DMX REFERENCE

Tourist M6

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Tourist_M6_149326.gdtf
GDTF revision	Revision 3 · 2026-07-03
Generated	2026-11-23

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1 About this manual

This document describes the Tourist M6 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Tourist_M6_149326.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	990 W
Weight	30 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 58CH	58	8	1, 59, 117, 175, ...
Standard 43CH	43	11	1, 44, 87, 130, ...


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

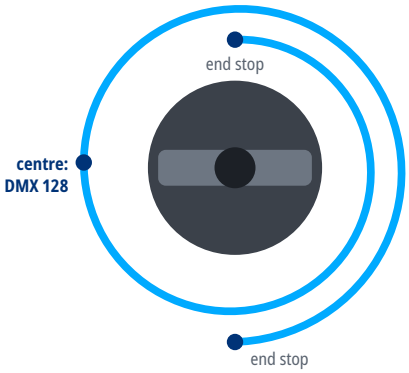
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

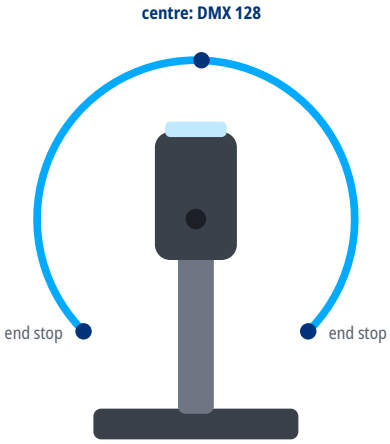
Pan 540°

top view



Tilt 270°

side view



5 Installation

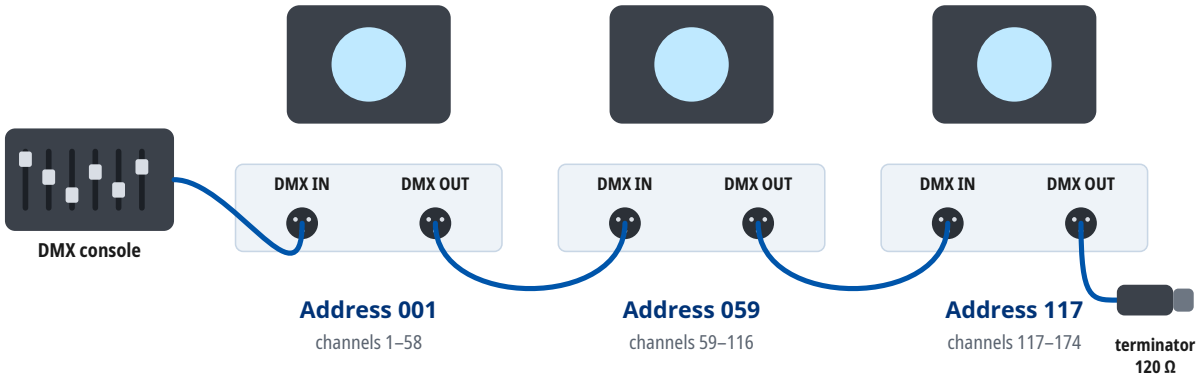
⚠ **WARNING**

- 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: 30 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 58CH: every unit occupies 58 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 58CH”: 58.
- 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 58CH”, you can use, for example, the start addresses 1, 59, 117, 175.
- 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 58CH 58 channels	Standard 43CH 43 channels
Pan / Tilt	1, 3, 5	1, 3, 5
Dimmer	6	6
Shutter / strobe	8	8
Color mixing	9, 11, 13	9–11
Color temperature	15	12
Color wheel	19	14
Gobo wheel	20, 23	15, 18
Gobo rotation	21	16
Prism	29, 30, 32, 33	24, 25, 27, 28
Frost	35, 36	30, 31
Zoom	24	19
Focus	26	21
Iris	28	23
Animation wheel	37	32

Color wheel



1. open — DMX 0–6
2. Deep Red — DMX 121–130
3. Medium Blue — DMX 131–140
4. Deep Green — DMX 141–150
5. Amber — DMX 151–160
6. Deep Blue — DMX 161–170
7. Pink — DMX 171–180
8. CTB — DMX 181–190

Gobo wheel 1



1. Gobo: Open — DMX 0–6
2. Gobo 1 — DMX 7–13
3. Gobo 2 — DMX 14–20
4. Gobo 3 — DMX 21–27
5. Gobo 4 — DMX 28–34
6. Gobo 5 — DMX 35–41
7. Gobo 6 — DMX 42–48
8. Gobo7 — DMX 49–56

