DMX REFERENCE

Azor W2

Azor W2 Wash (CLAZORW2)

Cameo



Manufacturer	Cameo
GDTF file	Cameo_Azor_W2_54442.gdtf
GDTF revision	FW-1.0.1L_GDTF-1.2.gdtf · 2024-01-02
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1 About this manual

This document describes the Azor W2 Wash (CLAZORW2) by Cameo. It was compiled from the GDTF file Cameo_Azor_W2_54442.gdtf from the GDTF-Share library.

File revision: “FW-1.0.1L_GDTF-1.2.gdtf”.

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 Cameo; 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
Weight	8.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
19CH Mode RGBL Effect	19	26	1, 20, 39, 58, ...
18-CH Mode HSI Wash	18	28	1, 19, 37, 55, ...
18-CH Mode RGBL Wash 8Bit	18	28	1, 19, 37, 55, ...
23-CH Mode RGBL Wash	23	22	1, 24, 47, 70, ...
34-CH HSI Pattern	34	15	1, 35, 69, 103, ...
43CH RGBL Pixel	43	11	1, 44, 87, 130, ...
36CH RGB Pixel	36	14	1, 37, 73, 109, ...
44CH RGBL Pattern	44	11	1, 45, 89, 133, ...
54CH Full Access	54	9	1, 55, 109, 163, ...



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



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

- 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

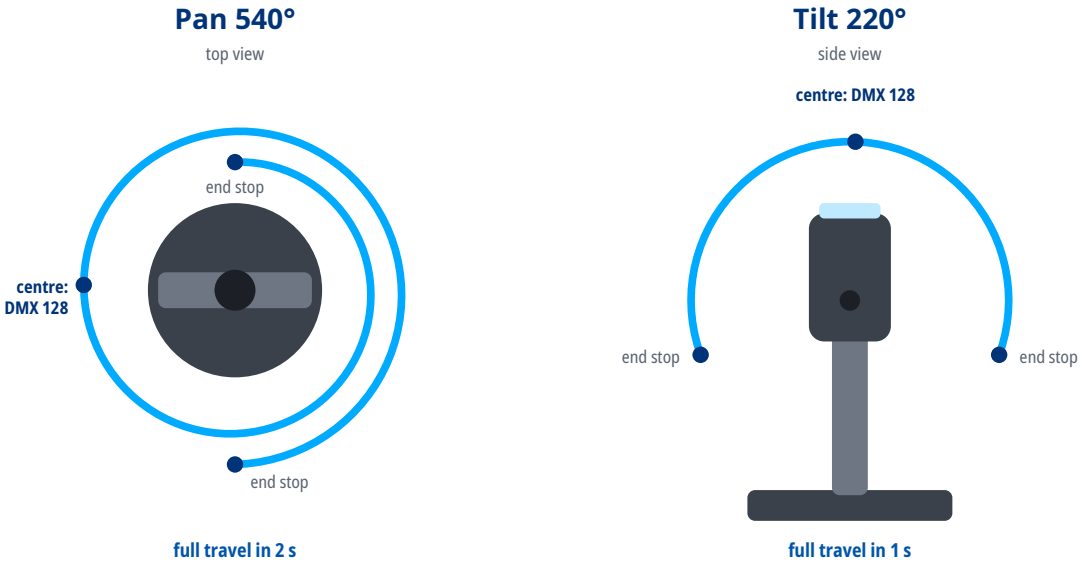
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

Description in the GDTF file

“Small LED Washer Moving Light with 7x 40W LED, 3600 lm and zoom and 4 Segment FX Strobes.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

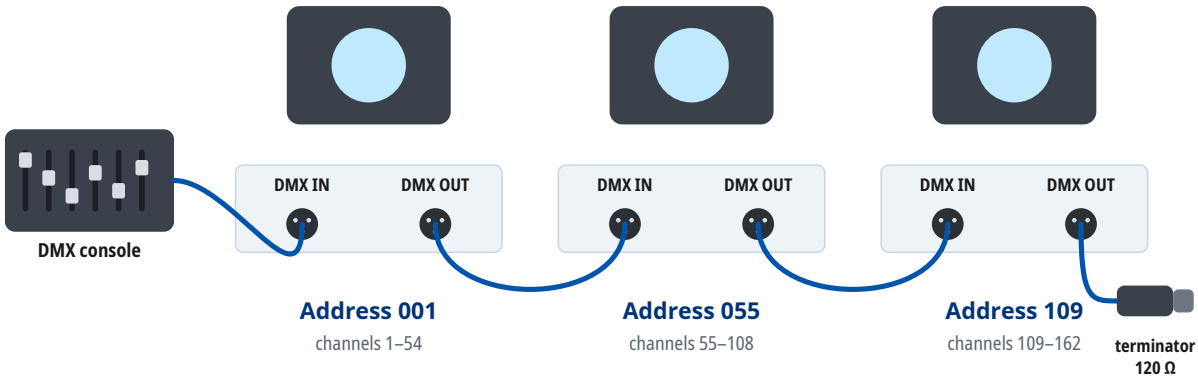
⚠ WARNING

- 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: 8.6 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 54CH Full Access: every unit occupies 54 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

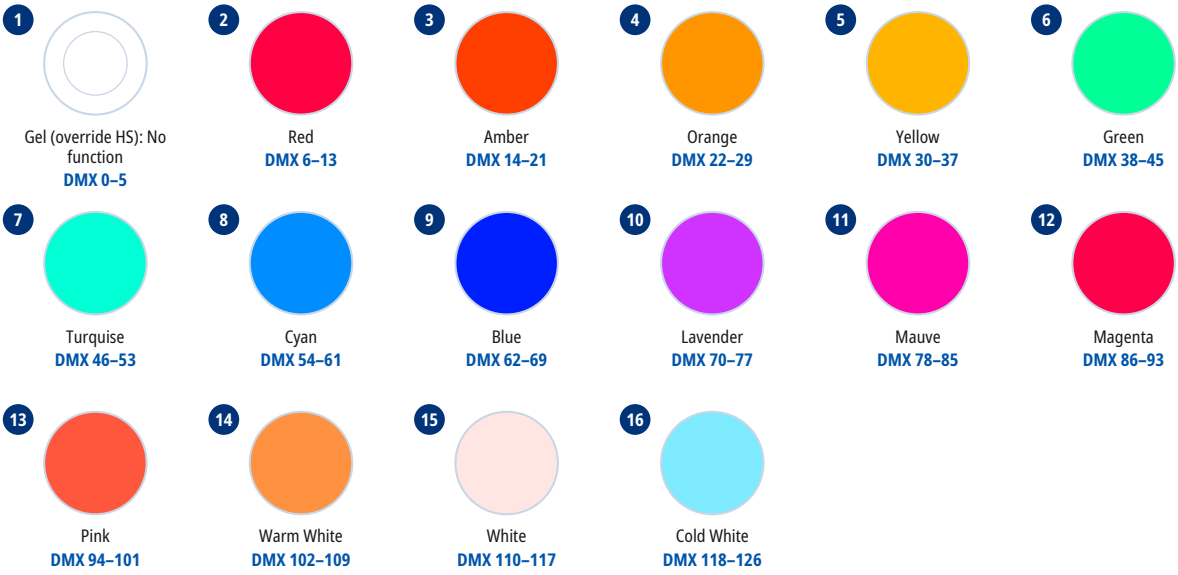
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “54CH Full Access”: 54.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “54CH Full Access”, you can use, for example, the start addresses 1, 55, 109, 163.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

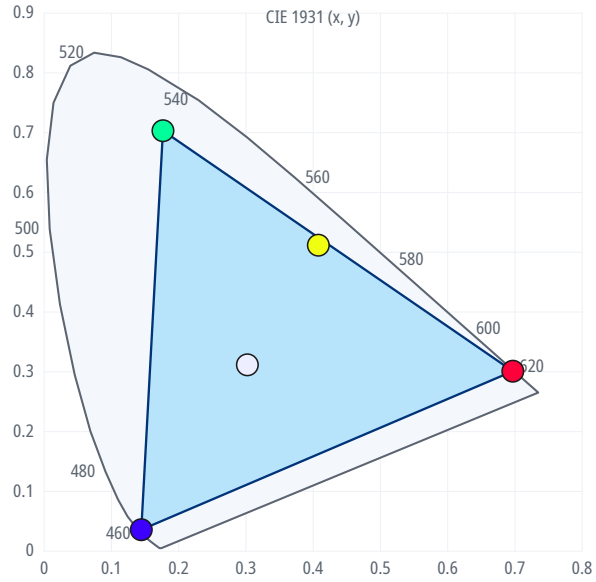
	19CH Mode RGBL Effect 19 channels	18-CH Mode HSI Wash 18 channels	18-CH Mode RGBL Wash 8Bit 18 channels	23-CH Mode RGBL Wash 23 channels	34-CH HSI Pattern 34 channels	43CH RGBL Pixel 43 channels	36CH RGB Pixel 36 channels	44CH RGBL Pattern 44 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	5, 12	5, 14	5, 15	5, 19	5, 14, 23	5, 8–11	5, 8–11	5, 19, 28
Shutter / strobe	7, 13	7, 15	7, 16	7, 20	7, 15, 25	7, 12	7, 12	7, 20, 30
Color mixing	8–11		8–11	4× (8–14)		16–43	16–38	8 channels (8–37)
Color temperature		11	12	16	11, 29			16, 39
Color wheel		13	14	18	13, 31			18, 41
Zoom	18	16	17	21	32	13	13	42
Pixel control					✓	✓	✓	✓

