DMX REFERENCE

EvoWash Air

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_EvoWash_Air_167044.gdtf
GDTF revision	Revision 3 · 2026-10-30
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1 About this manual

This document describes the EvoWash Air by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_EvoWash_Air_167044.gdtf from the GDTF-Share library.

File revision: “Revision 3”.

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 CKC Lighting; 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	320 W
Weight	8.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 37CH	37	13	1, 38, 75, 112, ...
Standard 25CH	25	20	1, 26, 51, 76, ...
Basic 21CH	21	24	1, 22, 43, 64, ...

No light? Check these channels

- Extended 37CH: CH 10 Shutter at 96–127 or 160–191 or 224–255
- Standard 25CH: CH 10 Shutter at 96–127 or 160–191 or 224–255
- Basic 21CH: CH 6 Shutter at 96–127 or 160–191 or 224–255


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.

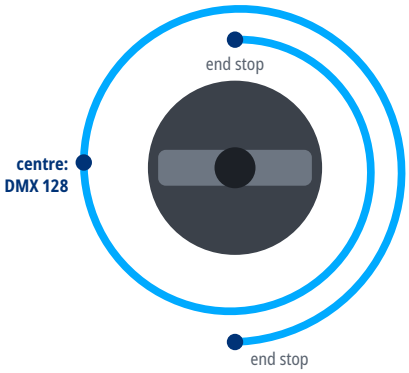
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

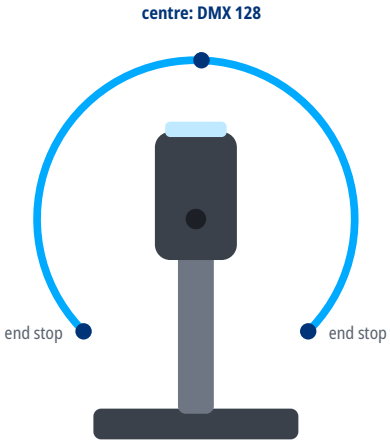
Pan 540°

top view



Tilt 270°

side view



5 Installation

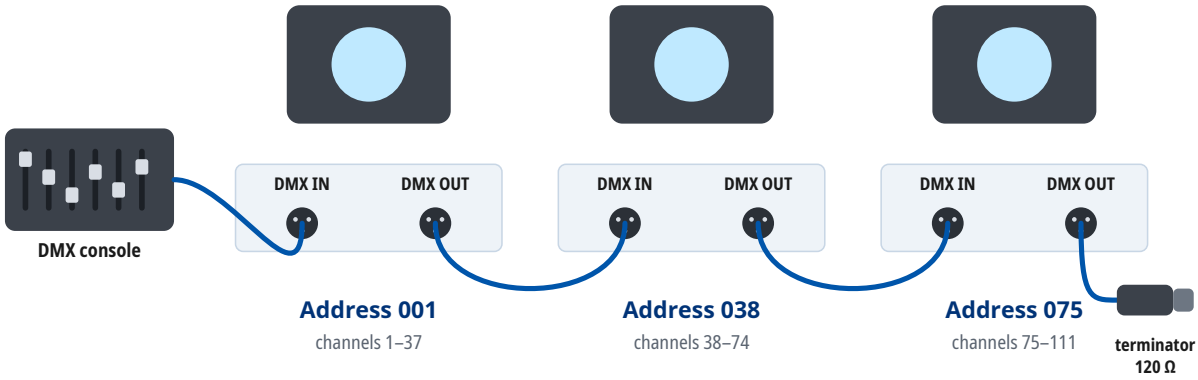
⚠ **WARNING**

- 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: 8.6 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 37CH: every unit occupies 37 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 37CH”: 37.
- 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 37CH”, you can use, for example, the start addresses 1, 38, 75, 112.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Extended 37CH 37 channels	Standard 25CH 25 channels	Basic 21CH 21 channels
Pan / Tilt	1, 3, 5, 6	1, 3, 5, 6	1–4
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	8	8	5
Dimmer resolution	16 bit	16 bit	8 bit
Shutter / strobe	10	10	6
Color mixing	11–26	11–14	7–10
Color temperature	27	15	11
Color wheel	30, 31	18, 19	14, 15
Zoom	35	23	19
Effects / macros	32–34	20–22	16–18
Pixel control	✓		

