DMX REFERENCE

Intimidator Spot 260x

Chauvet



Manufacturer	Chauvet
GDTF file	Chauvet_Intimidator_Spot_260x_82285.gdtf
GDTF revision	reverse pan range · 2025-01-03
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1 About this manual

This document describes the Intimidator Spot 260x by Chauvet. It was compiled from the GDTF file Chauvet_Intimidator_Spot_260x_82285.gdtf from the GDTF-Share library.

File revision: “reverse pan range”.

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 Chauvet; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
08 channel	8	64	1, 9, 17, 25, ...
14 channel	14	36	1, 15, 29, 43, ...

No light? Check these channels

- 08 channel: CH 8 Shutter at 4–7 “Open”
- 14 channel: CH 11 Dimmer above 0; CH 12 Shutter at 4–7 “Open”



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.

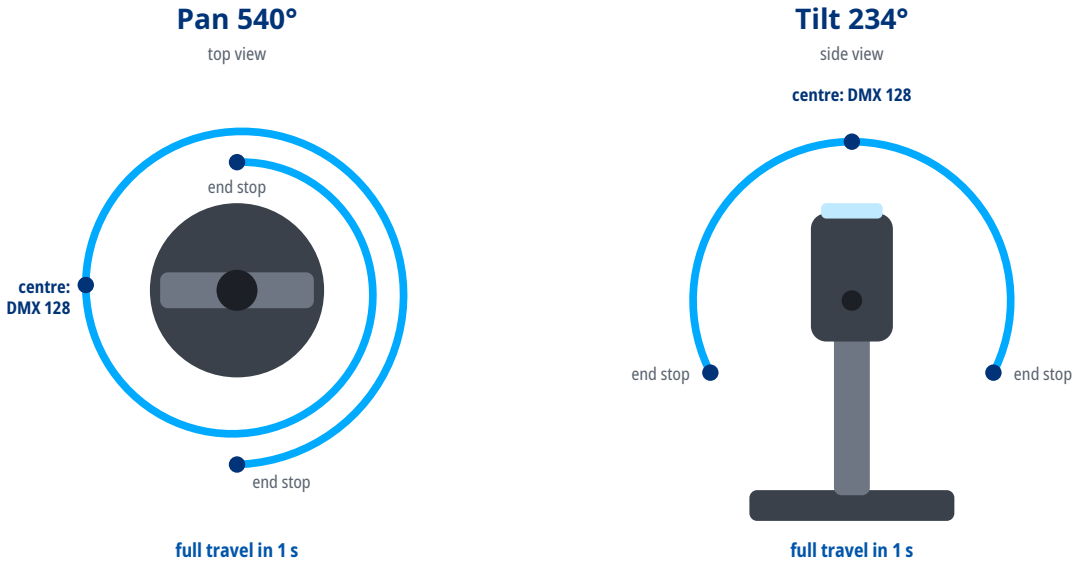
⚠ CAUTION

- 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

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.
> - 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.

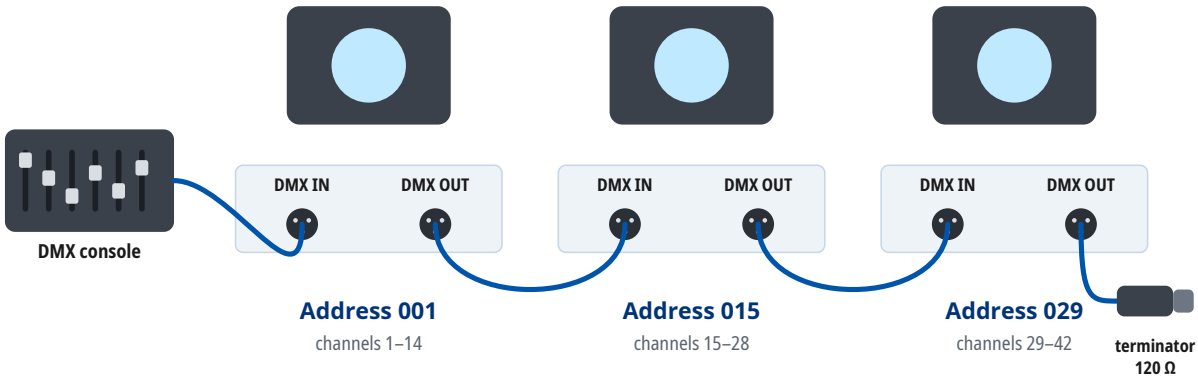
6 Connections

- 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 14 channel: every unit occupies 14 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 “14 channel”: 14.
- 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 “14 channel”, you can use, for example, the start addresses 1, 15, 29, 43.
- 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

