DMX REFERENCE

ak-650-b

AK-650-SuperB

Cems



Manufacturer	Cems
GDTF file	Cems_ak-650-b_102840.gdtf
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1 About this manual

This document describes the AK-650-SuperB by Cems. It was compiled from the GDTF file Cems_ak-650-b_102840.gdtf from the GDTF-Share library.

File revision: “ak650b”.

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 Cems; 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	850 W
Weight	6.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
22 Channel Mode	22	23	1, 23, 45, 67, …

No light? Check these channels

- 22 Channel Mode: CH 4 Dimmer above 0; CH 5 Shutter at 251–255 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

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

> ⚠ **CAUTION**
>
> - Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
> - Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

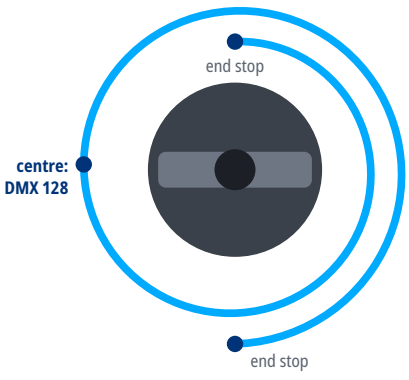
Description in the GDTF file

“Beam type, arch lamp, moving head, color wheel, 2 prism”

Range of movement

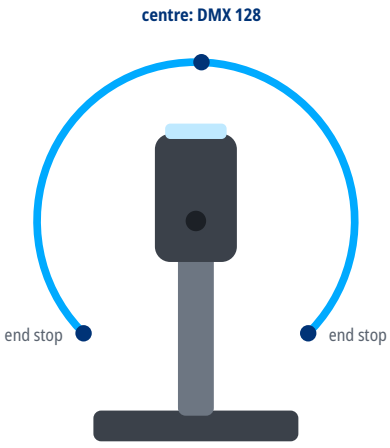
Pan 540°

top view



Tilt 270°

side view



5 Installation

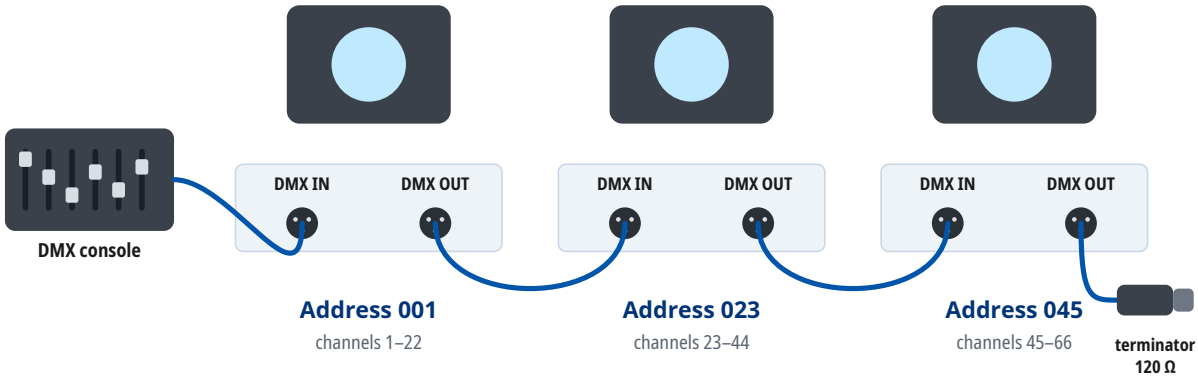
⚠ **WARNING**

- 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: 6.6 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 22 Channel Mode: every unit occupies 22 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