Color wheel

1. Pale yellow — DMX 1
2. Straw — DMX 2
3. Gold tint — DMX 3
4. Spring yellow — DMX 4
5. Medium yellow — DMX 5
6. Yellow — DMX 6
7. Deep amber — DMX 7
8. Deep straw — DMX 8
9. Loving amber — DMX 9
10. Gold amber — DMX 10
11. Orange — DMX 11
12. Deep orange — DMX 12
13. Dark amber — DMX 13
14. Millenium gold — DMX 14
15. Deep golden amber — DMX 15
16. Scarlet — DMX 16
17. Primary red — DMX 17
18. Bright red — DMX 18
19. Medium red — DMX 19
20. Fire — DMX 20
21. Pink — DMX 21
22. Medium pink — DMX 22
23. Dark pink — DMX 23
24. Bright pink — DMX 24

25 Bright rose
DMX 25

26 Special rose pink
DMX 26

27 Vanity fair
DMX 27

28 Magenta
DMX 28

29 Dark magenta
DMX 29

30 Rose purple
DMX 30

31 Mauve
DMX 31

32 Medium purple
DMX 32

33 Lavender
DMX 33

34 Palace blue
DMX 34

35 Dark blue
DMX 35

36 Medium blue
DMX 36

37 Deep blue
DMX 37

38 Daylight blue
DMX 38

39 Slate blue
DMX 39

40 Light blue
DMX 40

41 Sky blue
DMX 41

42 Pale navy blue
DMX 42

43 Marine blue
DMX 43

44 Peacock blue
DMX 44

45 Lagoon blue
DMX 45

46 Medium blue green
DMX 46

47 Dark yellow green
