DMX REFERENCE

V6sIP

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_V6sIP_81690.gdtf
GDTF revision	V003 · 2024-12-25
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1 About this manual

This document describes the V6sIP by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_V6sIP_81690.gdtf from the GDTF-Share library.

File revision: “V003”.

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	35.9 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, ...
Basic 24CH	24	21	1, 25, 49, 73, ...


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.

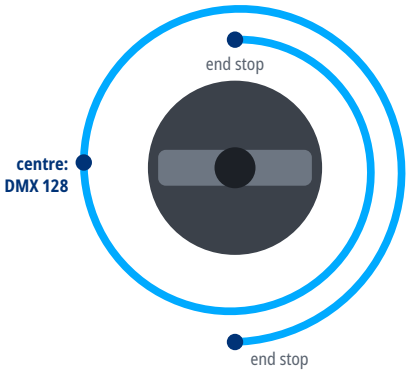
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

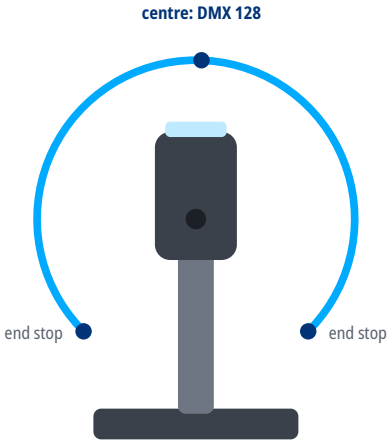
Pan 540°

top view



Tilt 270°

side view



5 Installation

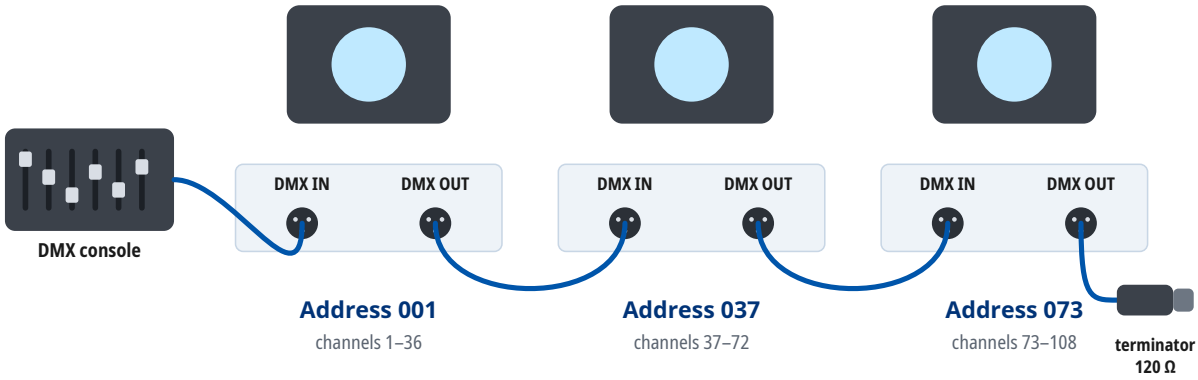
⚠ **WARNING**

- 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: 35.9 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 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

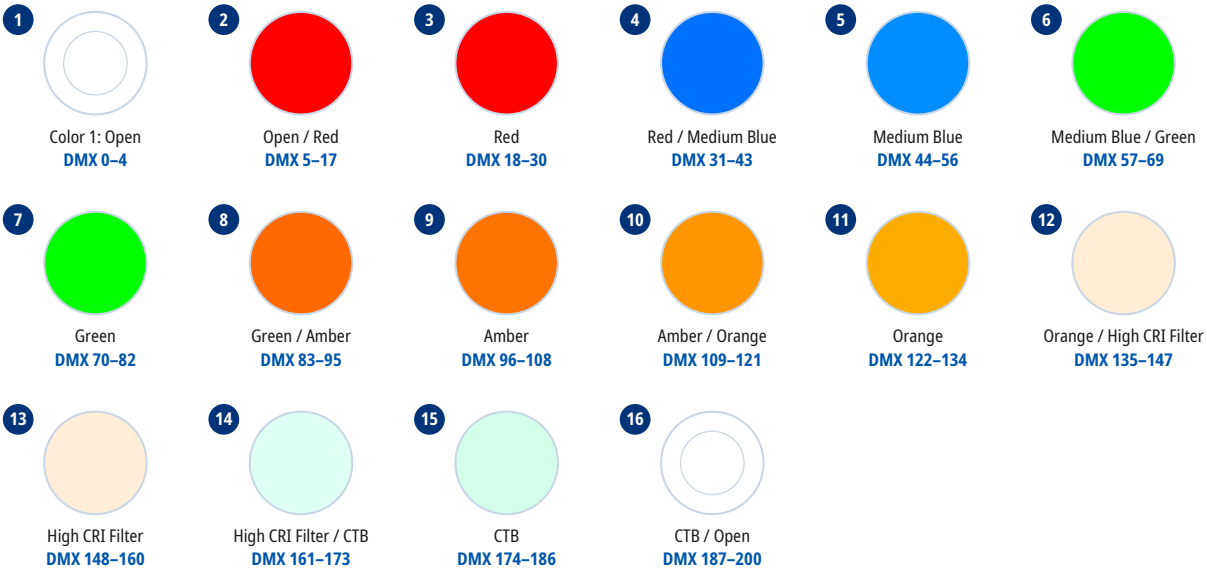
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended 36CH”: 36.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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