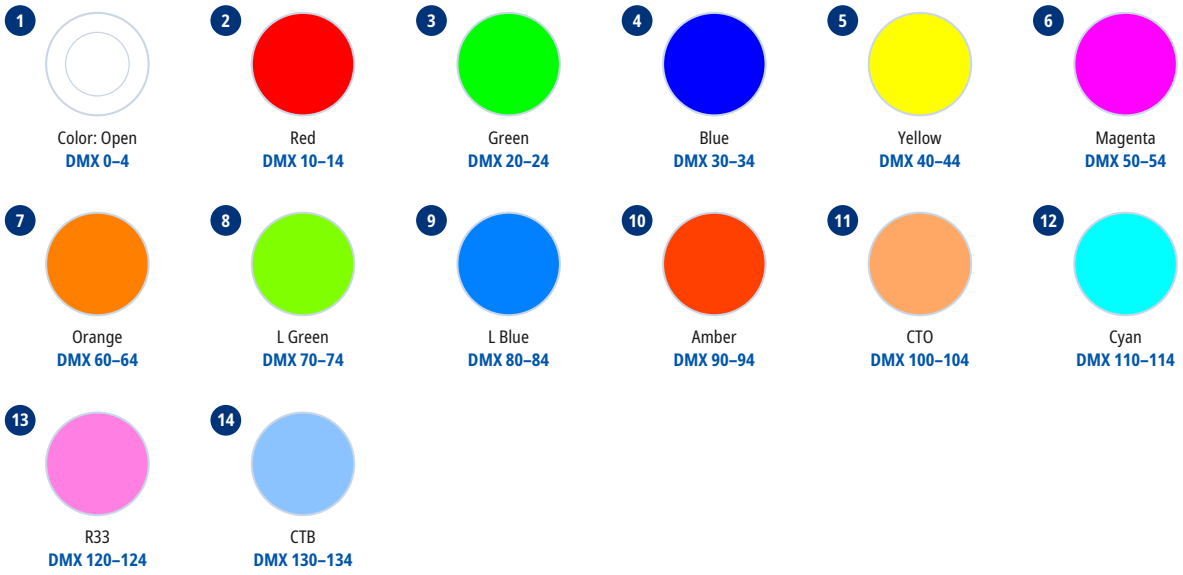
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “22 Channel Mode”: 22.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “22 Channel Mode”, you can use, for example, the start addresses 1, 23, 45, 67.
- 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

	22 Channel Mode 22 channels
Pan / Tilt	1, 2
Dimmer	4
Shutter / strobe	5
Color wheel	6, 9
Gobo wheel	7
Gobo rotation	7
Prism	10–13
Frost	8
Zoom	18
Focus	14
Effects / macros	15–17

Color wheel



Gobo wheel

1
Gobo: Open
DMX 1–4

2 
Gobo 1
DMX 5–9

3 
Gobo 2
DMX 10–14

4 
Gobo 3
DMX 15–19

5
Gobo 4
DMX 20–24

6 
Gobo 5
DMX 25–29

7 
Gobo 6
DMX 30–34

8 
Gobo 7
DMX 35–39

9 
Gobo 8
DMX 40–44

10
Gobo 9
DMX 45–49

11
G10
DMX 50–55

Prism 1

1
Open
DMX 0–127

2 
24 facets
Prism 1
DMX 128–255

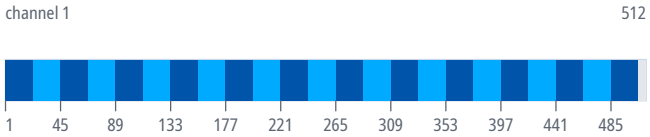
Prism 2

1
Open
DMX 0–127

2 
16 facets
Prism 2
DMX 128–255

9 DMX channels

Units in one DMX universe



22 Channel Mode
22 channels

up to 23 units
last address 485

Start addresses of 20 units in the mode “22 Channel Mode”