DMX 47

48 Primary green
DMX 48

49 Fern green
DMX 49

50 Moss green
DMX 50

51 Dark green
DMX 51

52 Lime green
DMX 52

53 Pale green
DMX 53

54 Quarter CT Blue
DMX 54

55 Half CT Blue
DMX 55

56 FULL CT Blue
DMX 56

57 Double CT Blue
DMX 57

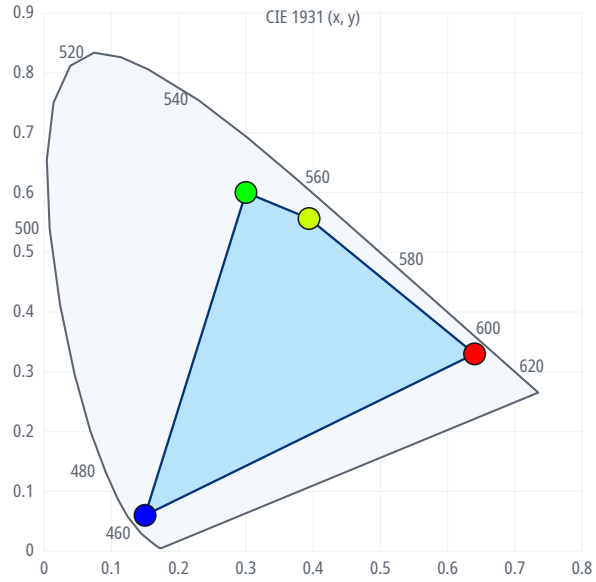
58 Quarter CT Orange
DMX 58

59 Half CT Orange
DMX 59

60 FULL CT Orange
DMX 60

61 Forcolor open
DMX 0

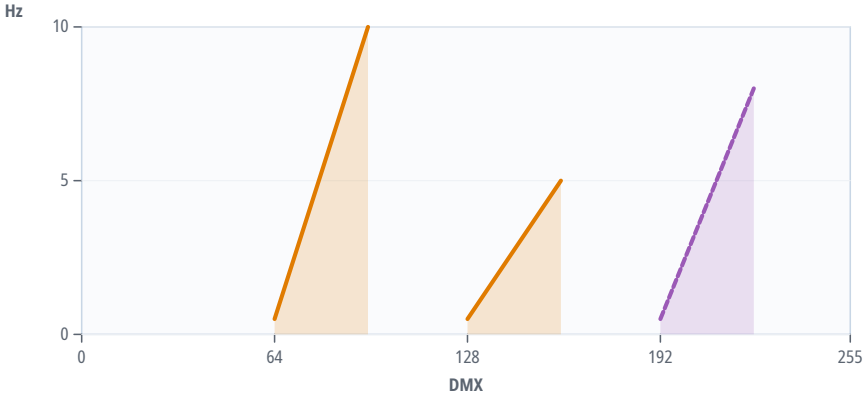
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Lime	0.394	0.556

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

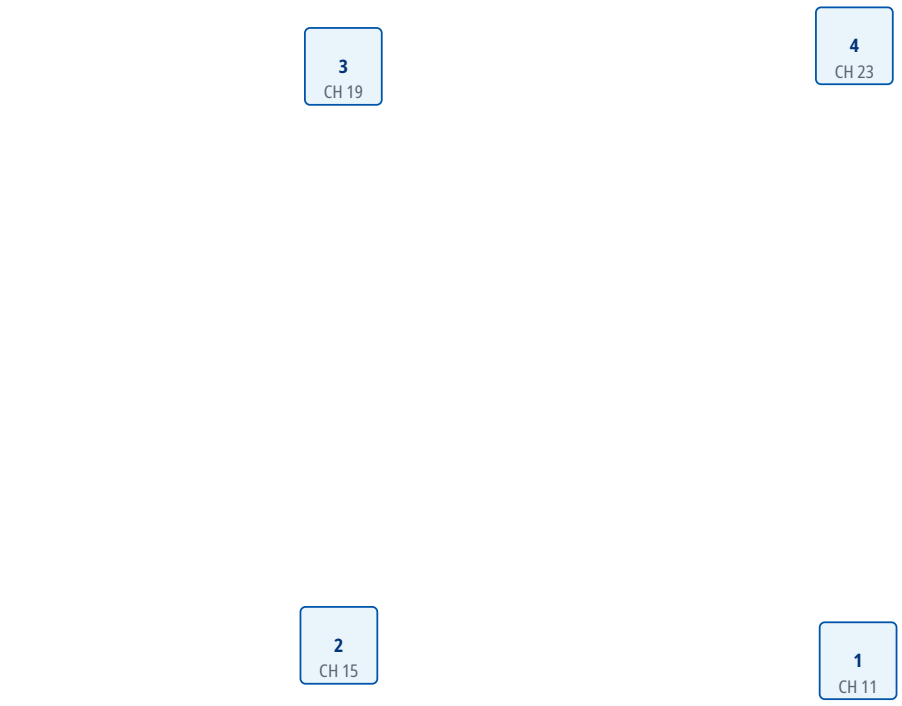
Strobe rate



CH 10 · Extended 37CH

- 64–95: 0.5–10 Hz Strobe
- 128–159: 0.5–5 Hz Pulse
- 192–223: 0.5–8 Hz Random Strobe

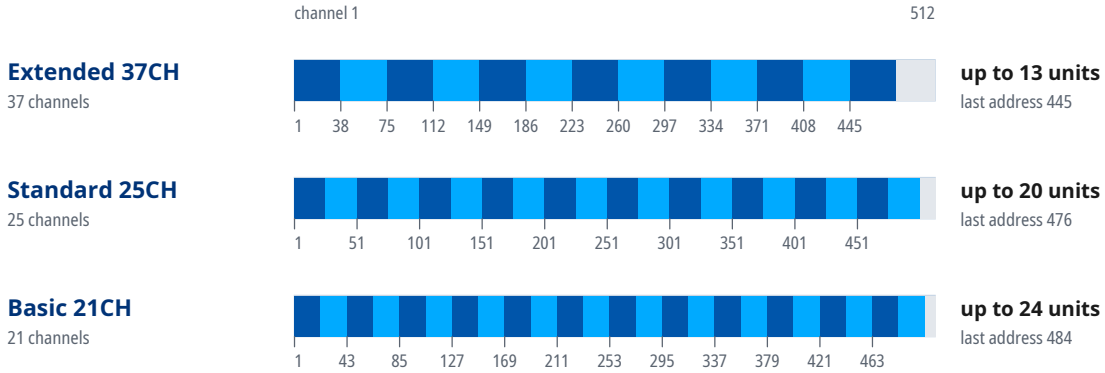
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Extended 37CH”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 37CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	186	11	371	16	U2 · 75
2	38	7	223	12	408	17	U2 · 112
3	75	8	260	13	445	18	U2 · 149
4	112	9	297	14	U2 · 1	19	U2 · 186
5	149	10	334	15	U2 · 38	20	U2 · 223