Gobo wheel 2

1
Gobo: Open
DMX 0–6

2 
Gobo 1
DMX 7–13

3 
Gobo 2
DMX 14–20

4 
Gobo 3
DMX 21–27

5 
Gobo 4
DMX 28–34

6 
Gobo 5
DMX 35–41

7 
Gobo 6
DMX 42–48

8 
Gobo 7
DMX 49–55

9 
Gobo8
DMX 56–63

Prism 1

1
Open
DMX 0–5

2 
8 facets
Prism 1
DMX 6–255

Prism 2

1
No Prism
DMX 0–5

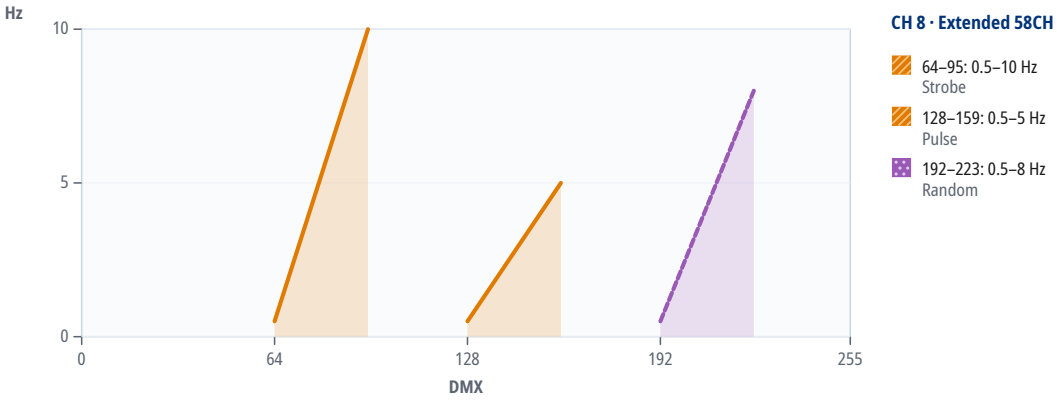
2 
6 facets
Prism 2
DMX 6–255

Animation wheel

1
Open

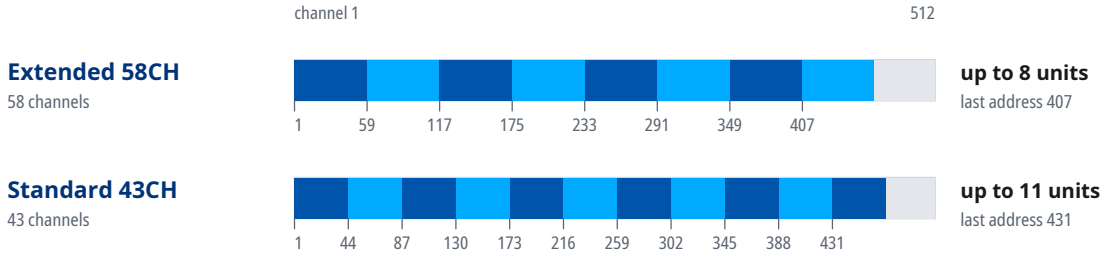
2 
Animation

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 58CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	291	11	U2 · 117	16	U2 · 407
2	59	7	349	12	U2 · 175	17	U3 · 1
3	117	8	407	13	U2 · 233	18	U3 · 59
4	175	9	U2 · 1	14	U2 · 291	19	U3 · 117
5	233	10	U2 · 59	15	U2 · 349	20	U3 · 175