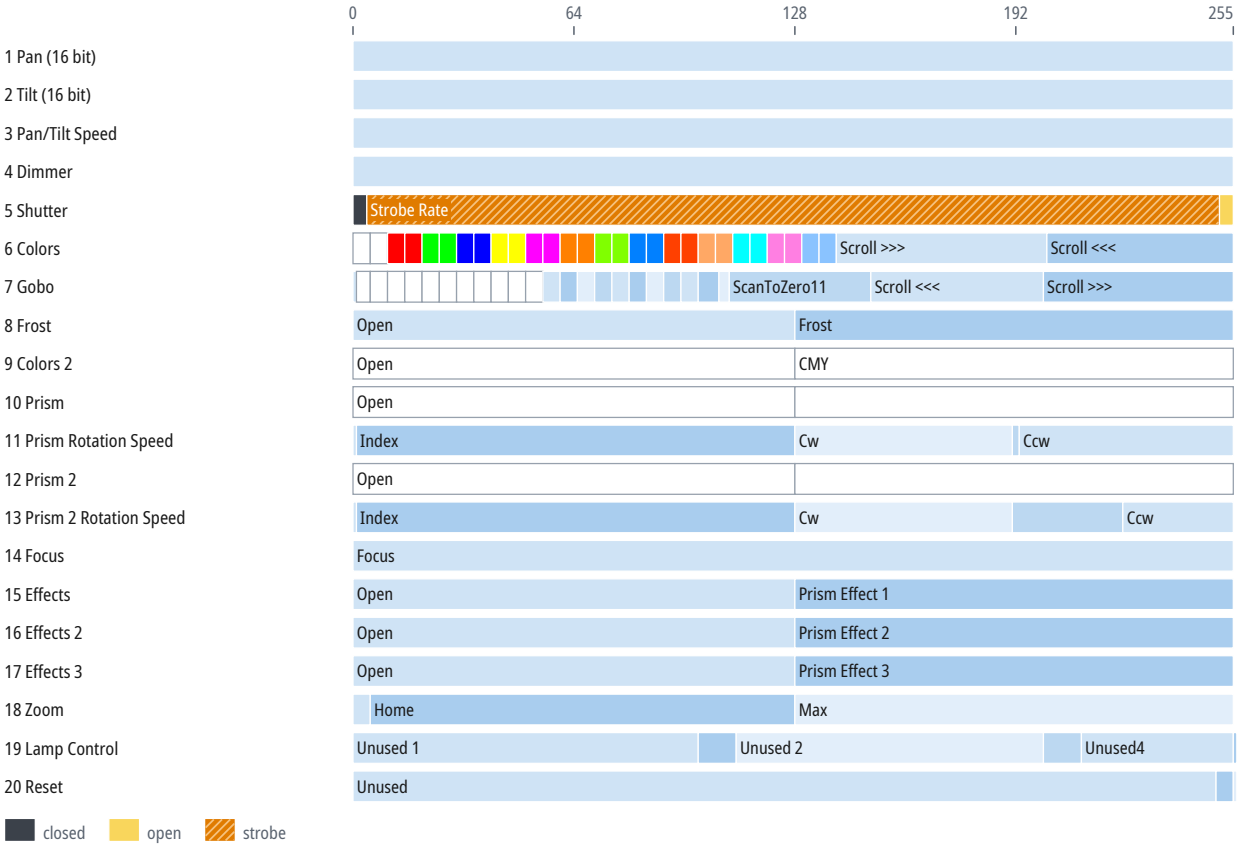
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	111	11	221	16	331
2	23	7	133	12	243	17	353
3	45	8	155	13	265	18	375
4	67	9	177	14	287	19	397
5	89	10	199	15	309	20	419

Mode 22 Channel Mode

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 4 Dimmer above 0; CH 5 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 255, CH 5 Shutter 255, CH 6 Colors 0, CH 9 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Tilt	0–255	270°
3	Pan/Tilt Speed	0–255	
4	Dimmer	0–255	
5	Shutter	0–3	Closed
		4–250	Strobe Rate
		251–255	Open
6	Colors	0–4	Color: Open
		5–9	Open/Red
		10–14	Red
		15–19	Red/Green
		20–24	Green
		25–29	Green/Blue
		30–34	Blue
		35–39	Blue/Yellow
		40–44	Yellow
		45–49	Yellow/Mag
		50–54	Magenta
		55–59	Mag/Orange
		60–64	Orange
		65–69	Orange/L Green
		70–74	L Green
		75–79	L Green/L Blue
		80–84	L Blue
		85–89	L Blue/Amber
		90–94	Amber
		95–99	Amber/CTO
		100–104	CTO
		105–109	CTO/Cyan
		110–114	Cyan
		115–119	Cyan/R33
		120–124	R33
		125–129	R33/CTB
		130–134	CTB
		135–139	CTB/Open
		140–200	Scroll >>>
		201–255	Scroll <<<
7	Gobo	0	Gobo 1
		1–4	Gobo: Open
		5–9	Gobo 1
		10–14	Gobo 2

