GDTF Fixture Reference · by SOH

DMX REFERENCE

V9

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_V9_82651.gdtf
GDTF revision	V003 · 2025-01-07
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 12
Mode Extended 57CH 13
Mode Standard 39CH 21
Mode CMY 37CH 24
10 Technical specifications 26
11 Maintenance and cleaning 27
12 Troubleshooting 27
13 Disposal 28

1 About this manual

This document describes the V9 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_V9_82651.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	1,340 W
Weight	41.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 57CH	57	8	1, 58, 115, 172, ...
Standard 39CH	39	13	1, 40, 79, 118, ...
CMY 37CH	37	13	1, 38, 75, 112, ...

No light? Check these channels

- Extended 57CH: CH 5 Dimmer above 0
- Standard 39CH: CH 5 Dimmer above 0
- CMY 37CH: CH 5 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

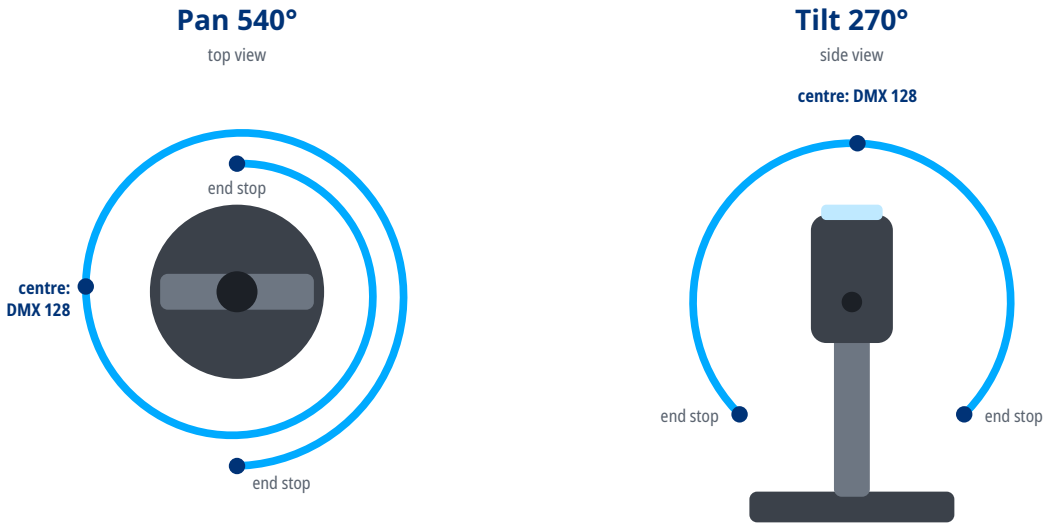
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do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

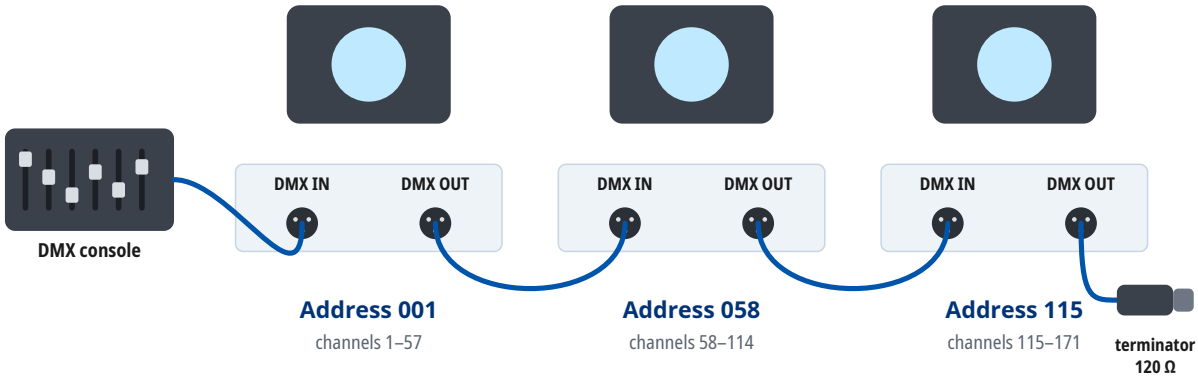
⚠ **WARNING**

- 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: 41.4 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 39CH 39 channels	CMY 37CH 37 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	5	5	5
Shutter / strobe	7	7	7
Color mixing	5× (8–16)	8–12	8–10
Color temperature	19	14	12
Color wheel	18, 21	13, 16	11, 14
Gobo wheel	23, 26	17, 20	15, 18
Gobo rotation	24	18	16
Prism	33, 34	24, 25	22, 23
Frost	35, 36	26, 27	24, 25
Zoom	27	21	19
Focus	29	22	20
Iris	31	23	21
Animation wheel	37	28	26

