DMX REFERENCE

Maverick Storm 1 Flex

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Maverick_Storm_1_Flex_91066.gdtf
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1 About this manual

This document describes the Maverick Storm 1 Flex by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Maverick_Storm_1_Flex_91066.gdtf from the GDTF-Share library.

File revision: “Rev 1.0.1, Uploaded to GDTF Share.”.

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	28.8 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
33Ch Mode	33	15	1, 34, 67, 100, ...
26Ch Mode	26	19	1, 27, 53, 79, ...

No light? Check these channels

- 33Ch Mode: CH 8 Shutter at 4–7 or 216–255 “Open”; CH 9 Shutter 2 at 0–1 “Open”
- 26Ch Mode: CH 7 Shutter at 4–7 or 216–255 “Open”; CH 8 Shutter 2 at 0–1 “Open”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

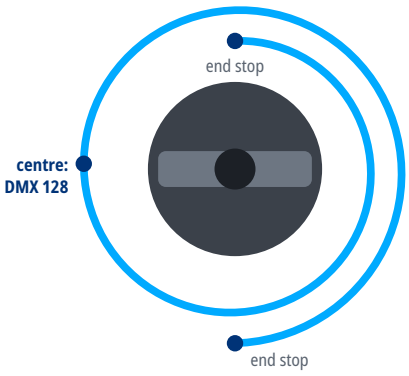
Description in the GDTF file

“Intense brightness enters the arena with the newest member of our Maverick Storm family of lighter, brighter, stadium-power moving heads built to rugged IP65 standards. A game-changing LED hybrid that projects a totally solid beam with no hot spot – even at its most narrow. A completely even field of light and stackable static and rotating gobos combine to give LDs the power to go flat out with stunning textured looks. Excellent color rendering, digital dimming that delivers seamless fades, and a full effects wheelhouse in a new LED powerhouse built to outperform expectations.”

Range of movement

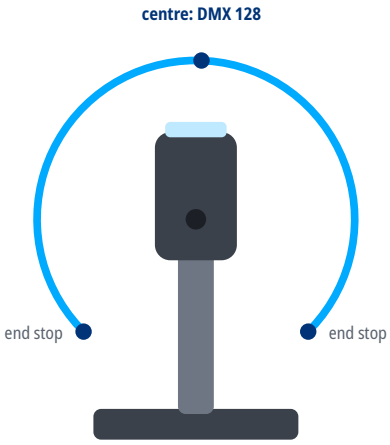
Pan 540°

top view



Tilt 270°

side view



5 Installation

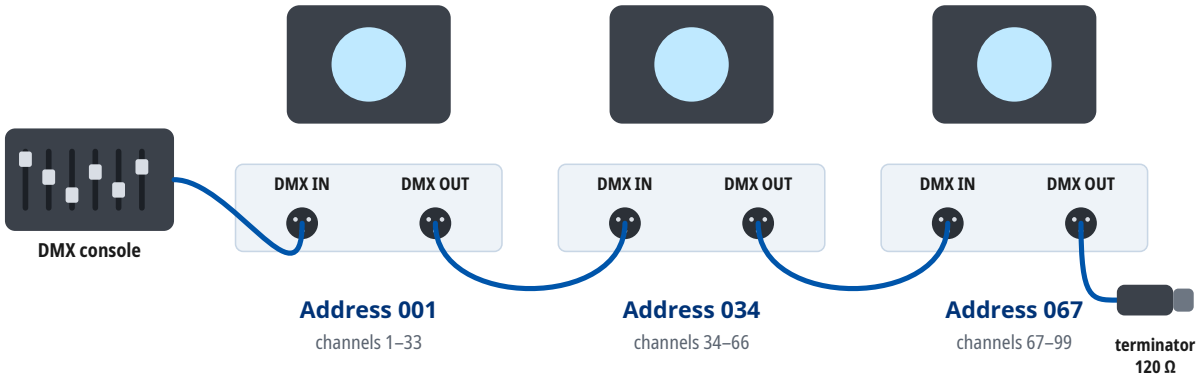
⚠ **WARNING**

- 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: 28.8 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 33Ch Mode: every unit occupies 33 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 “33Ch Mode”: 33.
- 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 “33Ch Mode”, you can use, for example, the start addresses 1, 34, 67, 100.
- 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