CH	Function	DMX	Description
7	Gobo (continued)	15–19	Gobo 3
		20–24	Gobo 4
		25–29	Gobo 5
		30–34	Gobo 6
		35–39	Gobo 7
		40–44	Gobo 8
		45–49	Gobo 9
		50–54	Gobo 10
		55–59	ScanToZero1
		60–64	ScanToZero2
		65–69	ScanToZero3
		70–74	ScanToZero4
		75–79	ScanToZero5
		80–84	ScanToZero6
		85–89	ScanToZero7
		90–94	ScanToZero8
		95–99	ScanToZero9
		100–105	ScanToZero10
		106–108	ScanToZero10 ... ScanToZero11
		109–149	ScanToZero11
		150–199	Scroll <<<
		200–255	Scroll >>>
8	Frost	0–127	Open
		128–255	Frost
9	Colors 2	0–127	Open
		128–255	CMY
10	Prism	0–127	Open
		128–255	Prism 1
11	Prism Rotation Speed	0	Index Prism 1 Rotate: Stop
		1–127	Index
		128–190	Cw
		191–192	Prism 1 Pos Rotate: stop
		193–255	Ccw
12	Prism 2	0–127	Open
		128–255	Prism 2
13	Prism 2 Rotation Speed	0	Index Prism Facet: Stop
		1–127	Index
		128–190	Cw
		191–222	Prism 2 Pos Rotate: stop
		223–255	Ccw
14	Focus	0–255	Focus
15	Effects	0–127	Open

CH	Function	DMX	Description
15	Effects (continued)	128–255	Prism Effect 1
16	Effects 2	0–127	Open
		128–255	Prism Effect 2
17	Effects 3	0–127	Open
		128–255	Prism Effect 3
18	Zoom	0–4	Min
		5–127	Home
		128–255	Max
19	Lamp Control	0–99	Unused 1
		100–110	Lamp Off
		111–199	Unused 2
		200–210	Lamp On
		211–254	Unused4
		255	Unused 3
20	Reset	0–249	Unused
		250–255	Reset
21	Pan Fine	0–255	Fine adjustment of CH 1
22	Tilt Fine	0–255	Fine adjustment of CH 2

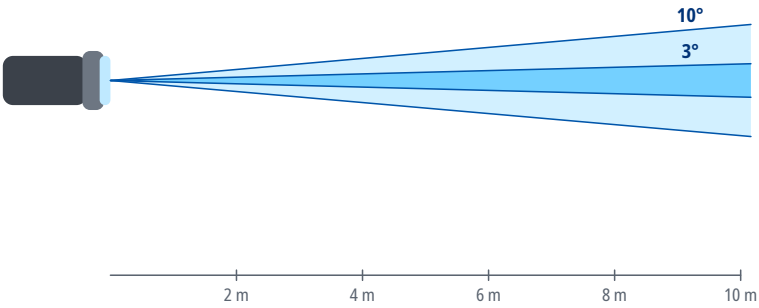
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	400 W
Luminous flux	11,200 lm
Color temperature	7,200 K
Color rendering index (CRI)	74
Optics	
Zoom	3–10°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	6.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color wheel rotation	up to 79 °/s (13 rpm)
Gobo wheel rotation	up to 78 °/s (13 rpm)
Gobo rotation	up to 58 °/s (9.7 rpm)
Prism 1 rotation	up to 570 °/s (95 rpm)

Spot diameter



Distance	Ø 3°	Ø 10°
2 m	0.1 m	0.35 m
4 m	0.21 m	0.7 m
6 m	0.31 m	1 m
8 m	0.42 m	1.4 m
10 m	0.52 m	1.7 m
15 m	0.79 m	2.6 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.