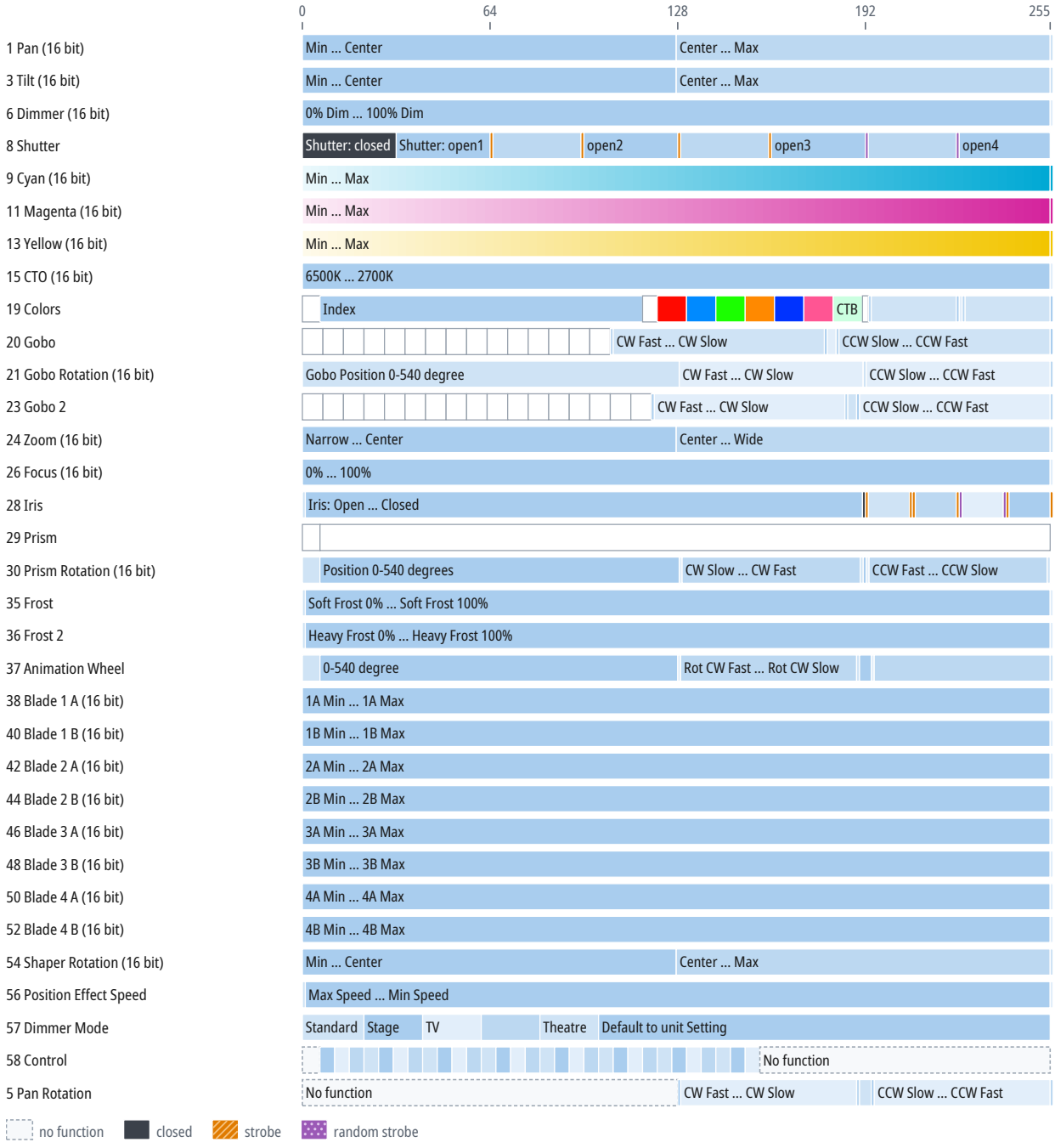
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended 58CH

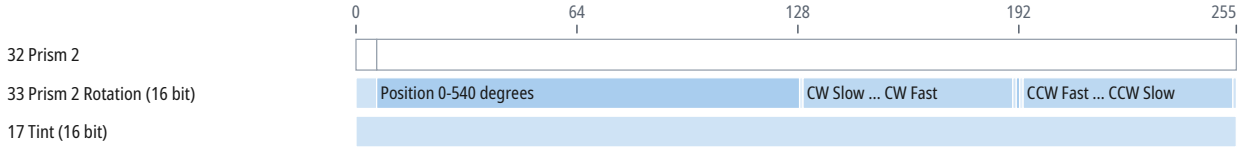
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 CTO 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation	0–127	No function
		128	CW Fast
		129–188	CW Fast ... CW Slow
		189	CW Slow
		190–193	Rotate: Stop
		194	CCW Slow
		195–254	CCW Slow ... CCW Fast
		255	CCW Fast
6	Dimmer	0–255	0% Dim ... 100% Dim
		255	100% Dim
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	open2
		128	Min Pulse
		129–158	Min Pulse ... Max Pulse
		159	Max Pulse
		160–191	open3
		192	Min Random
		193–222	Min Random ... Max Random
		223	Max Random
		224–255	open4
9	Cyan	0–255	Min ... Max
		255	Max
10	Cyan Fine	0–255	Fine adjustment of CH 9

