DMX REFERENCE

Tourist M7

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Tourist_M7_150197.gdtf
GDTF revision	Revision 2 · 2026-07-09
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 8
9 DMX channels 10
Mode Extended 57CH 11
Mode Standard 41CH 19
10 Technical specifications 22
11 Maintenance and cleaning 23
12 Troubleshooting 23
13 Disposal 24

1 About this manual

This document describes the Tourist M7 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Tourist_M7_150197.gdtf from the GDTF-Share library.

File revision: “Revision 2”.

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	1,435 W
Weight	37.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 57CH	57	8	1, 58, 115, 172, ...
Standard 41CH	41	12	1, 42, 83, 124, ...

No light? Check these channels

- Extended 57CH: CH 8 Shutter at 96–127 or 160–191 or 224–255
- Standard 41CH: CH 8 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.

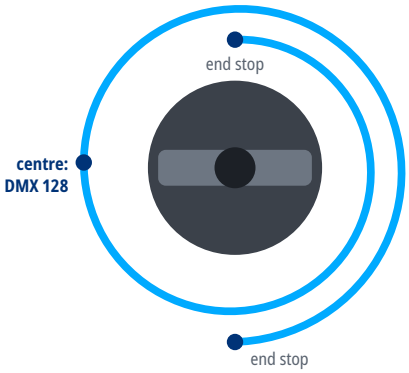
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

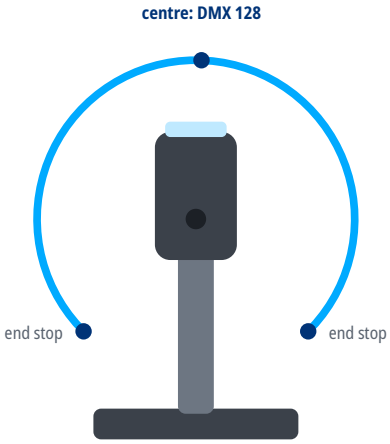
Pan 540°

top view



Tilt 270°

side view



5 Installation

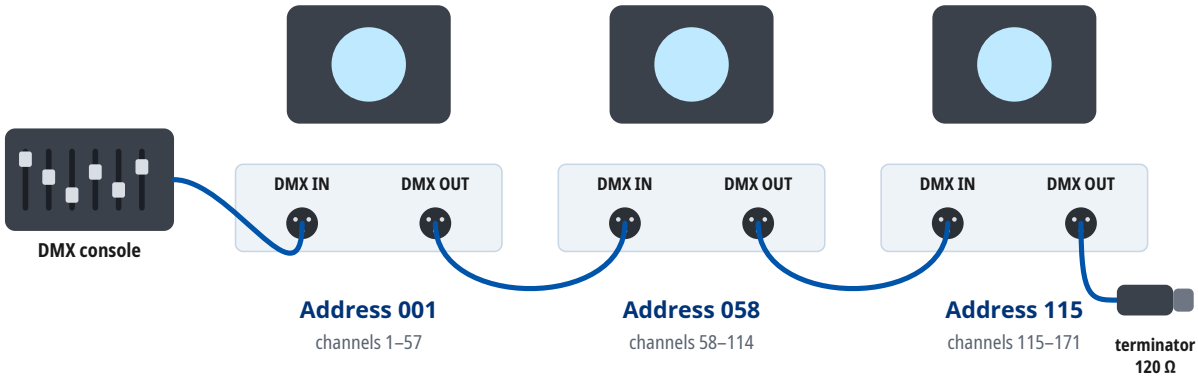
⚠ **WARNING**

- 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: 37.9 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 57CH: every unit occupies 57 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