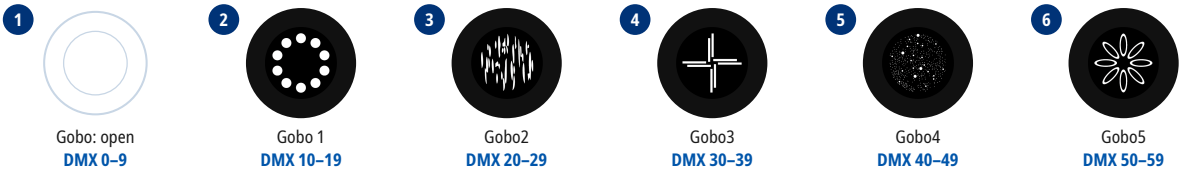
Functions in each DMX mode

	Extended 36CH 36 channels	Standard 29CH 29 channels	Basic 24CH 24 channels
Pan / Tilt	1, 3	1, 3	1, 2
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	21	16	13
Dimmer resolution	16 bit	16 bit	8 bit
Shutter / strobe	20	15	12
Color mixing	5, 7, 9	5–7	3–5
Color temperature	11	8	6
Color wheel	14	10	8
Gobo wheel	16, 19	12, 14	9, 11
Gobo rotation	17	13	10
Prism	23, 24	18, 19	14, 15
Frost	29, 30	22, 23	18, 19
Zoom	27	21	17
Focus	25	20	16
Animation wheel	31	24	20
Effects / macros	15	11	

Color wheel



Gobo wheel 1

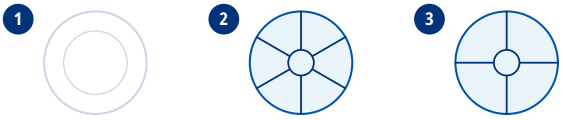


1 Gobo: open — DMX 0–9
2 Gobo 1 — DMX 10–19
3 Gobo2 — DMX 20–29
4 Gobo3 — DMX 30–39
5 Gobo4 — DMX 40–49
6 Gobo5 — DMX 50–59
7 Gobo6 — DMX 60–69
8 Gobo1-7 — DMX 70–80

Gobo wheel 2

1	Gobo: Open	DMX 0–5	4 Gobo 3	DMX 24–32	7 Gobo 6	DMX 51–59
2	Gobo 1	DMX 6–14	5 Gobo 4	DMX 33–41	8 Gobo 7	DMX 60–68
3	Gobo 2	DMX 15–23	6 Gobo 5	DMX 42–50	9 Gobo2-8	DMX 69–78

Prism



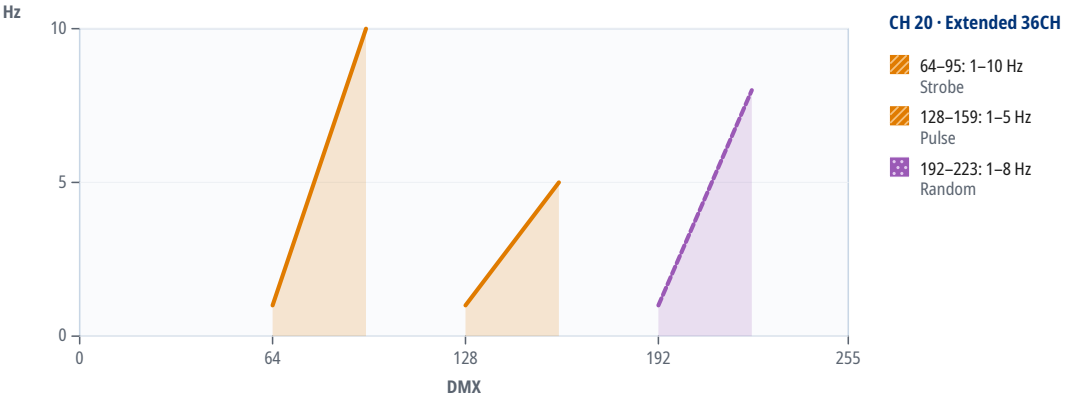
1 No Prism — DMX 0–5
2 6 facets — 6 Linear Prism — DMX 6–66
3 4 facets — 4 Facet Prism — DMX 67–127