CH	Function	DMX	Description
11	Magenta	0–255	Min … Max
		255	Max
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow	0–255	Min … Max
		255	Max
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	CTO	0–255	6500K … 2700K
		255	2700K
16	CTO Fine	0–255	Fine adjustment of CH 15
17	Tint	0–255	
18	Tint Fine	0–255	Fine adjustment of CH 17
19	Colors	0–5	Color off (open)
		6–115	Index
		116–120	Color: Open
		121–130	Deep Red
		131–140	Medium Blue
		141–150	Deep Green
		151–160	Amber
		161–170	Deep Blue
		171–180	Pink
		181–190	CTB
		191–192	Color: Open1
		193	CW Fast
		194–222	CW Fast … CW Slow
		223	CW Slow
		224	Spin: Stop
		225	CCW Slow
		226–254	CCW Slow … CCW Fast
		255	CCW Fast
20	Gobo	0–6	Gobo: Open
		7–13	Gobo 1
		14–20	Gobo 2
		21–27	Gobo 3
		28–34	Gobo 4
		35–41	Gobo 5
		42–48	Gobo 6
		49–55	Gobo 7
		56–62	Gobo 1 shake
		63–69	Gobo 2 shake
		70–76	Gobo 3 shake
		77–83	Gobo 4 shake
		84–90	Gobo 5 shake

CH	Function	DMX	Description
20	Gobo (continued)	91–97	Gobo 6 shake
		98–104	Gobo 7 shake
		105	CW Fast
		106–177	CW Fast ... CW Slow
		178	CW Slow
		179–181	Spin: Stop
		182	CCW Slow
		183–254	CCW Slow ... CCW Fast
		255	CCW Fast
21	Gobo Rotation	0–128	Gobo Position 0-540 degree (540°)
		129–191	CW Fast ... CW Slow
		191	CW Slow
		192	Gobo 1 Rotate: Stop
		193–255	CCW Slow ... CCW Fast
		255	CCW Fast
22	Gobo Rotation Fine	0–255	Fine adjustment of CH 21
23	Gobo 2	0–6	Gobo: Open
		7–13	Gobo 1
		14–20	Gobo 2
		21–27	Gobo 3
		28–34	Gobo 4
		35–41	Gobo 5
		42–48	Gobo 6
		49–55	Gobo 7
		56–62	Gobo 8
		63–69	Gobo 1 shake
		70–76	Gobo 2 shake
		77–83	Gobo 3 shake
		84–90	Gobo 4 shake
		91–97	Gobo 5 shake
		98–104	Gobo 6 shake
		105–111	Gobo 7 shake
		112–118	Gobo 8 shake
		119	CW Fast
		120–184	CW Fast ... CW Slow
		185	CW Slow
		186–188	Spin: Stop
		189	CCW Slow
		190–254	CCW Slow ... CCW Fast
		255	CCW Fast
24	Zoom	0–127	Narrow ... Center
		128–255	Center ... Wide

CH	Function	DMX	Description
24	Zoom (continued)	255	Wide
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	0% … 100%
		255	100%
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Iris	0	Iris: Open
		1–190	Iris: Open … Closed
		191	Iris: Closed
		192	Pulse up slow
		193–206	Pulse up slow … Pulse up fast
		207	Pulse up fast
		208	Pulse dowm slow
		209–222	Pulse dowm slow … Pulse dowm fast
		223	Pulse dowm fast
		224	Random effect slow
		225–238	Random effect slow … Random effect fast
		239	Random effect fast
		240	Up-Down slow
		241–254	Up-Down slow … Up-Down fast
		255	Up-Down fast
29	Prism	0–5	Open
		6–255	Prism 1
30	Prism Rotation	0–5	Rot Off
		6–128	Position 0-540 degrees
		129	CW Slow
		130–190	CW Slow … CW Fast
		191	CW Fast
		192	Prism 1 Rotate: Stop
		193	CCW Fast
		194–254	CCW Fast … CCW Slow
		255	CCW Slow
31	Prism Rotation Fine	0–255	Fine adjustment of CH 30
32	Prism 2	0–5	No Prism
		6–255	Prism 2
33	Prism 2 Rotation	0–5	Rot Off
		6–128	Position 0-540 degrees
		129	CW Slow
		130–190	CW Slow … CW Fast
		191	CW Fast
		192	Prism 2 Rotate: Stop
		193	CCW Fast
		194–254	CCW Fast … CCW Slow