	33Ch Mode 33 channels	26Ch Mode 26 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	6
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8, 9	7, 8
Color mixing	10–12	9–11
Color temperature	13	12
Color wheel	14	13
Gobo wheel	15, 18	14, 16
Gobo rotation	16	15
Prism	26–29	21–24
Frost	30	25
Zoom	24	20
Focus	21, 23	19
Animation wheel	19, 20	17, 18
Effects / macros	31, 32	

Color wheel

1 COLOR WHEEL: White
DMX 0–6

2 COLOR WHEEL: Red
DMX 7–13

3 COLOR WHEEL: Orange
DMX 14–20

4 COLOR WHEEL: Green
DMX 21–27

5 COLOR WHEEL: Magenta
DMX 28–34

6 COLOR WHEEL: UV
DMX 35–41

7 COLOR WHEEL: CRI
DMX 42–48

8 COLOR WHEEL: CTB
DMX 49–55

Gobo wheel 1

1 GOBO: Open
DMX 0–7

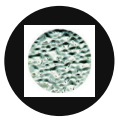
2 
Gobo 1
DMX 8–15

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 56–64

Gobo wheel 2

1 GOBO: Open
DMX 0–4

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

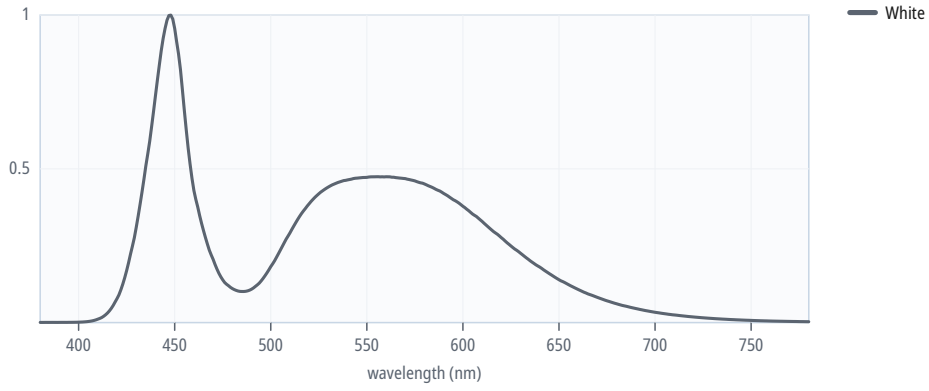
10 
Gobo 9
DMX 45–49

11 
Gobo 10
DMX 50–64

Animation wheel

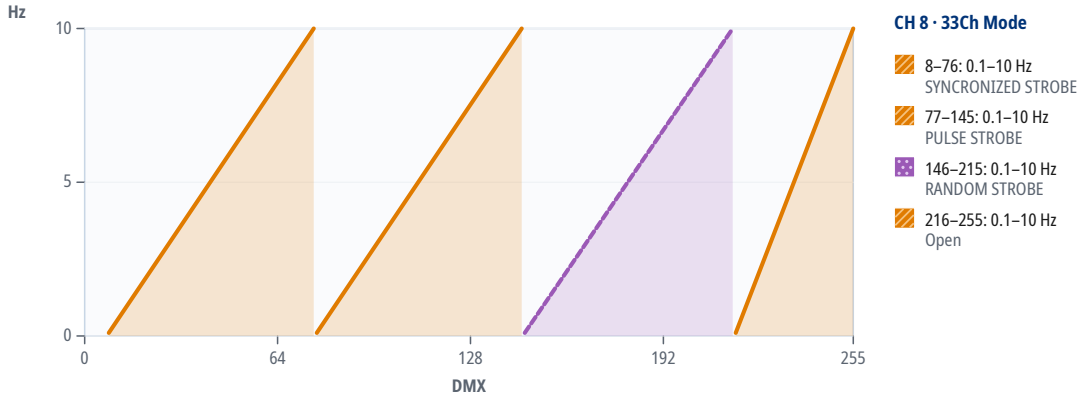
1 Animation Effect

Spectra of the light sources



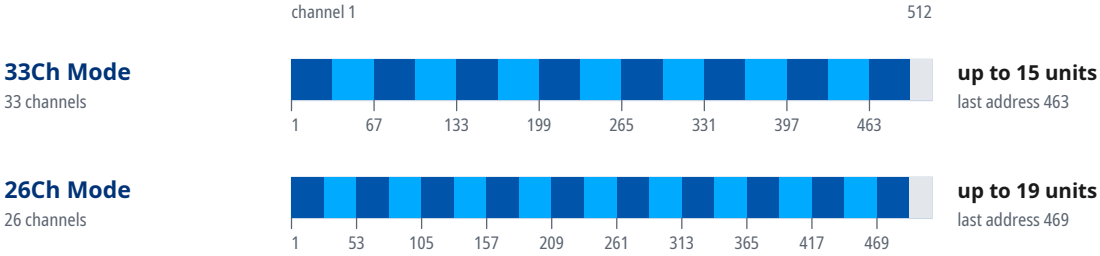
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “33Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	166	11	331	16	U2 · 1
2	34	7	199	12	364	17	U2 · 34
3	67	8	232	13	397	18	U2 · 67