Color wheel



1. Gel (override HS): No function — DMX 0–5
2. Red — DMX 6–13
3. Amber — DMX 14–21
4. Orange — DMX 22–29
5. Yellow — DMX 30–37
6. Green — DMX 38–45
7. Turquise — DMX 46–53
8. Cyan — DMX 54–61
9. Blue — DMX 62–69
10. Lavender — DMX 70–77
11. Mauve — DMX 78–85
12. Magenta — DMX 86–93
13. Pink — DMX 94–101
14. Warm White — DMX 102–109
15. White — DMX 110–117
16. Cold White — DMX 118–126

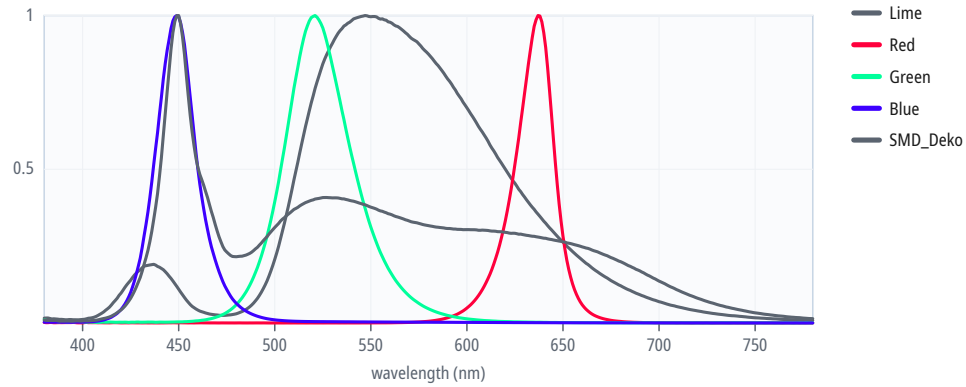
LED colors and the colors they mix



LED	x	y	nm
Lime	0.408	0.512	
Red	0.697	0.301	626
Green	0.177	0.703	521
Blue	0.144	0.036	456
SMD_Deko	0.302	0.312	

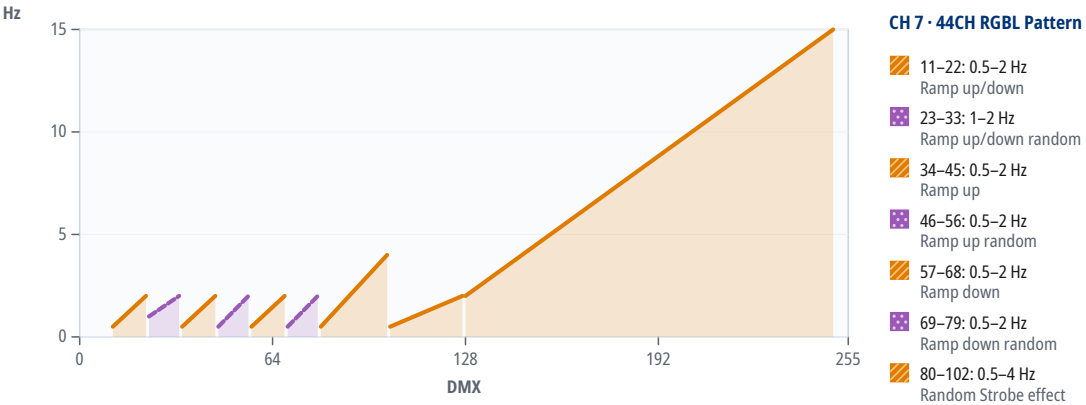
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

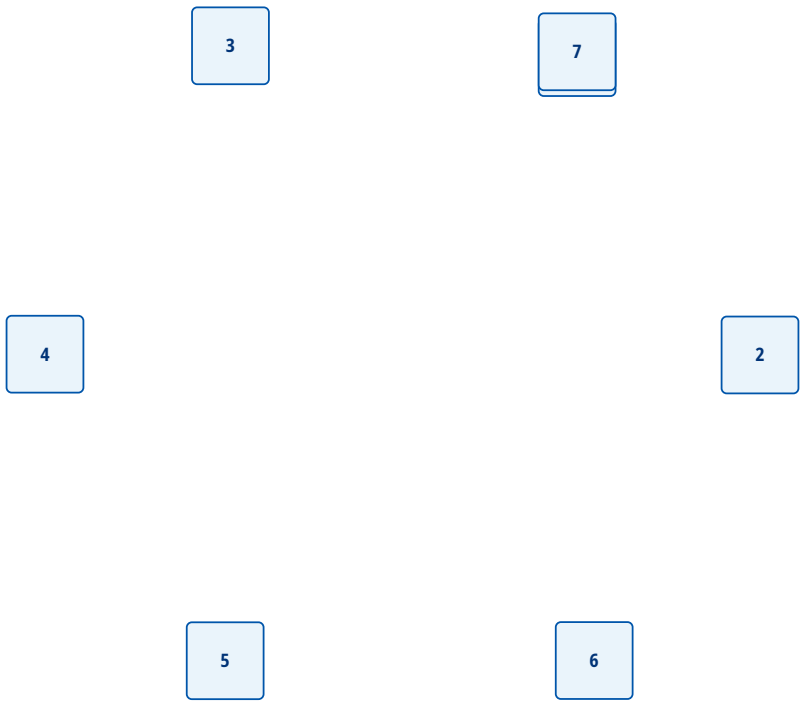
Strobe rate



CH 7 · 44CH RGBL Pattern

- 11–22: 0.5–2 Hz
  Ramp up/down
- 23–33: 1–2 Hz
  Ramp up/down random
- 34–45: 0.5–2 Hz
  Ramp up
- 46–56: 0.5–2 Hz
  Ramp up random
- 57–68: 0.5–2 Hz
  Ramp down
- 69–79: 0.5–2 Hz
  Ramp down random
- 80–102: 0.5–4 Hz
  Random Strobe effect
- 103–127: 0.5–2 Hz
  Break effect