Color wheel 1

1 Open ... Yellow
DMX 0

2 Yellow
DMX 255

Gobo wheel 1

1 Gobo 1
DMX 6–20

2 Gobo2
DMX 21–35

3 Gobo3
DMX 36–50

4 Gobo4
DMX 51–65

5 Gobo5
DMX 66–80

6 Wheel Slot 6
DMX 81–96

7 Gobo: Open
DMX 0–5

Gobo wheel 2

1 
FixedGobo1
DMX 6–18

2 
FixedGobo2
DMX 19–31

3 
FixedGobo3
DMX 32–44

4 
FixedGobo4
DMX 45–57

5 
FixedGobo5
DMX 58–70

6 
FixedGobo6
DMX 71–83

7 
Wheel Slot 7
DMX 84–97

8
Gobo: Open
DMX 0–5

Prism

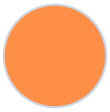
1
Open
DMX 0–5

2 
6 facets
Prism1
DMX 6–130

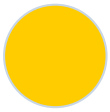
3 
4 facets
Prism2
DMX 131–255

Color wheel 2

1
Open
DMX 0

2 
Medium bastard amber
DMX 1

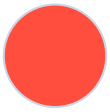
3
Medium yellow
DMX 2

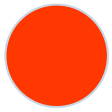
4 
Deep straw
DMX 3

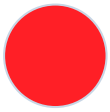
5 
Fire
DMX 4

6 
Gold amber
DMX 5

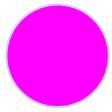
7 
Dark amber
DMX 6

8 
Scarlet
DMX 7

9 
Bright red
DMX 8

10 
Medium red
DMX 9

11 
Medium pink
DMX 10

12 
Dark magenta
DMX 11

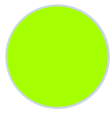
13 
Rose purple
DMX 12

14 
Medium purple
DMX 13

15 
Sky blue
DMX 14

16 
Tokyo blue
DMX 15

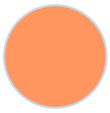
17 
Just blue
DMX 16

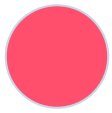
18 
Lime green
DMX 17

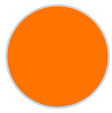
19
Dark yellow green
DMX 18

20
Spring yellow
DMX 19

21
Yellow
DMX 20

22 
Light amber
DMX 21

23 
Straw
DMX 22

24 
Deep amber
DMX 23

25 Orange **DMX 24**

26 Primary red **DMX 25**

27 Dark pink **DMX 26**

28 Magenta **DMX 27**

29 Peacock blue **DMX 28**

30 Medium blue-green **DMX 29**

31 Steel blue **DMX 30**

32 Light blue **DMX 31**

33 Dark blue **DMX 32**

34 Deep blue **DMX 33**