	08 channel 8 channels	14 channel 14 channels
Pan / Tilt	1, 2	1, 3
Pan / Tilt resolution	8 bit	16 bit
Dimmer		11
Shutter / strobe	8	12
Color wheel	3	6
Gobo wheel	4	7
Gobo rotation	5	8
Prism	6	9
Focus	7	10

Color wheel



1 Color 1: Open DMX 0–6
2 Red DMX 7–13
3 Orange DMX 14–20
4 Yellow DMX 21–27
5 Green DMX 28–34
6 Blue DMX 35–41
7 CTO DMX 42–48
8 Cyan DMX 49–55
9 Magenta DMX 56–62

Gobo wheel



1 Gobo 1: Open DMX 0–7
2 Gobo 1 DMX 8–15
3 Gobo 2 DMX 16–23
4 Gobo 3 DMX 24–31
5 Gobo 4 DMX 32–39
6 Gobo 5 DMX 40–47
7 Gobo 6 DMX 48–55
8 Gobo 7 DMX 56–63

Prism

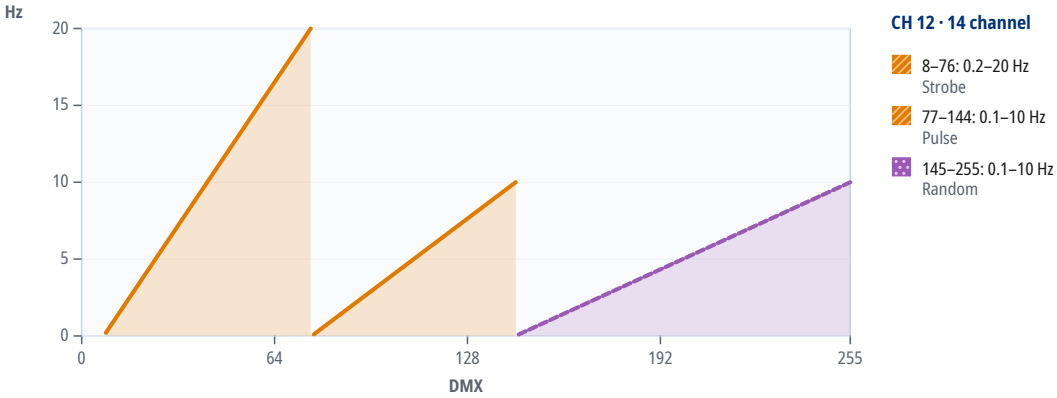
1

Open
DMX 0–15

2

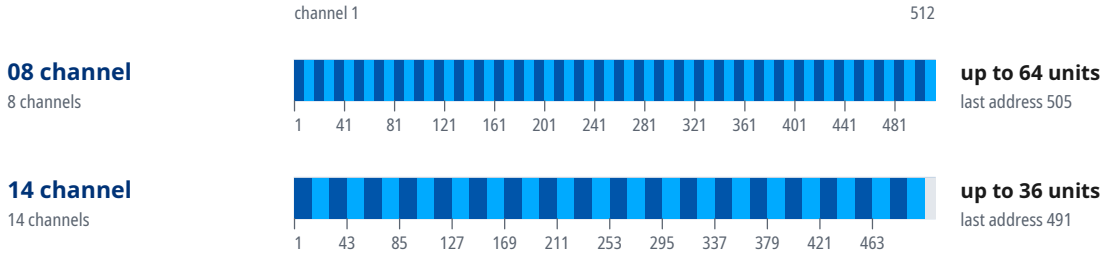
3 facets
3-Facet Prism
DMX 16–255

Strobe rate



9 DMX channels

Units in one DMX universe



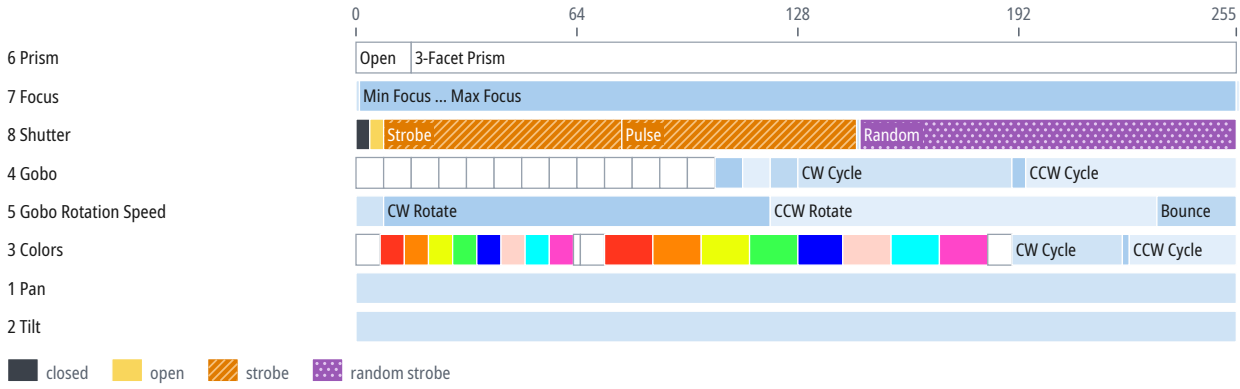
Start addresses of 20 units in the mode “14 channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	71	11	141	16	211
2	15	7	85	12	155	17	225
3	29	8	99	13	169	18	239
4	43	9	113	14	183	19	253
5	57	10	127	15	197	20	267

Mode 08 channel

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 4–7 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Colors 0, CH 8 Shutter 6.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Tilt	0–255	234°
3	Colors	0–6	Color 1: Open