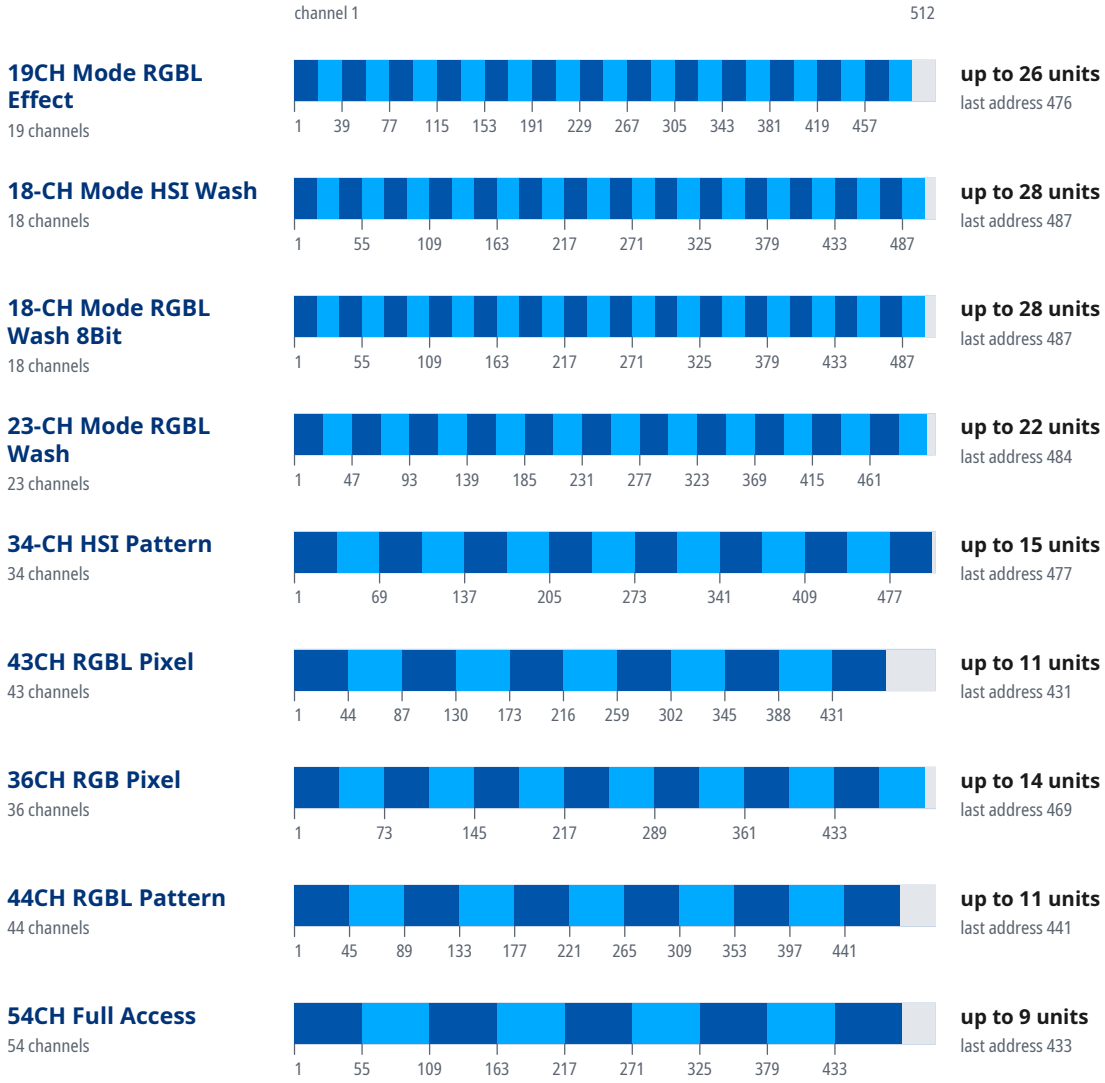
Cells (pixels)



7 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “44CH RGBL Pattern” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “54CH Full Access”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

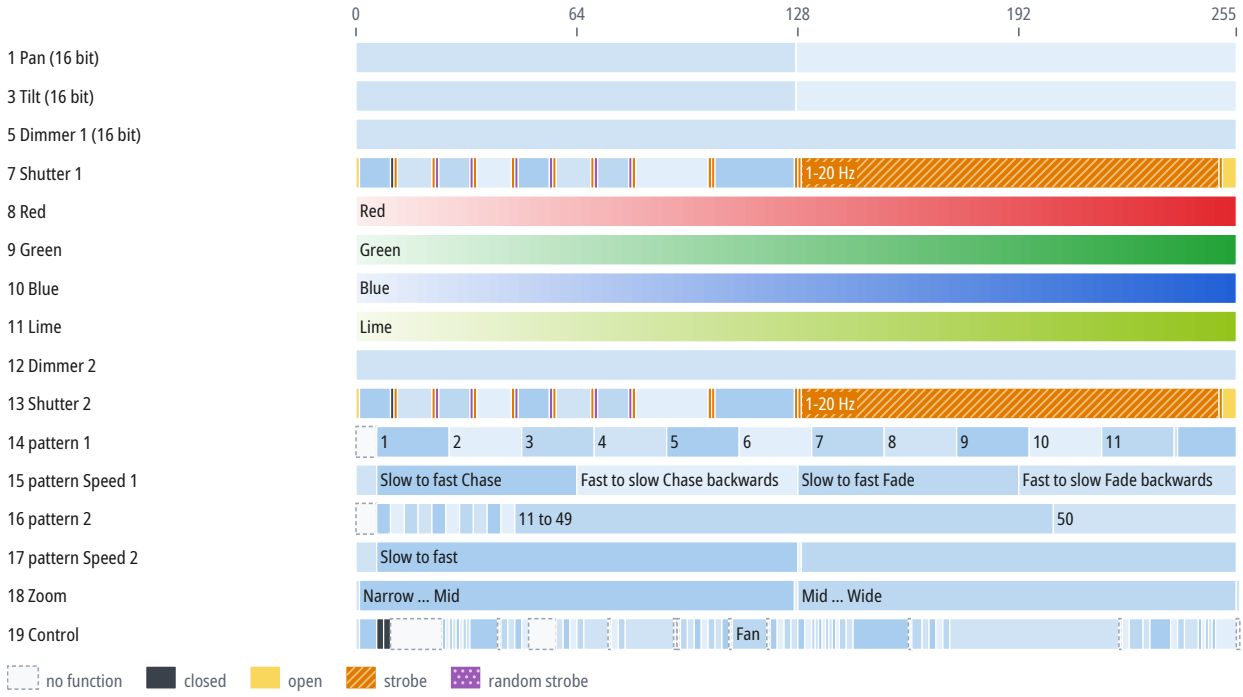
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 19CH Mode RGBL Effect

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 12 Dimmer 2 above 0; CH 13 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 Lime 255, CH 12 Dimmer 2 255, CH 13 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Home
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1	0	On/Off: open
		1–9	On/Off: open ... closed
		10	On/Off: closed
		11	Ramp up/down: slow
		12–21	Ramp up/down: slow ... fast
		22	Ramp up/down: fast

CH	Function	DMX	Description
7	Shutter 1 (continued)	23	Ramp up/down random: slow
		24–32	Ramp up/down random: slow ... fast
		33	Ramp up/down random: fast
		34	Ramp up: slow
		35–44	Ramp up: slow ... fast
		45	Ramp up: fast
		46	Ramp up random: slow
		47–55	Ramp up random: slow ... fast
		56	Ramp up random: fast
		57	Ramp down: slow
		58–67	Ramp down: slow ... fast
		68	Ramp down: fast
		69	Ramp down random: slow
		70–78	Ramp down random: slow ... fast
		79	Ramp down random: fast
		80	Random Strobe effect: slow
		81–101	Random Strobe effect: slow ... fast
		102	Random Strobe effect: fast
		103	5s short burst with break
		104–126	5s short burst with break ... 1s short burst with break
		127	1s short burst with break
		128	Slow 1Hz
		129–249	1-20 Hz (0.31–19.9 Hz)
		250	Fast 20Hz
		251–255	Open
8	Red	0–255	Red
9	Green	0–255	Green
10	Blue	0–255	Blue
11	Lime	0–255	Lime
12	Dimmer 2	0–255	
13	Shutter 2	0	On/Off: open
		1–9	On/Off: open ... closed
		10	On/Off: closed
		11	Ramp up/down: slow
		12–21	Ramp up/down: slow ... fast
		22	Ramp up/down: fast
		23	Ramp up/down random: slow
		24–32	Ramp up/down random: slow ... fast
		33	Ramp up/down random: fast
		34	Ramp up: slow
		35–44	Ramp up: slow ... fast
		45	Ramp up: fast

CH	Function	DMX	Description
13	Shutter 2 (continued)	46	Ramp up random: slow
		47–55	Ramp up random: slow ... fast
		56	Ramp up random: fast
		57	Ramp down: slow
		58–67	Ramp down: slow ... fast
		68	Ramp down: fast
		69	Ramp down random: slow
		70–78	Ramp down random: slow ... fast
		79	Ramp down random: fast
		80	Random Strobe effect: slow
		81–101	Random Strobe effect: slow ... fast
		102	Random Strobe effect: fast
		103	5s short burst with break
		104–126	5s short burst with break ... 1s short burst with break
		127	1s short burst with break
		128	Slow 1Hz
		129–249	1-20 Hz (0.31–19.9 Hz)
		250	Fast 20Hz
		251–255	Open
14	pattern 1		SMD Pattern
		0–5	Off
		6–26	1
		27–47	2
		48–68	3
		69–89	4
		90–110	5
		111–131	6
		132–152	7
		153–173	8
		174–194	9
		195–215	10
		216–236	11
		237	12
		238–255	SMD Pattern
15	pattern Speed 1		SMD Pattern Speed
		0–5	Stop
		6–63	Slow to fast Chase
		64–127	Fast to slow Chase backwards
		128–191	Slow to fast Fade
		192–255	Fast to slow Fade backwards
16	pattern 2		SMD Pattern
		0–5	Off

