DMX REFERENCE

Maverick Storm 2 Profile

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Maverick_Storm_2_Profile_85477.gdtf
GDTF revision	P/T PHYS VALUES INVERTED - MATCHES MA3D · 2025-02-04
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 6
5 Installation 6
6 Connections 7
7 Operation 7
8 Functions at a glance 8
9 DMX channels 10
Mode 48Ch Mode 11
Mode 32Ch Mode 18
10 Technical specifications 21
11 Maintenance and cleaning 22
12 Troubleshooting 22
13 Disposal 23

1 About this manual

This document describes the Maverick Storm 2 Profile by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Maverick_Storm_2_Profile_85477.gdtf from the GDTF-Share library.

File revision: “P/T PHYS VALUES INVERTED - MATCHES MA3D”.

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
Power consumption	763 W
Weight	30.4 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
48Ch Mode	48	10	1, 49, 97, 145, ...
32Ch Mode	32	16	1, 33, 65, 97, ...

No light? Check these channels

- 48Ch Mode: CH 8 Shutter at 4–7 or 216–255 “Open”
- 32Ch Mode: CH 7 Shutter at 4–7 or 216–255 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light

3 Safety instructions



Read the manual before use



Risk of electric shock



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.

⚠ 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.

⚠ 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

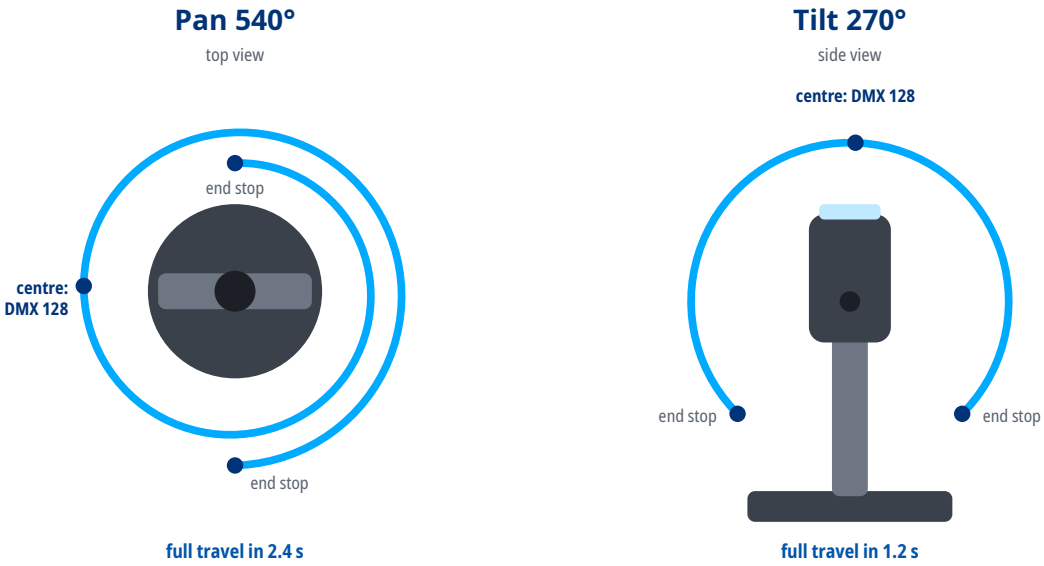
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

“Maverick Storm 2 Profile fits a full armory of features into the lightest midsized IP65 moving profile in its division. Drafted to fill designer demand for a double-duty compact powerhouse that combines the latest Maverick series technical achievements with the durability and versatility to perform indoors and out. Sculpt its 28,00 lumens of output with an exquisitely sharp framing shutter system, zoom down to a slicing 5.5 degree beam, and freely create with a wheelhouse that includes variable CMY + CTO color mixing, color wheel with CRI and CTB filters, static and rotating gobo wheels, five-facet prism, iris, and frost. This Maverick weathers the storm and welcomes the sunshine with SunShield technology that comes on with complete protection of all internal optical components whenever the fixture powers down.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