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green
		35–41	Blue

CH	Function	DMX	Description
3	Colors (continued)	42–48	CTO
		49–55	Cyan
		56–62	Magenta
		63–64	Color 1: Open
		65–71	Open - indexing
		72–85	Red - indexing
		86–99	Orange - indexing
		100–113	Yellow - indexing
		114–127	Green - indexing
		128–140	Blue - indexing
		141–154	CTO - indexing
		155–168	Cyan - indexing
		169–182	Magenta - indexing
		183–189	Open - indexing
		190–221	CW Cycle (174.3–7.36 °/s)
		222–223	Color 1 Wheel Spin: Stop
		224–255	CCW Cycle (1.8–168.8 °/s)
4	Gobo	0–7	Gobo 1: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Gobo 7 shake
		72–79	Gobo 6 shake
		80–87	Gobo 5 shake
		88–95	Gobo 4 shake
		96–103	Gobo 3 shake
		104–111	Gobo 2 shake
		112–119	Gobo 1 shake
		120–127	Gobo 1: Open
		128–189	CW Cycle (1.8–174.2 °/s)
		190–193	Spin Gobo Wheel: Stop
		194–255	CCW Cycle (1.8–174.2 °/s)
5	Gobo Rotation Speed	0–7	Stop
		8–119	CW Rotate (1.8–176.7 °/s)
		120–231	CCW Rotate (1.8–176.7 °/s)
		232–255	Bounce
6	Prism	0–15	Open
		16–255	3-Facet Prism

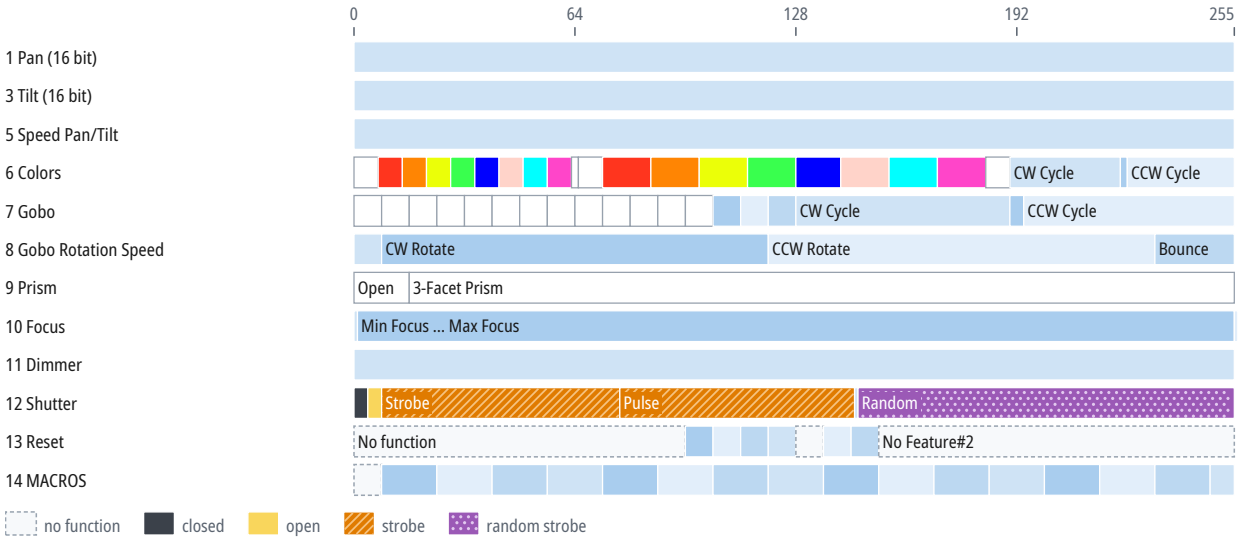
CH	Function	DMX	Description
7	Focus	0	Min Focus
		1–254	Min Focus ... Max Focus
		255	Max Focus
8	Shutter	0–3	Shutter 1: Closed
		4–7	Shutter 1: Open
		8–76	Strobe (0.2–20 Hz)
		77–144	Pulse (0.1–10 Hz)
		145–255	Random (0.1–10 Hz)

