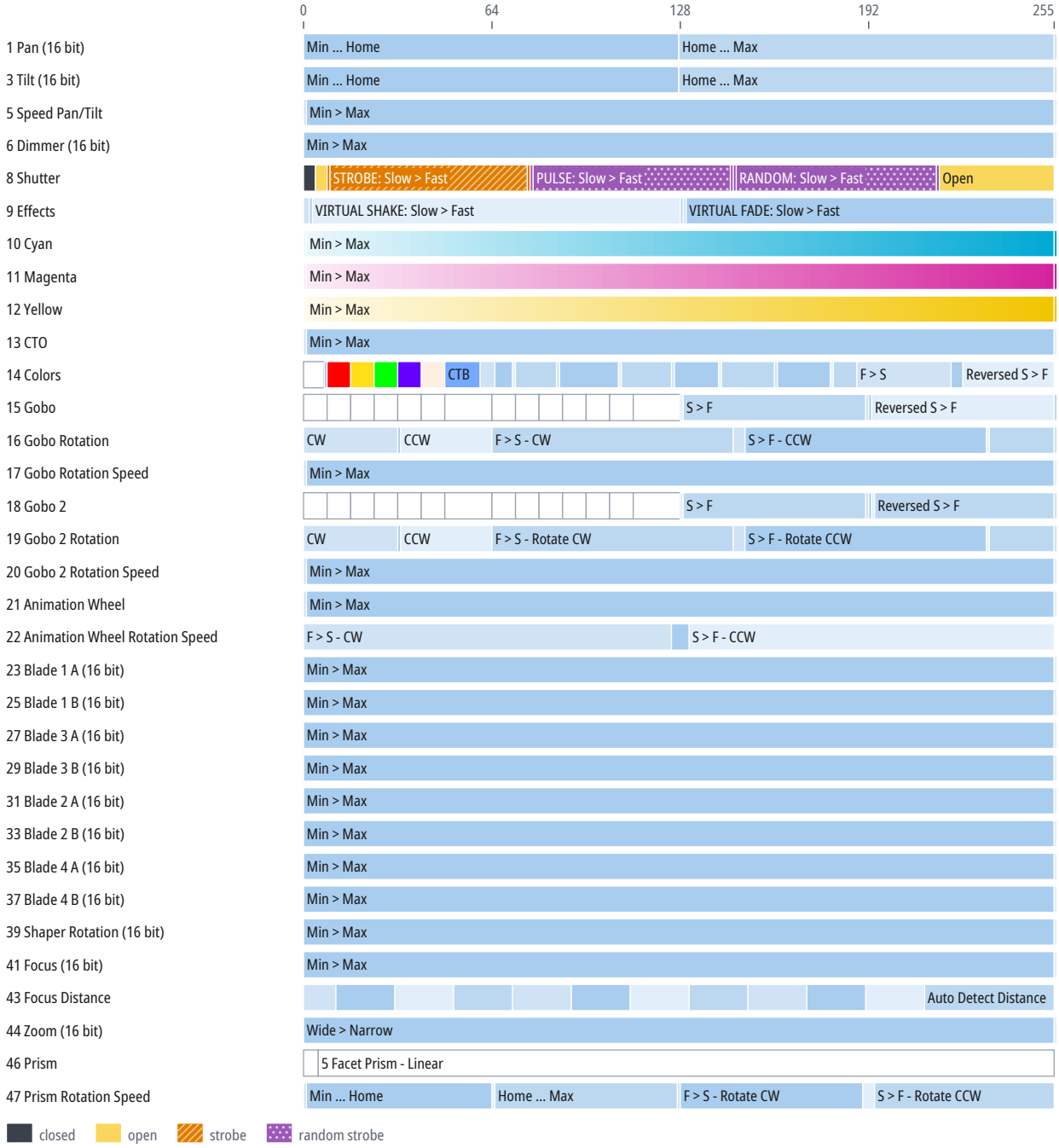
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 55CH -Advanced