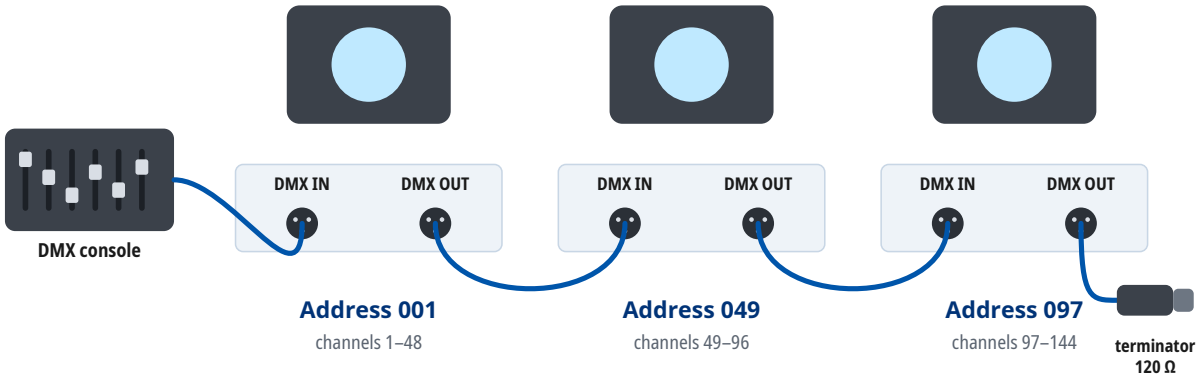
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 30.4 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 48Ch Mode: every unit occupies 48 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

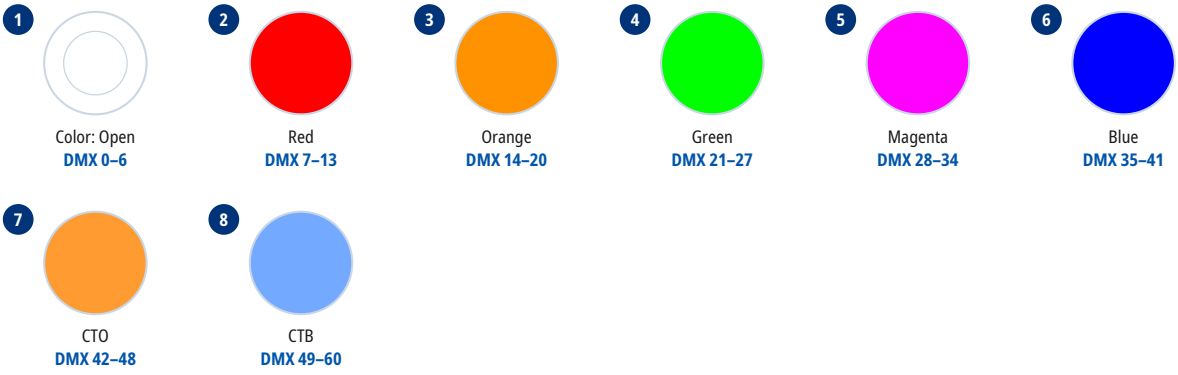
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “48Ch Mode”: 48.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “48Ch Mode”, you can use, for example, the start addresses 1, 49, 97, 145.
- 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

	48Ch Mode 48 channels	32Ch Mode 32 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	6
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8	7
Color mixing	10–12	9–11
Color temperature	13, 46	12
Color wheel	14	13
Gobo wheel	15, 18	14, 16
Gobo rotation	16	15
Prism	42, 43	28, 29
Frost	45	31
Zoom	40	27
Focus	37, 39	26
Iris	44	30
Effects / macros	9, 46, 47	8