CH	Function	DMX	Description
16	pattern 2 (continued)	6–9	1
		10–13	2
		14–17	3
		18–21	4
		22–25	5
		26–29	6
		30–33	7
		34–37	8
		38–41	9
		42–45	10
		46–201	11 to 49
		202–255	50
17	pattern Speed 2		Pattern Speed
		0–5	Stop
		6–127	Slow to fast
		128	Fast to slow backwards
		129–255	Pattern Speed
18	Zoom	0	Narrow
		1–126	Narrow ... Mid
		127	Mid
		128–254	Mid ... Wide
		255	Wide
19	Control	0	Control off
		1–5	No function
		6–7	Blackout while moving on (hold 3s)
		8–9	Blackout while moving off (hold 3s)
		10–24	Move in Black: No function
		25–32	Scene 1...8
		33–40	Scene 8 ... No function
		41	Record User Scene: No function
		42–43	Invert Pan on (hold 3s)
		44–45	Invert Pan off (hold 3s)
		46–47	Invert Tilt on (hold 3s)
		48–49	Invert Tilt off (hold 3s)
		50–57	Pan Tilt: No function
		58–59	Pixel Mirroring Off
		60–61	Pixel Mirroring Horizontal
		62–63	Invert Tilt On
		64–65	Pixel Mirroring Horizontal + Vertical
		66–72	Pixel Mirroring Horizontal + Vertical ... No function
		73	Pixel Mirror: No function
		74–75	Dimmer Response LED (Hold 2 s)

CH	Function	DMX	Description
19	Control (continued)	76–77	Dimmer Response (Hold 2 s)
		78–91	Dimmer Response (Hold 2 s) ... No function
		92	Dimmer Response: No function
		93	Move silent: No function
		94–95	Silent movement On
		96–97	Silent movement Off
		98–99	Fan Auto (Hold 3s)
		100–101	Fan Off (Hold 3s)
		102–103	Fan Constant Low (hold 3s)
		104–105	Fan Constant Medium
		106–107	Fan Constant High
		108	Fan: No function
		109–118	Fan
		119	PWM: No function
		120–121	PWM 650 Hz (hold 3s)
		122–123	PWM 1530 Hz (hold 3s)
		124–125	PWM 3600 Hz (hold 3s)
		126–127	PWM 12000 Hz (hold 3s)
		128–129	PWM 18900 Hz (hold 3s)
		130–131	PWM 25 kHz (hold 3s)
		132	Raw (color calibration off) (hold 3s)
		133	Raw (color calibration off) (hold 3s) ... Calibrated (color calibration on) (hold 3s)
		134	Calibrated (color calibration on) (hold 3s)
		135	Calibrated (color calibration on) (hold 3s) ... User color calibration on (hold 3s)
		136	User color calibration on (hold 3s)
		137	User color calibration on (hold 3s) ... Smart Calibration (hold 3s)
		138	Smart Calibration (hold 3s)
		139	Calibration
		140–141	Display on (Hold 3s)
		142–143	Display off (Hold 3s)
		144–159	Display off (Hold 3s) ... No function
		160	Display: No function
		161–163	Display
		164–165	Dimmer Curve Linear (Hold 3s)
		166–167	Dimmer Curve Exponential (Hold 3s)
		168–169	Dimmer Curve Logarithmic (Hold 3s)
		170–171	Dimmer Curve S-Curve (Hold 3s)
		172–220	Dimmer Curve S-Curve (Hold 3s) ... No function
		221	Dimmer Curve: No function
		222–223	Reset Pan / Tilt (Hold 3s)

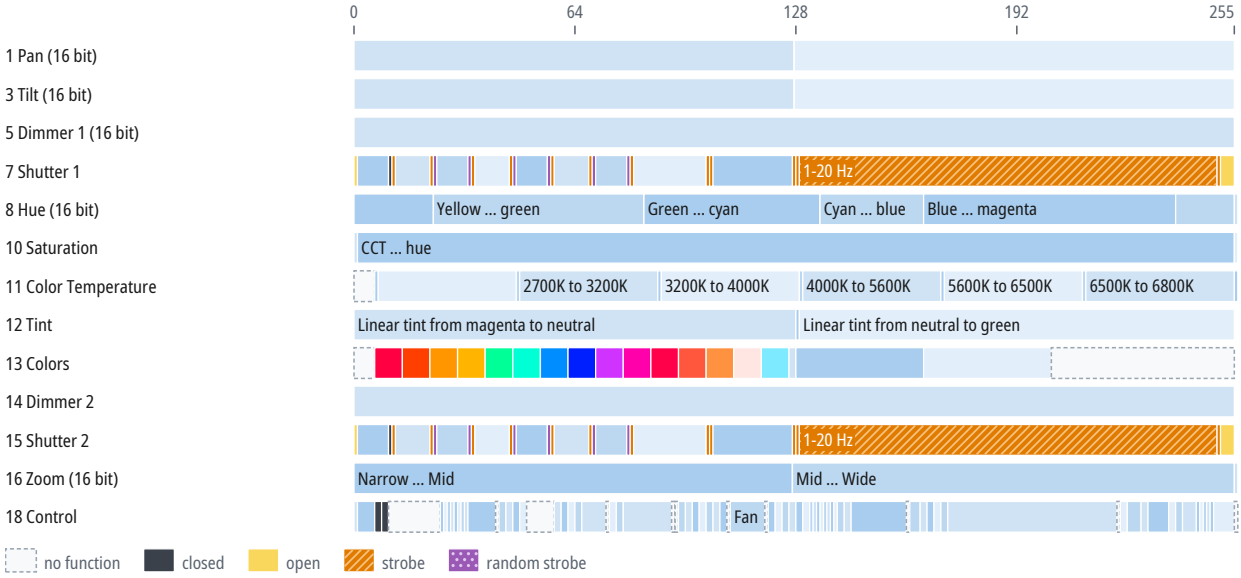
CH	Function	DMX	Description
19	Control (continued)	224–227	Reset Pan / Tilt (Hold 3s) ... Reset Head (hold 3s)
		228–229	Reset Head (hold 3s)
		230–235	Reset Head (hold 3s) ... Reset All (Hold 3s)
		236–237	Reset All (Hold 3s)
		238–239	Reset All (Hold 3s) ... Load Factory Defaults (hold 3s)
		240–243	Load Factory Defaults (hold 3s)
		244	Load User Default A (hold 3s)
		245	Load User Default A (hold 3s) ... Load User Default B (hold 3s)
		246	Load User Default B (hold 3s)
		247	Load User Default B (hold 3s) ... Load User Default C (hold 3s)
		248	Load User Default C (hold 3s)
		249–254	Load User Default C (hold 3s) ... no function
		255	No function

Mode 18-CH Mode HSI Wash

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 14 Dimmer 2 above 0; CH 15 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 13 Colors 0, CH 14 Dimmer 2 255, CH 15 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5

CH	Function	DMX	Description
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Hue	0–23	Red ... yellow
		23–84	Yellow ... green
		84–135	Green ... cyan
		135–165	Cyan ... blue
		165–238	Blue ... magenta
		238–255	Magenta ... red
		255	Red
9	Hue Fine	0–255	Fine adjustment of CH 8
10	Saturation	0	CCT
		1–254	CCT ... hue
		255	Hue
11	Color Temperature		CTC Steps
		0–5	Off
		6	2200K
		7–46	2200K white to 2700K (2200–2700 K)
		47	Bulb White (2700K)
		48–87	2700K to 3200K (2700–3200 K)
		88	Halogen White (3200K)
		89–128	3200K to 4000K (3200–4000 K)
		129	Neutral White (4000K)
		130–169	4000K to 5600K (4000–5600 K)
		170	Studio White (5600K)
		171–210	5600K to 6500K (5600–6500 K)
		211	Daylight White (6500K)
		212–254	6500K to 6800K (6500–6800 K)
		255	6800K
12	Tint	0–127	Linear tint from magenta to neutral
		128	Neutral
		129–255	Linear tint from neutral to green
13	Colors	0–5	Gel (override HS): No function
		6–13	Red
		14–21	Amber
		22–29	Orange
		30–37	Yellow
		38–45	Green
		46–53	Turquise
		54–61	Cyan
		62–69	Blue
		70–77	Lavender
		78–85	Mauve
		86–93	Magenta