4	100	9	265	14	430	19	U2 · 100
5	133	10	298	15	463	20	U2 · 133

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 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 8 Shutter at 4–7 or 216–255 “Open”; CH 9 Shutter 2 at 0–1 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 4, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 31 Color Macro 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
		127	Home

CH	Function	DMX	Description
3	Tilt (continued)	128–255	Home … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		PT 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	0–3	CLOSE/OPEN: Closed
		4–7	CLOSE/OPEN: Open
		8	SYNCRONIZED STROBE: Slow
		9–75	SYNCRONIZED STROBE: Slow > Fast
		76	SYNCRONIZED STROBE: Fast
		77	PULSE STROBE: Slow
		78–144	PULSE STROBE: Slow > Fast
		145	PULSE STROBE: Fast
		146	RANDOM STROBE: Slow
		147–214	RANDOM STROBE: Slow > Fast
		215	RANDOM STROBE: Fast
		216–255	Open (0.1–10 Hz)
9	Shutter 2	0–1	VIRTUAL STROBE OPEN: Open
		2	VIRTUAL SHAKE: Slow
		3–127	VIRTUAL SHAKE: Slow > Fast
		128	VIRTUAL SHAKE: Fast
		129	VIRTUAL FADE: Slow
		130–254	VIRTUAL FADE: Slow > Fast
		255	VIRTUAL FADE: Fast
10	Cyan	0	Min
		1–254	Min > Max
		255	Max
11	Magenta	0	Min
		1–254	Min > Max
		255	Max
12	Yellow	0	Min
		1–254	Min > Max
		255	Max
13	CTO	0	CTO OPEN: Open
		1	8000K
		2–254	8000K - 2700K