Mode 14 channel

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 11 Dimmer above 0; CH 12 Shutter at 4–7 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Colors 0, CH 11 Dimmer 255, CH 12 Shutter 6.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	234°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Colors		Same as CH 3 in the mode “08 channel” (p. 8)
7	Gobo		Same as CH 4 in the mode “08 channel” (p. 9)
8	Gobo Rotation Speed		Same as CH 5 in the mode “08 channel” (p. 9)
9	Prism		Same as CH 6 in the mode “08 channel” (p. 9)
10	Focus		Same as CH 7 in the mode “08 channel” (p. 10)
11	Dimmer	0–255	
12	Shutter		Same as CH 8 in the mode “08 channel” (p. 10)

CH	Function	DMX	Description
13	Reset	0–95	No function
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	Color Wheel Reset
		120–127	Gobo Wheel Reset
		128–135	No function
		136–143	Prism Reset
		144–151	Focus Reset
		152–255	No Feature#2
14	MACROS	0–7	No Function
		8–23	Movement macro 1
		24–39	Movement macro 2
		40–55	Movement macro 3
		56–71	Movement macro 4
		72–87	Movement macro 5
		88–103	Movement macro 6
		104–119	Movement macro 7
		120–135	Movement macro 8
		136–151	Sound active macro 1
		152–167	Sound active macro 2
		168–183	Sound active macro 3
		184–199	Sound active macro 4
		200–215	Sound active macro 5
		216–231	Sound active macro 6
		232–247	Sound active macro 7
		248–255	Sound active macro 8

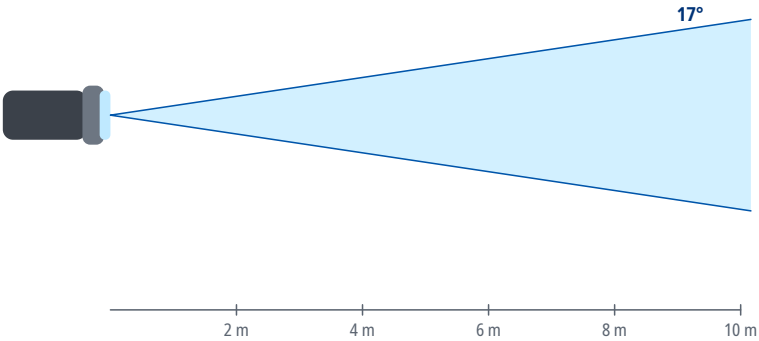
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	10,000 lm
Color temperature	5,900 K
Color rendering index (CRI)	100
Optics	
Beam angle	17°
Movement	
Pan	540°
Tilt	234°
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.2–20 Hz
Color wheel rotation	up to 179.9 °/s (30 rpm)
Gobo wheel rotation	up to 177 °/s (30 rpm)
Gobo rotation	up to 178.3 °/s (30 rpm)

Spot diameter



Distance	Ø 17°
2 m	0.6 m
4 m	1.2 m
6 m	1.8 m
8 m	2.4 m
10 m	3 m
15 m	4.5 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.