35 Fern green **DMX 34**

36 Bright pink **DMX 35**

37 Marine blue **DMX 36**

38 medium blue **DMX 37**

39 Golden amber **DMX 38**

40 Deep golden amber **DMX 39**

41 Pale lavender **DMX 40**

42 Special lavendrer **DMX 41**

43 Pale green **DMX 42**

44 Primary green **DMX 43**

45 Bright blue **DMX 44**

46 Apricot **DMX 45**

47 Bright rose **DMX 46**

48 Pale gold **DMX 47**

49 Pale rose **DMX 48**

50 Pink **DMX 49**

51 Deep orange **DMX 50**

52 Bastard amber **DMX 51**

53 Flame red **DMX 52**

54 Daylight blue **DMX 53**

55 Lilac tint **DMX 54**

56 Deep lavender **DMX 55**

57 Lagoon blue **DMX 56**

58 Loving amber **DMX 57**

59 Dark lavender **DMX 58**

60 Congo blue **DMX 59**

61 Alice blue **DMX 60**

62 Double CT Blue **DMX 61**

63 FULL CT Blue **DMX 62**

64 Half CT Blue **DMX 63**

65 Quarter CT Blue **DMX 64**

66 FULL CT Orange **DMX 65**

67 Half CT Orange **DMX 66**

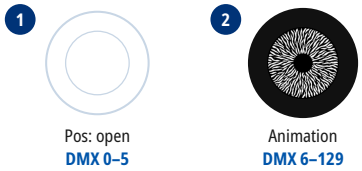
68 Quarter CT Orange **DMX 67**

69 Half miuns green **DMX 68**

70 Three quarter CT Orange **DMX 69**

71 Vanity fair **DMX 70**

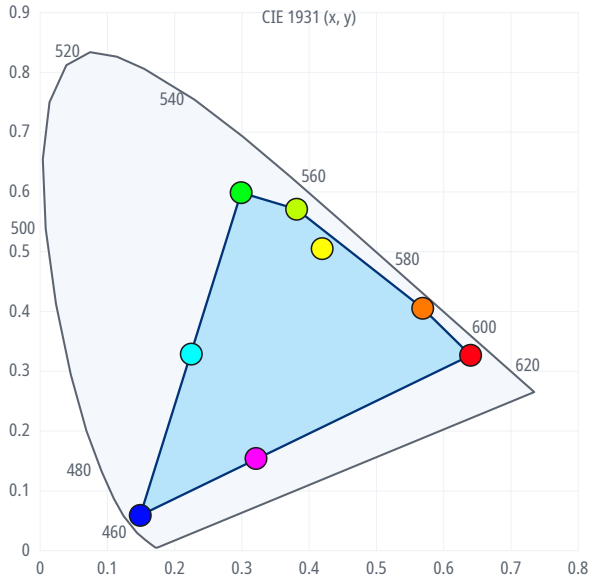
Animation wheel



Pos: open
DMX 0–5

Animation
DMX 6–129

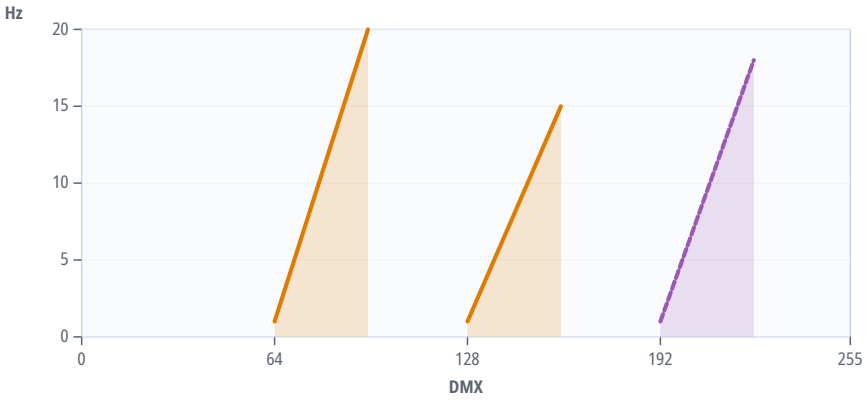
LED colors and the colors they mix



LED	x	y
Red	0.640	0.327
Green	0.299	0.599
Blue	0.149	0.059
Amber	0.569	0.405
Lime	0.381	0.571
Cyan	0.225	0.329
Magenta	0.321	0.154
Yellow	0.419	0.505

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

Strobe rate



CH 7 · Extended 57CH

- 64–95: 1–20 Hz
  Strobe
- 128–159: 1–15 Hz
  Pulse
- 192–223: 1–18 Hz
  Random

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

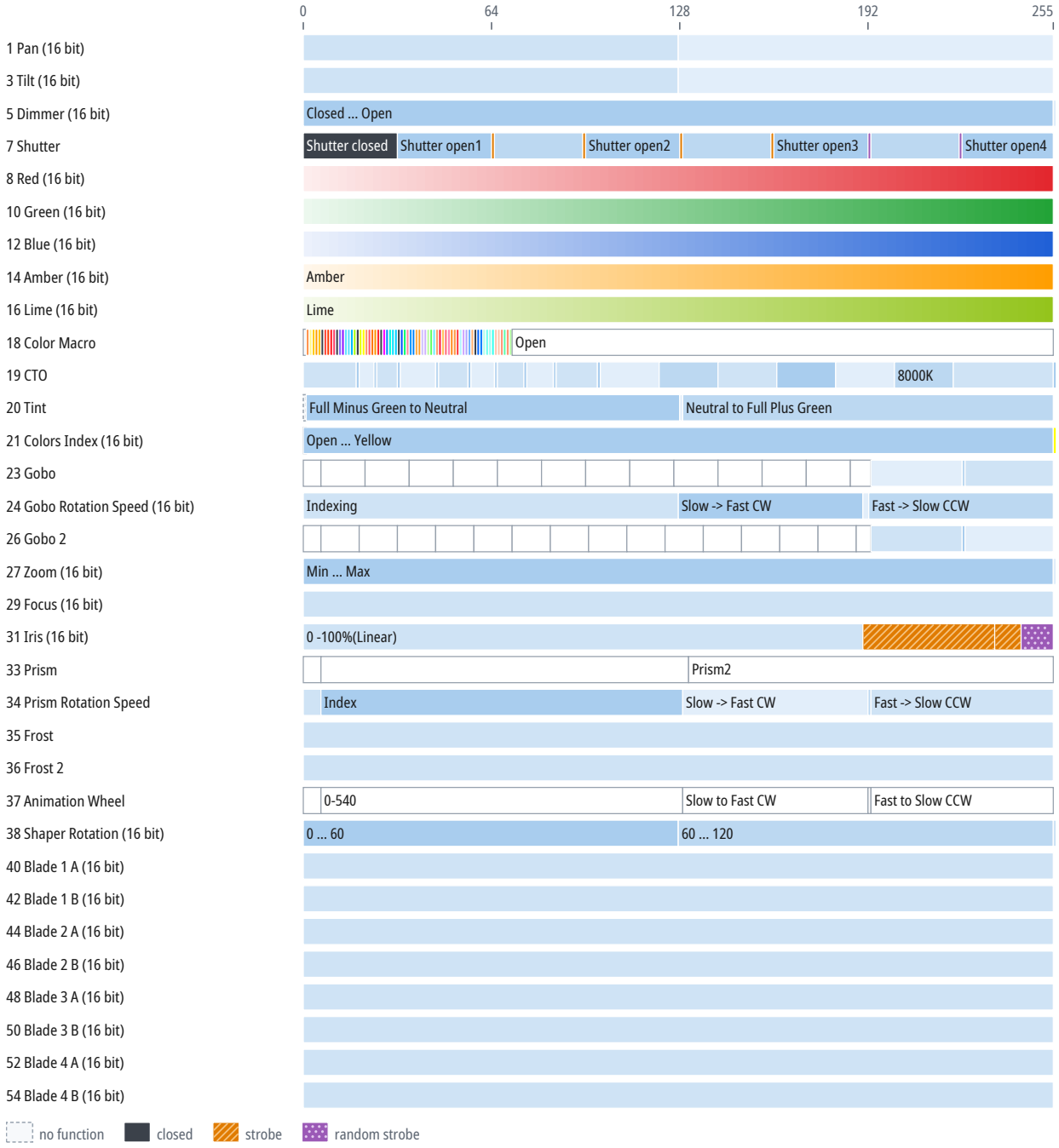
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended 57CH