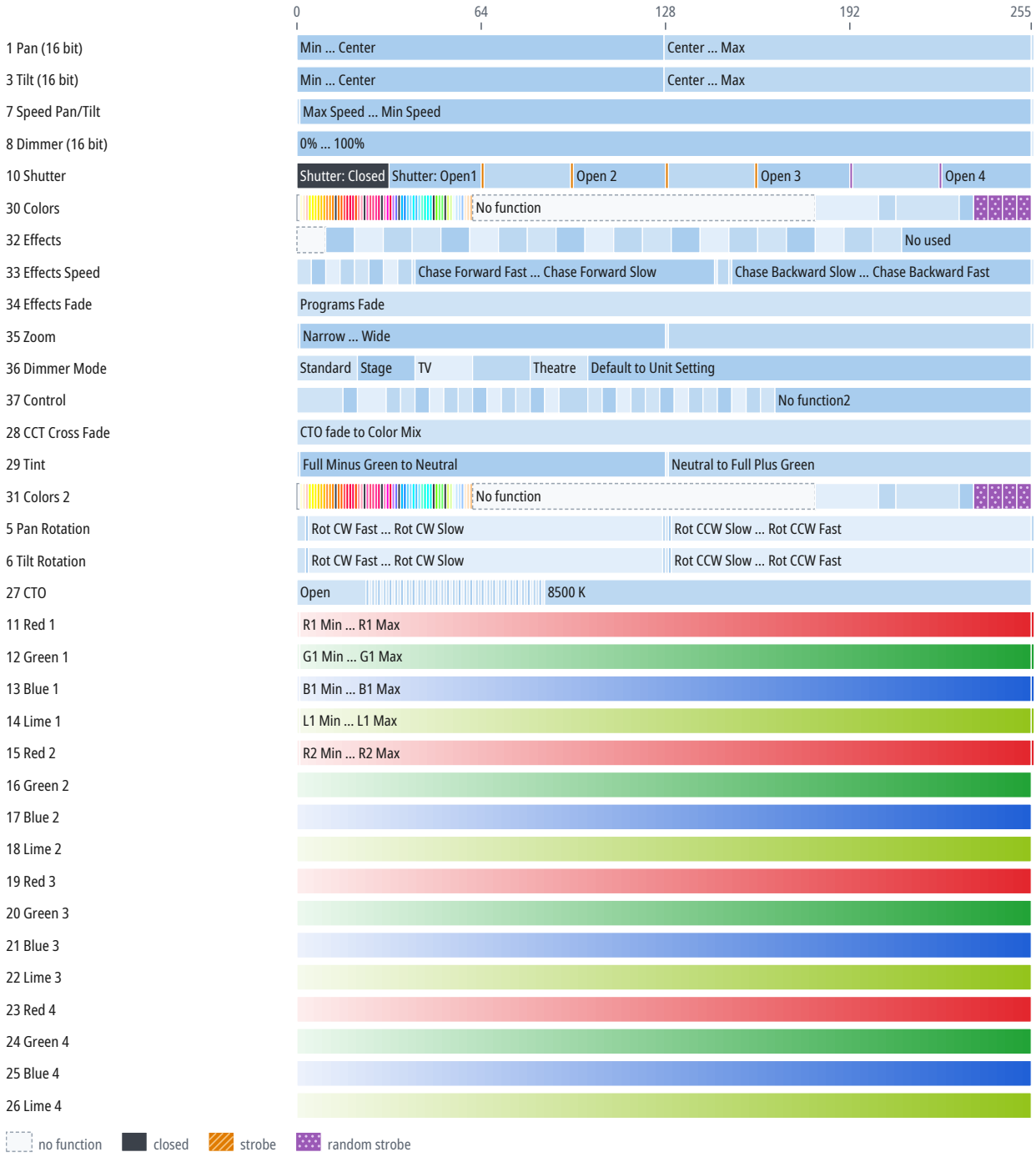
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended 37CH