CH	Function	DMX	Description
13	CTO (continued)	255	2700K
14	Colors	0–6	COLOR WHEEL: White
		7–13	COLOR WHEEL: Red
		14–20	COLOR WHEEL: Orange
		21–27	COLOR WHEEL: Green
		28–34	COLOR WHEEL: Magenta
		35–41	COLOR WHEEL: UV
		42–48	COLOR WHEEL: CRI
		49–55	COLOR WHEEL: CTB
		56–60	COLOR WHEEL: White
		61	SPLIT COLOR: White
		62–77	White/Red
		78	SPLIT COLOR: Red
		79–94	Red/Orange
		95	SPLIT COLOR: Orange
		96–111	Orange/Green
		112	SPLIT COLOR: Green
		113–128	Green/Magenta
		129	SPLIT COLOR: Magenta
		130–145	Magenta/UV
		146	SPLIT COLOR: UV
		147–162	UV/CRI
		163	SPLIT COLOR: CRI
		164–179	CRI/CTB
		180	SPLIT COLOR: CTB
		181–186	CTB/White
		187	SPLIT COLOR: White
		188–219	F > S - Rotate CCW (80–0.1 °/s)
		220–223	COLOR WHEEL SPIN: Stop
		224–255	S > F - Rotate CW (0.1–80 °/s)
15	Gobo	0–7	GOBO: 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 (0.1–10 Hz)
		72–79	Gobo 6 Shake (0.1–10 Hz)
		80–87	Gobo 5 Shake (0.1–10 Hz)
		88–95	Gobo 4 Shake (0.1–10 Hz)

CH	Function	DMX	Description
15	Gobo (continued)	96–103	Gobo 3 Shake (0.1–10 Hz)
		104–111	Gobo 2 Shake (0.1–10 Hz)
		112–119	Gobo 1 Shake (0.1–10 Hz)
		120–127	GOBO OPEN: Open
		128–135	S > F - Rotate CW (80–0.1 °/s)
		136–255	F > S - Rotate CCW (0.1–80 °/s)
16	Gobo Rotation Speed	0	GOBO INDEXING: Min
		0–31	Min ... Home
		31–63	Home ... Max
		63	GOBO INDEXING: Max
		63–146	F > S - Rotate CW (655–0.1 °/s)
		146–150	Stop - Stop Loop
		150–232	S > F - Rotate CCW (0.1–655 °/s)
		232	GOBO ROTATION RANDOM: Min
		232–255	GOBO ROTATION RANDOM: Min > Max
		255	GOBO ROTATION RANDOM: Max
17	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 16
18	Gobo 2	0–4	GOBO: Open
		5–9	Gobo 1
		10–14	Gobo 2
		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
		50–63	Gobo 10
		64–68	Gobo 10 Shake (0.1–10 Hz)
		69–73	Gobo 9 Shake (0.1–10 Hz)
		74–78	Gobo 8 Shake (0.1–10 Hz)
		79–83	Gobo 7 Shake (0.1–10 Hz)
		84–88	Gobo 6 Shake (0.1–10 Hz)
		89–93	Gobo 5 Shake (0.1–10 Hz)
		94–98	Gobo 4 Shake (0.1–10 Hz)
		99–103	Gobo 3 Shake (0.1–10 Hz)
		104–108	Gobo 2 Shake (0.1–10 Hz)
		109–113	Gobo 1 Shake (0.1–10 Hz)
		114–127	GOBO OPEN: Open
		128–191	S > F - Rotate CW (80–0.1 °/s)
		192–255	S > F - Rotate CCW (0.1–80 °/s)
19	Animation Wheel	0	ANIMATION OPEN: Open

CH	Function	DMX	Description
19	Animation Wheel (continued)	1	ANIMATION: Min
		2–254	ANIMATION: Min > Max
		255	ANIMATION: Max
20	Animation Wheel Rotation Speed		ANIMATION ROTATE
		0–124	F > S - Rotate CW (655–0.1 °/s)
		125–130	Stop
		131–255	S > F - Rotate CCW (0.1–655 °/s)
21	Focus	0	Min
		0–255	Min > Max
		255	Max
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Focus Distance	0–10	No Function - Custom
		11–30	0 5m - Focus
		31–50	6m - Focus
		51–70	7m - Focus
		71–90	8m - Focus
		91–110	9m - Focus
		111–130	10m - Focus
		131–150	12 5m - Focus
		151–170	15m - Focus
		171–190	17 5m - Focus
		191–210	20-60m - Focus
		211–255	Auto Detect Distance - Focus
24	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Prism	0–4	PRISM OPEN: Open
		5–255	Prism - Prism
27	Prism Rotation Speed	0	INDEXING: Min
		1–63	Min ... Home
		64	Home
		65–126	Home ... Max
		127	INDEXING: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	ROTATION: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
28	Prism 2	0–4	PRISM OPEN: Open
		5–255	Prism
29	Prism 2 Rotation Speed	0	INDEXING: Min
		1–63	Min ... Home
		64	Home