Color wheel



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

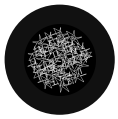
7 
Gobo 6
DMX 48–55

8 
Gobo 7
DMX 56–64

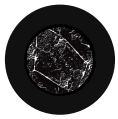
Gobo wheel 2

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–11

3 
Gobo 2
DMX 12–17

4 
Gobo 3
DMX 18–23

5 
Gobo 4
DMX 24–29

6 
Gobo 5
DMX 30–35

7 
Gobo 6
DMX 36–41

8 
Gobo 7
DMX 42–47

9 
Gobo 8
DMX 48–53

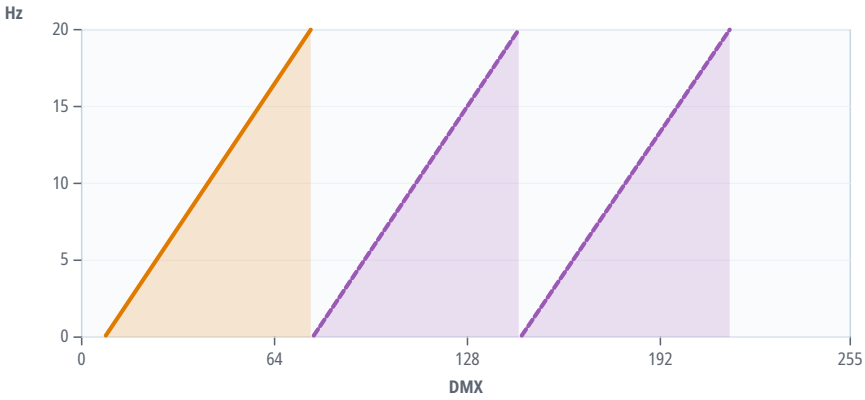
10 
Gobo 9
DMX 54–64

Prism

1
Open
DMX 0–4

2 
5 facets
5 Facet Prism
DMX 5–255

Strobe rate

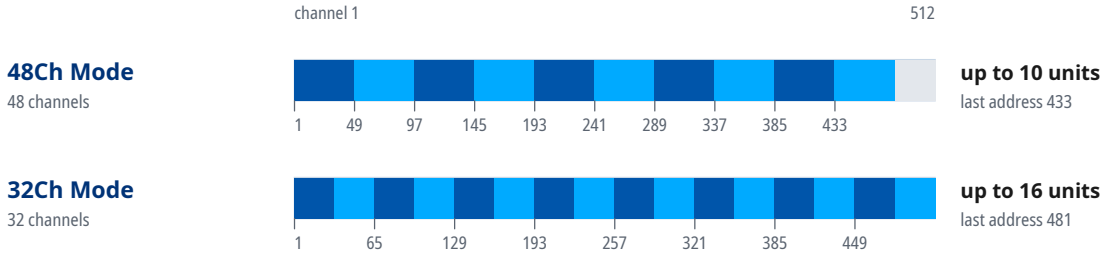


CH 8 · 48Ch Mode

- 8–76: 0.1–20 Hz
  Strobe
- 77–145: 0.1–20 Hz
  StrobeRandomPulse
- 146–215: 0.1–20 Hz
  SrtobeRandom

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “48Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	241	11	U2 · 1	16	U2 · 241
2	49	7	289	12	U2 · 49	17	U2 · 289
3	97	8	337	13	U2 · 97	18	U2 · 337
4	145	9	385	14	U2 · 145	19	U2 · 385
5	193	10	433	15	U2 · 193	20	U2 · 433