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 10 Shutter at 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255, CH 10 Shutter 50, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 14 Lime 1 255, CH 15 Red 2 255, CH 16 Green 2 255, CH 17 Blue 2 255, CH 18 Lime 2 255, CH 19 Red 3 255, CH 20 Green 3 255, CH 21 Blue 3 255, CH 22 Lime 3 255, CH 23 Red 4 255, CH 24 Green 4 255, CH 25 Blue 4 255, CH 26 Lime 4 255.

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	Pan Rotation	0–2	Disabled
		3	Rot CW Fast
		4–126	Rot CW Fast … Rot CW Slow
		127	Rot CW Slow
		128	Rot Stop
		129	Rot CCW Slow
		130–254	Rot CCW Slow … Rot CCW Fast
		255	Rot CCW Fast
6	Tilt Rotation	0–2	Disabled
		3	Rot CW Fast
		4–126	Rot CW Fast … Rot CW Slow
		127	Rot CW Slow
		128	Rot Stop
		129	Rot CCW Slow
		130–254	Rot CCW Slow … Rot CCW Fast
		255	Rot CCW Fast
7	Speed Pan/Tilt	0	Max Speed
		1–254	Max Speed … Min Speed
		255	Min Speed
8	Dimmer	0–255	0% … 100%
		255	100%
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open1
		64	Min Strobe
		65–94	Min Strobe … Max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse … Max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Random Strobe: Min Strobe

CH	Function	DMX	Description
10	Shutter (continued)	193–222	Random Strobe: Min Strobe ... Max Strobe
		223	Random Strobe: Max Strobe
		224–255	Open 4
11	Red 1	0	R1 Min
		1–254	R1 Min ... R1 Max
		255	R1 Max
12	Green 1	0	G1 Min
		1–254	G1 Min ... G1 Max
		255	G1 Max
13	Blue 1	0	B1 Min
		1–254	B1 Min ... B1 Max
		255	B1 Max
14	Lime 1	0	L1 Min
		1–254	L1 Min ... L1 Max
		255	L1 Max
15	Red 2	0	R2 Min
		1–254	R2 Min ... R2 Max
		255	R2 Max
16	Green 2	0–255	
17	Blue 2	0–255	
18	Lime 2	0–255	
19	Red 3	0–255	
20	Green 3	0–255	
21	Blue 3	0–255	
22	Lime 3	0–255	
23	Red 4	0–255	
24	Green 4	0–255	
25	Blue 4	0–255	
26	Lime 4	0–255	
27	CTO	0–23	Open
		24	2400K
		25	2500K
		26	2600K
		27	2700K
		28	2800K
		29	2900K
		30	3000K
		31	3100K
		32	3200K
		33	3300K
		34	3400K
		35	3500K

CH	Function	DMX	Description
27	CTO (continued)	36	3600K
		37	3700K
		38	3800K
		39	3900K
		40	4000K
		41	4100K
		42	4200K
		43	4300K
		44	4400K
		45	4500K
		46	4600K
		47	4700K
		48	4800K
		49	4900K
		50	5000K
		51	5100K
		52	5200K
		53	5300K
		54	5400K
		55	5500K
		56	5600K
		57	5700K
		58	5800K
		59	5900K
		60	6000K
		61	6100K
		62	6200K
		63	6300K
		64	6400K
		65	6500K
		66	6600K
		67	6700K
		68	6800K
		69	6900K
		70	7000K
		71	7100K
		72	7200K
		73	7300K
		74	7400K
		75	7500K
		76	7600K
		77	7700K