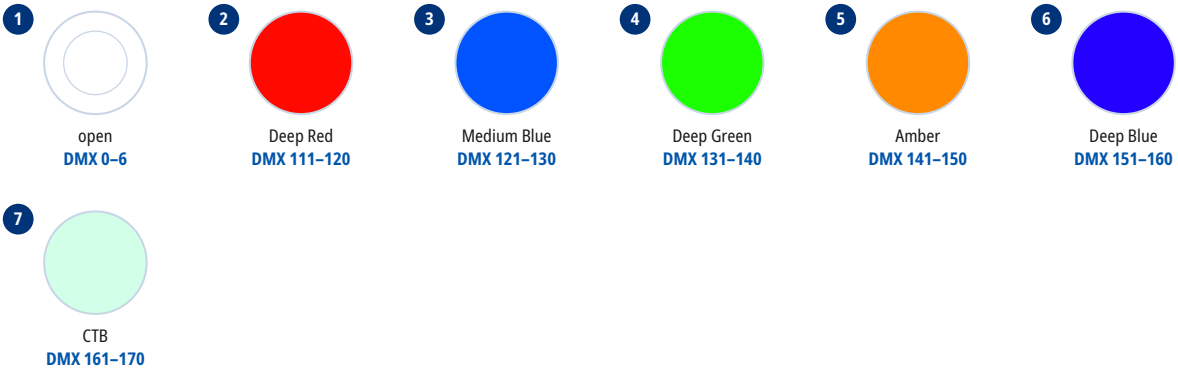
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended 57CH”: 57.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 57CH”, you can use, for example, the start addresses 1, 58, 115, 172.
- 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 57CH 57 channels	Standard 41CH 41 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	17	13
Gobo wheel	19, 22	15, 18
Gobo rotation	20, 23	16, 19
Prism	30–33	24–27
Frost	34, 35	28, 29
Zoom	25	21
Focus	27	22
Iris	29	23
Animation wheel	36	30

Color wheel



1. open — DMX 0–6
2. Deep Red — DMX 111–120
3. Medium Blue — DMX 121–130
4. Deep Green — DMX 131–140
5. Amber — DMX 141–150
6. Deep Blue — DMX 151–160
7. CTB — DMX 161–170

Gobo wheel 1



1. Gobo: Open — DMX 0–5
2. Gobo 1 — DMX 6–16
3. Gobo 2 — DMX 17–27
4. Gobo 3 — DMX 28–38
5. Gobo 4 — DMX 39–49
6. Gobo 5 — DMX 50–60
7. Gobo 6 — DMX 61–71
8. Gobo7 — DMX 72–83

Gobo wheel 2

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–16

3 
Gobo 2
DMX 17–27

4 
Gobo 3
DMX 28–38

5 
Gobo 4
DMX 39–49

6 
Gobo 5
DMX 50–60

7 
Gobo 6
DMX 61–71

8 
Gobo7
DMX 72–83

Prism 1

1
Open
DMX 0–5

2 
6 facets
Prism 1
DMX 6–255

Animation wheel

1
Rot Off
DMX 0

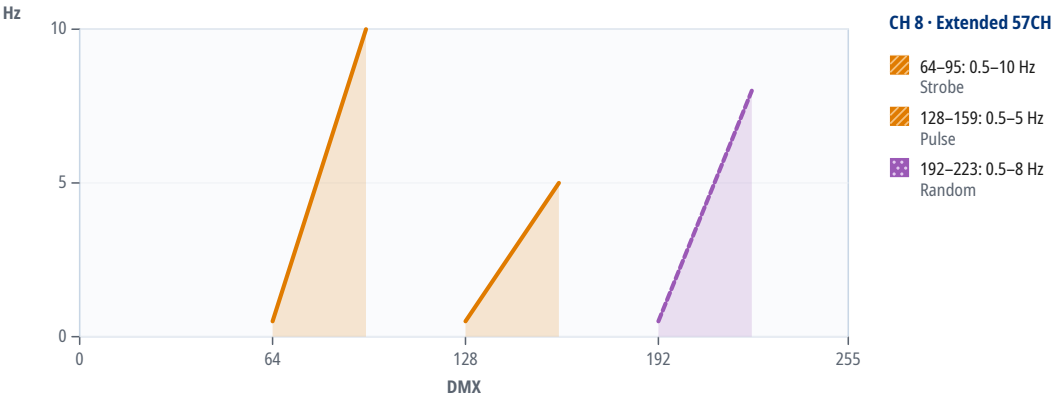
2 
Animation
DMX 6–64

Prism 2

1
No Prism
DMX 0–5

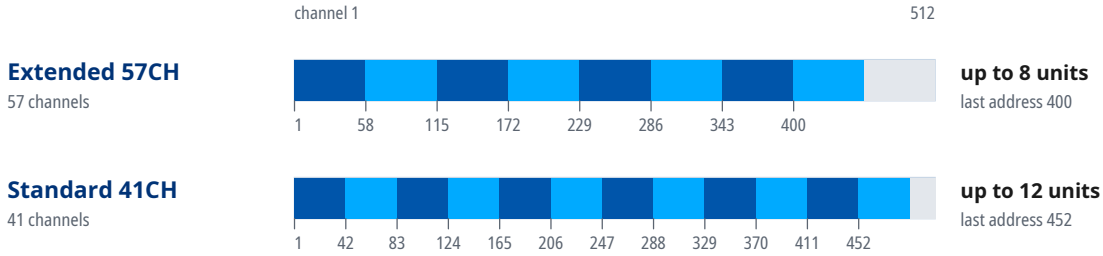
2 
4 facets
Prism 2
DMX 6–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 57CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	286	11	U2 · 115	16	U2 · 400
2	58	7	343	12	U2 · 172	17	U3 · 1
3	115	8	400	13	U2 · 229	18	U3 · 58
4	172	9	U2 · 1	14	U2 · 286	19	U3 · 115
5	229	10	U2 · 58	15	U2 · 343	20	U3 · 172