Animation wheel



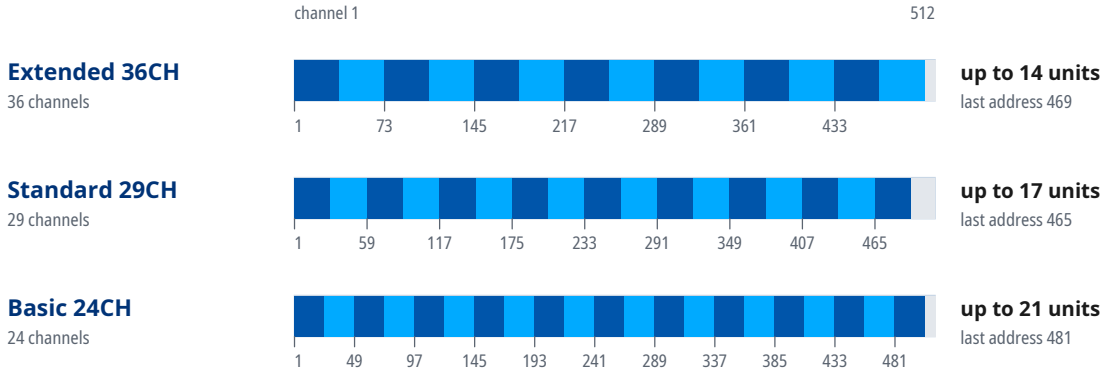
1 open
2 Animation

Strobe rate



9 DMX channels

Units in one DMX universe



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

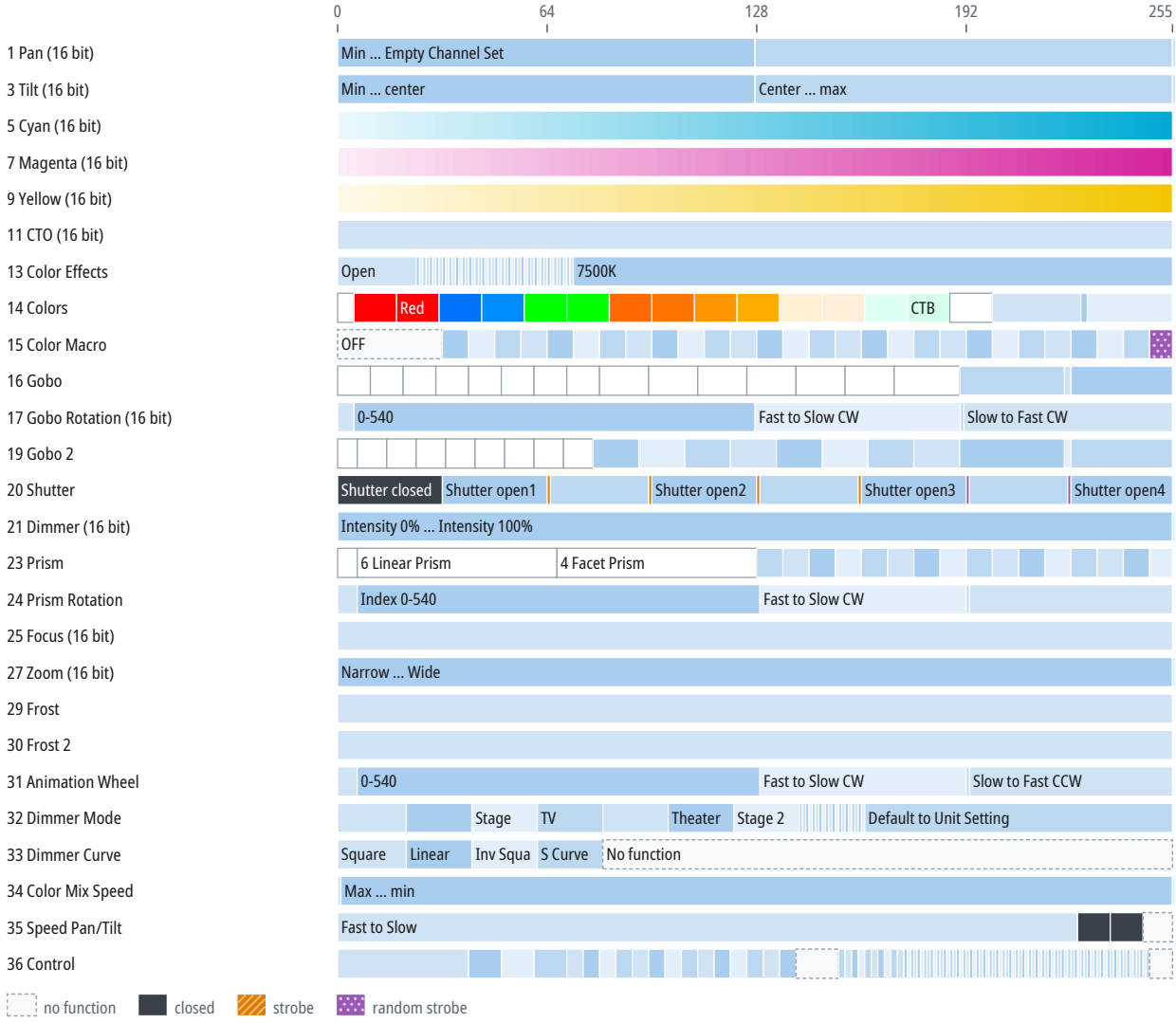
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	181	11	361	16	U2 · 37
2	37	7	217	12	397	17	U2 · 73
3	73	8	253	13	433	18	U2 · 109
4	109	9	289	14	469	19	U2 · 145
5	145	10	325	15	U2 · 1	20	U2 · 181

