DMX REFERENCE

Proxima Hybrid

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Proxima_Hybrid_92792.gdtf
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1 About this manual

This document describes the Proxima Hybrid by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Proxima_Hybrid_92792.gdtf from the GDTF-Share library.

File revision: “V001”.

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	606 W
Weight	32.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 36CH	36	14	1, 37, 73, 109, ...
Standard 29CH	29	17	1, 30, 59, 88, ...

No light? Check these channels

- Extended 36CH: CH 6 Dimmer above 0
- Standard 29CH: CH 6 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: 90–240 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

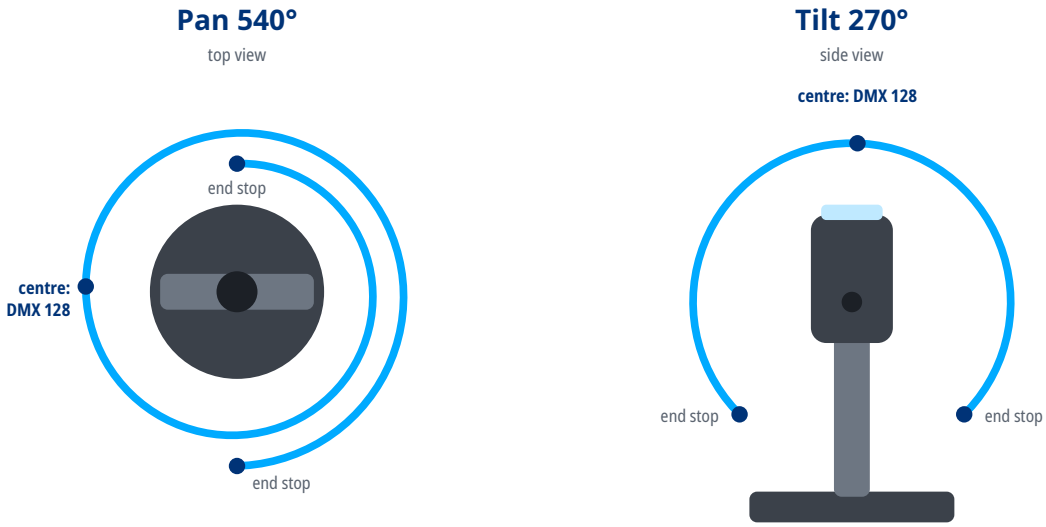
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do 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



5 Installation

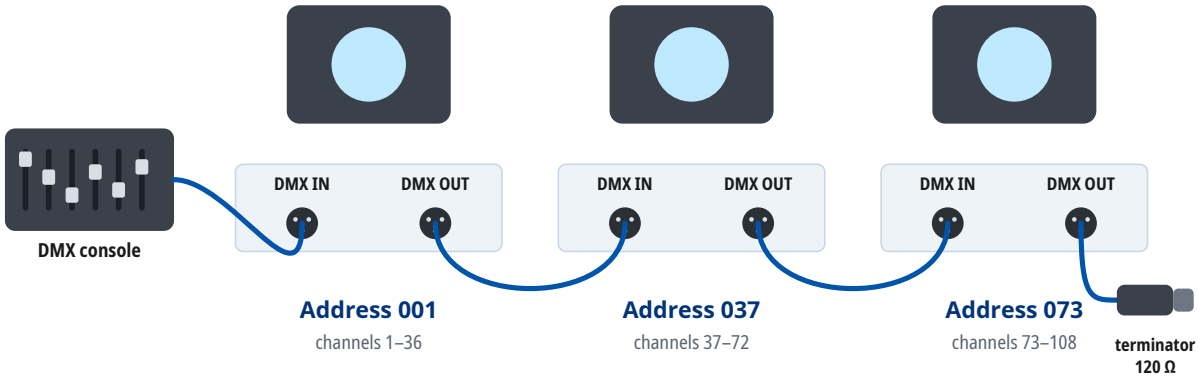
⚠ **WARNING**

- 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: 32.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended 36CH: every unit occupies 36 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 36CH”: 36.
- 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 36CH”, you can use, for example, the start addresses 1, 37, 73, 109.
- 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 36CH 36 channels	Standard 29CH 29 channels
Pan / Tilt	1, 3, 5	1, 3, 5
Dimmer	6	6
Shutter / strobe	8	8
Color mixing	9, 11, 13	9–11
Color wheel	15	12
Gobo wheel	17, 20	14, 17
Gobo rotation	18	15
Prism	25, 26, 28, 29	22–25
Frost	31	26
Zoom	21	18
Focus	23	20
Animation wheel	32	27