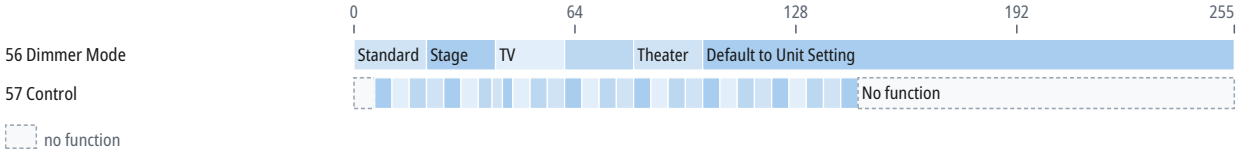
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	Closed ... Open
		255	Open
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	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
8	Red	0–255	
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green	0–255	
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue	0–255	
13	Blue Fine	0–255	Fine adjustment of CH 12
14	Amber	0–255	Amber
15	Amber Fine	0–255	Fine adjustment of CH 14
16	Lime	0–255	Lime
17	Lime Fine	0–255	Fine adjustment of CH 16

CH	Function	DMX	Description
18	Color Macro		Color Select
		0	Open
		1	Medium bastard amber
		2	Medium yellow
		3	Deep straw
		4	Fire
		5	Gold amber
		6	Dark amber
		7	Scarlet
		8	Bright red
		9	Medium red
		10	Medium pink
		11	Dark magenta
		12	Rose purple
		13	Medium purple
		14	Sky blue
		15	Tokyo blue
		16	Just blue
		17	Lime green
		18	Dark yellow green
		19	Spring yellow
		20	Yellow
		21	Light amber
		22	Straw
		23	Deep amber
		24	Orange
		25	Primary red
		26	Dark pink
		27	Magenta
		28	Peacock blue
		29	Medium blue-green
		30	Steel blue
		31	Light blue
		32	Dark blue
		33	Deep blue
		34	Fern green
		35	Bright pink
		36–37	Marine blue
		38	Golden amber
		39	Deep golden amber
		40	Pale lavender
		41	Special lavendrer

CH	Function	DMX	Description
18	Color Macro (continued)	42	Pale green
		43	Primary green
		44	Bright blue
		45	Apricot
		46	Bright rose
		47	Pale gold
		48	Pale rose
		49	Pink
		50	Deep orange
		51	Bastard amber
		52	Flame red
		53	Daylight blue
		54	Lilac tint
		55	Deep lavender
		56	Lagoon blue
		57	Loving amber
		58	Dark lavender
		59	Congo blue
		60	Alice blue
		61	Double CT Blue
		62	FULL CT Blue
		63	Half CT Blue
		64	Quarter CT Blue
		65	FULL CT Orange
		66	Half CT Orange
		67	Quarter CT Orange
		68	Half miuns green
		69	Three quarter CT Orange
		70	Vanity fair
		71–255	Open
19	CTO	0–17	CTO: Open
		18	1800K
		19–23	1800K … 2400K
		24	2400K
		25–31	2400K … 3200K
		32	CTO continuos: 3200K
		33–44	3200K … 4500K
		45	CTO continuos: 4500K
		46–55	4500K … 5600K
		56	CTO continuos: 5600K
		57–64	5600K … 6500K
		65	CTO continuos: 6500K