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Empty Channel Set
		128	Empty Channel Set
		128–255	Pan
		255	Empty Channel Set
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	Cyan	0–255	
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta	0–255	

CH	Function	DMX	Description
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow	0–255	
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	CTO	0–255	
12	CTO Fine	0–255	Fine adjustment of CH 11
13	Color Effects	0–23	Open
		24	2700K
		25	2800K
		26	2900K
		27	3000K
		28	3100K
		29	3200K
		30	3300K
		31	3400K
		32	3500K
		33	3600K
		34	3700K
		35	3800K
		36	3900K
		37	4000K
		38	4100K
		39	4200K
		40	4300K
		41	4400K
		42	4500K
		43	4600K
		44	4700K
		45	4800K
		46	4900K
		47	5000K
		48	5100K
		49	5200K
		50	5300K
		51	5400K
		52	5500K
		53	5600K
		54	5700K
		55	5800K
		56	5900K
		57	6000K
		58	6100K
		59	6200K

CH	Function	DMX	Description
13	Color Effects (continued)	60	6300K
		61	6400K
		62	6500K
		63	6600K
		64	6700K
		65	6800K
		66	6900K
		67	7000K
		68	7100K
		69	7200K
		70	7300K
		71	7400K
		72–255	7500K
14	Colors	0–4	Color 1: Open
		5–17	Open / Red
		18–30	Red
		31–43	Red / Medium Blue
		44–56	Medium Blue
		57–69	Medium Blue / Green
		70–82	Green
		83–95	Green / Amber
		96–108	Amber
		109–121	Amber / Orange
		122–134	Orange
		135–147	Orange / High CRI Filter
		148–160	High CRI Filter
		161–173	High CRI Filter / CTB
		174–186	CTB
		187–199	CTB / Open
		200–226	Fast to Slow CW (180–9.82 °/s)
		227–228	No Rotation
		229–255	Slow to Fast CCW (9.82–180 °/s)
15	Color Macro	0–31	OFF
		32–39	Macro1
		40–47	Macro2
		48–55	Macro3
		56–63	Macro4
		64–71	Macro5
		72–79	Macro6
		80–87	Macro7
		88–95	Macro8
		96–103	Macro9

CH	Function	DMX	Description
15	Color Macro (continued)	104–111	Macro10
		112–119	Macro11
		120–127	Macro12
		128–135	Macro13
		136–143	Macro14
		144–151	Macro15
		152–159	Macro16
		160–167	Macro17
		168–175	Macro18
		176–183	Macro19
		184–191	Macro20
		192–199	Macro21
		200–207	Macro22
		208–215	Macro23
		216–223	Macro24
		224–231	Macro25
		232–239	Macro26
		240–247	Macro27
		248–255	Random CMY
16	Gobo	0–9	Gobo: open
		10–19	Gobo 1
		20–29	Gobo2
		30–39	Gobo3
		40–49	Gobo4
		50–59	Gobo5
		60–69	Gobo6
		70–79	Gobo7
		80–94	Gobo 1 shake (0.1–1 Hz)
		95–109	Gobo 2 shake (0.1–1 Hz)
		110–124	Gobo 3 shake (0.1–1 Hz)
		125–139	Gobo 4 shake (0.1–1 Hz)
		140–154	Gobo 5 shake (0.1–1 Hz)
		155–169	Gobo 6 shake (0.1–1 Hz)
		170–189	Gobo 7 shake (0.1–1 Hz)
		190–221	Fast to Slow CW (180–8.31 °/s)
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	Slow to Fast CCW (8.31–180 °/s)
17	Gobo Rotation	0–5	Rot Off
		5–128	0-540
		128–191	Fast to Slow CW (180–2.81 °/s)
		191–192	No Rotation
		192–255	Slow to Fast CW (2.81–180 °/s)