Color wheel

1 Color: open
DMX 119–120

2 Color 1
DMX 121–124

3 Color 2
DMX 125–128

4 Color 3
DMX 129–132

5 Color 4
DMX 133–136

6 Color 5
DMX 137–140

7 Color 6
DMX 141–144

8 Color 7
DMX 145–148

9 Color 8
DMX 149–152

10 Color 9
DMX 153–156

11 Color 10
DMX 157–160

12 Color 11
DMX 161–164

13 Color 12
DMX 165–168

14 Color 13
DMX 169–172

15 Color 14
DMX 173–176

16 Color 15
DMX 177–180

17 Color 16
DMX 181–184

18 Color 17
DMX 185–188

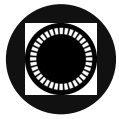
Gobo wheel 1

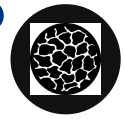
1
Beam Mode
DMX 0–2

2 
Gobo 1
DMX 6–10

3 
Gobo 2
DMX 11–15

4 
Gobo 3
DMX 16–20

5 
Gobo 4
DMX 21–25

6 
Gobo 5
DMX 26–30

7 
Gobo 6
DMX 31–35

8 
Gobo 7
DMX 36–40

9 
Gobo 8
DMX 41–45

10 
Gobo 9
DMX 46–50

11 
Gobo 10
DMX 51–55

12 
Gobo 11
DMX 56–60

13 
Gobo1-11
DMX 61–66

Gobo wheel 2

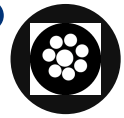
1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3
Gobo 2
DMX 11–14