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 57CH

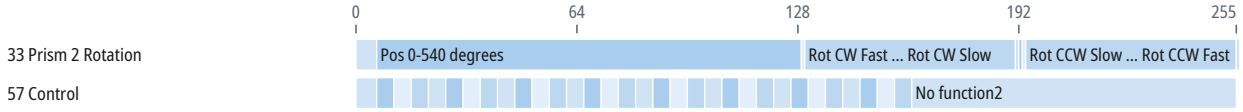
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 96–127 or 160–191 or 224–255. 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.

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	0–63	0% Dim ... 25% Dim
		64–127	25% Dim ... 50% Dim
		128–191	50% Dim ... 75% Dim
		192–255	75% 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	Open 2
		128	Min Pulse
		129–158	Min Pulse ... Max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Random
		193–222	Min Random ... Max Random
		223	Max Random
		224–255	Open 4
9	Cyan	0–255	Min ... Max

CH	Function	DMX	Description
9	Cyan (continued)	255	Max
10	Cyan Fine	0–255	Fine adjustment of CH 9
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 … 2400K
		255	2400K
16	CTO Fine	0–255	Fine adjustment of CH 15
17	Colors	0–5	Color off (open)
		6–104	Indexing
		105–110	Color: Open
		111–120	Deep Red
		121–130	Medium Blue
		131–140	Deep Green
		141–150	Amber
		151–160	Deep Blue
		161–170	CTB
		171–192	Color: Open2
		193–223	Rot CW Fast … Rot CW Slow
		223	Rot CW Slow
		224	Rot Stop
		225–255	Rot CCW Slow … Rot CCW Fast
		255	Rot CCW Fast
18	Colors Fine	0–255	Fine adjustment of CH 17
19	Gobo	0–5	Gobo: Open
		6–16	Gobo 1
		17–27	Gobo 2
		28–38	Gobo 3
		39–49	Gobo 4
		50–60	Gobo 5
		61–71	Gobo 6
		72–82	Gobo 7
		83–97	Gobo 1 shake
		98–112	Gobo 2 shake
		113–127	Gobo 3 shake
		128–142	Gobo 4 shake
		143–157	Gobo 5 shake
		158–172	Gobo 6 shake
		173–187	Gobo 7 shake

CH	Function	DMX	Description
19	Gobo (continued)	188–192	Shake: Open
		193	Rot CW Fast
		194–222	Rot CW Fast ... Rot CW Slow
		223	Rot CW Slow
		224	Rot Stop
		225	Rot CCW Slow
		226–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
20	Gobo Rotation	0–5	Rot Off
		6–128	Pos 0-540 degree
		129–191	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Rot Stop
		193–255	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
21	Gobo Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 2	0–5	Gobo: Open
		6–16	Gobo 1
		17–27	Gobo 2
		28–38	Gobo 3
		39–49	Gobo 4
		50–60	Gobo 5
		61–71	Gobo 6
		72–82	Gobo 7
		83–97	Gobo 1 shake
		98–112	Gobo 2 shake
		113–127	Gobo 3 shake
		128–142	Gobo 4 shake
		143–157	Gobo 5 shake
		158–172	Gobo 6 shake
		173–187	Gobo 7 shake
		188–192	Shake: Open
		193	Rot CW Fast
		194–222	Rot CW Fast ... Rot CW Slow
		223	Rot CW Slow
		224	Rot Stop
		225	Rot CCW Slow
		226–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
23	Gobo 2 Rotation	0–5	Rot Off
		6–128	Pos 0-540 degree
		129–191	Rot CW Fast ... Rot CW Slow

CH	Function	DMX	Description
23	Gobo 2 Rotation (continued)	191	Rot CW Slow
		192	Rot Stop
		193–255	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
24	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 23
25	Zoom	0–127	Narrow ... Center
		128–255	Center ... Wide
		255	Wide
26	Zoom Fine	0–255	Fine adjustment of CH 25
27	Focus	0–255	0% ... 100%
		255	100%
28	Focus Fine	0–255	Fine adjustment of CH 27
29	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
30	Prism	0–5	Open
		6–255	Prism 1
31	Prism Rotation	0–5	Rot Off
		6–128	Pos 0-540 degrees
		129	Rot CW Fast
		130–190	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Rot Stop
		193	Rot CCW Slow
		194–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
32	Prism 2	0–5	No Prism
		6–255	Prism 2
33	Prism 2 Rotation	0–5	Rot Off
		6–128	Pos 0-540 degrees