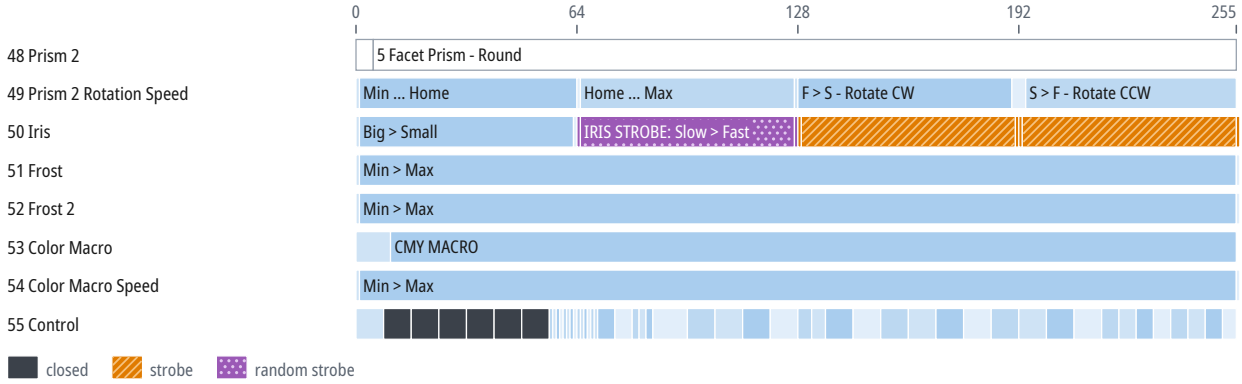
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 8 Shutter 5, 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	CLOSE/OPEN: Closed
		4–7	CLOSE/OPEN: Open
		8	STROBE: Slow
		9–75	STROBE: Slow > Fast
		76	STROBE: Fast
		77	PULSE: Slow
		78–144	PULSE: Slow > Fast
		145	PULSE: Fast
		146	RANDOM: Slow
		147–214	RANDOM: Slow > Fast
		215	RANDOM: Fast
		216–255	Open

CH	Function	DMX	Description
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
		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	Open ... Red
		8–15	Red
		16–23	Orange
		24–31	Green
		32–39	Blue
		40–47	CTO
		48–59	CTB
		60–64	Open - Split Colors
		65–70	Open - Split Colors ... White/Red - Color Split
		71	White/Red - Color Split
		72–85	White/Red - Color Split ... Red/Orange - Color Split
		86	Red/Orange - Color Split
		87–106	Red/Orange - Color Split ... Orange/Green - Color Split
		107	Orange/Green - Color Split
		108–124	Orange/Green - Color Split ... Green/Blue - Color Split
		125	Green/Blue - Color Split
		126–140	Green/Blue - Color Split ... Blue/CTO - Color Split
		141	Blue/CTO - Color Split
		142–159	Blue/CTO - Color Split ... CTO/CTB - Color Split
		160	CTO/CTB - Color Split
		161–178	CTO/CTB - Color Split ... Open White
		179	Open White

CH	Function	DMX	Description
14	Colors (continued)	180–187	COLOR WHEEL SPLIT COLORS
		188–219	F > S (80–0.1 °/s)
		220–223	COLOR WHEEL SCROLL: Stop
		224–255	Reversed S > F (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
		48–63	Gobo 6
		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)
		112–127	GOBO SHAKE: Open (0.1–10 Hz)
		128	GOBO SCROLL: Slow
		129–190	S > F (78.7–1.89 °/s)
		191	GOBO SCROLL: Fast
		192	Reversed Slow
		193–254	Reversed S > F (1.89–78.7 °/s)
		255	Reversed Fast
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	0–7	STATIC GOBO: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4

CH	Function	DMX	Description
18	Gobo 2 (continued)	40–47	Gobo 5
		48–63	Gobo 6
		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)
		112–127	GOBO SHAKE: Open (0.1–10 Hz)
		128	GOBO SCROLL: Slow (80–0.1 °/s)
		129–190	S > F (0.1–80 °/s)
		191	GOBO SCROLL: Fast
		192	Reversed Slow
		193	Reversed Slow ... Reversed S > F
		194–254	Reversed S > F
		255	Reversed Fast
19	Gobo 2 Rotation	0–31	CW
		32	Home
		33–63	CCW
		64–145	F > S - Rotate CW (655–0.1 °/s)
		146–149	Stop - Stop Loop
		150–231	S > F - Rotate CCW (0.1–655 °/s)
		232	Short
		233–254	Short > Long
		255	Long
20	Gobo 2 Rotation Speed	0	Min
		1–254	Min > Max
		255	Max
21	Animation Wheel	0	Min
		1–254	Min > Max
		255	Max
22	Animation Wheel Rotation Speed		ANIMATION WHEEL ROTATION
		0–124	F > S - CW (655–0.01 °/s)
		125–130	Stop
		131–255	S > F - CCW (0.01–655 °/s)
23	Blade 1 A		FRAME 1 A
		0	Min
		0–255	Min > Max
		255	Max
24	Blade 1 A Fine	0–255	Fine adjustment of CH 23
25	Blade 1 B		FRAME 1 B
		0	Min