CH	Function	DMX	Description
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 2	0–5	Gobo: Open
		6–14	Gobo 1
		15–23	Gobo 2
		24–32	Gobo 3
		33–41	Gobo 4
		42–50	Gobo 5
		51–59	Gobo 6
		60–68	Gobo 7
		69–77	Gobo 8
		78–91	Gobo 1 shake (0.1–1 Hz)
		92–105	Gobo 2 shake (0.1–1 Hz)
		106–119	Gobo 3 shake (0.1–1 Hz)
		120–133	Gobo 4 shake (0.1–1 Hz)
		134–147	Gobo 5 shake (0.1–1 Hz)
		148–161	Gobo 6 shake (0.1–1 Hz)
		162–175	Gobo 7 shake (0.1–1 Hz)
		176–189	Gobo 8 shake (0.1–1 Hz)
		190–221	Fast to Slow CW (180–2.71 °/s)
		222–223	No Rotation
		224–255	Slow to Fast CCW (2.71–180 °/s)
20	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
		193–222	Min random … max random
		223	Max random
		224–255	Shutter open4
21	Dimmer	0–255	Intensity 0% … Intensity 100%
		255	Intensity 100%
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Prism	0–5	No Prism
		6–66	6 Linear Prism
		67–127	4 Facet Prism
		128–135	Macro1

CH	Function	DMX	Description
23	Prism (continued)	136–143	Macro2
		144–151	Macro3
		152–159	Macro4
		160–167	Macro5
		168–175	Macro6
		176–183	Macro7
		184–191	Macro8
		192–199	Macro9
		200–207	Macro10
		208–215	Macro11
		216–223	Macro12
		224–231	Macro13
		232–239	Macro14
		240–247	Macro15
		248–255	Macro16
24	Prism Rotation	0–5	Rot Off
		6–128	Index 0-540
		129–191	Fast to Slow CW
		192	No Rotation
		193–255	Prism 1 Pos Rotate: Slow to Fast
25	Focus	0–255	
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Zoom	0–255	Narrow ... Wide
		255	Wide
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Frost	0–255	
30	Frost 2	0–255	
31	Animation Wheel	0–5	Rot OFF
		6–128	0-540
		129–191	Fast to Slow CW
		192	No Rotation
		193–255	Slow to Fast CCW
32	Dimmer Mode	0–20	Default to Unit Setting
		21–40	Standard
		41–60	Stage
		61–80	TV
		81–100	Architectural
		101–120	Theater
		121–140	Stage 2
		141	01Sec
		142–149	2...9 Sec
		150	1 Sec

CH	Function	DMX	Description
32	Dimmer Mode (continued)	151	1 Sec ... 2 Sec
		152–160	2...10 Sec
		161–255	Default to Unit Setting
33	Dimmer Curve	0–20	Square
		21–40	Linear
		41–60	Inv Squa
		61–80	S Curve
		81–255	No function
34	Color Mix Speed	0	Max
		1–254	Max ... min
		255	Min
35	Speed Pan/Tilt	0–225	Fast to Slow
		226–235	Blackout by movement
		236–245	Blackout by all wheel changing
		246–255	No function
36	Control	0–39	No function(1200 Hz)
		40–49	Fan Control - Low (Hold 3s)
		50–59	Fan Control - High (Hold 3s)
		60–69	Fan Control - Auto (Default) (Hold 3s)
		70–74	All motor Reset (Hold 3s)
		75–79	Pan / Tilt Reset (Hold 3s)
		80–84	Color Reset (Hold 3s)
		85–89	Gobo Reset (Hold 3s)
		90–94	Focus and Zoom Reset (Hold 3s)
		95–99	Shutter Reset (Hold 3s)
		100–104	Framing Reset (Hold 3s)
		105–109	Other motors Reset (Hold 3s)
		110–114	Enable Zoom Speed Fast(Hold 3s)
		115–119	Disable Zoom Speed Fast(Hold 3s)
		120–124	Pump ON
		125–129	Pump OFF
		130–134	Enable Color Index (Hold 3s)
		135–139	Disable Color Index (Hold 3s)
		140–152	No function
		153–154	Hibernation Enable (Hold 3s)
		155–156	Hibernation OFF (Hold 5s)
		157–158	Display Backlight ON (Hold 3s)
		159–160	Display Backlight OFF (Hold 5s)
		161–162	Pan/Tilt Speed 1 (Default) (Hold 5s)
		163–164	Pan/Tilt Speed 2 (Hold 5s)
		165–166	Invert Pan ON (Hold 3s)
		167–168	Invert Pan OFF (Hold 5s)