CH	Function	DMX	Description
33	Prism 2 Rotation (continued)	129	Rot CW Fast
		130–190	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Rot Stop
		193	Rot CCW Slow
		194–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
34	Frost	0	Soft Frost 0%
		1–254	Soft Frost 0% ... Soft Frost 100%
		255	Soft Frost 100%
35	Frost 2	0	Heavy Frost 0%
		1–254	Heavy Frost 0% ... Heavy Frost 100%
		255	Heavy Frost 100%
36	Animation Wheel	0	Rot Off
		1–5	Animation Wheel 1 1
		6–63	Pos 540 degrees (540°)
		64	Rot CW Fast
		65–93	Rot CW Fast ... Rot CW Slow
		94	Rot CW Slow
		95–96	Rotation: Stop1
		97	Rot CCW Slow
		98–126	Rot CCW Slow ... Rot CCW Fast
		127	Rot CCW Fast
		128	Rot CW to CCW Slow
		129–157	Rot CW to CCW Slow ... Rot CW to CCW Fast
		158	Rot CW to CCW Fast
		159–160	Rotation: Stop2
		161	Snap CW Fast
		162–190	Snap CW Fast ... Snap CW Slow
		191	Snap CW Slow
		192–193	No rotation
		194	Snap CCW Slow
		195–223	Snap CCW Slow ... Snap CCW Fast
		224	Snap CCW Fast
		225	Snap CW to CCW Slow
		226–254	Snap CW to CCW Slow ... Snap CW to CCW Fast
		255	Snap CW to CCW Fast
37	Blade 1 A	0–255	1A Min ... 1A Max
		255	1A Max
38	Blade 1 A Fine	0–255	Fine adjustment of CH 37
39	Blade 1 B	0–255	1B Min ... 1B Max
		255	1B Max

CH	Function	DMX	Description
40	Blade 1 B Fine	0–255	Fine adjustment of CH 39
41	Blade 2 A	0–255	2A Min … 2A Max
		255	2A Max
42	Blade 2 A Fine	0–255	Fine adjustment of CH 41
43	Blade 2 B	0–255	2B Min … 2B Max
		255	2B Max
44	Blade 2 B Fine	0–255	Fine adjustment of CH 43
45	Blade 3 A	0–255	3A Min … 3A Max
		255	3A Max
46	Blade 3 A Fine	0–255	Fine adjustment of CH 45
47	Blade 3 B	0–255	3B Min … 3B Max
		255	3B Max
48	Blade 3 B Fine	0–255	Fine adjustment of CH 47
49	Blade 4 A	0–255	4A Min … 4A Max
		255	4A Max
50	Blade 4 A Fine	0–255	Fine adjustment of CH 49
51	Blade 4 B	0–255	4B Min … 4B Max
		255	4B Max
52	Blade 4 B Fine	0–255	Fine adjustment of CH 51
53	Shaper Rotation	0–127	Min … Center
		128–255	Center … Max
		255	Max
54	Shaper Rotation Fine	0–255	Fine adjustment of CH 53
55	Speed Pan/Tilt		PT Speed
		0	Max Speed
		1–254	Max Speed … Min Speed
		255	Min Speed
56	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to unit Setting
57	Control	0–5	No function 1
		6–10	Display OFF(Hold 3s)
		11–15	Display ON(Hold 3s)
		16–20	Invert Pan on (Hold 3s)
		21–25	Invert Pan off (Hold 5s)
		26–30	Invert Tilt on (Hold 3s)
		31–35	Invert Tilt off (Hold 5s)
		36–40	Fan Auto (Default)
		41–45	Fan Silent (Hold 3s)

CH	Function	DMX	Description
57	Control (continued)	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	P/T motor reset(hold 3s)
		111–115	Other motor reset(hold 3s)
		116–120	All motor reset(hold 3s)
		121–125	Standard Mode
		126–130	High CRI
		131–135	6500K(default)
		136–140	6000K
		141–145	3000K
		146–150	Gobo CTB auto On(Hold 3s)
		151–155	Gobo CTB auto Off(Hold 3s)
		156–160	Factory Default(Hold 3s)
		161–255	No function2