CH	Function	DMX	Description
33	Prism 2 Rotation (continued)	255	CCW Slow
34	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 33
35	Frost	0	Soft Frost 0%
		1–254	Soft Frost 0% … Soft Frost 100%
		255	Soft Frost 100%
36	Frost 2	0	Heavy Frost 0%
		1–254	Heavy Frost 0% … Heavy Frost 100%
		255	Heavy Frost 100%
37	Animation Wheel	0–5	Open
		6–127	0-540 degree (540°)
		128	Rot CW Fast
		129–188	Rot CW Fast … Rot CW Slow
		189	Rot CW Slow
		190–193	No rotation
		194	Rot CCW Slow
		195–254	Rot CCW Slow … Rot CCW Fast
		255	Rot CCW Fast
38	Blade 1 A	0–255	1A Min … 1A Max
		255	1A Max
39	Blade 1 A Fine	0–255	Fine adjustment of CH 38
40	Blade 1 B	0–255	1B Min … 1B Max
		255	1B Max
41	Blade 1 B Fine	0–255	Fine adjustment of CH 40
42	Blade 2 A	0–255	2A Min … 2A Max
		255	2A Max
43	Blade 2 A Fine	0–255	Fine adjustment of CH 42
44	Blade 2 B	0–255	2B Min … 2B Max
		255	2B Max
45	Blade 2 B Fine	0–255	Fine adjustment of CH 44
46	Blade 3 A	0–255	3A Min … 3A Max
		255	3A Max
47	Blade 3 A Fine	0–255	Fine adjustment of CH 46
48	Blade 3 B	0–255	3B Min … 3B Max
		255	3B Max
49	Blade 3 B Fine	0–255	Fine adjustment of CH 48
50	Blade 4 A	0–255	4A Min … 4A Max
		255	4A Max
51	Blade 4 A Fine	0–255	Fine adjustment of CH 50
52	Blade 4 B	0–255	4B Min … 4B Max
		255	4B Max
53	Blade 4 B Fine	0–255	Fine adjustment of CH 52
54	Shaper Rotation	0–127	Min … Center

CH	Function	DMX	Description
54	Shaper Rotation (continued)	128–255	Center ... Max
		255	Max
55	Shaper Rotation Fine	0–255	Fine adjustment of CH 54
56	Position Effect Speed	0	Max Speed
		1–254	Max Speed ... Min Speed
		255	Min Speed
57	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to unit Setting
58	Control	0–5	Control: No function
		6–10	Invert Pan on (Hold 3s)
		11–15	Invert Pan off (Hold 5s)
		16–20	Invert Tilt on (Hold 3s)
		21–25	Invert Tilt off (Hold 5s)
		26–30	Fan Auto (Hold 3s)
		31–35	Fan Silent (Hold 3s)
		36–40	Fan high (Hold 3s)
		41–45	Linear Dimmer Curve (hold 3s)
		46–50	Square Dimmer Curve (hold 3s)
		51–55	Inv-Square Dimmer Curve (hold 3s)
		56–60	S- Dimmer Curve (hold 3s)
		61–65	1200Hz
		66–70	3600Hz
		71–75	5000Hz
		76–80	10000Hz
		81–85	15000Hz
		86–90	20000Hz
		91–95	25000Hz
		96–100	Reset Pan/Tilt (Hold 3s)
		101–105	Reset only Head (Hold 3s)
		106–110	Reset All Functions (Hold 3s)
		111–115	Standard Mode
		116–120	High CRI
		121–125	Gobo CTB auto On(Hold 3s)
		126–130	Gobo CTB auto Off(Hold 3s)
		131–135	Framing Control Left/Right(Hold 3s)
		136–140	Framing Control Position/Angle(Hold 3s)
		141–145	Sun Protection ON(Hold 3s)

CH	Function	DMX	Description
58	Control (continued)	146–150	Sun Protection OFF(Hold 3s)
		151–155	Factory Reset
		156–255	No function