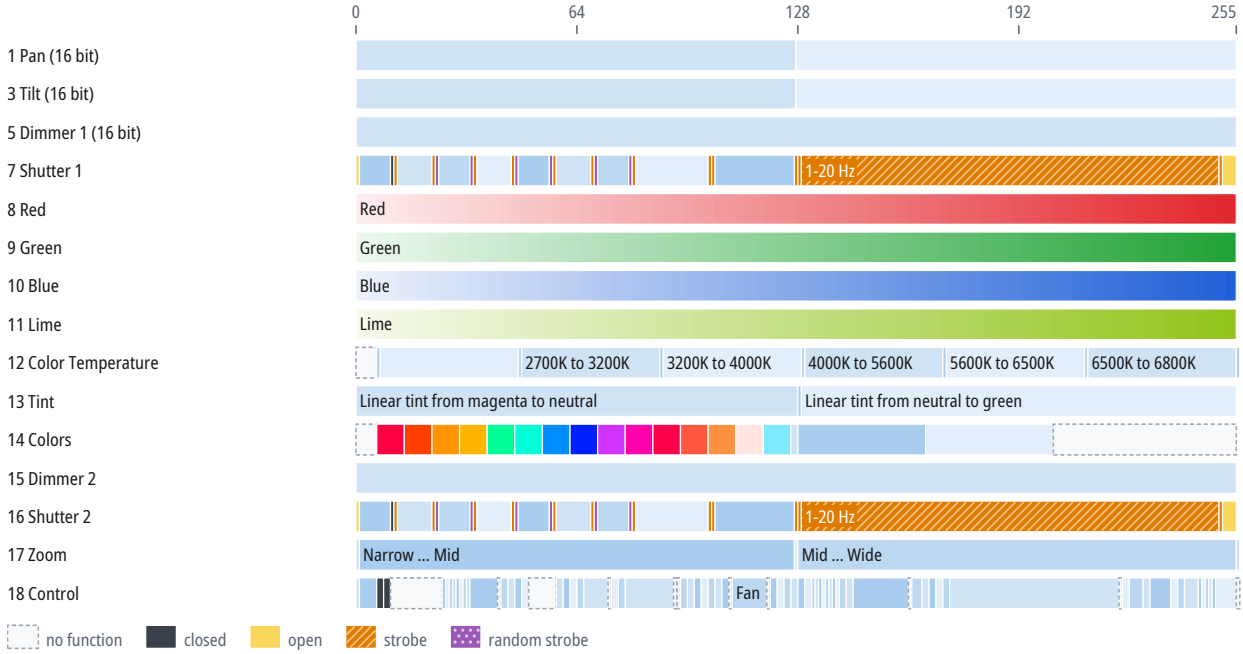
CH	Function	DMX	Description
13	Colors (continued)	94–101	Pink
		102–109	Warm White
		110–117	White
		118–125	Cold White
		126–127	Color Jumping stop
		128–164	Color Jumping speed slow -> fast (1–800 °/s)
		165–201	Color Fading speed slow -> fast (1–800 °/s)
		202–255	Color changing: No function
14	Dimmer 2	0–255	
15	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
16	Zoom	0–127	Narrow ... Mid
		127–255	Mid ... Wide
		255	Wide
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)

Mode 18-CH Mode RGBL Wash 8Bit

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 15 Dimmer 2 above 0; CH 16 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 Lime 255, CH 14 Colors 0, CH 15 Dimmer 2 255, CH 16 Shutter 2 0.

Channel functions at a glance



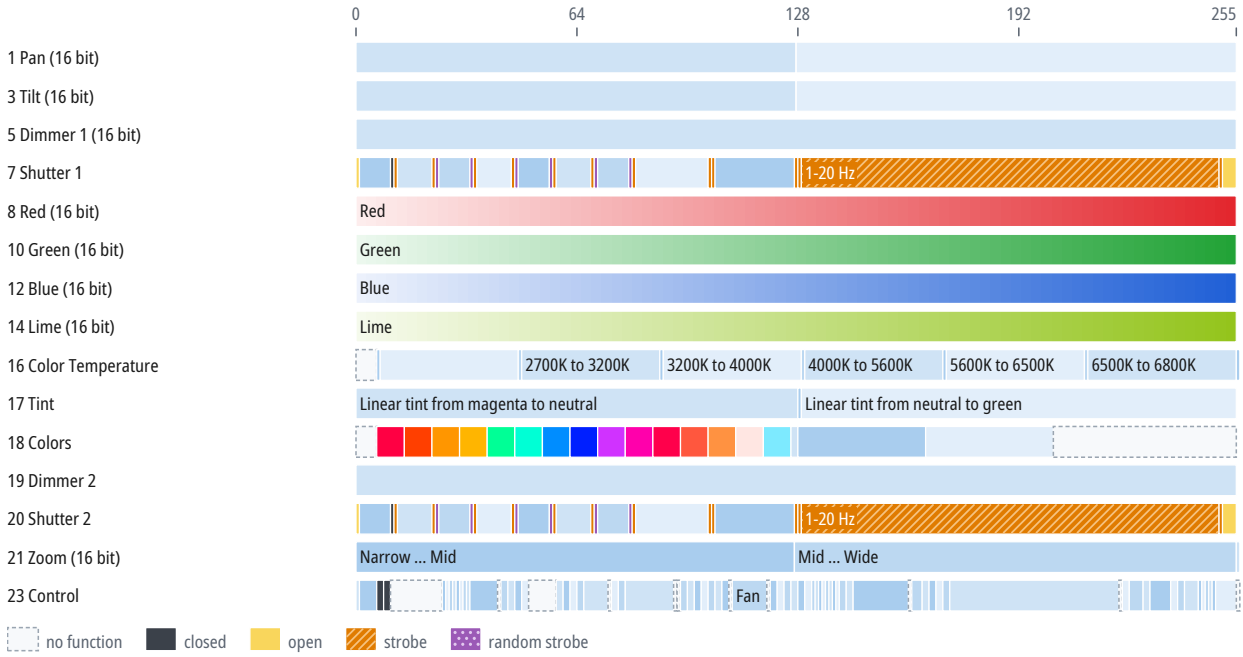
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Red	0–255	Red
9	Green	0–255	Green
10	Blue	0–255	Blue
11	Lime	0–255	Lime
12	Color Temperature		Same as CH 11 in the mode “18-CH Mode HSI Wash” (p. 17)
13	Tint		Same as CH 12 in the mode “18-CH Mode HSI Wash” (p. 17)
14	Colors		Same as CH 13 in the mode “18-CH Mode HSI Wash” (p. 17)
15	Dimmer 2	0–255	
16	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
17	Zoom		Same as CH 18 in the mode “19CH Mode RGBL Effect” (p. 14)
18	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)

Mode 23-CH Mode RGBL Wash

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 19 Dimmer 2 above 0; CH 20 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255, CH 14 Lime 255, CH 18 Colors 0, CH 19 Dimmer 2 255, CH 20 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Red	0–255	Red
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green	0–255	Green
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue	0–255	Blue
13	Blue Fine	0–255	Fine adjustment of CH 12
14	Lime	0–255	Lime
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Color Temperature		Same as CH 11 in the mode “18-CH Mode HSI Wash” (p. 17)
17	Tint		Same as CH 12 in the mode “18-CH Mode HSI Wash” (p. 17)

CH	Function	DMX	Description
18	Colors		Same as CH 13 in the mode “18-CH Mode HSI Wash” (p. 17)
19	Dimmer 2	0–255	
20	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
21	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)

Mode 34-CH HSI Pattern

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 14 Dimmer 2 above 0; CH 15 Shutter 2 at 0 or 251–255 “open”; CH 23 Dimmer 3 above 0; CH 25 Strobe at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 11 Color Temperature 1 0, CH 13 Colors 1 0, CH 14 Dimmer 2 255, CH 15 Shutter 2 0, CH 23 Dimmer 3 255, CH 25 Strobe 0, CH 29 Color Temperature 2 0, CH 31 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Hue 1	0–23	Red ... yellow
		23–84	Yellow ... green
		84–135	Green ... cyan
		135–165	Cyan ... blue
		165–238	Blue ... magenta
		238–255	Magenta ... red
		255	Red
9	Hue 1 Fine	0–255	Fine adjustment of CH 8
10	Saturation 1	0	CCT
		1–254	CCT ... hue
		255	Hue
11	Color Temperature 1		CTC Steps
		0–5	Off
		6	2200K
		7–46	2200K white to 2700K (2200–2700 K)
		47	Bulb White (2700K)
		48–87	2700K to 3200K (2700–3200 K)
		88	Halogen White (3200K)
		89–128	3200K to 4000K (3200–4000 K)
		129	Neutral White (4000K)
		130–169	4000K to 5600K (4000–5600 K)
		170	Studio White (5600K)
		171–210	5600K to 6500K (5600–6500 K)
		211	Daylight White (6500K)
		212–254	6500K to 6800K (6500–6800 K)
		255	6800K
12	Tint 1	0–127	Linear tint from magenta to neutral
		128	Neutral
		129–255	Linear tint from neutral to green
13	Colors 1	0–5	Gel (override HS): No function
		6–13	Red
		14–21	Amber
		22–29	Orange
		30–37	Yellow