4 
Gobo 3
DMX 15–18

5
Gobo 4
DMX 19–22

6 
Gobo 5
DMX 23–26

7 
Gobo 6
DMX 27–30

8 
Gobo7
DMX 31–34

9 
Gobo 8
DMX 35–38

10 
Gobo 9
DMX 39–42

11 
Gobo 10
DMX 43–46

12 
Gobo 11
DMX 47–50

13 
Gobo 12
DMX 51–54

14 
Gobo 13
DMX 55–58

15 
Gobo 14
DMX 59–62

16 
Gobo 15
DMX 63–66

17 
Gobo 16
DMX 67–70

18 
Gobo 17
DMX 71–74

19 
Gobo 18
DMX 75–78

20
Gobo 19
DMX 79–82

21
Gobo 20
DMX 83–86

22
Gobo 21
DMX 87–90

23
Gobo 22
DMX 91–94

24
open 1
DMX 95–99

Prism 1

1
No Prism
DMX 0–5

2 
6 facets
6 Linear Prism
DMX 6–255

Prism 2

1
open

2 
8 facets
8 face Prism

3 
12 facets
12 face Prism

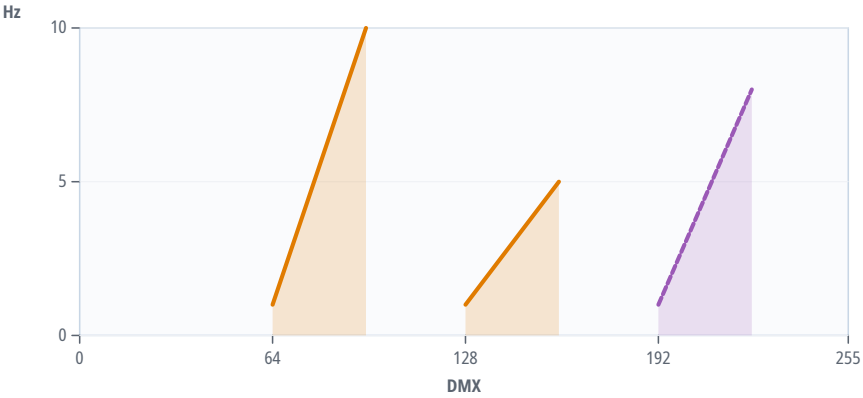
4 
24 facets
24 face Prism

Animation wheel

1
open

2 
Animation

Strobe rate

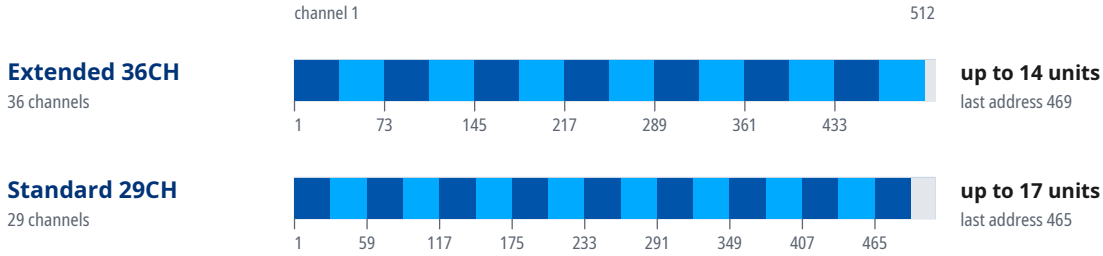


CH 8 · Extended 36CH

- 64–95: 1–10 Hz Strobe
- 128–159: 1–5 Hz Pulse
- 192–223: 1–8 Hz Random

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 36CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	181	11	361	16	U2 · 37
2	37	7	217	12	397	17	U2 · 73
3	73	8	253	13	433	18	U2 · 109
4	109	9	289	14	469	19	U2 · 145
5	145	10	325	15	U2 · 1	20	U2 · 181

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 36CH

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 11 Magenta 0, CH 13 Yellow 0, CH 15 Colors Index 0.

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	0–126	No function
		127–189	Fast to slow CW (1–0.3 °/s)
		190–193	No rotation
		194–255	Slow to fast CCW (0.3–1 °/s)

CH	Function	DMX	Description
6	Dimmer	0–255	Closed … open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–31	Shutter closed
		32–63	Shutter open1
		64	Min strobe
		65–94	Min strobe … max strobe
		95	Max strobe
		96–127	Shutter open2
		128	Min pulse
		129–158	Min pulse … max pulse
		159	Max pulse
		160–191	Shutter open3
		192	Min random strobe
		193–222	Min random strobe … max random strobe
		223	Max random strobe
		224–255	Shutter open4
9	Cyan	0–255	
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Magenta	0–255	
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow	0–255	
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	Colors Index	0–5	Index: Colour off (open)
		6–118	Color index
		119–120	Color: open
		121–124	Color 1
		125–128	Color 2
		129–132	Color 3
		133–136	Color 4
		137–140	Color 5
		141–144	Color 6
		145–148	Color 7
		149–152	Color 8
		153–156	Color 9
		157–160	Color 10
		161–164	Color 11
		165–168	Color 12
		169–172	Color 13
		173–176	Color 14
		177–180	Color 15
		181–184	Color 16

CH	Function	DMX	Description
15	Colors Index (continued)	185–188	Color 17
		189–192	Color: Colour off (open)
		193–223	Fast to slow CW (180–5.64 °/s)
		224	Spin: Stop
		225–255	Slow to fast CCW (5.64–180 °/s)
16	Colors Index Fine	0–255	Fine adjustment of CH 15
17	Gobo	0–2	Beam Mode
		3–5	Spot Mode
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–45	Gobo 8
		46–50	Gobo 9
		51–55	Gobo 10
		56–60	Gobo 11
		61–65	Gobo 12
		66–75	Gobo 1 shake (0.1–1 Hz)
		76–85	Gobo 2 shake (0.1–1 Hz)
		86–95	Gobo 3 shake (0.1–1 Hz)
		96–105	Gobo 4 shake (0.1–1 Hz)
		106–115	Gobo 5 shake (0.1–1 Hz)
		116–125	Gobo 6 shake (0.1–1 Hz)
		126–135	Gobo 7 shaket (0.1–1 Hz)
		136–145	Gobo 8 shake (0.1–1 Hz)
		146–155	Gobo 9 shake (0.1–1 Hz)
		156–165	Gobo 10 shake (0.1–1 Hz)
		166–175	Gobo 11 shake (0.1–1 Hz)
		176–185	Gobo 12 shake (0.1–1 Hz)
		186–192	Shake: open (0.1–1 Hz)
		193–223	Fast to slow CW
		224	Spin: Stop
		225–255	Spin: Slow to fast
18	Gobo Rotation	0–5	Rot Off
		6–128	Position 0- 540
		129–191	Slow to fast CW (2.81–180 °/s)
		192	Gobo 1 Pos Rotate: Stop
		193–255	Fast to slow CCW (180–2.81 °/s)
19	Gobo Rotation Fine	0–255	Fine adjustment of CH 18