CH	Function	DMX	Description
19	CTO (continued)	66–74	6500K ... 7500K
		75	CTO continuos: 7500K
		76–84	7500K ... 8500K
		85	8500K
		86–99	8500K ... 10000K
		100	10000K
		101–120	CTO Preset: 3200K
		121–140	CTO Preset: 4500K
		141–160	CTO Preset: 5600K
		161–180	CTO Preset: 6500K
		181–200	CTO Preset: 7500K
		201–220	8000K
		221–254	CTO 4
		255	CTO: 5600K
20	Tint	0	No function
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
21	Colors Index	0–255	Open ... Yellow
		255	Yellow
22	Colors Index Fine	0–255	Fine adjustment of CH 21
23	Gobo	0–5	Gobo: Open
		6–20	Gobo 1
		21–35	Gobo2
		36–50	Gobo3
		51–65	Gobo4
		66–80	Gobo5
		81–95	Gobo6
		96–110	Gobo 1 shake (1–10 Hz)
		111–125	Gobo 2 shake (1–10 Hz)
		126–140	Gobo 3 shake (1–10 Hz)
		141–155	Gobo 4 shake (1–10 Hz)
		156–170	Gobo 5 shake (1–10 Hz)
		171–185	Gobo 6 shake (1–10 Hz)
		186–192	Shake: Open
		193–223	Slow -> Fast CW (5.81–180 °/s)
		224	Spin: Stop
		225–255	Fast -> Slow CCW (180–5.81 °/s)
24	Gobo Rotation Speed	0–128	Indexing (540°)
		128–191	Slow -> Fast CW (2.81–180 °/s)
		191–192	Gobo 1 Pos Rotate: Stop
		193–255	Fast -> Slow CCW (180–2.81 °/s)

CH	Function	DMX	Description
25	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 24
26	Gobo 2	0–5	Gobo: Open
		6–18	FixedGobo1
		19–31	FixedGobo2
		32–44	FixedGobo3
		45–57	FixedGobo4
		58–70	FixedGobo5
		71–83	FixedGobo6
		84–96	FixedGobo7
		97–109	FixedGobo 1 shake (1–10 Hz)
		110–122	FixedGobo 2 shake (1–10 Hz)
		123–135	FixedGobo 3 shake (1–10 Hz)
		136–148	FixedGobo 4 shake (1–10 Hz)
		149–161	FixedGobo 5 shake (1–10 Hz)
		162–174	FixedGobo 6 shake (1–10 Hz)
		175–187	FixedGobo 7 shake (1–10 Hz)
		188–192	Gobo 2 Wheel Shake: Open
		193–223	Slow -> Fast CW (5.81–180 °/s)
		224	Gobo 2 Wheel Spin: Stop
		225–255	Fast -> Slow CCW (180–5.81 °/s)
27	Zoom	0–255	Min ... Max
		255	Max
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Iris	0–191	0 -100%(Linear)
		191–236	Pulse opening slow to fast (1–10 Hz)
		236–245	Pulse closing slow to fast (1–10 Hz)
		245–255	Iris rotation slow to fast (1–8 Hz)
32	Iris Fine	0–255	Fine adjustment of CH 31
33	Prism	0–5	Open
		6–130	Prism1
		131–255	Prism2
34	Prism Rotation Speed	0–5	Prism 1 Pos: Open
		6–128	Index
		129–191	Slow -> Fast CW (2.86–180 °/s)
		192	Prism 1 Pos Rotate: Stop
		193–255	Fast -> Slow CCW (180–2.86 °/s)
35	Frost	0–255	
36	Frost 2	0–255	
37	Animation Wheel	0–5	Pos: open
		6–128	0-540

CH	Function	DMX	Description
37	Animation Wheel (continued)	129–191	Slow to Fast CW (2.86–180 °/s)
		192	Rotate: Stop
		193–255	Fast to Slow CCW (180–2.86 °/s)
38	Shaper Rotation	0–127	0 ... 60
		128–255	60 ... 120
		255	120
39	Shaper Rotation Fine	0–255	Fine adjustment of CH 38
40	Blade 1 A	0–255	
41	Blade 1 A Fine	0–255	Fine adjustment of CH 40
42	Blade 1 B	0–255	
43	Blade 1 B Fine	0–255	Fine adjustment of CH 42
44	Blade 2 A	0–255	
45	Blade 2 A Fine	0–255	Fine adjustment of CH 44
46	Blade 2 B	0–255	
47	Blade 2 B Fine	0–255	Fine adjustment of CH 46
48	Blade 3 A	0–255	
49	Blade 3 A Fine	0–255	Fine adjustment of CH 48
50	Blade 3 B	0–255	
51	Blade 3 B Fine	0–255	Fine adjustment of CH 50
52	Blade 4 A	0–255	
53	Blade 4 A Fine	0–255	Fine adjustment of CH 52
54	Blade 4 B	0–255	
55	Blade 4 B Fine	0–255	Fine adjustment of CH 54
56	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theater
		101–255	Default to Unit Setting
57	Control	0–5	No function
		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)
		36–39	Fan Auto (Default)
		40–42	Fan Silent (Hold 3s)
		43–45	Fan High(Hold 3s)
		46–50	Linear Dimmer Curve (hold 3s)
		51–55	Square Dimmer Curve (hold 3s)
		56–60	Inv-Square Dimmer Curve (hold 3s)

