DMX REFERENCE

Maverick Silens 2X Profile

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Maverick_Silens_2X_Profile_97438.gdtf
GDTF revision	Beta 1.0.1 · 2025-05-20
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1 About this manual

This document describes the Maverick Silens 2X Profile by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Maverick_Silens_2X_Profile_97438.gdtf from the GDTF-Share library.

File revision: “Beta 1.0.1”.

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 Professional; 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	34.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
32Ch Mode	32	16	1, 33, 65, 97, ...
41Ch Mode	41	12	1, 42, 83, 124, ...
33Ch Mode	33	15	1, 34, 67, 100, ...
42Ch Mode	42	12	1, 43, 85, 127, ...

No light? Check these channels

- 32Ch Mode: CH 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”
- 41Ch Mode: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “Open”
- 33Ch Mode: CH 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”
- 42Ch Mode: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “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

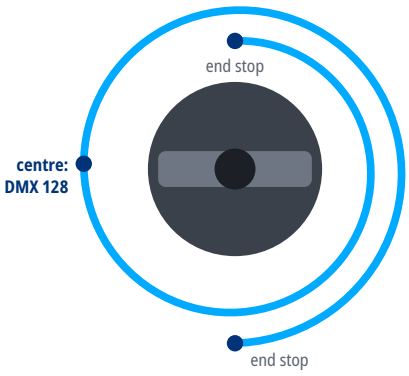
Description in the GDTF file

“Powerful member of our award-winning Silens range. 760W 94+ CRILED source in an uncompromising design that offers the highest quality of light, flawless 16-bit dimming with selectable red shift and dimming curves, precise 4-blade shutter framing, and accurate color rendering. Completely fanless operation makes this totally silent fixture ideal for the most demanding theatre and studio applications. Featuring dual gobo wheels (rotating + static), variable CMY + CTO and a full effects wheelhouse. Control via Art-Net, sACN, DMX, RDM or CRMX.”

Range of movement

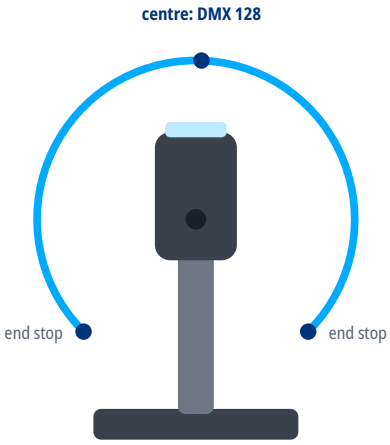
Pan 540°

top view



Tilt 270°

side view



5 Installation

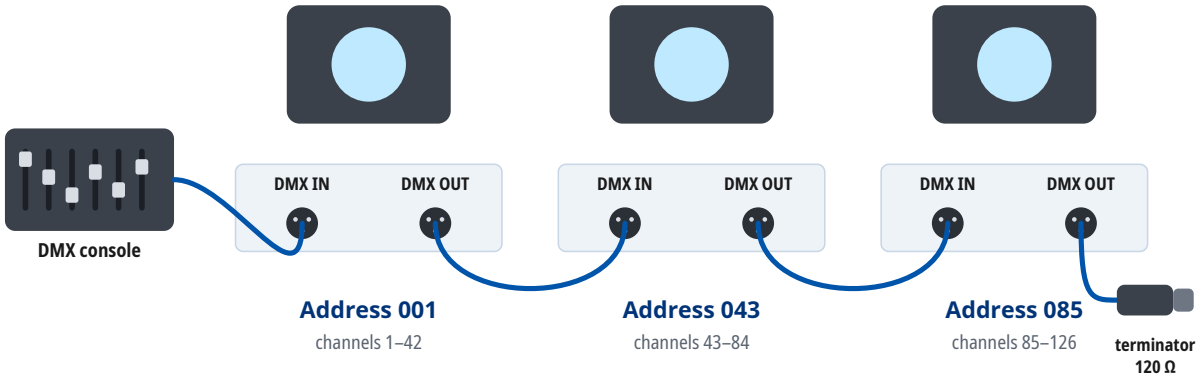
⚠ **WARNING**

- 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: 34.4 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 42Ch Mode: every unit occupies 42 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 “42Ch Mode”: 42.
- 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 “42Ch Mode”, you can use, for example, the start addresses 1, 43, 85, 127.
- 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

	32Ch Mode 32 channels	41Ch Mode 41 channels	33Ch Mode 33 channels	42Ch Mode 42 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	5	6	5	6
Dimmer resolution	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	6	8, 9	6	8, 9
Color mixing	7–9	10–12	7–9	10–12
Color temperature	10	13	10	13
Color wheel	11	14	11	14
Gobo wheel	12, 14	17, 20	12, 14	17, 20
Gobo rotation	13	18	13	18
Prism	27, 28	36, 37	28, 29	37, 38
Frost	30	39	31	40
Zoom	26	34	27	35
Focus	25	31, 33	26	32, 34
Iris	29	38	30	39
Animation wheel	15	21	15, 16	21, 22

Color wheel

1. Open — DMX 0–4
2. Red — DMX 5–9
3. Orange — DMX 10–13
4. Dark Green — DMX 14–18
5. Cyan — DMX 19–22
6. Congo Blue — DMX 23–27
7. UV — DMX 28–32