CH	Function	DMX	Description
25	Blade 1 B (continued)	0–255	Min > Max
		255	Max
26	Blade 1 B Fine	0–255	Fine adjustment of CH 25
27	Blade 3 A		FRAME 3 A
		0	Min
		0–255	Min > Max
		255	Max
28	Blade 3 A Fine	0–255	Fine adjustment of CH 27
29	Blade 3 B		FRAME 3 B
		0	Min
		0–255	Min > Max
		255	Max
30	Blade 3 B Fine	0–255	Fine adjustment of CH 29
31	Blade 2 A		FRAME 2 A
		0	Min
		0–255	Min > Max
		255	Max
32	Blade 2 A Fine	0–255	Fine adjustment of CH 31
33	Blade 2 B		FRAME 2 B
		0	Min
		0–255	Min > Max
		255	Max
34	Blade 2 B Fine	0–255	Fine adjustment of CH 33
35	Blade 4 A		FRAME 4 A
		0	Min
		0–255	Min > Max
		255	Max
36	Blade 4 A Fine	0–255	Fine adjustment of CH 35
37	Blade 4 B		FRAME 4 B
		0	Min
		0–255	Min > Max
		255	Max
38	Blade 4 B Fine	0–255	Fine adjustment of CH 37
39	Shaper Rotation		FRAME ROT
		0	Min
		0–255	Min > Max
		255	Max
40	Shaper Rotation Fine	0–255	Fine adjustment of CH 39
41	Focus	0	Min
		0–255	Min > Max
		255	Max
42	Focus Fine	0–255	Fine adjustment of CH 41

CH	Function	DMX	Description
43	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
		131–150	12 5m - Focus
		151–170	15m - Focus
		171–190	17 5m - Focus
		191–210	20-60m - Focus
		211–255	Auto Detect Distance
44	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
45	Zoom Fine	0–255	Fine adjustment of CH 44
46	Prism	0–4	Open
		5–255	5 Facet Prism - Linear
47	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)
48	Prism 2	0–4	Open
		5–255	5 Facet Prism - Round
49	Prism 2 Rotation Speed	0	PRISM 2 INDEX: Min
		1–63	Min ... Home
		64	Home
		65–126	Home ... Max
		127	PRISM 2 INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM 2 ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
50	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

CH	Function	DMX	Description
50	Iris (continued)	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
51	Frost		FROST 1
		0	Min
		1–254	Min > Max
		255	Max
52	Frost 2	0	Min
		1–254	Min > Max
		255	Max
53	Color Macro		CMY MACRO OPEN
		0–9	OPEN
		10–255	CMY MACRO
54	Color Macro Speed		CMY MACRO SPEED
		0	Min
		1–254	Min > Max
		255	Max
55	Control	0–7	No Func
		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	P/T/C/G - Blackout ... PWM 600Hz
		57	PWM 600Hz
		58	PWM 1200Hz
		59	PWM 2000Hz
		60	PWM 4000Hz
		61	PWM 6000Hz
		62	PWM 15000Hz
		63	PWM 15000Hz ... 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	Dimmer Curve - Linear 2 ... Light Shield ON
		70–74	Light Shield ON