CH	Function	DMX	Description
13	Colors 1 (continued)	38–45	Green
		46–53	Turquise
		54–61	Cyan
		62–69	Blue
		70–77	Lavender
		78–85	Mauve
		86–93	Magenta
		94–101	Pink
		102–109	Warm White
		110–117	White
		118–125	Cold White
		126–127	Color Jumping stop
		128–164	Color Jumping speed slow -> fast (1–800 °/s)
		165–201	Color Fading speed slow -> fast (1–800 °/s)
		202–255	Color changing: No function
14	Dimmer 2	0–255	
15	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
16	pattern 1		Same as CH 14 in the mode “19CH Mode RGBL Effect” (p. 13)
17	pattern Speed 1		Same as CH 15 in the mode “19CH Mode RGBL Effect” (p. 13)
18	Pattern Folder	0–5	Off
		6–64	Static Pattern 1
		65–128	Static Pattern 2
		129–255	Effct Pattern 1
19	pattern 2		Same as CH 16 in the mode “19CH Mode RGBL Effect” (p. 13)
20	pattern Speed 2		SMD Pattern Speed
		0–5	Stop
		6–63	Slow to fast Chase
		64–127	Fast to slow Chase backwards
		128–191	Slow to fast Fade
		192–255	Fast to slow Fade backwards
21	pattern Transition	0–5	Stop
		6–255	1/10s - 5s
22	pattern Fade	0–5	Off
		6–127	Fade 0-100%
		128–255	Wake 0-100%
23	Dimmer 3		Background Dimmer
		0–255	Background Dimmer
24	Dimmer 3 Fine	0–255	Fine adjustment of CH 23
25	Strobe	0	On/Off: open
		1–9	On/Off: open ... closed
		10	On/Off: closed

CH	Function	DMX	Description
25	Strobe (continued)	11	Ramp up/down: slow
		12–21	Ramp up/down: slow ... fast
		22	Ramp up/down: fast
		23	Ramp up/down random: slow
		24–32	Ramp up/down random: slow ... fast
		33	Ramp up/down random: fast
		34	Ramp up: slow
		35–44	Ramp up: slow ... fast
		45	Ramp up: fast
		46	Ramp up random: slow
		47–55	Ramp up random: slow ... fast
		56	Ramp up random: fast
		57	Ramp down: slow
		58–67	Ramp down: slow ... fast
		68	Ramp down: fast
		69	Ramp down random: slow
		70–78	Ramp down random: slow ... fast
		79	Ramp down random: fast
		80	Random Strobe effect: slow
		81–101	Random Strobe effect: slow ... fast
		102	Random Strobe effect: fast
		103	5s short burst with break
		104–126	5s short burst with break ... 1s short burst with break
		127	1s short burst with break
		128	Slow 1Hz
		129–249	1-20 Hz (0.31–19.9 Hz)
		250	Fast 20Hz
		251–255	Open
26	Hue 2	0–23	Red ... yellow
		23–84	Yellow ... green
		84–135	Green ... cyan
		135–165	Cyan ... blue
		165–238	Blue ... magenta
		238–255	Magenta ... red
		255	Red
27	Hue 2 Fine	0–255	Fine adjustment of CH 26
28	Saturation 2	0	CCT
		1–254	CCT ... hue
		255	Hue
29	Color Temperature 2		CTC Steps
		0–5	Off

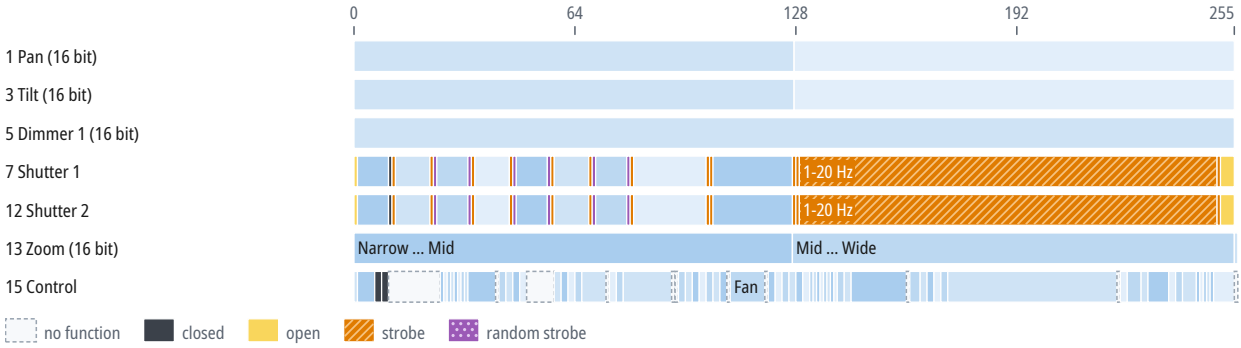
CH	Function	DMX	Description
29	Color Temperature 2 (continued)	6	2200K
		7–46	2200K white to 2700K (2200–2700 K)
		47	Bulb White (2700K)
		48–87	2700K to 3200K (2700–3200 K)
		88	Halogen White (3200K)
		89–128	3200K to 4000K (3200–4000 K)
		129	Neutral White (4000K)
		130–169	4000K to 5600K (4000–5600 K)
		170	Studio White (5600K)
		171–210	5600K to 6500K (5600–6500 K)
		211	Daylight White (6500K)
		212–254	6500K to 6800K (6500–6800 K)
		255	6800K
30	Tint 2	0–127	Linear tint from magenta to neutral
		128	Neutral
		129–255	Linear tint from neutral to green
31	Colors 2	0–5	Gel (override HS): No function
		6–13	Red
		14–21	Amber
		22–29	Orange
		30–37	Yellow
		38–45	Green
		46–53	Turquise
		54–61	Cyan
		62–69	Blue
		70–77	Lavender
		78–85	Mauve
		86–93	Magenta
		94–101	Pink
		102–109	Warm White
		110–117	White
		118–125	Cold White
		126–127	Color Jumping stop
		128–164	Color Jumping speed slow -> fast (1–800 °/s)
		165–201	Color Fading speed slow -> fast (1–800 °/s)
		202–255	Color changing: No function
32	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)

Mode 43CH RGBL Pixel

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 8 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 10 Dimmer 4 above 0; CH 11 Dimmer 5 above 0; CH 12 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Dimmer 2 255, CH 9 Dimmer 3 255, CH 10 Dimmer 4 255, CH 11 Dimmer 5 255, CH 12 Shutter 2 0, CH 16 Red 1 255, CH 17 Green 1 255, CH 18 Blue 1 255, CH 19 Lime 1 255, CH 20 Red 2 255, CH 21 Green 2 255, CH 22 Blue 2 255, CH 23 Lime 2 255, CH 24 Red 3 255, CH 25 Green 3 255, CH 26 Blue 3 255, CH 27 Lime 3 255, CH 28 Red 4 255, CH 29 Green 4 255, CH 30 Blue 4 255, CH 31 Lime 4 255, CH 32 Red 5 255, CH 33 Green 5 255, CH 34 Blue 5 255, CH 35 Lime 5 255, CH 36 Red 6 255, CH 37 Green 6 255, CH 38 Blue 6 255, CH 39 Lime 6 255, CH 40 Red 7 255, CH 41 Green 7 255, CH 42 Blue 7 255, CH 43 Lime 7 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Dimmer 2	0–255	
9	Dimmer 3	0–255	
10	Dimmer 4	0–255	
11	Dimmer 5	0–255	
12	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
13	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
14	Zoom Fine	0–255	Fine adjustment of CH 13
15	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)
16	Red 1	0–255	Red
17	Green 1	0–255	Green
18	Blue 1	0–255	Blue
19	Lime 1	0–255	Lime
20	Red 2	0–255	Red

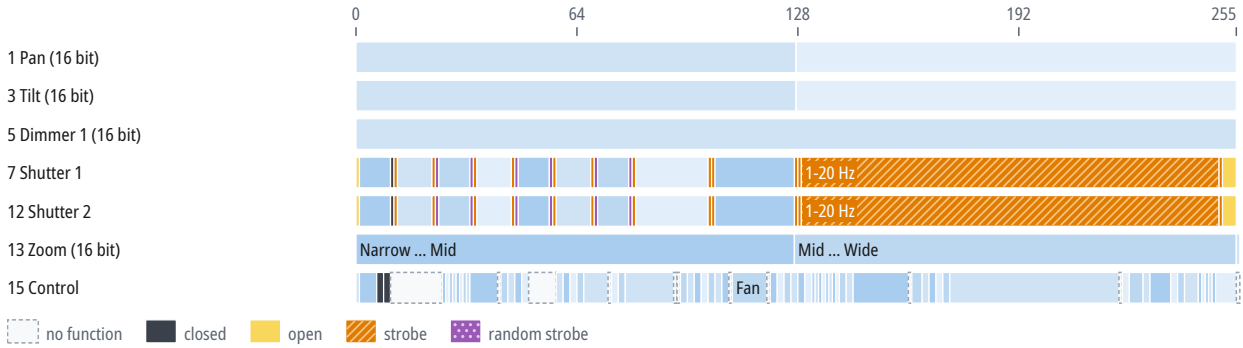
CH	Function	DMX	Description
21	Green 2	0–255	Green
22	Blue 2	0–255	Blue
23	Lime 2	0–255	Lime
24	Red 3	0–255	Red
25	Green 3	0–255	Green
26	Blue 3	0–255	Blue
27	Lime 3	0–255	Lime
28	Red 4	0–255	Red
29	Green 4	0–255	Green
30	Blue 4	0–255	Blue
31	Lime 4	0–255	Lime
32	Red 5	0–255	Red
33	Green 5	0–255	Green
34	Blue 5	0–255	Blue
35	Lime 5	0–255	Lime
36	Red 6	0–255	Red
37	Green 6	0–255	Green
38	Blue 6	0–255	Blue
39	Lime 6	0–255	Lime
40	Red 7	0–255	Red
41	Green 7	0–255	Green
42	Blue 7	0–255	Blue
43	Lime 7	0–255	Lime