Gobo wheel 1

1
Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3 
Gobo 2
DMX 11–15

4 
Gobo 3
DMX 16–20

5 
Gobo 4
DMX 21–25

6 
Gobo 5
DMX 26–30

7 
Gobo 6
DMX 31–35

8 
Gobo 7
DMX 36–41

Gobo wheel 2

1
Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3 
Gobo 2
DMX 11–15

4 
Gobo 3
DMX 16–20

5 
Gobo 4
DMX 21–25

6 
Gobo 5
DMX 26–30

7 
Gobo 6
DMX 31–35

8 
Gobo 7
DMX 36–40

9 
Gobo 8
DMX 41–46

Animation wheel

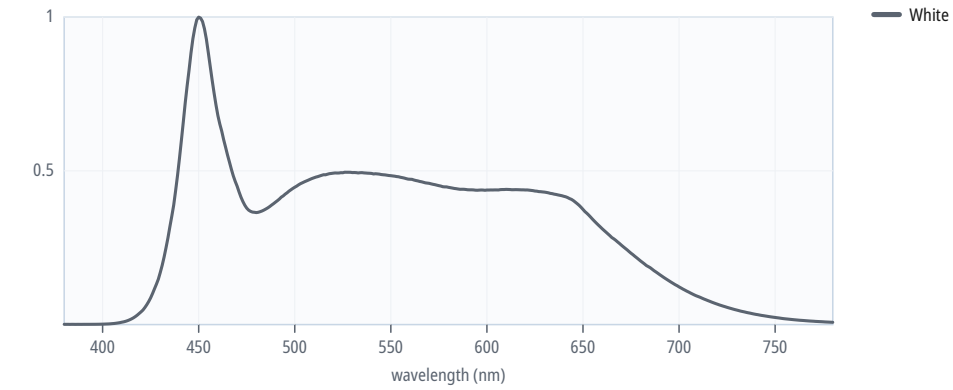
1	Open	DMX 0–128

Prism

1
Open
DMX 0–128

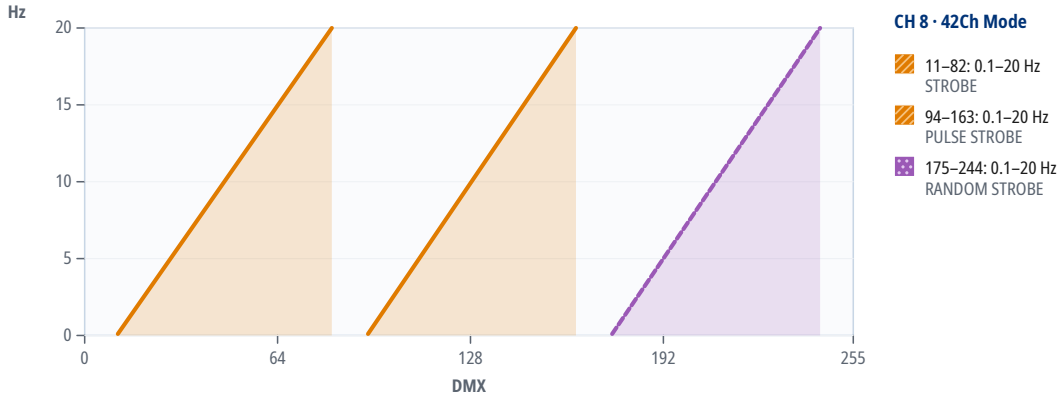
2 
5 facets
Prism
DMX 128–255

Spectra of the light sources



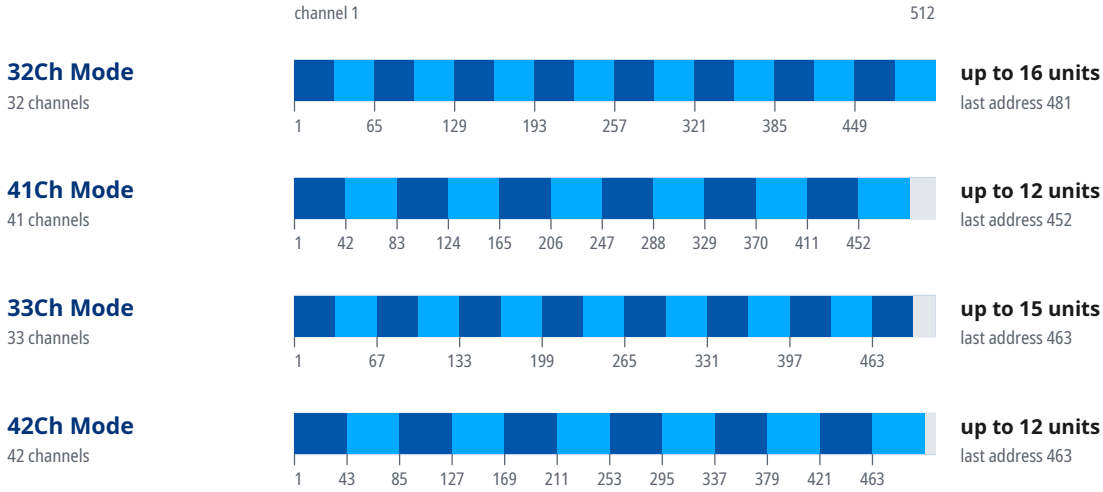
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “42Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	211	11	421	16	U2 · 127
2	43	7	253	12	463	17	U2 · 169
3	85	8	295	13	U2 · 1	18	U2 · 211
4	127	9	337	14	U2 · 43	19	U2 · 253
5	169	10	379	15	U2 · 85	20	U2 · 295

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.