Mode Standard 43CH

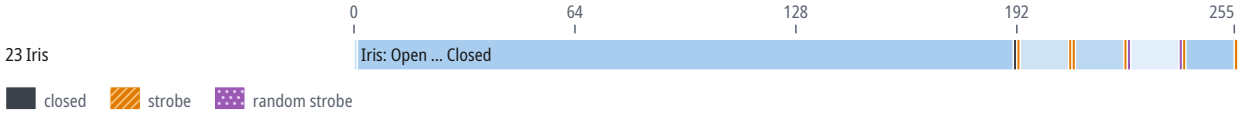
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 CTO 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 58CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 58CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Extended 58CH” (p. 11)
6	Dimmer		Same as CH 6 in the mode “Extended 58CH” (p. 11)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “Extended 58CH” (p. 11)
9	Cyan	0	Min
		1–254	Min ... Max
		255	Max
10	Magenta	0	Min
		1–254	Min ... Max
		255	Max
11	Yellow	0	Min
		1–254	Min ... Max
		255	Max
12	CTO	0	6500K
		1–254	6500K ... 2700K
		255	2700K
13	Tint	0–255	
14	Colors		Same as CH 19 in the mode “Extended 58CH” (p. 12)
15	Gobo		Same as CH 20 in the mode “Extended 58CH” (p. 12)
16	Gobo Rotation		Same as CH 21 in the mode “Extended 58CH” (p. 13)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 23 in the mode “Extended 58CH” (p. 13)
19	Zoom		Same as CH 24 in the mode “Extended 58CH” (p. 13)
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Focus		Same as CH 26 in the mode “Extended 58CH” (p. 14)
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Iris		Same as CH 28 in the mode “Extended 58CH” (p. 14)
24	Prism		Same as CH 29 in the mode “Extended 58CH” (p. 14)
25	Prism Rotation		Same as CH 30 in the mode “Extended 58CH” (p. 14)
26	Prism Rotation Fine	0–255	Fine adjustment of CH 25
27	Prism 2		Same as CH 32 in the mode “Extended 58CH” (p. 14)
28	Prism 2 Rotation		Same as CH 33 in the mode “Extended 58CH” (p. 14)

CH	Function	DMX	Description
29	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 28
30	Frost		Same as CH 35 in the mode “Extended 58CH” (p. 15)
31	Frost 2		Same as CH 36 in the mode “Extended 58CH” (p. 15)
32	Animation Wheel		Same as CH 37 in the mode “Extended 58CH” (p. 15)
33	Blade 1 A	0	1A Min
		1–254	1A Min … 1A Max
		255	1A Max
34	Blade 1 B	0	1B Min
		1–254	1B Min … 1B Max
		255	1B Max
35	Blade 2 A	0	2A Min
		1–254	2A Min … 2A Max
		255	2A Max
36	Blade 2 B	0	2B Min
		1–254	2B Min … 2B Max
		255	2B Max
37	Blade 3 A	0	3A Min
		1–254	3A Min … 3A Max
		255	3A Max
38	Blade 3 B	0	3B Min
		1–254	3B Min … 3B Max
		255	3B Max
39	Blade 4 A	0	4A Min
		1–254	4A Min … 4A Max
		255	4A Max
40	Blade 4 B	0	4B Min
		1–254	4B Min … 4B Max
		255	4B Max
41	Shaper Rotation	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
42	Dimmer Mode		Same as CH 57 in the mode “Extended 58CH” (p. 16)
43	Control		Same as CH 58 in the mode “Extended 58CH” (p. 16)

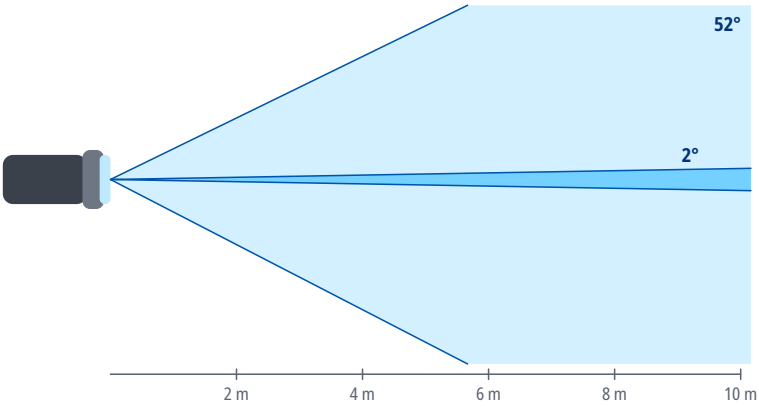
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	25,600 lm
Color temperature	6,000 K
Color rendering index (CRI)	95
Optics	
Zoom	2–52°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	990 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	30 kg
Operating environment	
Operating temperature	-45 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	0.5–10 Hz
LED frequency	1200–25000 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 2°	Ø 52°
2 m	0.07 m	2 m
4 m	0.14 m	3.9 m
6 m	0.21 m	5.9 m
8 m	0.28 m	7.8 m
10 m	0.35 m	9.8 m
15 m	0.52 m	14.6 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.