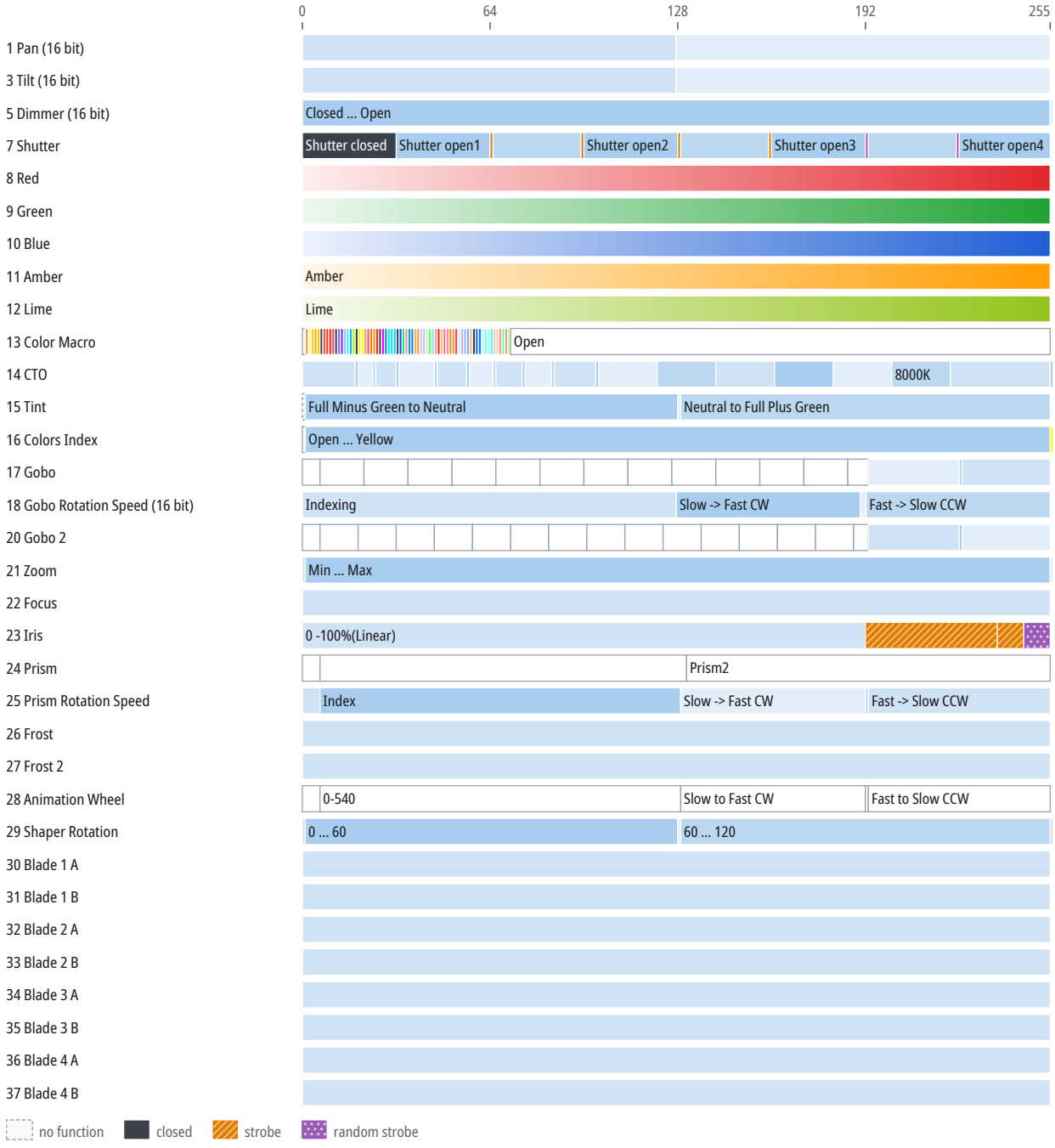
CH	Function	DMX	Description
57	Control (continued)	61–65	S - Dimmer Curve (hold 3s)
		66–70	1200Hz(hold 3s)
		71–75	3600 Hz (hold 3s)
		76–80	5000 Hz (hold 3s)
		81–85	10000 Hz (hold 3s)
		86–90	15000 Hz (hold 3s)
		91–95	20000 Hz (hold 3s)
		96–100	25000 Hz (hold 3s)
		101–105	All motor reset(hold 3s)
		106–110	P/T motor reset(hold 3s)
		111–115	Other motor reset(hold 3s)
		116–120	Power Mode Normal
		121–125	Power Mode Theatre
		126–130	DTW ON
		131–135	DTW OFF
		136–140	CTO Mode1 (Default)
		141–145	CTO Mode2
		146–255	No function

Mode Standard 39CH

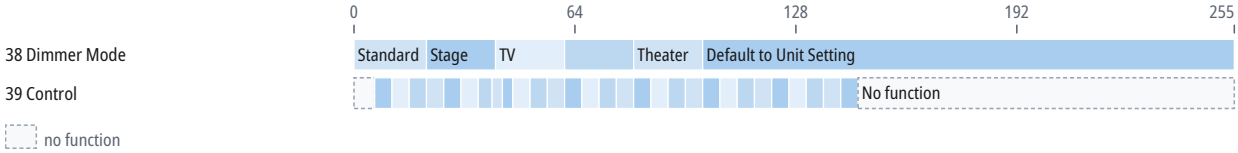
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255.