RDM personalities

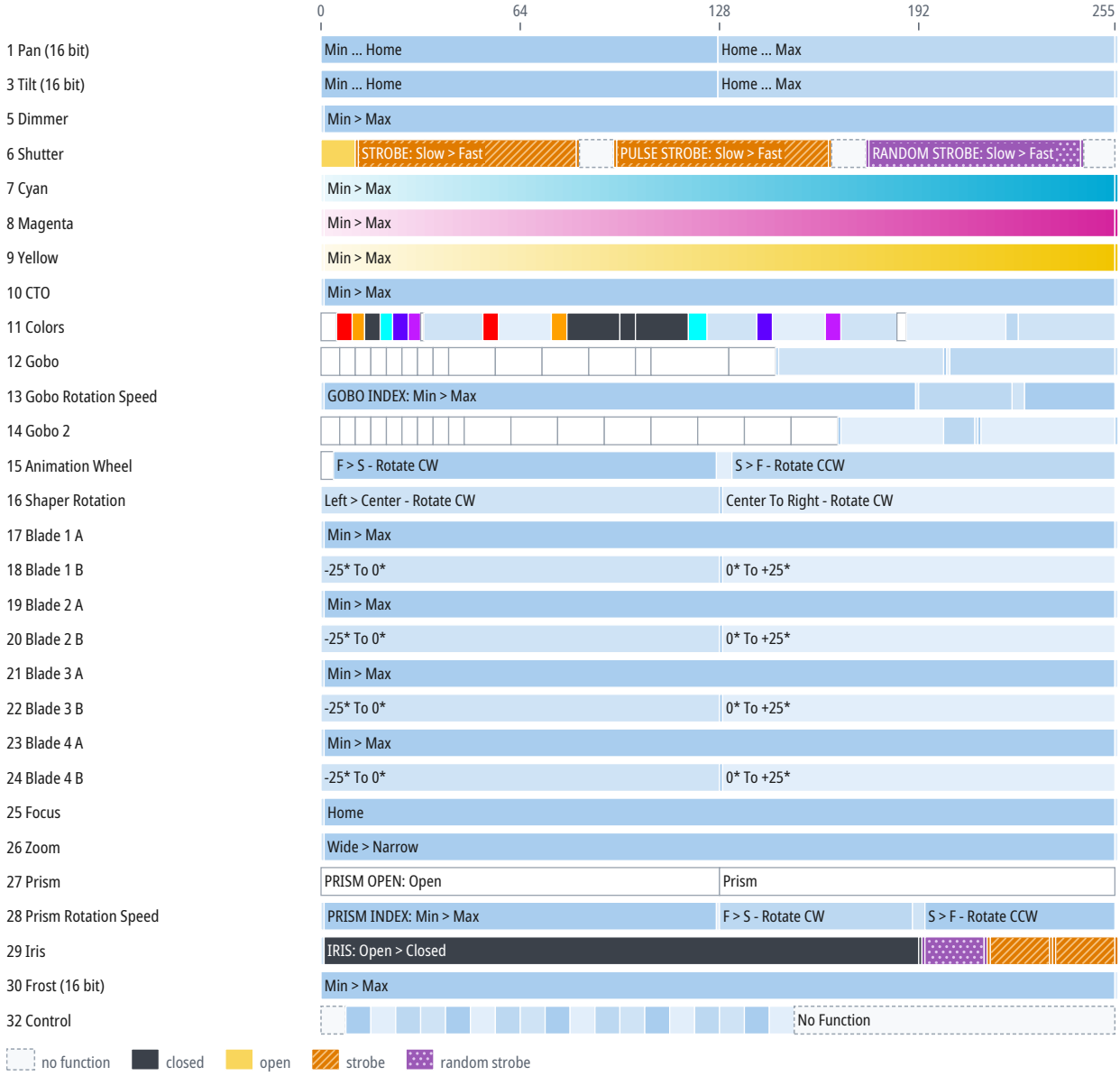
Mode	Channels	RDM personality
32Ch Mode	32	1
41Ch Mode	41	2
33Ch Mode	33	3
42Ch Mode	42	4

Mode 32Ch 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 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 CTO 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Home

CH	Function	DMX	Description
3	Tilt (continued)	127	Home
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0	Min
		1–254	Min > Max
		255	Max
6	Shutter	0–10	STROBE OPEN: Open
		11	STROBE: Slow (0.1–20 Hz)
		12–81	STROBE: Slow > Fast
		82	STROBE: Fast
		83–93	STROBE OPEN: Open
		94	PULSE STROBE: Slow
		95–162	PULSE STROBE: Slow > Fast
		163	PULSE STROBE: Fast
		164–174	STROBE OPEN: Open
		175	RANDOM STROBE: Slow (0.1–20 Hz)
		176–243	RANDOM STROBE: Slow > Fast
		244	RANDOM STROBE: Fast
		245–255	STROBE OPEN: Open
7	Cyan	0	Min
		1–254	Min > Max
		255	Max
8	Magenta	0	Min
		1–254	Min > Max
		255	Max
9	Yellow	0	Min
		1–254	Min > Max
		255	Max
10	CTO	0	Min
		1–254	Min > Max
		255	Max
11	Colors	0–4	COLOR WHEEL: Open
		5–9	COLOR WHEEL: Red
		10–13	COLOR WHEEL: Orange
		14–18	COLOR WHEEL: Dark Green
		19–22	COLOR WHEEL: Cyan
		23–27	COLOR WHEEL: Congo Blue
		28–31	COLOR WHEEL: UV
		32	SPLIT COLOR: Open
		33–51	Open/Red
		52–56	SPLIT COLOR: Red