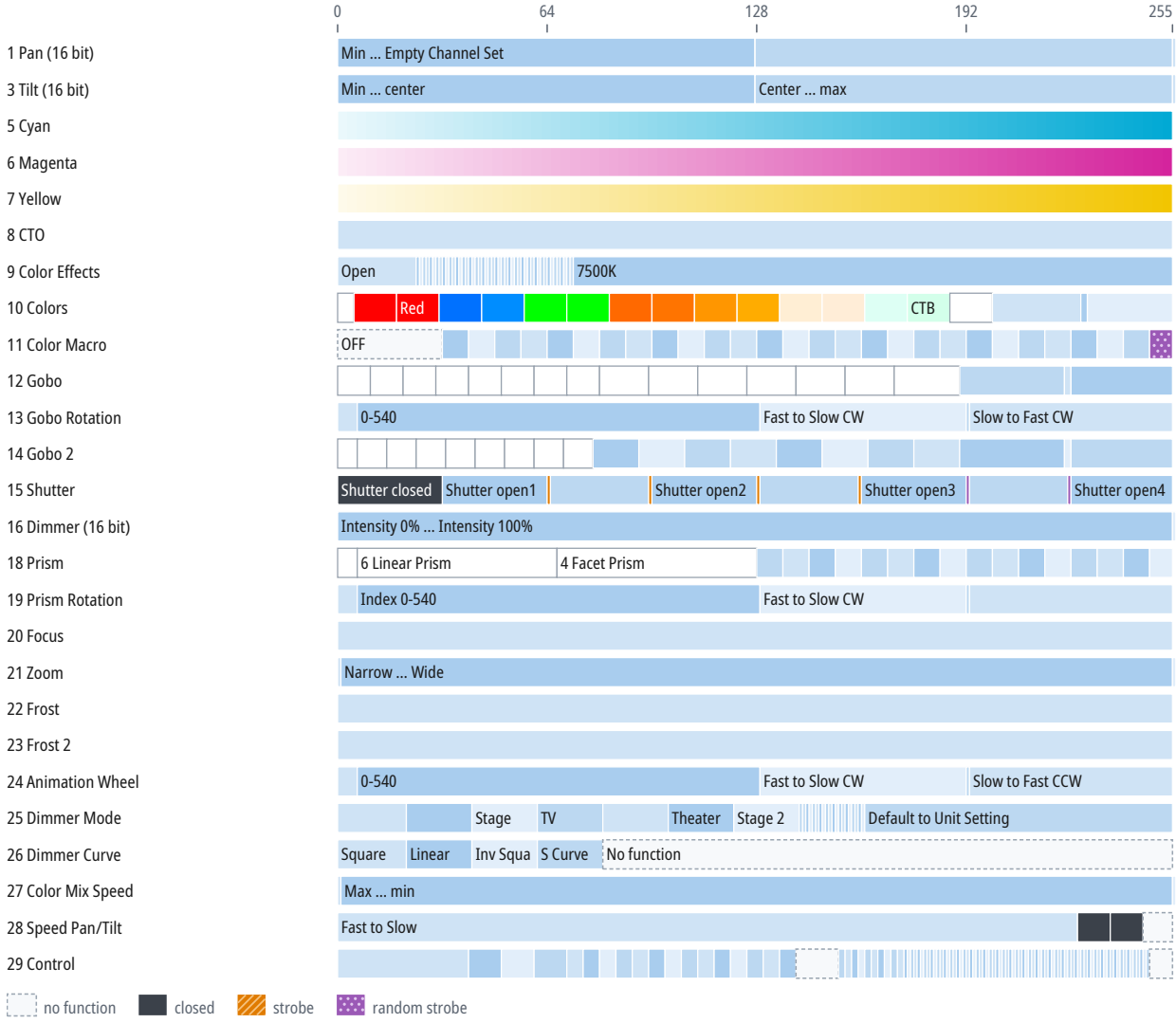
CH	Function	DMX	Description
36	Control (continued)	169–170	Invert Tilt ON (Hold 3s)
		171–172	Invert Tilt OFF (Hold 5s)
		173	900 Hz
		174	910 Hz
		175	920 Hz
		176	930 Hz
		177	940 Hz
		178	950 Hz
		179	960 Hz
		180	970 Hz
		181	980 Hz
		182	990 Hz
		183	1000 Hz
		184	1010 Hz
		185	1020 Hz
		186	1030 Hz
		187	1040 Hz
		188	1050 Hz
		189	1060 Hz
		190	1070 Hz
		191	1080 Hz
		192	1090 Hz
		193	1100 Hz
		194	1110 Hz
		195	1120 Hz
		196	1130 Hz
		197	1140 Hz
		198	1150 Hz
		199	1160 Hz
		200	1170 Hz
		201	1180 Hz
		202	1190 Hz
		203	1210 Hz
		204	1220 Hz
		205	1230 Hz
		206	1240 Hz
		207	1250 Hz
		208	1260 Hz
		209	1270 Hz
		210	1280 Hz
		211	1290 Hz
		212	1300 Hz

CH	Function	DMX	Description
36	Control (continued)	213	1310 Hz
		214	1320 Hz
		215	1330 Hz
		216	1340 Hz
		217	1350 Hz
		218	1360 Hz
		219	1370 Hz
		220	1380 Hz
		221	1390 Hz
		222	1400 Hz
		223	1410 Hz
		224	1420 Hz
		225	1430 Hz
		226	1440 Hz
		227	1450 Hz
		228	1460 Hz
		229	1470 Hz
		230	1480 Hz
		231	1490 Hz
		232	1500 Hz
		233	2500 Hz
		234	4000 Hz
		235	5000 Hz
		236	6000 Hz
		237	10000 Hz
		238	15000 Hz
		239	20000 Hz
		240	25000 Hz
		241	Internal program 1 (Hold 3s)
		242	Internal program 2 (Hold 3s)
		243	Internal program 3 (Hold 3s)
		244	Internal program 4 (Hold 3s)
		245	Internal program 5 (Hold 3s)
		246	Internal program 6 (Hold 3s)
		247	Internal program 7 (Hold 3s)
		248–255	No function