CH	Function	DMX	Description
20	Gobo 2	0–5	Gobo: Open
		6–10	Gobo 1
		11–14	Gobo 2
		15–18	Gobo 3
		19–22	Gobo 4
		23–26	Gobo 5
		27–30	Gobo 6
		31–34	Gobo7
		35–38	Gobo 8
		39–42	Gobo 9
		43–46	Gobo 10
		47–50	Gobo 11
		51–54	Gobo 12
		55–58	Gobo 13
		59–62	Gobo 14
		63–66	Gobo 15
		67–70	Gobo 16
		71–74	Gobo 17
		75–78	Gobo 18
		79–82	Gobo 19
		83–86	Gobo 20
		87–90	Gobo 21
		91–94	Gobo 22
		95–98	Gobo: open1
		99–102	Gobo 1 shake (0.1–1 Hz)
		103–106	Gobo 2 shake (0.1–1 Hz)
		107–110	Gobo 3 shake (0.1–1 Hz)
		111–114	Gobo 4 shake (0.1–1 Hz)
		115–118	Gobo 5 shake (0.1–1 Hz)
		119–122	Gobo 6 shake (0.1–1 Hz)
		123–126	Gobo 7 shake (0.1–1 Hz)
		127–130	Gobo 8 shake (0.1–1 Hz)
		131–134	Gobo 9 shake (0.1–1 Hz)
		135–138	Gobo 10 shake (0.1–1 Hz)
		139–142	Gobo 11 shake (0.1–1 Hz)
		143–146	Gobo 12 shake (0.1–1 Hz)
		147–150	Gobo 13 shake (0.1–1 Hz)
		151–154	Gobo 14 shake (0.1–1 Hz)
		155–158	Gobo 15 shake (0.1–1 Hz)
		159–162	Gobo 16 shake (0.1–1 Hz)
		163–166	Gobo 17 shake (0.1–1 Hz)
		167–170	Gobo 18 shake (0.1–1 Hz)

CH	Function	DMX	Description
20	Gobo 2 (continued)	171–174	Gobo 19 shake (0.1–1 Hz)
		175–178	Gobo 20 shake (0.1–1 Hz)
		179–182	Gobo 21 shake (0.1–1 Hz)
		183–186	Gobo 22 shake (0.1–1 Hz)
		187–190	White shake (0.1–1 Hz)
		191–192	Shake: open
		193–224	Fast to slow CW (180–5.81 °/s)
		225–226	Spin: Stop
		227–255	Slow to fast CCW (5.81–180 °/s)
21	Zoom	0–255	0.9–22.5°
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–255	
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Prism	0–5	No Prism
		6–255	6 Linear Prism
26	Prism Rotation	0–5	Rot Off
		6–128	Position 0- 540
		129–191	Fast to Slow CW (180–2.81 °/s)
		192	Rotate: Stop
		193–255	Slow to Fast CCW (2.81–180 °/s)
27	Prism Rotation Fine	0–255	Fine adjustment of CH 26
28	Prism 2	0–5	No function
		6–85	8 face Prism
		86–165	12 face Prism
		166–255	24 face Prism
29	Prism 2 Rotation	0–5	Rot Off
		6–128	Position 0-540
		129–191	Fast to Slow CW (180–2.81 °/s)
		192	Prism 2 Pos Rotate: Stop
		193–255	Slow to Fast CCW (2.81–180 °/s)
30	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 29
31	Frost	0–255	
32	Animation Wheel	0–5	Rot Off
		6–128	Position 0-540
		129–191	Fast to Slow CW (180–2.81 °/s)
		192	Animation Wheel 1 Pos Rotate: Stop
		193–255	Slow to Fast CCW (2.81–180 °/s)
33	Animation Wheel Fine	0–255	Fine adjustment of CH 32
34	Speed Pan/Tilt	0	Max speed
		1–254	Max speed ... Min speed
		255	Min speed
35	Dimmer Mode	0–20	Standard