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. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 57CH” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “Extended 57CH” (p. 14)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “Extended 57CH” (p. 14)
8	Red	0–255	
9	Green	0–255	
10	Blue	0–255	
11	Amber	0–255	Amber
12	Lime	0–255	Lime
13	Color Macro		Same as CH 18 in the mode “Extended 57CH” (p. 15)
14	CTO		Same as CH 19 in the mode “Extended 57CH” (p. 16)
15	Tint		Same as CH 20 in the mode “Extended 57CH” (p. 17)
16	Colors Index	0	Open
		1–254	Open ... Yellow
		255	Yellow
17	Gobo		Same as CH 23 in the mode “Extended 57CH” (p. 17)
18	Gobo Rotation Speed		Same as CH 24 in the mode “Extended 57CH” (p. 17)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 26 in the mode “Extended 57CH” (p. 18)
21	Zoom	0	Min
		1–254	Min ... Max
		255	Max
22	Focus	0–255	
23	Iris	0–191	0 -100%(Linear)
		192–236	Pulse opening slow to fast (1–10 Hz)
		237–245	Pulse closing slow to fast (1–10 Hz)
		246–255	Iris rotation slow to fast (1–8 Hz)
24	Prism		Same as CH 33 in the mode “Extended 57CH” (p. 18)
25	Prism Rotation Speed		Same as CH 34 in the mode “Extended 57CH” (p. 18)
26	Frost	0–255	
27	Frost 2	0–255	
28	Animation Wheel		Same as CH 37 in the mode “Extended 57CH” (p. 18)

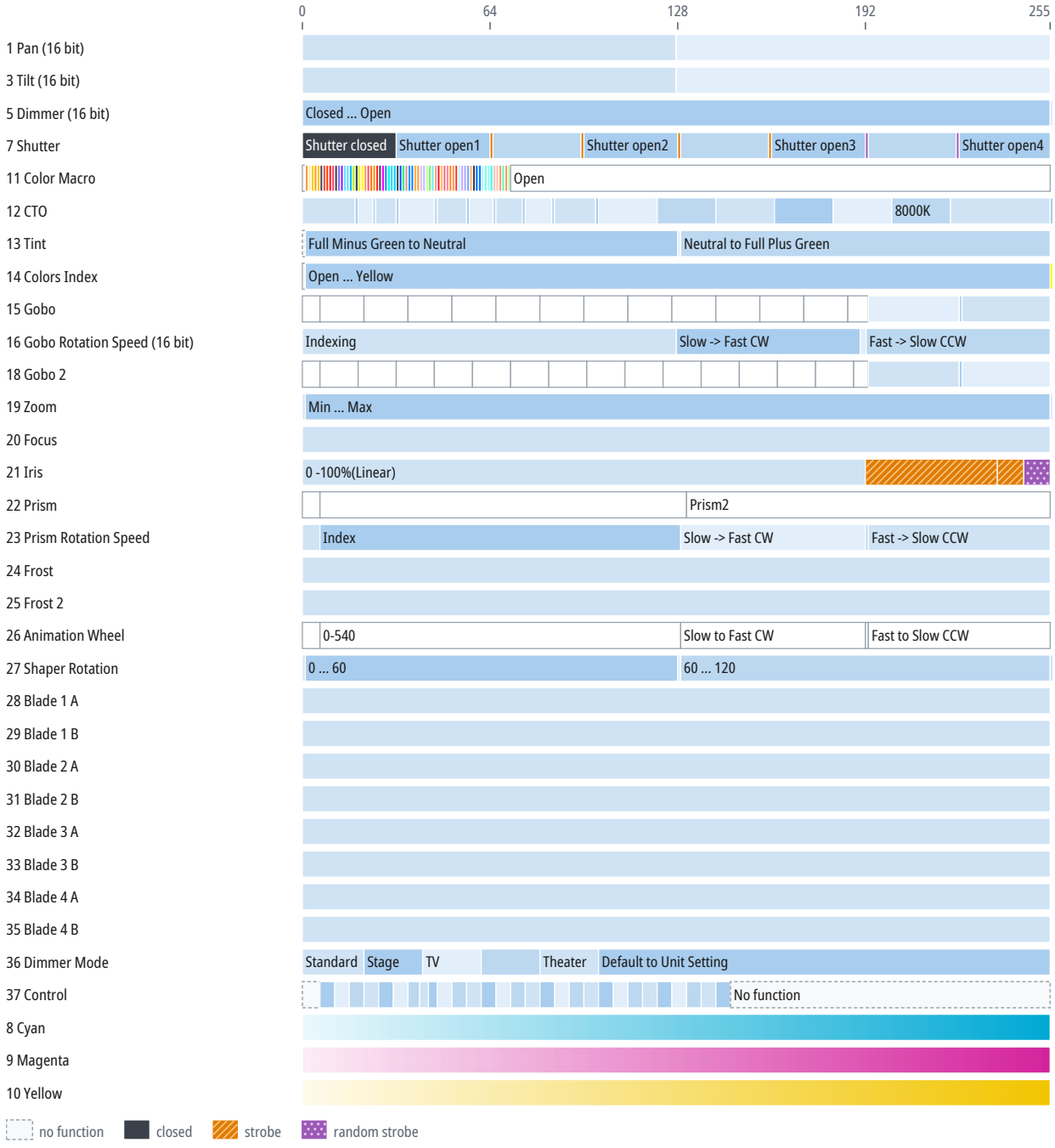
CH	Function	DMX	Description
29	Shaper Rotation	0	0
		1–127	0 … 60
		128	60
		129–254	60 … 120
		255	120
30	Blade 1 A	0–255	
31	Blade 1 B	0–255	
32	Blade 2 A	0–255	
33	Blade 2 B	0–255	
34	Blade 3 A	0–255	
35	Blade 3 B	0–255	
36	Blade 4 A	0–255	
37	Blade 4 B	0–255	
38	Dimmer Mode		Same as CH 56 in the mode “Extended 57CH” (p. 19)
39	Control		Same as CH 57 in the mode “Extended 57CH” (p. 19)