CH	Function	DMX	Description
27	CTO (continued)	78	7800K
		79	7900K
		80	8000K
		81	8100K
		82	8200K
		83	8300K
		84	8400K
		85	8500K
		86–255	8500 K
28	CCT Cross Fade		CCT Crossfade 1
		0–255	CTO fade to Color Mix
29	Tint	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
30	Colors	0	Forcolor open
		1	Pale yellow
		2	Straw
		3	Gold tint
		4	Spring yellow
		5	Medium yellow
		6	Yellow
		7	Deep amber
		8	Deep straw
		9	Loving amber
		10	Gold amber
		11	Orange
		12	Deep orange
		13	Dark amber
		14	Millenium gold
		15	Deep golden amber
		16	Scarlet
		17	Primary red
		18	Bright red
		19	Medium red
		20	Fire
		21	Pink
		22	Medium pink
		23	Dark pink
		24	Bright pink
		25	Bright rose
		26	Special rose pink

CH	Function	DMX	Description
30	Colors (continued)	27	Vanity fair
		28	Magenta
		29	Dark magenta
		30	Rose purple
		31	Mauve
		32	Medium purple
		33	Lavender
		34	Palace blue
		35	Dark blue
		36	Medium blue
		37	Deep blue
		38	Daylight blue
		39	Slate blue
		40	Light blue
		41	Sky blue
		42	Pale navy blue
		43	Marine blue
		44	Peacock blue
		45	Lagoon blue
		46	Medium blue green
		47	Dark yellow green
		48	Primary green
		49	Fern green
		50	Moss green
		51	Dark green
		52	Lime green
		53	Pale green
		54	Quarter CT Blue
		55	Half CT Blue
		56	FULL CT Blue
		57	Double CT Blue
		58	Quarter CT Orange
		59	Half CT Orange
		60	FULL CT Orange
		61–179	No function
		180–201	Fast to slow CW (180–6.67 °/s)
		202–207	Spin: Stop
		208–229	Slow to fast CCW (6.67–180 °/s)
		230–234	Spin: open
		235–239	Random Fast (10–7 Hz)
		240–244	Random Medium (6–4 Hz)
		245–249	Random Slow (3–1 Hz)

CH	Function	DMX	Description
30	Colors (continued)	250–255	Random: open
31	Colors 2	0	Backcolor open
		1	Pale yellow
		2	Straw
		3	Gold tint
		4	Spring yellow
		5	Medium yellow
		6	Yellow
		7	Deep amber
		8	Deep straw
		9	Loving amber
		10	Gold amber
		11	Orange
		12	Deep orange
		13	Dark amber
		14	Millenium gold
		15	Deep golden amber
		16	Scarlet
		17	Primary red
		18	Bright red
		19	Medium red
		20	Fire
		21	Pink
		22	Medium pink
		23	Dark pink
		24	Bright pink
		25	Bright rose
		26	Special rose pink
		27	Vanity fair
		28	Magenta
		29	Dark magenta
		30	Rose purple
		31	Mauve
		32	Medium purple
		33	Lavender
		34	Palace blue
		35	Dark blue
		36	Medium blue
		37	Deep blue
		38	Daylight blue
		39	Slate blue
		40	Light blue

CH	Function	DMX	Description
31	Colors 2 (continued)	41	Sky blue
		42	Pale navy blue
		43	Marine blue
		44	Peacock blue
		45	Lagoon blue
		46	Medium blue green
		47	Dark yellow green
		48	Primary green
		49	Fern green
		50	Moss green
		51	Dark green
		52	Lime green
		53	Pale green
		54	Quarter CT Blue
		55	Half CT Blue
		56	FULL CT Blue
		57	Double CT Blue
		58	Quarter CT Orange
		59	Half CT Orange
		60	FULL CT Orange
		61–179	No function
		180–201	Fast to slow CW (180–6.67 °/s)
		202–207	Spin: Stop
		208–229	Slow to fast CCW (6.67–180 °/s)
		230–234	Spin: close
		235–239	Random Fast (10–7 Hz)
		240–244	Random Medium (6–4 Hz)
		245–249	Random Slow (3–1 Hz)
		250–255	Random: close
32	Effects	0–9	No Function
		10–19	Program 1
		20–29	Program 2
		30–39	Program 3
		40–49	Program 4
		50–59	Program 5
		60–69	Program 6
		70–79	Program 7
		80–89	Program 8
		90–99	Program 9
		100–109	Program 10
		110–119	Program 11
		120–129	Program 12