Mode Standard 41CH

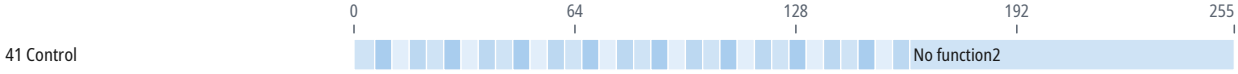
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 96–127 or 160–191 or 224–255. 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.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 57CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 57CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Extended 57CH” (p. 12)
6	Dimmer		Same as CH 6 in the mode “Extended 57CH” (p. 12)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “Extended 57CH” (p. 12)
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 ... 2400K
		255	2400K
13	Colors		Same as CH 17 in the mode “Extended 57CH” (p. 13)
14	Colors Fine	0–255	Fine adjustment of CH 13
15	Gobo		Same as CH 19 in the mode “Extended 57CH” (p. 13)
16	Gobo Rotation		Same as CH 20 in the mode “Extended 57CH” (p. 14)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 22 in the mode “Extended 57CH” (p. 14)
19	Gobo 2 Rotation		Same as CH 23 in the mode “Extended 57CH” (p. 14)
20	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 19
21	Zoom	0	Narrow
		1–127	Narrow ... Center
		128	Center
		129–254	Center ... Wide
		255	Wide
22	Focus	0	0%
		1–254	0% ... 100%
		255	100%
23	Iris		Same as CH 29 in the mode “Extended 57CH” (p. 15)

CH	Function	DMX	Description
24	Prism		Same as CH 30 in the mode “Extended 57CH” (p. 15)
25	Prism Rotation		Same as CH 31 in the mode “Extended 57CH” (p. 15)
26	Prism 2		Same as CH 32 in the mode “Extended 57CH” (p. 15)
27	Prism 2 Rotation		Same as CH 33 in the mode “Extended 57CH” (p. 15)
28	Frost		Same as CH 34 in the mode “Extended 57CH” (p. 16)
29	Frost 2		Same as CH 35 in the mode “Extended 57CH” (p. 16)
30	Animation Wheel		Same as CH 36 in the mode “Extended 57CH” (p. 16)
31	Blade 1 A	0	1A Min
		1–254	1A Min … 1A Max
		255	1A Max
32	Blade 1 B	0	1B Min
		1–254	1B Min … 1B Max
		255	1B Max
33	Blade 2 A	0	2A Min
		1–254	2A Min … 2A Max
		255	2A Max
34	Blade 2 B	0	2B Min
		1–254	2B Min … 2B Max
		255	2B Max
35	Blade 3 A	0	3A Min
		1–254	3A Min … 3A Max
		255	3A Max
36	Blade 3 B	0	3B Min
		1–254	3B Min … 3B Max
		255	3B Max
37	Blade 4 A	0	4A Min
		1–254	4A Min … 4A Max
		255	4A Max
38	Blade 4 B	0	4B Min
		1–254	4B Min … 4B Max
		255	4B Max
39	Shaper Rotation	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
40	Dimmer Mode		Same as CH 56 in the mode “Extended 57CH” (p. 17)
41	Control		Same as CH 57 in the mode “Extended 57CH” (p. 17)

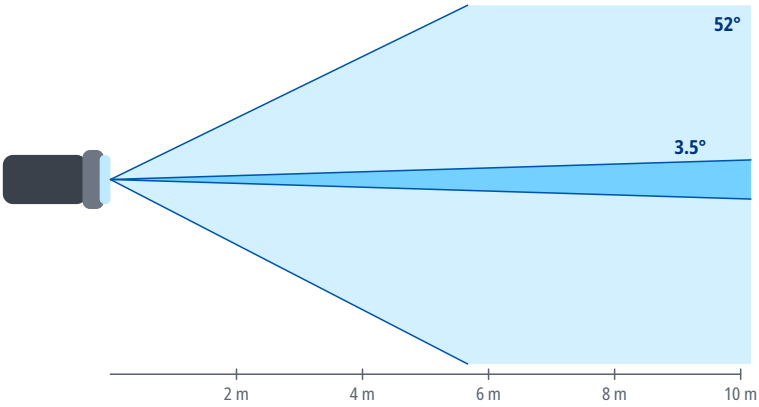
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	43,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	95
Optics	
Zoom	3.5–52°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,435 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	37.9 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–6500 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)
Gobo 2 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 3.5°	Ø 52°
2 m	0.12 m	2 m
4 m	0.24 m	3.9 m
6 m	0.37 m	5.9 m
8 m	0.49 m	7.8 m
10 m	0.61 m	9.8 m
15 m	0.92 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.