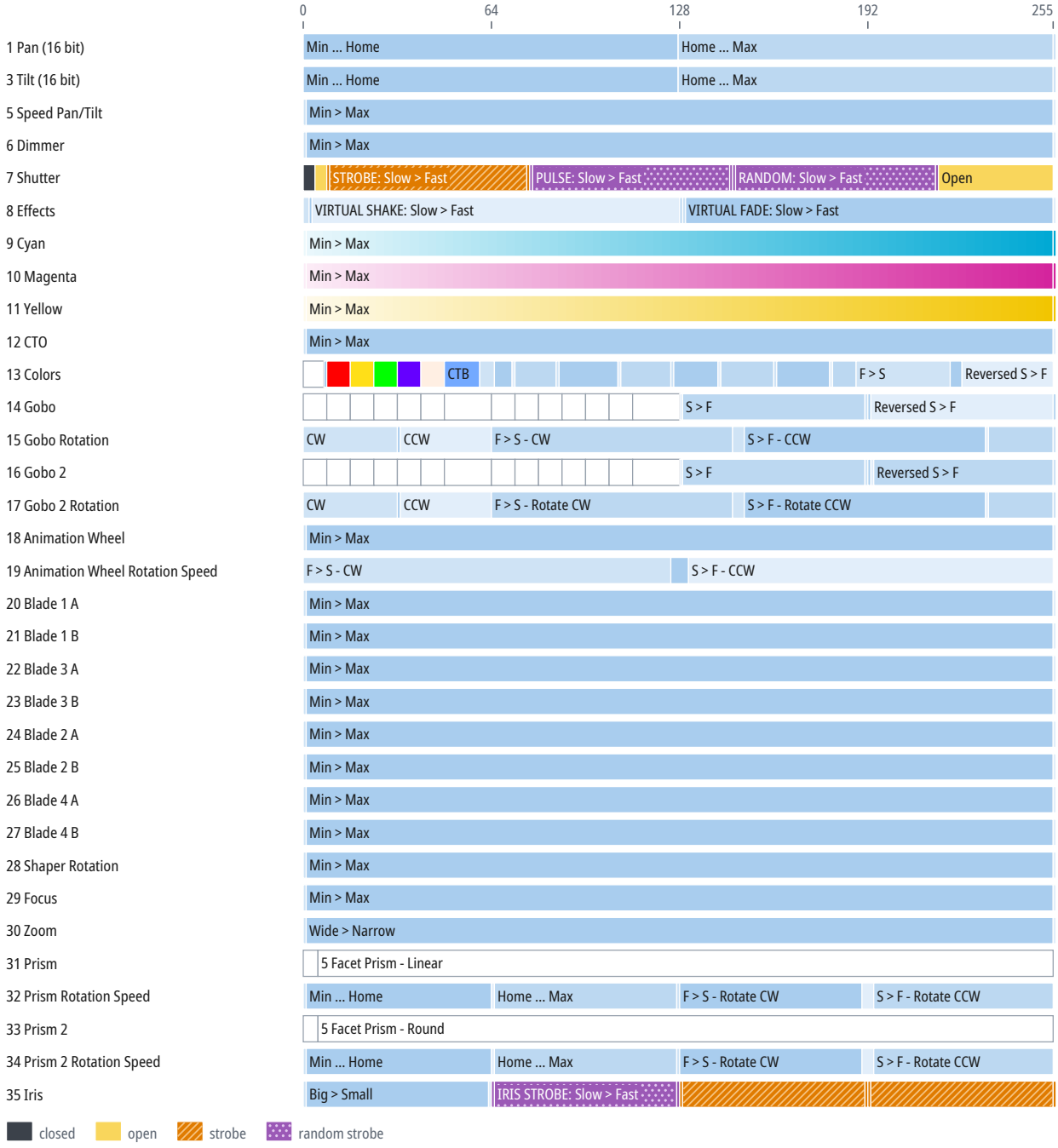
CH	Function	DMX	Description
55	Control (continued)	75–79	Light Shield OFF
		80–81	Static Mode - Record and ON
		82–83	Static Mode - ON
		84–85	Static Mode - OFF
		86–95	Static Mode - OFF ... Pan Reset
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	ColorWheel Reset
		120–127	Gobo Reset
		128–131	AUTO 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 38CH - Basic

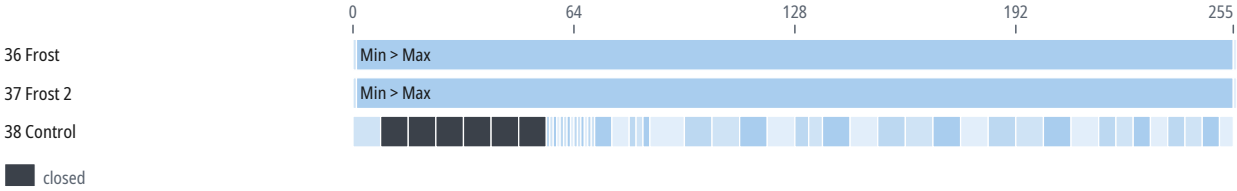
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 7 Shutter 5, 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