CH	Function	DMX	Description
32	Effects (continued)	130–139	Program 13
		140–149	Program 14
		150–159	Program 15
		160–169	Program 16
		170–179	Program 17
		180–189	Program 18
		190–199	Program 19
		200–209	Program 20
		210–255	No used
33	Effects Speed	0–4	Static step 1
		5–9	Static step 2
		10–14	Static step 3
		15–19	Static step 4
		20–24	Static step 5
		25–29	Static step 6
		30–34	Static step 7
		35–39	Static step 8
		40	Chase Forward Fast
		41–144	Chase Forward Fast ... Chase Forward Slow
		145	Chase Forward Slow
		146–149	Effects 1 Rate: Stop
		150	Chase Backward Slow
		151–254	Chase Backward Slow ... Chase Backward Fast
		255	Chase Backward Fast
34	Effects Fade	0–255	Programs Fade
35	Zoom	0	Narrow
		1–127	Narrow ... Wide
		128	Wide
		129–254	Zoom 1
		255	Wide
36	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Setting
37	Control	0–15	No function1
		16–20	Invert Pan on (Hold 3s)
		21–30	Invert Pan off (Hold 5s)
		31–35	Invert Tilt on (Hold 3s)
		36–40	Invert Tilt off (Hold 5s)
		41–45	Fan Auto (Hold 3s)

CH	Function	DMX	Description
37	Control (continued)	46–50	Fan Studio (Hold 3s)
		51–55	Fan Low (Hold 3s)
		56–60	Fan High (Hold 3s)
		61–65	Linear
		66–70	Square(Default)
		71–75	Inverse Square
		76–80	S-Curve
		81–85	1200 Hz
		86–90	3600 Hz
		91–100	5000 Hz
		101–105	10000 Hz
		106–110	15000 Hz
		111–115	20000 Hz
		116–120	25000 Hz
		121–125	Reset Pan/Tilt (Hold 3s)
		126–130	Reset Zoom (Hold 3s)
		131–135	Reset All Functions (Hold 3s)
		136–140	Highest CRI
		141–145	Highest Output
		146–150	Bright
		151–155	Uniform
		156–160	Sun Protection ON
		161–165	Sun Protection OFF
		166–255	No function2

Mode Standard 25CH

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 10 Shutter at 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255, CH 10 Shutter 50, CH 11 Red 255, CH 12 Green 255, CH 13 Blue 255, CH 14 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 37CH” (p. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 37CH” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Extended 37CH” (p. 14)
6	Tilt Rotation		Same as CH 6 in the mode “Extended 37CH” (p. 14)
7	Speed Pan/Tilt		Same as CH 7 in the mode “Extended 37CH” (p. 14)
8	Dimmer		Same as CH 8 in the mode “Extended 37CH” (p. 14)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter		Same as CH 10 in the mode “Extended 37CH” (p. 14)
11	Red	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
12	Green	0	Min
		1–254	Min ... Max
		255	Max
13	Blue	0	Min
		1–254	Min ... Ma'x
		255	Ma'x
14	Lime	0	Min
		1–254	Min ... Max
		255	Max
15	CTO		Same as CH 27 in the mode “Extended 37CH” (p. 15)
16	CCT Cross Fade		Same as CH 28 in the mode “Extended 37CH” (p. 17)
17	Tint		Same as CH 29 in the mode “Extended 37CH” (p. 17)
18	Colors		Same as CH 30 in the mode “Extended 37CH” (p. 17)
19	Colors 2		Same as CH 31 in the mode “Extended 37CH” (p. 19)
20	Effects		Same as CH 32 in the mode “Extended 37CH” (p. 20)
21	Effects Speed		Same as CH 33 in the mode “Extended 37CH” (p. 21)
22	Effects Fade	0–255	Programs Fade
23	Zoom		Same as CH 35 in the mode “Extended 37CH” (p. 21)
24	Dimmer Mode		Same as CH 36 in the mode “Extended 37CH” (p. 21)
25	Control		Same as CH 37 in the mode “Extended 37CH” (p. 21)