CH	Function	DMX	Description
11	Colors (continued)	57–73	Red/Orange
		74–78	SPLIT COLOR: Orange
		79–95	Orange/Dark Green
		96–100	SPLIT COLOR: Dark Green
		101–117	Dark Green/Cyan
		118–123	SPLIT COLOR: Cyan
		124–139	Cyan/Congo Blue
		140–144	SPLIT COLOR: Congo Blue
		145–161	Congo Blue/UV
		162–166	SPLIT COLOR: UV
		167–184	UV/Open
		185–187	SPLIT COLOR: Open
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	COLOR WHEEL ROTATION: Stop
		224–255	S > F - Rotate CCW (0.1–80 °/s)
12	Gobo	0–5	ROTATING GOBO WHEEL: Open
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–55	Gobo 1 Shake (0.1–10 Hz)
		56–70	Gobo 2 Shake (0.1–10 Hz)
		71–85	Gobo 3 Shake (0.1–10 Hz)
		86–100	Gobo 4 Shake (0.1–10 Hz)
		101–105	Gobo 5 Shake (0.1–10 Hz)
		106–130	Gobo 6 Shake (0.1–10 Hz)
		131–145	Gobo 7 Shake (0.1–10 Hz)
		146	GOBO WHEEL ROTATE CW: Slow
		147–199	GOBO WHEEL ROTATE CW: Slow > Fast (10–0.1 °/s)
		200	GOBO WHEEL ROTATE CW: Fast
		201	GOBO WHEEL ROTATE CCW: Slow
		202–254	GOBO WHEEL ROTATE CCW: Slow > Fast
		255	GOBO WHEEL ROTATE CCW: Fast
13	Gobo Rotation Speed	0	GOBO INDEX: Min
		1–190	GOBO INDEX: Min > Max
		191	GOBO INDEX: Max
		192–221	F > S - Rotate CW (655–0.1 °/s)
		222–225	GOBO ROTATE: Stop
		226–255	S > F - Rotate CCW (0.1–655 °/s)

CH	Function	DMX	Description
14	Gobo 2	0–5	STATIC GOBO WHEEL: Open
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–45	Gobo 8
		46–60	Gobo 1 Shake (0.1–10 Hz)
		61–75	Gobo 2 Shake (0.1–10 Hz)
		76–90	Gobo 3 Shake (0.1–10 Hz)
		91–105	Gobo 4 Shake (0.1–10 Hz)
		106–120	Gobo 5 Shake (0.1–10 Hz)
		121–135	Gobo 6 Shake (0.1–10 Hz)
		136–150	Gobo 7 Shake (0.1–10 Hz)
		151–165	Gobo 8 Shake (0.1–10 Hz)
		166	GOBO WHEEL ROTATE CW: Slow
		167–199	GOBO WHEEL ROTATE CW: Slow > Fast
		200–209	GOBO WHEEL ROTATE CW: Slow > Fast ... Fast
		210	GOBO WHEEL ROTATE CW: Fast
		211	GOBO WHEEL ROTATE CCW: Slow
		212–254	GOBO WHEEL ROTATE CCW: Slow > Fast
		255	GOBO WHEEL ROTATE CCW: Fast
15	Animation Wheel	0–3	ANIMATION WHEEL OPEN: Open
		4–126	F > S - Rotate CW (80–0.1 °/s)
		127–131	ANIMATION WHEEL: Stop
		132–255	S > F - Rotate CCW (0.1–80 °/s)
16	Shaper Rotation		FRAME ROT
		0–127	Left > Center - Rotate CW
		128	Stop
		129–255	Center To Right - Rotate CW
17	Blade 1 A		FRAME 1 A
		0	Min
		1–254	Min > Max
		255	Max
18	Blade 1 B		FRAME 1 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
19	Blade 2 A		FRAME 2 A
		0	Min

CH	Function	DMX	Description
19	Blade 2 A (continued)	1–254	Min > Max
		255	Max
20	Blade 2 B		FRAME 2 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
21	Blade 3 A		FRAME 3 A
		0	Min
		1–254	Min > Max
		255	Max
22	Blade 3 B		FRAME 3 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
23	Blade 4 A		FRAME 4 A
		0	Min
		1–254	Min > Max
		255	Max
24	Blade 4 B		FRAME 4 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
25	Focus	0	Min
		1–254	Home
		255	Max
26	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
27	Prism	0–127	PRISM OPEN: Open
		128–255	Prism
28	Prism Rotation Speed	0	PRISM INDEX: Min
		1–126	PRISM INDEX: Min > Max
		127	PRISM INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
29	Iris	0	IRIS: Open
		1–191	IRIS: Open > Closed
		192	IRIS: Closed
		193	IRIS AUTO: Slow
		194–212	IRIS AUTO: Slow > Fast
		213	IRIS AUTO: Fast