Mode 36CH RGB Pixel

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 8 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 10 Dimmer 4 above 0; CH 11 Dimmer 5 above 0; CH 12 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Dimmer 2 255, CH 9 Dimmer 3 255, CH 10 Dimmer 4 255, CH 11 Dimmer 5 255, CH 12 Shutter 2 0, CH 16 Red 1 255, CH 17 Green 1 255, CH 18 Blue 1 255, CH 19 Red 2 255, CH 20 Green 2 255, CH 21 Blue 2 255, CH 22 Red 3 255, CH 23 Green 3 255, CH 24 Blue 3 255, CH 25 Red 4 255, CH 26 Green 4 255, CH 27 Blue 4 255, CH 28 Red 5 255, CH 29 Green 5 255, CH 30 Blue 5 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 Red 7 255, CH 35 Green 7 255, CH 36 Blue 7 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Dimmer 2	0–255	
9	Dimmer 3	0–255	
10	Dimmer 4	0–255	
11	Dimmer 5	0–255	
12	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
13	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
14	Zoom Fine	0–255	Fine adjustment of CH 13
15	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)
16	Red 1	0–255	Red
17	Green 1	0–255	Green
18	Blue 1	0–255	Blue
19	Red 2	0–255	Red
20	Green 2	0–255	Green
21	Blue 2	0–255	Blue

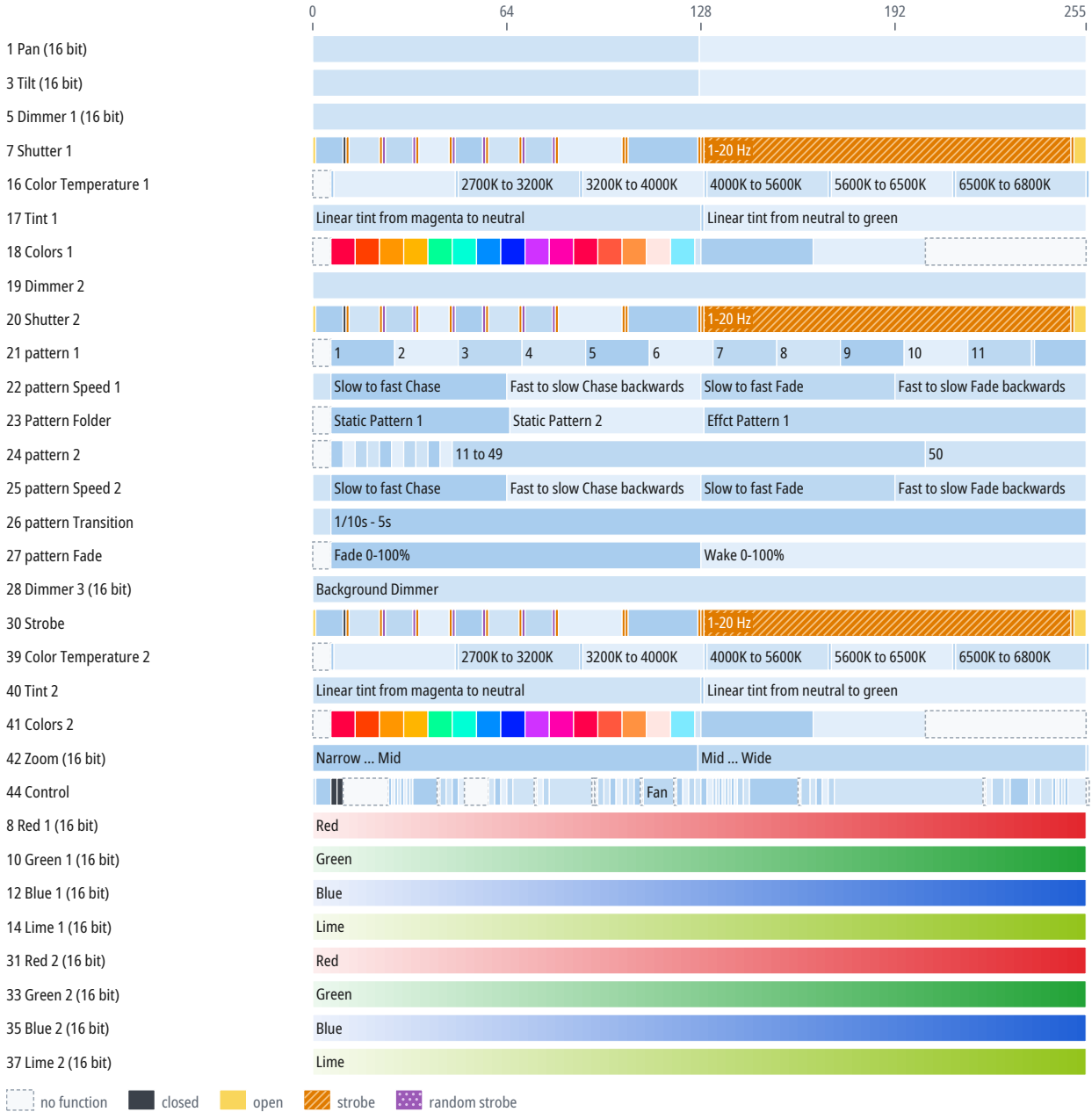
CH	Function	DMX	Description
22	Red 3	0–255	Red
23	Green 3	0–255	Green
24	Blue 3	0–255	Blue
25	Red 4	0–255	Red
26	Green 4	0–255	Green
27	Blue 4	0–255	Blue
28	Red 5	0–255	Red
29	Green 5	0–255	Green
30	Blue 5	0–255	Blue
31	Red 6	0–255	Red
32	Green 6	0–255	Green
33	Blue 6	0–255	Blue
34	Red 7	0–255	Red
35	Green 7	0–255	Green
36	Blue 7	0–255	Blue

Mode 44CH RGBL Pattern

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 19 Dimmer 2 above 0; CH 20 Shutter 2 at 0 or 251–255 “open”; CH 28 Dimmer 3 above 0; CH 30 Strobe at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 14 Lime 1 255, CH 16 Color Temperature 1 0, CH 18 Colors 1 0, CH 19 Dimmer 2 255, CH 20 Shutter 2 0, CH 28 Dimmer 3 255, CH 30 Strobe 0, CH 31 Red 2 255, CH 33 Green 2 255, CH 35 Blue 2 255, CH 37 Lime 2 255, CH 39 Color Temperature 2 0, CH 41 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)
8	Red 1	0–255	Red
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1	0–255	Green
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1	0–255	Blue
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Lime 1	0–255	Lime
15	Lime 1 Fine	0–255	Fine adjustment of CH 14
16	Color Temperature 1		Same as CH 11 in the mode “34-CH HSI Pattern” (p. 22)
17	Tint 1		Same as CH 12 in the mode “34-CH HSI Pattern” (p. 22)
18	Colors 1		Same as CH 13 in the mode “34-CH HSI Pattern” (p. 22)
19	Dimmer 2	0–255	
20	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
21	pattern 1		Same as CH 14 in the mode “19CH Mode RGBL Effect” (p. 13)
22	pattern Speed 1		Same as CH 15 in the mode “19CH Mode RGBL Effect” (p. 13)
23	Pattern Folder		Same as CH 18 in the mode “34-CH HSI Pattern” (p. 23)
24	pattern 2		Same as CH 16 in the mode “19CH Mode RGBL Effect” (p. 13)
25	pattern Speed 2		Same as CH 20 in the mode “34-CH HSI Pattern” (p. 23)
26	pattern Transition		Same as CH 21 in the mode “34-CH HSI Pattern” (p. 23)
27	pattern Fade		Same as CH 22 in the mode “34-CH HSI Pattern” (p. 23)
28	Dimmer 3		Same as CH 23 in the mode “34-CH HSI Pattern” (p. 23)
29	Dimmer 3 Fine	0–255	Fine adjustment of CH 28
30	Strobe		Same as CH 25 in the mode “34-CH HSI Pattern” (p. 23)
31	Red 2	0–255	Red
32	Red 2 Fine	0–255	Fine adjustment of CH 31
33	Green 2	0–255	Green
34	Green 2 Fine	0–255	Fine adjustment of CH 33
35	Blue 2	0–255	Blue
36	Blue 2 Fine	0–255	Fine adjustment of CH 35
37	Lime 2	0–255	Lime
38	Lime 2 Fine	0–255	Fine adjustment of CH 37
39	Color Temperature 2		Same as CH 29 in the mode “34-CH HSI Pattern” (p. 24)
40	Tint 2		Same as CH 30 in the mode “34-CH HSI Pattern” (p. 25)