Mode Standard 29CH

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

Channel functions at a glance

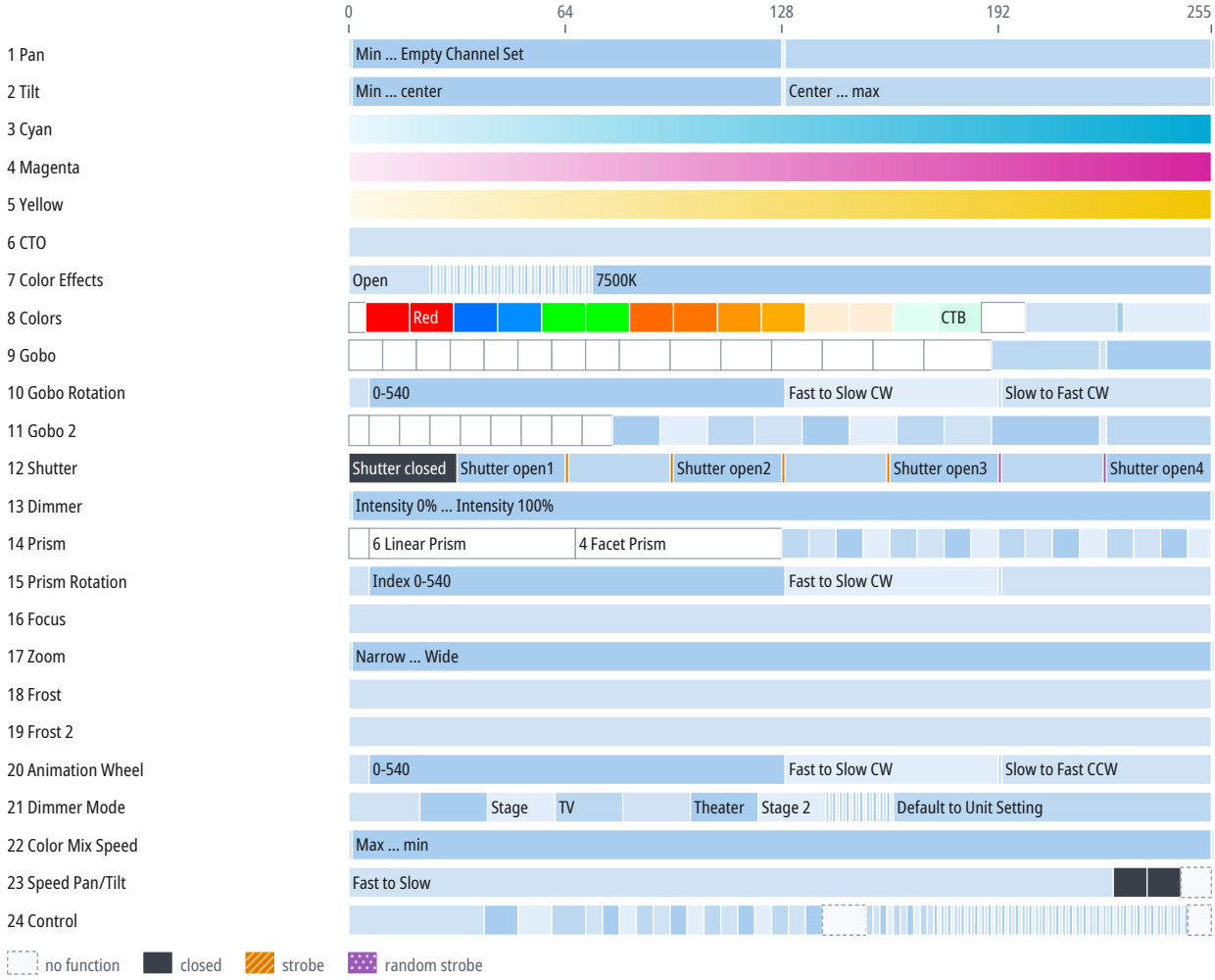


CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 36CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 36CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0–255	
6	Magenta	0–255	
7	Yellow	0–255	
8	CTO	0–255	
9	Color Effects		Same as CH 13 in the mode “Extended 36CH” (p. 12)
10	Colors		Same as CH 14 in the mode “Extended 36CH” (p. 13)
11	Color Macro		Same as CH 15 in the mode “Extended 36CH” (p. 13)
12	Gobo		Same as CH 16 in the mode “Extended 36CH” (p. 14)