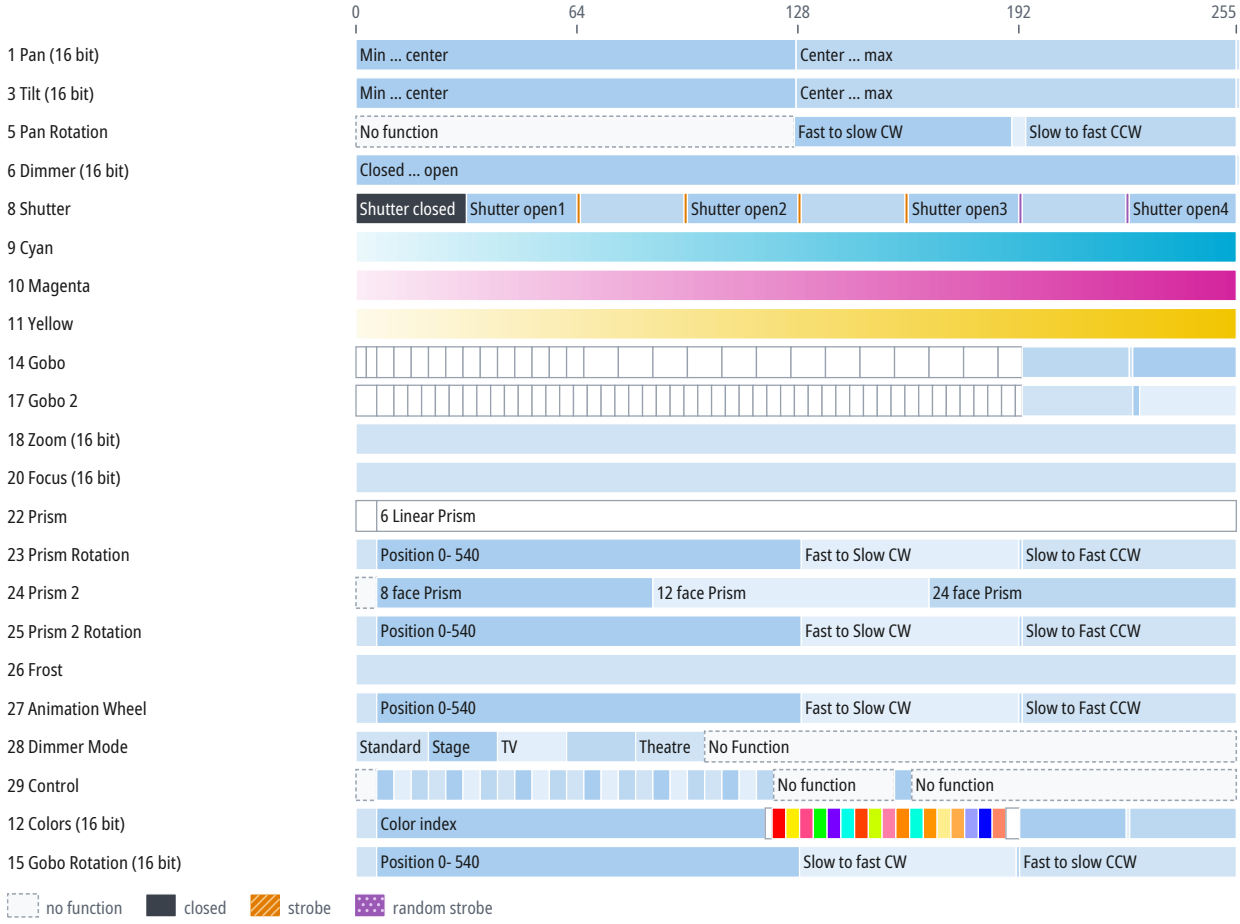
CH	Function	DMX	Description
35	Dimmer Mode (continued)	21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	No Function
36	Control	0–5	No function
		6–10	On Display Backlight(Hold 3s)
		11–15	OFF Display Backlight(Hold 3s)
		16–20	Invert Pan off (Hold 3s)
		21–25	Invert Pan on (Hold 3s)
		26–30	Invert Tilt off (Hold 3s)
		31–35	Invert Tilt on (Hold 3s)
		36–40	Fan Auto (Hold 3s)
		41–45	Fan Silent (Hold 3s)
		46–50	Fan High (Hold 3s)
		51–55	Linear Dimmer Curve (hold 3s)
		56–60	Square Dimmer Curve (hold 3s)
		61–65	Inv-Square Dimmer Curve (hold 3s)
		66–70	S - Dimmer Curve (hold 3s)
		71–75	1200 Hz (hold 3s)
		76–80	3600 Hz (hold 3s)
		81–85	5000 Hz (hold 3s)
		86–90	10000 Hz (hold 3s)
		91–95	15000 Hz (hold 3s)
		96–100	20000 Hz (hold 3s)
		101–105	25000 Hz (hold 3s)
		106–110	Reset Pan/Tilt (Hold 3s)
		111–115	Reset only Head (Hold 3s)
		116–120	Reset All Functions (Hold 3s)
		121–155	No function
		156–160	Factory Default(Hold 3s)
		161–255	No function