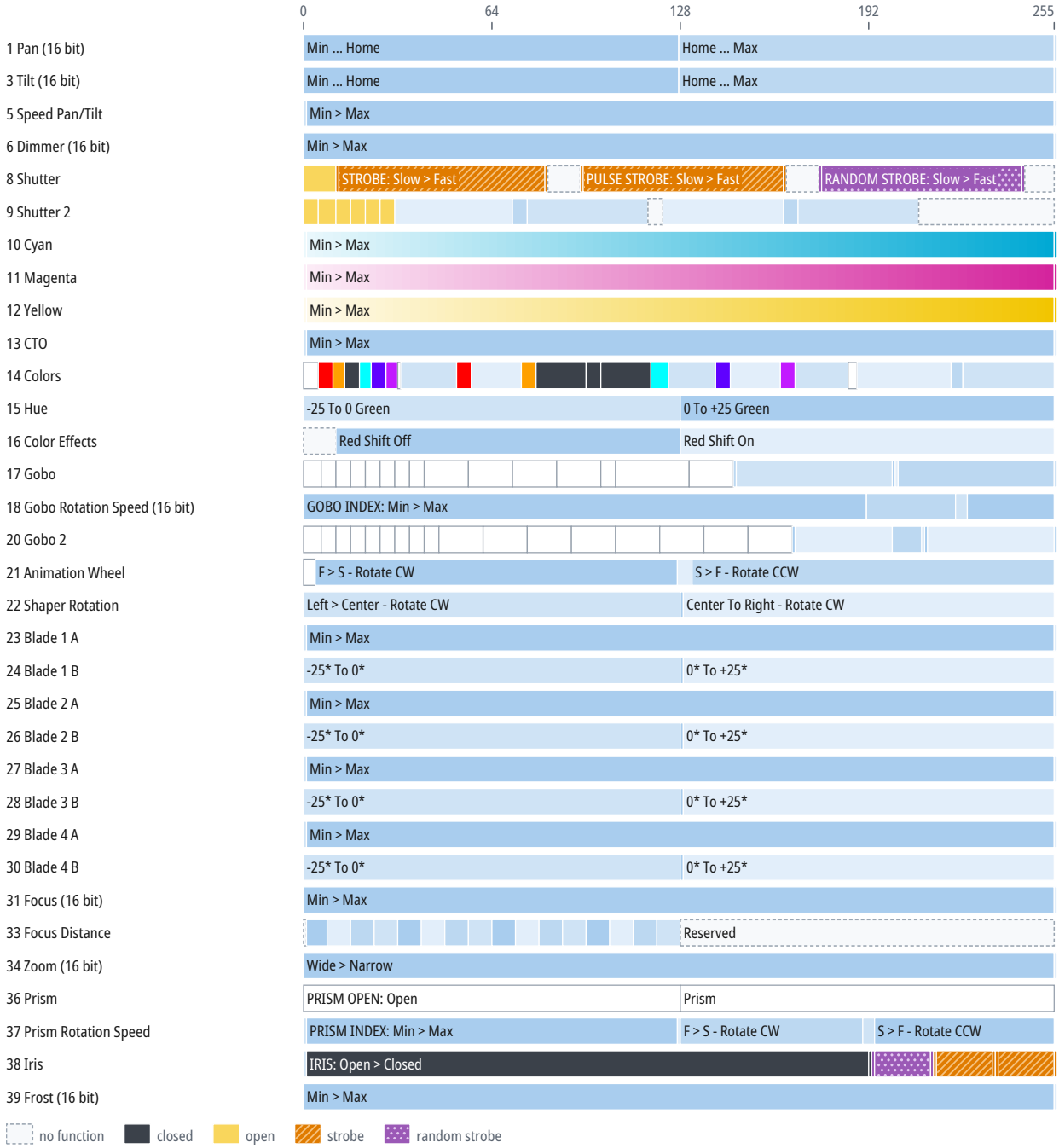
CH	Function	DMX	Description
29	Iris (continued)	214	IRIS OPEN SLOW > FAST: Slow
		215–233	IRIS OPEN: Slow > Fast
		234	IRIS OPEN SLOW > FAST: Fast
		235	IRIS CLOSE SLOW > FAST: Slow
		236–254	IRIS CLOSE: Slow > Fast
		255	IRIS CLOSE SLOW > FAST: Fast
30	Frost	0	Min
		0–255	Min > Max
		255	Max
31	Frost Fine	0–255	Fine adjustment of CH 30
32	Control	0–7	CONTROL OFF: Off
		8–15	Reset All
		16–23	Pan/Tilt Reset
		24–31	Effects Reset
		32–39	Gobo Reset
		40–47	Shutter Module Reset
		48–55	Other Reset
		56–63	Color Reset
		64–71	Absolute Silence Off
		72–79	Absolute Silence On
		80–87	Steady Mode - Off
		88–95	Steady Mode - 1
		96–103	Steady Mode - 2
		104–111	Linear Dimmer
		112–119	Square Dimmer Curve
		120–127	Inverse Square Dimmer Curve
		128–135	S-Curve Dimmer
		136–143	Fast Dimmer Mode
		144–151	Smooth Dimmer Mode
		152–255	No Function