Mode Basic 21CH

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 6 Shutter 50, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 10 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
2	Tilt	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
3	Pan Rotation		Same as CH 5 in the mode “Extended 37CH” (p. 14)
4	Tilt Rotation		Same as CH 6 in the mode “Extended 37CH” (p. 14)
5	Dimmer	0	0%
		1–254	0% ... 100%
		255	100%

CH	Function	DMX	Description
6	Shutter		Same as CH 10 in the mode “Extended 37CH” (p. 14)
7	Red		Same as CH 11 in the mode “Standard 25CH” (p. 23)
8	Green		Same as CH 12 in the mode “Standard 25CH” (p. 24)
9	Blue		Same as CH 13 in the mode “Standard 25CH” (p. 24)
10	Lime		Same as CH 14 in the mode “Standard 25CH” (p. 24)
11	CTO		Same as CH 27 in the mode “Extended 37CH” (p. 15)
12	CCT Cross Fade		Same as CH 28 in the mode “Extended 37CH” (p. 17)
13	Tint		Same as CH 29 in the mode “Extended 37CH” (p. 17)
14	Colors		Same as CH 30 in the mode “Extended 37CH” (p. 17)
15	Colors 2		Same as CH 31 in the mode “Extended 37CH” (p. 19)
16	Effects		Same as CH 32 in the mode “Extended 37CH” (p. 20)
17	Effects Speed		Same as CH 33 in the mode “Extended 37CH” (p. 21)
18	Effects Fade	0–255	Programs Fade
19	Zoom		Same as CH 35 in the mode “Extended 37CH” (p. 21)
20	Dimmer Mode		Same as CH 36 in the mode “Extended 37CH” (p. 21)
21	Control		Same as CH 37 in the mode “Extended 37CH” (p. 21)

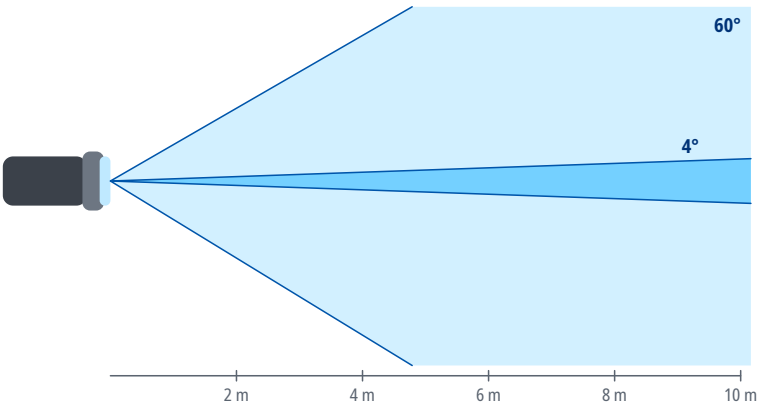
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4–60°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	320 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	8.6 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	0.5–10 Hz
LED frequency	1200–25000 Hz
Color wheel rotation	up to 180 °/s (30 rpm)
Color wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 4°	Ø 60°
2 m	0.14 m	2.3 m
4 m	0.28 m	4.6 m
6 m	0.42 m	6.9 m
8 m	0.56 m	9.2 m
10 m	0.7 m	11.5 m
15 m	1 m	17.3 m

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

11 Maintenance and cleaning

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

12 Troubleshooting

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

13 Disposal

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

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

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

Recycle the packaging materials according to their type.