Mode Standard 29CH

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 36CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 36CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Extended 36CH” (p. 12)
6	Dimmer		Same as CH 6 in the mode “Extended 36CH” (p. 13)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “Extended 36CH” (p. 13)
9	Cyan	0–255	
10	Magenta	0–255	
11	Yellow	0–255	
12	Colors	0–5	Index: Colour off (open)
		6–118	Color index

CH	Function	DMX	Description
12	Colors (continued)	119–120	Color: open
		121–124	Color 1
		125–128	Color 2
		129–132	Color 3
		133–136	Color 4
		137–140	Color 5
		141–144	Color 6
		145–148	Color 7
		149–152	Color 8
		153–156	Color 9
		157–160	Color 10
		161–164	Color 11
		165–168	Color 12
		169–172	Color 13
		173–176	Color 14
		177–180	Color 15
		181–184	Color 16
		185–188	Color 17
		189–192	Color: Colour off (open)
		193–223	Fast to slow CW (180–5.64 °/s)
		224	Spin: Stop
		225–255	Slow to fast CCW (5.64–180 °/s)
13	Colors Fine	0–255	Fine adjustment of CH 12
14	Gobo		Same as CH 17 in the mode “Extended 36CH” (p. 14)
15	Gobo Rotation		Same as CH 18 in the mode “Extended 36CH” (p. 14)
16	Gobo Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo 2	0–5	Gobo: Open
		6–10	Gobo 1
		11–14	Gobo 2
		15–18	Gobo 3
		19–22	Gobo 4
		23–26	Gobo 5
		27–30	Gobo 6
		31–34	Gobo7
		35–38	Gobo 8
		39–42	Gobo 9
		43–46	Gobo 10
		47–50	Gobo 11
		51–54	Gobo 12
		55–58	Gobo 13
		59–62	Gobo 14
		63–66	Gobo 15