CH	Function	DMX	Description
29	Prism 2 Rotation Speed (continued)	65–126	Home ... Max
		127	INDEXING: Max
		128–189	F > S - Rotate CCW (655–0.1 °/s)
		190–193	ROTATION: Stop
		194–255	S > F - Rotate CCW (655–0.1 °/s)
30	Frost	0	Min
		1–254	Min > Max
		255	Max
31	Color Macro	0–9	CMY Macro Off
		10–255	CMY Macro
32	Color Macro Speed		CMY MACRO SPEED
		0	Min
		1–254	Min > Max
		255	Max
33	Control	0–7	Control Off
		8–15	BO P/T
		16–23	BO Color
		24–31	BO Gobo
		32–39	BO P/T/Color
		40–47	BO P/T/Gobo
		48–55	BO P/T/Color/Gobo
		56	No Function
		57	PWM 600Hz
		58	PWM 1200Hz
		59	PWM 2000Hz
		60	PWM 4000Hz
		61	PWM 6000Hz
		62	PWM 15000Hz
		63	No Function
		64	Dimmer Curve Linear
		65	Dimmer Curve Square
		66	Dimmer Curve I-Square
		67	Dimmer Curve Scurve
		68	Dimmer Curve Linear 2
		69–75	No Function
		76–79	Sunshield On
		80–84	Sunshield Off
		85–95	No Function
		96–103	Reset Pan
		104–111	Reset Tilt
		112–119	Reset Color
		120–127	Reset Gobo And Gobo Rotate