Mode 41Ch Mode

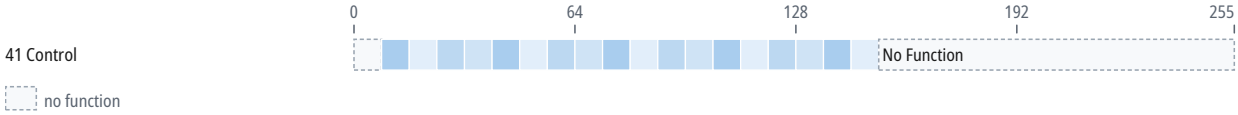
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0, CH 16 Color Effects 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “32Ch Mode” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “32Ch Mode” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
6	Dimmer	0	Min
		0–255	Min > Max
		255	Max
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 6 in the mode “32Ch Mode” (p. 13)
9	Shutter 2	0–4	VIRTUAL STROBE OPEN: Open
		5–10	Section 1 On
		11–15	Section 2 On
		16–20	Section 3 On
		21–25	Section 4 On
		26–30	Section 5 On
		31–70	VIRTUAL SHAKE: CW Fast > Slow
		71–75	VIRTUAL SHAKE: Stop
		76–116	VIRTUAL SHAKE: CCW Slow > Fast
		117–121	VIRTUAL STROBE OPEN: Open
		122–162	VIRTUAL FADE: CW Fast > Slow
		163–167	VIRTUAL FADE: Stop
		168–208	VIRTUAL FADE: CCW Slow > Fast
		209–255	VIRTUAL STROBE OPEN: Open
10	Cyan		Same as CH 7 in the mode “32Ch Mode” (p. 13)
11	Magenta		Same as CH 8 in the mode “32Ch Mode” (p. 13)
12	Yellow		Same as CH 9 in the mode “32Ch Mode” (p. 13)
13	CTO		Same as CH 10 in the mode “32Ch Mode” (p. 13)
14	Colors		Same as CH 11 in the mode “32Ch Mode” (p. 13)
15	Hue	0–127	-25 To 0 Green
		128–255	0 To +25 Green
16	Color Effects	0–10	No Func
		11–127	Red Shift Off

CH	Function	DMX	Description
16	Color Effects (continued)	128–255	Red Shift On
17	Gobo		Same as CH 12 in the mode “32Ch Mode” (p. 14)
18	Gobo Rotation Speed	0	GOBO INDEX: Min
		0–191	GOBO INDEX: Min > Max
		191	GOBO INDEX: Max
		192–222	F > S - Rotate CW (655–0.1 °/s)
		222–226	GOBO ROTATE: Stop
		226–255	S > F - Rotate CCW (0.1–655 °/s)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 14 in the mode “32Ch Mode” (p. 15)
21	Animation Wheel		Same as CH 15 in the mode “32Ch Mode” (p. 15)
22	Shaper Rotation		Same as CH 16 in the mode “32Ch Mode” (p. 15)
23	Blade 1 A		Same as CH 17 in the mode “32Ch Mode” (p. 15)
24	Blade 1 B		Same as CH 18 in the mode “32Ch Mode” (p. 15)
25	Blade 2 A		Same as CH 19 in the mode “32Ch Mode” (p. 15)
26	Blade 2 B		Same as CH 20 in the mode “32Ch Mode” (p. 16)
27	Blade 3 A		Same as CH 21 in the mode “32Ch Mode” (p. 16)
28	Blade 3 B		Same as CH 22 in the mode “32Ch Mode” (p. 16)
29	Blade 4 A		Same as CH 23 in the mode “32Ch Mode” (p. 16)
30	Blade 4 B		Same as CH 24 in the mode “32Ch Mode” (p. 16)
31	Focus	0	Min
		0–255	Min > Max
		255	Max
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Focus Distance	0	Auto Focus Off
		1–7	4m
		8–15	6m
		16–23	8m
		24–31	10m
		32–39	12m
		40–47	14m
		48–55	16m
		56–63	18m
		64–71	4m
		72–79	6m
		80–87	8m
		88–95	10m
		96–103	12m
		104–111	14m
		112–119	16m
		120–127	18m
		128–255	Reserved