Mode CMY 37CH

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

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 57CH” (p. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 57CH” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Dimmer		Same as CH 5 in the mode “Extended 57CH” (p. 14)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “Extended 57CH” (p. 14)
8	Cyan	0–255	
9	Magenta	0–255	
10	Yellow	0–255	
11	Color Macro		Same as CH 18 in the mode “Extended 57CH” (p. 15)
12	CTO		Same as CH 19 in the mode “Extended 57CH” (p. 16)
13	Tint		Same as CH 20 in the mode “Extended 57CH” (p. 17)
14	Colors Index		Same as CH 16 in the mode “Standard 39CH” (p. 22)
15	Gobo		Same as CH 23 in the mode “Extended 57CH” (p. 17)
16	Gobo Rotation Speed		Same as CH 24 in the mode “Extended 57CH” (p. 17)
17	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 26 in the mode “Extended 57CH” (p. 18)
19	Zoom		Same as CH 21 in the mode “Standard 39CH” (p. 22)
20	Focus	0–255	
21	Iris		Same as CH 23 in the mode “Standard 39CH” (p. 22)
22	Prism		Same as CH 33 in the mode “Extended 57CH” (p. 18)
23	Prism Rotation Speed		Same as CH 34 in the mode “Extended 57CH” (p. 18)
24	Frost	0–255	
25	Frost 2	0–255	
26	Animation Wheel		Same as CH 37 in the mode “Extended 57CH” (p. 18)
27	Shaper Rotation		Same as CH 29 in the mode “Standard 39CH” (p. 23)
28	Blade 1 A	0–255	
29	Blade 1 B	0–255	
30	Blade 2 A	0–255	
31	Blade 2 B	0–255	
32	Blade 3 A	0–255	
33	Blade 3 B	0–255	
34	Blade 4 A	0–255	
35	Blade 4 B	0–255	
36	Dimmer Mode		Same as CH 56 in the mode “Extended 57CH” (p. 19)
37	Control		Same as CH 57 in the mode “Extended 57CH” (p. 19)

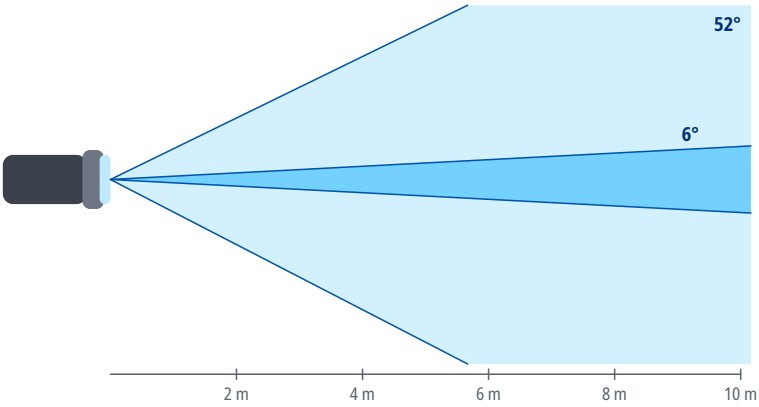
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	800 W
Luminous flux	21,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	95
Optics	
Zoom	6–52°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
Electrical	
Power supply	90–240 V, 50/60 Hz
Power consumption	1,340 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	41.4 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–10000 K
Strobe frequency	1–20 Hz
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 52°
2 m	0.21 m	2 m
4 m	0.42 m	3.9 m
6 m	0.63 m	5.9 m
8 m	0.84 m	7.8 m
10 m	1 m	9.8 m
15 m	1.6 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.