CH	Function	DMX	Description
17	Gobo 2 (continued)	67–70	Gobo 16
		71–74	Gobo 17
		75–78	Gobo 18
		79–82	Gobo 19
		83–86	Gobo 20
		87–90	Gobo 21
		91–94	Gobo 22
		95–98	Gobo: open
		99–102	Gobo 1 shake (0.1–1 Hz)
		103–106	Gobo 2 shake (0.1–1 Hz)
		107–110	Gobo 3 shake (0.1–1 Hz)
		111–114	Gobo 4 shake (0.1–1 Hz)
		115–118	Gobo 5 shake (0.1–1 Hz)
		119–122	Gobo 6 shake (0.1–1 Hz)
		123–126	Gobo 7 shake (0.1–1 Hz)
		127–130	Gobo 8 shake (0.1–1 Hz)
		131–134	Gobo 9 shake (0.1–1 Hz)
		135–138	Gobo 10 shake (0.1–1 Hz)
		139–142	Gobo 11 shake (0.1–1 Hz)
		143–146	Gobo 12 shake (0.1–1 Hz)
		147–150	Gobo 13 shake (0.1–1 Hz)
		151–154	Gobo 14 shake (0.1–1 Hz)
		155–158	Gobo 15 shake (0.1–1 Hz)
		159–162	Gobo 16 shake (0.1–1 Hz)
		163–166	Gobo 17 shake (0.1–1 Hz)
		167–170	Gobo 18 shake (0.1–1 Hz)
		171–174	Gobo 19 shake (0.1–1 Hz)
		175–178	Gobo 20 shake (0.1–1 Hz)
		179–182	Gobo 21 shake (0.1–1 Hz)
		183–186	Gobo 22 shake (0.1–1 Hz)
		187–190	White shake (0.1–1 Hz)
		191–192	Shake: open
		193–224	Fast to slow CW (180–5.81 °/s)
		225–226	Spin: Stop
		227–255	Slow to fast CCW (5.81–180 °/s)
18	Zoom	0–255	0.9–22.5°
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Focus	0–255	
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Prism		Same as CH 25 in the mode “Extended 36CH” (p. 16)
23	Prism Rotation		Same as CH 26 in the mode “Extended 36CH” (p. 16)
24	Prism 2		Same as CH 28 in the mode “Extended 36CH” (p. 16)

CH	Function	DMX	Description
25	Prism 2 Rotation		Same as CH 29 in the mode “Extended 36CH” (p. 16)
26	Frost	0–255	
27	Animation Wheel		Same as CH 32 in the mode “Extended 36CH” (p. 16)
28	Dimmer Mode		Same as CH 35 in the mode “Extended 36CH” (p. 16)
29	Control		Same as CH 36 in the mode “Extended 36CH” (p. 17)

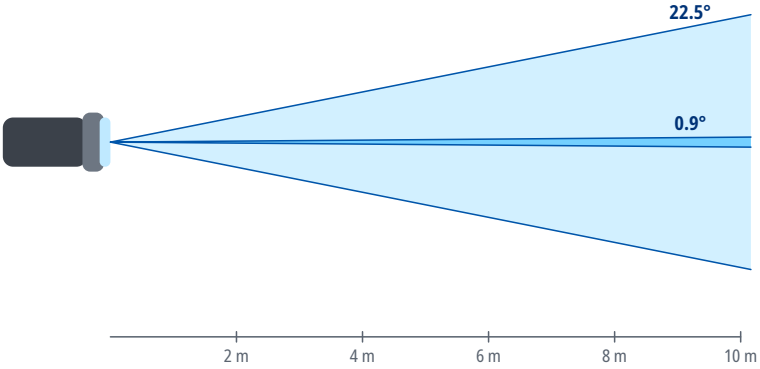
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	606 W
Luminous flux	15,553 lm
Color temperature	8,100 K
Color rendering index (CRI)	70
Optics	
Zoom	0.9–22.5°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	90–240 V, 50/60 Hz
Power consumption	606 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	32.5 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–10 Hz
Color wheel rotation	up to 180 °/s (30 rpm)
Gobo wheel 1 rotation	up to 180 °/s (30 rpm)
Gobo wheel 2 rotation	up to 180 °/s (30 rpm)
Gobo 1 rotation	up to 180 °/s (30 rpm)
Prism 1 rotation	up to 180 °/s (30 rpm)
Prism 2 rotation	up to 180 °/s (30 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 0.9°	Ø 22.5°
2 m	0.03 m	0.8 m
4 m	0.06 m	1.6 m
6 m	0.09 m	2.4 m
8 m	0.13 m	3.2 m
10 m	0.16 m	4 m
15 m	0.24 m	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.