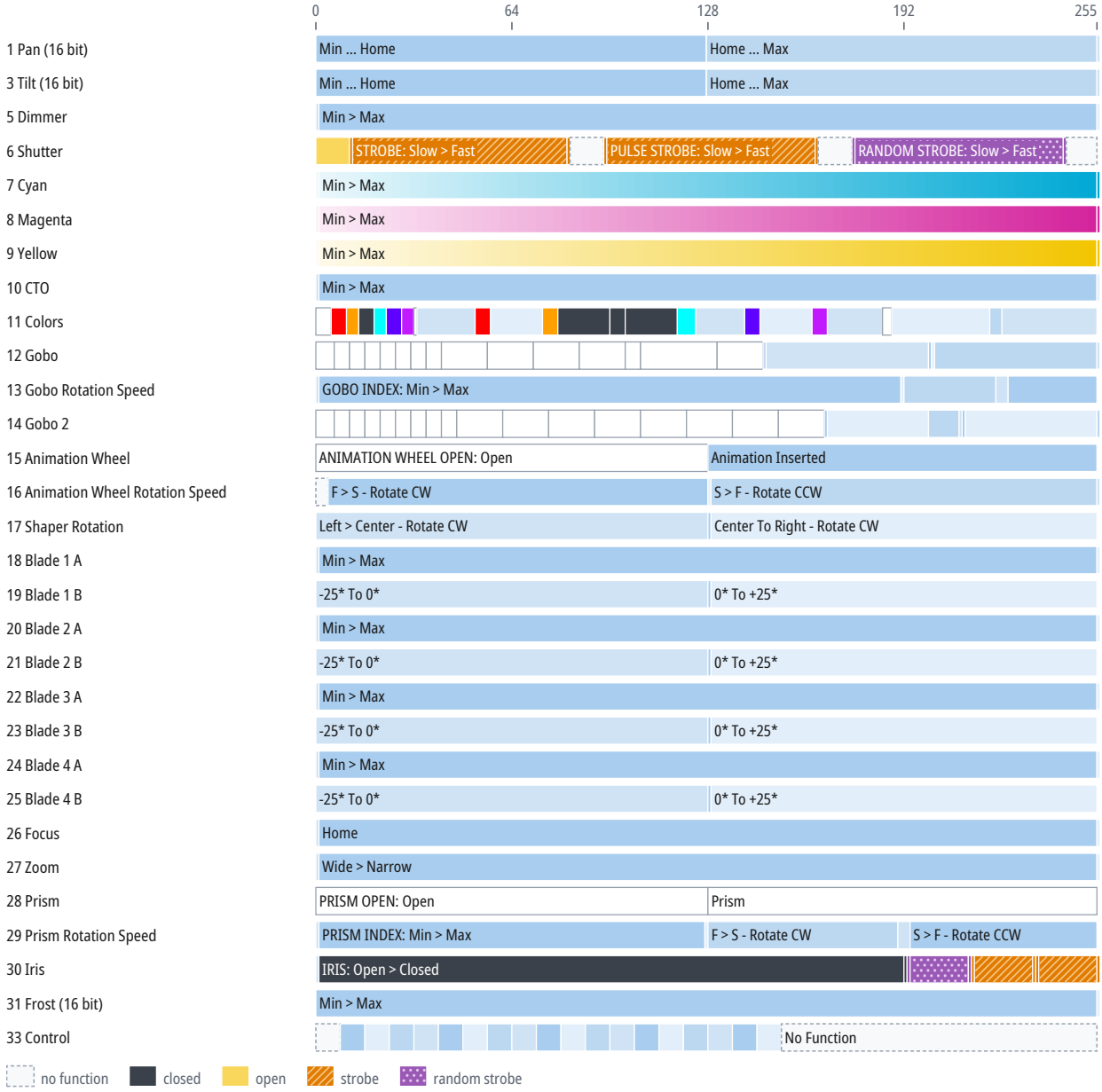
CH	Function	DMX	Description
34	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
35	Zoom Fine	0–255	Fine adjustment of CH 34
36	Prism		Same as CH 27 in the mode “32Ch Mode” (p. 16)
37	Prism Rotation Speed		Same as CH 28 in the mode “32Ch Mode” (p. 16)
38	Iris		Same as CH 29 in the mode “32Ch Mode” (p. 16)
39	Frost		Same as CH 30 in the mode “32Ch Mode” (p. 17)
40	Frost Fine	0–255	Fine adjustment of CH 39
41	Control		Same as CH 32 in the mode “32Ch Mode” (p. 17)

Mode 33Ch 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 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 CTO 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “32Ch Mode” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “32Ch Mode” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “32Ch Mode” (p. 13)

CH	Function	DMX	Description
6	Shutter		Same as CH 6 in the mode “32Ch Mode” (p. 13)
7	Cyan		Same as CH 7 in the mode “32Ch Mode” (p. 13)
8	Magenta		Same as CH 8 in the mode “32Ch Mode” (p. 13)
9	Yellow		Same as CH 9 in the mode “32Ch Mode” (p. 13)
10	CTO		Same as CH 10 in the mode “32Ch Mode” (p. 13)
11	Colors		Same as CH 11 in the mode “32Ch Mode” (p. 13)
12	Gobo		Same as CH 12 in the mode “32Ch Mode” (p. 14)
13	Gobo Rotation Speed		Same as CH 13 in the mode “32Ch Mode” (p. 14)
14	Gobo 2		Same as CH 14 in the mode “32Ch Mode” (p. 15)
15	Animation Wheel	0–127	ANIMATION WHEEL OPEN: Open
		128–255	Animation Inserted
16	Animation Wheel Rotation Speed	0–3	No Function
		4–127	F > S - Rotate CW (80–0.1 °/s)
		128	ANIMATION STOP: Stop
		129–254	S > F - Rotate CCW (0.1–80 °/s)
		255	ANIMATION CCW S > F
17	Shaper Rotation		Same as CH 16 in the mode “32Ch Mode” (p. 15)
18	Blade 1 A		Same as CH 17 in the mode “32Ch Mode” (p. 15)
19	Blade 1 B		Same as CH 18 in the mode “32Ch Mode” (p. 15)
20	Blade 2 A		Same as CH 19 in the mode “32Ch Mode” (p. 15)
21	Blade 2 B		Same as CH 20 in the mode “32Ch Mode” (p. 16)
22	Blade 3 A		Same as CH 21 in the mode “32Ch Mode” (p. 16)
23	Blade 3 B		Same as CH 22 in the mode “32Ch Mode” (p. 16)
24	Blade 4 A		Same as CH 23 in the mode “32Ch Mode” (p. 16)
25	Blade 4 B		Same as CH 24 in the mode “32Ch Mode” (p. 16)
26	Focus		Same as CH 25 in the mode “32Ch Mode” (p. 16)
27	Zoom		Same as CH 26 in the mode “32Ch Mode” (p. 16)
28	Prism		Same as CH 27 in the mode “32Ch Mode” (p. 16)
29	Prism Rotation Speed		Same as CH 28 in the mode “32Ch Mode” (p. 16)
30	Iris		Same as CH 29 in the mode “32Ch Mode” (p. 16)
31	Frost		Same as CH 30 in the mode “32Ch Mode” (p. 17)
32	Frost Fine	0–255	Fine adjustment of CH 31
33	Control		Same as CH 32 in the mode “32Ch Mode” (p. 17)