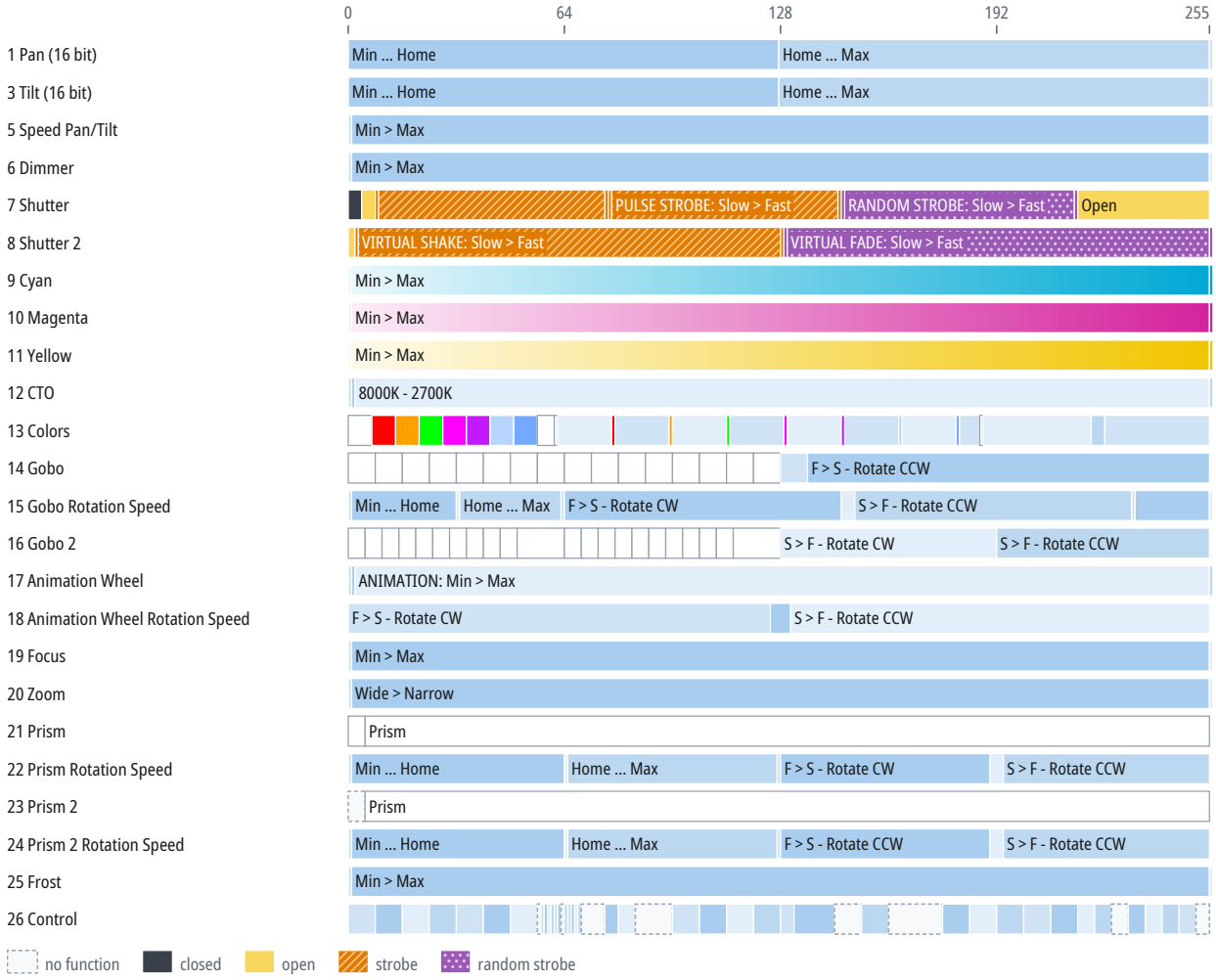
CH	Function	DMX	Description
33	Control (continued)	128–131	Auto CTB For Gobo On
		132–143	Auto CTB For Gobo Off
		144–151	NO FUNCTON: No Function
		152–159	Reset All
		160–175	No Function
		176–183	Reset Zoom
		184–191	Reset CMY+CTO
		192–199	Fan Mode Silent/ECO
		200–207	Fan Mode Full
		208–215	Fan Mode Auto
		216–220	Fan Mode Studio/TV25
		221–225	Fan Mode Studio/TV35
		226–230	No Function
		231–235	PT Swap On
		236–240	PT Swap Off
		241–245	Min Zoom Focus Off
		246–250	Min Zoom Focus On
		251–255	No Function

Mode 26Ch 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 7 Shutter at 4–7 or 216–255 “Open”; CH 8 Shutter 2 at 0–1 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 4, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “33Ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “33Ch Mode” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “33Ch Mode” (p. 12)
6	Dimmer	0	Min
		1–254	Min > Max
		255	Max
7	Shutter	0–3	CLOSED/OPEN: Closed
		4–7	CLOSED/OPEN: Open