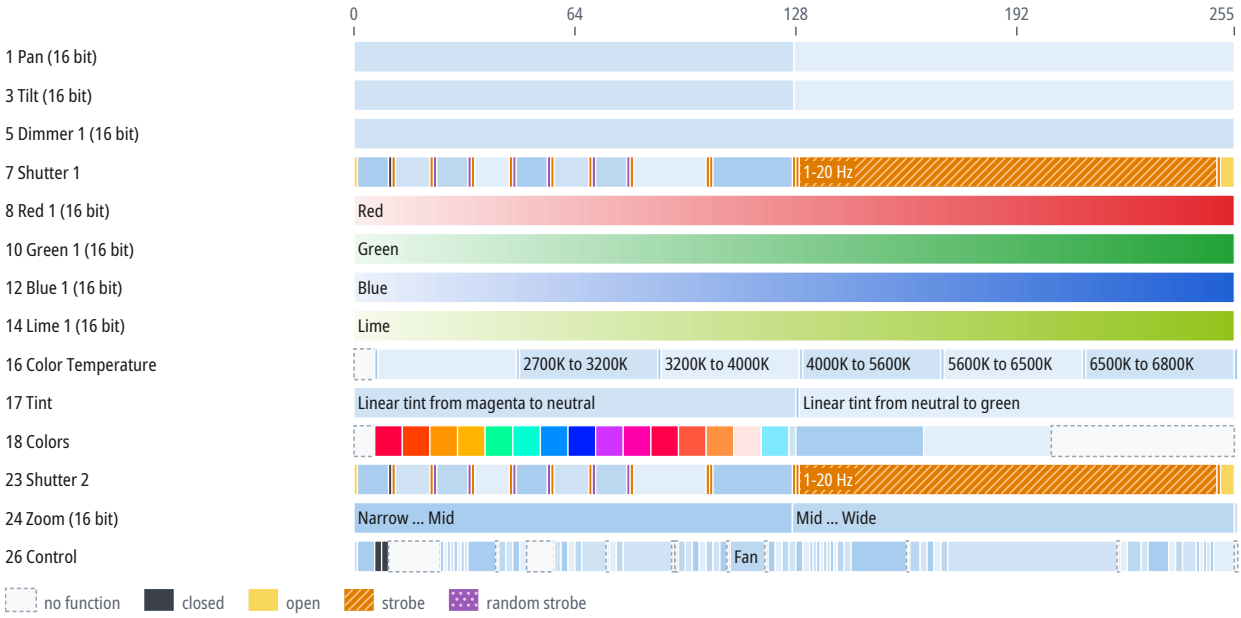
CH	Function	DMX	Description
41	Colors 2		Same as CH 31 in the mode “34-CH HSI Pattern” (p. 25)
42	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
43	Zoom Fine	0–255	Fine adjustment of CH 42
44	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)

Mode 54CH Full Access

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 1 above 0; CH 7 Shutter 1 at 0 or 251–255 “open”; CH 19 Dimmer 2 above 0; CH 20 Dimmer 3 above 0; CH 21 Dimmer 4 above 0; CH 22 Dimmer 5 above 0; CH 23 Shutter 2 at 0 or 251–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 14 Lime 1 255, CH 16 Color Temperature 0, CH 18 Colors 0, CH 19 Dimmer 2 255, CH 20 Dimmer 3 255, CH 21 Dimmer 4 255, CH 22 Dimmer 5 255, CH 23 Shutter 2 0, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 Lime 2 255, CH 31 Red 3 255, CH 32 Green 3 255, CH 33 Blue 3 255, CH 34 Lime 3 255, CH 35 Red 4 255, CH 36 Green 4 255, CH 37 Blue 4 255, CH 38 Lime 4 255, CH 39 Red 5 255, CH 40 Green 5 255, CH 41 Blue 5 255, CH 42 Lime 5 255, CH 43 Red 6 255, CH 44 Green 6 255, CH 45 Blue 6 255, CH 46 Lime 6 255, CH 47 Red 7 255, CH 48 Green 7 255, CH 49 Blue 7 255, CH 50 Lime 7 255, CH 51 Red 8 255, CH 52 Green 8 255, CH 53 Blue 8 255, CH 54 Lime 8 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “19CH Mode RGBL Effect” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “19CH Mode RGBL Effect” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 7 in the mode “19CH Mode RGBL Effect” (p. 11)

CH	Function	DMX	Description
8	Red 1	0–255	Red
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1	0–255	Green
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1	0–255	Blue
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Lime 1	0–255	Lime
15	Lime 1 Fine	0–255	Fine adjustment of CH 14
16	Color Temperature		Same as CH 11 in the mode “18-CH Mode HSI Wash” (p. 17)
17	Tint		Same as CH 12 in the mode “18-CH Mode HSI Wash” (p. 17)
18	Colors		Same as CH 13 in the mode “18-CH Mode HSI Wash” (p. 17)
19	Dimmer 2	0–255	Dim
20	Dimmer 3	0–255	Dim
21	Dimmer 4	0–255	Dim
22	Dimmer 5	0–255	Dim
23	Shutter 2		Same as CH 13 in the mode “19CH Mode RGBL Effect” (p. 12)
24	Zoom		Same as CH 16 in the mode “18-CH Mode HSI Wash” (p. 18)
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Control		Same as CH 19 in the mode “19CH Mode RGBL Effect” (p. 14)
27	Red 2	0–255	Red
28	Green 2	0–255	Green
29	Blue 2	0–255	Blue
30	Lime 2	0–255	Lime
31	Red 3	0–255	Red
32	Green 3	0–255	Green
33	Blue 3	0–255	Blue
34	Lime 3	0–255	Lime
35	Red 4	0–255	Red
36	Green 4	0–255	Green
37	Blue 4	0–255	Blue
38	Lime 4	0–255	Lime
39	Red 5	0–255	Red
40	Green 5	0–255	Green
41	Blue 5	0–255	Blue
42	Lime 5	0–255	Lime
43	Red 6	0–255	Red
44	Green 6	0–255	Green
45	Blue 6	0–255	Blue
46	Lime 6	0–255	Lime
47	Red 7	0–255	Red
48	Green 7	0–255	Green

CH	Function	DMX	Description
49	Blue 7	0–255	Blue
50	Lime 7	0–255	Lime
51	Red 8	0–255	Red
52	Green 8	0–255	Green
53	Blue 8	0–255	Blue
54	Lime 8	0–255	Lime

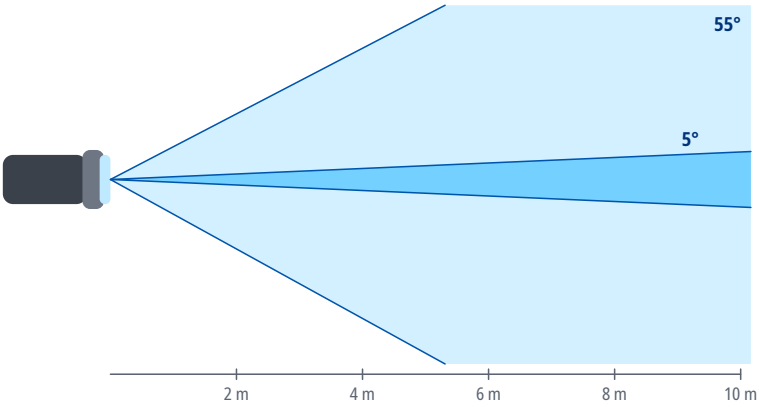
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	5–55°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x08A4, device model ID 0x0057)
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	8.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2200–6800 K
Strobe frequency	0.5–15 Hz
Color wheel rotation	up to 800 °/s (133 rpm)

Spot diameter



Distance	Ø 5°	Ø 55°
2 m	0.17 m	2.1 m
4 m	0.35 m	4.2 m
6 m	0.52 m	6.2 m
8 m	0.7 m	8.3 m
10 m	0.87 m	10.4 m
15 m	1.3 m	15.6 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.