Mode 42Ch Mode

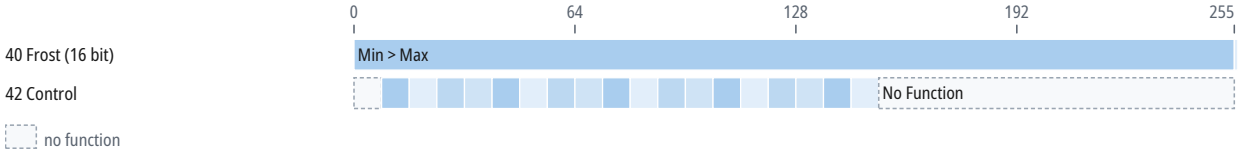
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0, CH 16 Color Effects 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “32Ch Mode” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “32Ch Mode” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “41Ch Mode” (p. 19)
6	Dimmer		Same as CH 6 in the mode “41Ch Mode” (p. 19)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 6 in the mode “32Ch Mode” (p. 13)
9	Shutter 2		Same as CH 9 in the mode “41Ch Mode” (p. 19)
10	Cyan		Same as CH 7 in the mode “32Ch Mode” (p. 13)
11	Magenta		Same as CH 8 in the mode “32Ch Mode” (p. 13)
12	Yellow		Same as CH 9 in the mode “32Ch Mode” (p. 13)
13	CTO		Same as CH 10 in the mode “32Ch Mode” (p. 13)
14	Colors		Same as CH 11 in the mode “32Ch Mode” (p. 13)
15	Hue		Same as CH 15 in the mode “41Ch Mode” (p. 19)
16	Color Effects		Same as CH 16 in the mode “41Ch Mode” (p. 19)
17	Gobo		Same as CH 12 in the mode “32Ch Mode” (p. 14)
18	Gobo Rotation Speed		Same as CH 18 in the mode “41Ch Mode” (p. 20)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 14 in the mode “32Ch Mode” (p. 15)
21	Animation Wheel		Same as CH 15 in the mode “33Ch Mode” (p. 23)
22	Animation Wheel Rotation Speed		Same as CH 16 in the mode “33Ch Mode” (p. 23)
23	Shaper Rotation		Same as CH 16 in the mode “32Ch Mode” (p. 15)
24	Blade 1 A		Same as CH 17 in the mode “32Ch Mode” (p. 15)
25	Blade 1 B		Same as CH 18 in the mode “32Ch Mode” (p. 15)
26	Blade 2 A		Same as CH 19 in the mode “32Ch Mode” (p. 15)
27	Blade 2 B		Same as CH 20 in the mode “32Ch Mode” (p. 16)
28	Blade 3 A		Same as CH 21 in the mode “32Ch Mode” (p. 16)
29	Blade 3 B		Same as CH 22 in the mode “32Ch Mode” (p. 16)
30	Blade 4 A		Same as CH 23 in the mode “32Ch Mode” (p. 16)
31	Blade 4 B		Same as CH 24 in the mode “32Ch Mode” (p. 16)
32	Focus		Same as CH 31 in the mode “41Ch Mode” (p. 20)
33	Focus Fine	0–255	Fine adjustment of CH 32
34	Focus Distance		Same as CH 33 in the mode “41Ch Mode” (p. 20)
35	Zoom		Same as CH 34 in the mode “41Ch Mode” (p. 21)

CH	Function	DMX	Description
36	Zoom Fine	0–255	Fine adjustment of CH 35
37	Prism		Same as CH 27 in the mode “32Ch Mode” (p. 16)
38	Prism Rotation Speed		Same as CH 28 in the mode “32Ch Mode” (p. 16)
39	Iris		Same as CH 29 in the mode “32Ch Mode” (p. 16)
40	Frost		Same as CH 30 in the mode “32Ch Mode” (p. 17)
41	Frost Fine	0–255	Fine adjustment of CH 40
42	Control		Same as CH 32 in the mode “32Ch Mode” (p. 17)

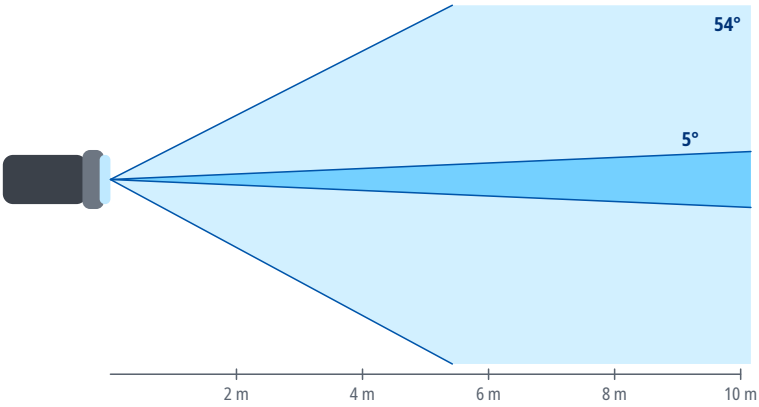
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	500 W
Luminous flux	10,549 lm
Color temperature	6,000 K
Color rendering index (CRI)	95
Optics	
Zoom	5–54°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x08F7)
Dimensions and construction	
Weight	34.4 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6000 K
Strobe frequency	0.1–20 Hz
Color wheel rotation	up to 80 °/s (13 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo 1 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)
Animation wheel rotation	up to 80 °/s (13 rpm)

Spot diameter



Distance	Ø 5°	Ø 54°
2 m	0.17 m	2 m
4 m	0.35 m	4.1 m
6 m	0.52 m	6.1 m
8 m	0.7 m	8.2 m
10 m	0.87 m	10.2 m
15 m	1.3 m	15.3 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.