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “55CH -Advanced” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “55CH -Advanced” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “55CH -Advanced” (p. 12)
6	Dimmer	0	Min
		1–254	Min > Max
		255	Max
7	Shutter		Same as CH 8 in the mode “55CH -Advanced” (p. 12)
8	Effects		Same as CH 9 in the mode “55CH -Advanced” (p. 13)
9	Cyan		Same as CH 10 in the mode “55CH -Advanced” (p. 13)
10	Magenta		Same as CH 11 in the mode “55CH -Advanced” (p. 13)
11	Yellow		Same as CH 12 in the mode “55CH -Advanced” (p. 13)
12	CTO		Same as CH 13 in the mode “55CH -Advanced” (p. 13)
13	Colors		Same as CH 14 in the mode “55CH -Advanced” (p. 13)
14	Gobo		Same as CH 15 in the mode “55CH -Advanced” (p. 14)
15	Gobo Rotation		Same as CH 16 in the mode “55CH -Advanced” (p. 14)
16	Gobo 2		Same as CH 18 in the mode “55CH -Advanced” (p. 14)
17	Gobo 2 Rotation		Same as CH 19 in the mode “55CH -Advanced” (p. 15)
18	Animation Wheel		Same as CH 21 in the mode “55CH -Advanced” (p. 15)
19	Animation Wheel Rotation Speed		Same as CH 22 in the mode “55CH -Advanced” (p. 15)
20	Blade 1 A		FRAME 1 A
		0	Min
		1–254	Min > Max
		255	Max
21	Blade 1 B		FRAME 1 B
		0	Min
		1–254	Min > Max
		255	Max
22	Blade 3 A		FRAME 3 A
		0	Min
		1–254	Min > Max
		255	Max
23	Blade 3 B		FRAME 3 B
		0	Min

CH	Function	DMX	Description
23	Blade 3 B (continued)	1–254	Min > Max
		255	Max
24	Blade 2 A		FRAME 2 A
		0	Min
		1–254	Min > Max
		255	Max
25	Blade 2 B		FRAME 2 B
		0	Min
		1–254	Min > Max
		255	Max
26	Blade 4 A		FRAME 4 A
		0	Min
		1–254	Min > Max
		255	Max
27	Blade 4 B		FRAME 4 B
		0	Min
		1–254	Min > Max
		255	Max
28	Shaper Rotation		FRAME ROT
		0	Min
		1–254	Min > Max
		255	Max
29	Focus	0	Min
		1–254	Min > Max
		255	Max
30	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
31	Prism		Same as CH 46 in the mode “55CH -Advanced” (p. 17)
32	Prism Rotation Speed		Same as CH 47 in the mode “55CH -Advanced” (p. 17)
33	Prism 2		Same as CH 48 in the mode “55CH -Advanced” (p. 17)
34	Prism 2 Rotation Speed		Same as CH 49 in the mode “55CH -Advanced” (p. 17)
35	Iris		Same as CH 50 in the mode “55CH -Advanced” (p. 17)
36	Frost		Same as CH 51 in the mode “55CH -Advanced” (p. 18)
37	Frost 2		Same as CH 52 in the mode “55CH -Advanced” (p. 18)
38	Control		Same as CH 55 in the mode “55CH -Advanced” (p. 18)

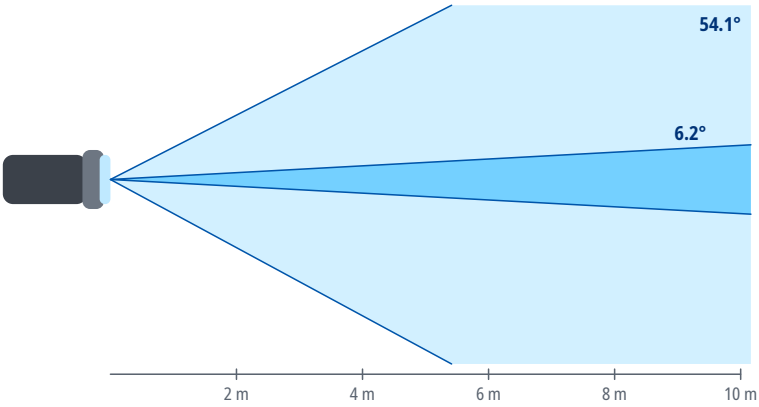
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,400 W
Luminous flux	60,756 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 0x06E1)
Dimensions and construction	
Weight	49 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)
Gobo 2 rotation	up to 655 °/s (109 rpm)
Prism 1 rotation	up to 655 °/s (109 rpm)
Prism 2 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.