CH	Function	DMX	Description
13	Gobo Rotation	0–5	Rot Off
		6–128	0-540
		129–191	Fast to Slow CW (180–2.81 °/s)
		192	No Rotation
		193–255	Slow to Fast CW (2.81–180 °/s)
14	Gobo 2		Same as CH 19 in the mode “Extended 36CH” (p. 15)
15	Shutter		Same as CH 20 in the mode “Extended 36CH” (p. 15)
16	Dimmer		Same as CH 21 in the mode “Extended 36CH” (p. 15)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Prism		Same as CH 23 in the mode “Extended 36CH” (p. 15)
19	Prism Rotation		Same as CH 24 in the mode “Extended 36CH” (p. 16)
20	Focus	0–255	
21	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
22	Frost	0–255	
23	Frost 2	0–255	
24	Animation Wheel	0–5	Rot OFF
		6–128	0-540 (540°)
		129–191	Fast to Slow CW
		192	No Rotation
		193–255	Slow to Fast CCW
25	Dimmer Mode		Same as CH 32 in the mode “Extended 36CH” (p. 16)
26	Dimmer Curve		Same as CH 33 in the mode “Extended 36CH” (p. 17)
27	Color Mix Speed		Same as CH 34 in the mode “Extended 36CH” (p. 17)
28	Speed Pan/Tilt		Same as CH 35 in the mode “Extended 36CH” (p. 17)
29	Control		Same as CH 36 in the mode “Extended 36CH” (p. 17)

Mode Basic 24CH

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Empty Channel Set
		128	Empty Channel Set
		129–254	Pan
		255	Empty Channel Set
2	Tilt	0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
3	Cyan	0–255	
4	Magenta	0–255	
5	Yellow	0–255	
6	CTO	0–255	
7	Color Effects		Same as CH 13 in the mode “Extended 36CH” (p. 12)

CH	Function	DMX	Description
8	Colors		Same as CH 14 in the mode “Extended 36CH” (p. 13)
9	Gobo		Same as CH 16 in the mode “Extended 36CH” (p. 14)
10	Gobo Rotation		Same as CH 13 in the mode “Standard 29CH” (p. 21)
11	Gobo 2		Same as CH 19 in the mode “Extended 36CH” (p. 15)
12	Shutter		Same as CH 20 in the mode “Extended 36CH” (p. 15)
13	Dimmer	0	Intensity 0%
		1–254	Intensity 0% … Intensity 100%
		255	Intensity 100%
14	Prism		Same as CH 23 in the mode “Extended 36CH” (p. 15)
15	Prism Rotation		Same as CH 24 in the mode “Extended 36CH” (p. 16)
16	Focus	0–255	
17	Zoom		Same as CH 21 in the mode “Standard 29CH” (p. 21)
18	Frost	0–255	
19	Frost 2	0–255	
20	Animation Wheel		Same as CH 24 in the mode “Standard 29CH” (p. 21)
21	Dimmer Mode		Same as CH 32 in the mode “Extended 36CH” (p. 16)
22	Color Mix Speed		Same as CH 34 in the mode “Extended 36CH” (p. 17)
23	Speed Pan/Tilt		Same as CH 35 in the mode “Extended 36CH” (p. 17)
24	Control		Same as CH 36 in the mode “Extended 36CH” (p. 17)

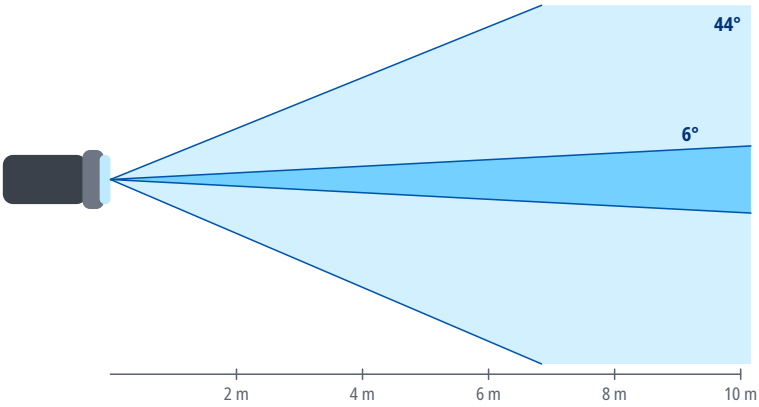
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	26,300 lm
Color temperature	6,800 K
Color rendering index (CRI)	72
Optics	
Zoom	6–44°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	90–240 V, 50/60 Hz
Power consumption	990 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	35.9 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 rotation	up to 180 °/s (30 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 6°	Ø 44°
2 m	0.21 m	1.6 m
4 m	0.42 m	3.2 m
6 m	0.63 m	4.8 m
8 m	0.84 m	6.5 m
10 m	1 m	8.1 m
15 m	1.6 m	12.1 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.
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.