CH	Function	DMX	Description
7	Shutter (continued)	8	SYNCRONIZED STROBE: Slow (0.1–10 Hz)
		9–75	SYNCRONIZED STROBE: Slow > Fast
		76	SYNCRONIZED STROBE: Fast
		77	PULSE STROBE: Slow (0.1–10 Hz)
		78–144	PULSE STROBE: Slow > Fast
		145	PULSE STROBE: Fast
		146	RANDOM STROBE: Slow (0.1–10 Hz)
		147–214	RANDOM STROBE: Slow > Fast
		215	RANDOM STROBE: Fast
		216–255	Open (0.1–10 Hz)
8	Shutter 2	0–1	VIRTUAL STROBE OPEN: Open
		2	VIRTUAL SHAKE: Slow
		3–127	VIRTUAL SHAKE: Slow > Fast
		128	VIRTUAL SHAKE: Fast
		129	VIRTUAL FADE: Slow (0.1–10 Hz)
		130–254	VIRTUAL FADE: Slow > Fast
		255	VIRTUAL FADE: Fast
9	Cyan		Same as CH 10 in the mode “33Ch Mode” (p. 12)
10	Magenta		Same as CH 11 in the mode “33Ch Mode” (p. 12)
11	Yellow		Same as CH 12 in the mode “33Ch Mode” (p. 12)
12	CTO		Same as CH 13 in the mode “33Ch Mode” (p. 12)
13	Colors		Same as CH 14 in the mode “33Ch Mode” (p. 13)
14	Gobo		Same as CH 15 in the mode “33Ch Mode” (p. 13)
15	Gobo Rotation Speed	0	GOBO INDEXING: Min
		1–31	Min ... Home
		32	Home
		33–62	Home ... Max
		63	GOBO INDEXING: Max
		64–145	F > S - Rotate CW (655–0.1 °/s)
		146–149	GOBO ROTATION: Stop
		150–231	S > F - Rotate CCW (0.1–655 °/s)
		232	GOBO ROTATION RANDOM: Min
		233–254	GOBO ROTATION RANDOM: Min > Max
		255	GOBO ROTATION RANDOM: Max
16	Gobo 2		Same as CH 18 in the mode “33Ch Mode” (p. 14)
17	Animation Wheel		Same as CH 19 in the mode “33Ch Mode” (p. 14)
18	Animation Wheel Rotation Speed		Same as CH 20 in the mode “33Ch Mode” (p. 15)
19	Focus	0	Min
		1–254	Min > Max
		255	Max
20	Zoom	0	Wide
		1–254	Wide > Narrow

CH	Function	DMX	Description
20	Zoom (continued)	255	Narrow
21	Prism	0–4	PRISM OPEN: Open
		5–255	Prism
22	Prism Rotation Speed		Same as CH 27 in the mode “33Ch Mode” (p. 15)
23	Prism 2		Same as CH 28 in the mode “33Ch Mode” (p. 15)
24	Prism 2 Rotation Speed		Same as CH 29 in the mode “33Ch Mode” (p. 15)
25	Frost		Same as CH 30 in the mode “33Ch Mode” (p. 16)
26	Control		Same as CH 33 in the mode “33Ch Mode” (p. 16)

10 Technical specifications

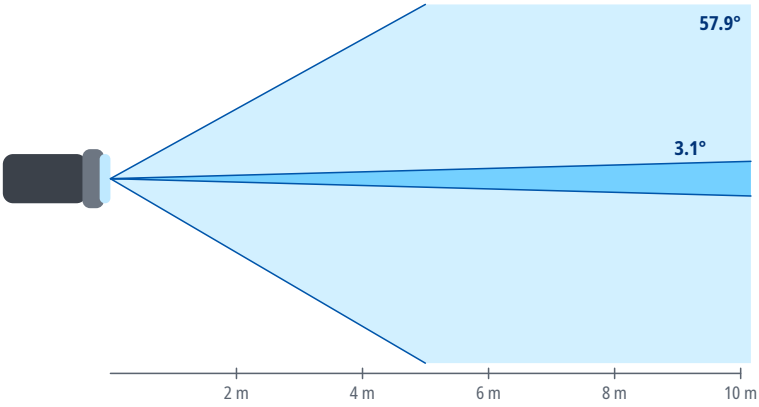
Parameter	Value
Light	
Light source	LED
LED power	520 W
Luminous flux	33,587 lm
Color temperature	6,595 K
Color rendering index (CRI)	72
Optics	
Zoom	3.1–57.9°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0A45)
Dimensions and construction	
Weight	28.8 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.1–10 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)

Parameter	Value
Prism 1 rotation	up to 655 °/s (109 rpm)
Prism 2 rotation	up to 655 °/s (109 rpm)
Animation wheel rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 3.1°	Ø 57.9°
2 m	0.11 m	2.2 m
4 m	0.22 m	4.4 m
6 m	0.32 m	6.6 m
8 m	0.43 m	8.9 m
10 m	0.54 m	11.1 m
15 m	0.81 m	16.6 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.

Problem	Remedy
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.