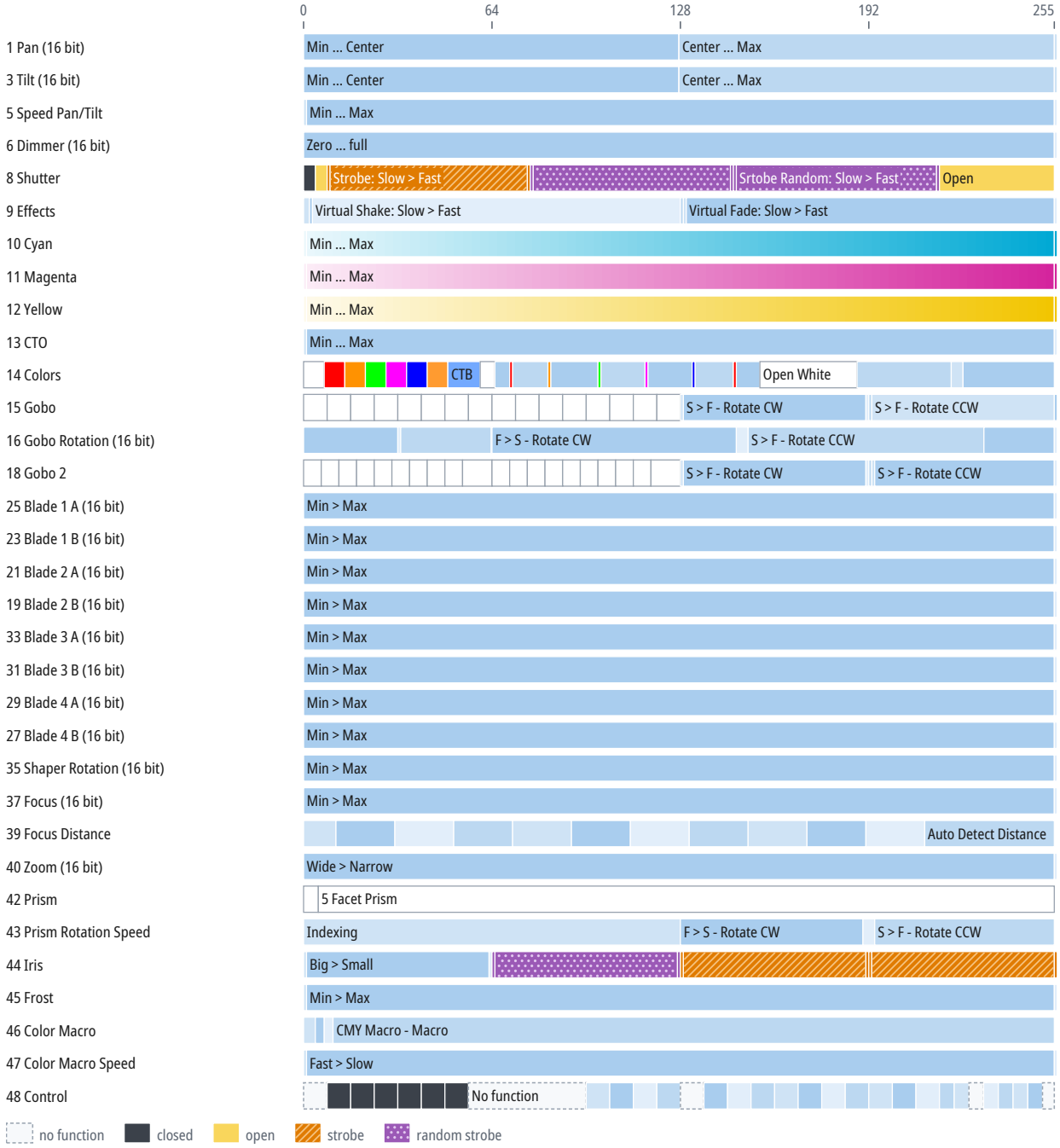
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 48Ch 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”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 5, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max

CH	Function	DMX	Description
1	Pan (continued)	255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Min
		1–254	Min ... Max
		255	Max
6	Dimmer	0–255	Zero ... full
		255	Full
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–3	Open/Closed: Closed
		4–7	Open/Closed: Open
		8	Strobe: Slow
		9–75	Strobe: Slow > Fast
		76	Strobe: Fast
		77	Strobe Random Pulse: Slow
		78–144	Strobe Random Pulse: Slow > Fast
		145	Strobe Random Pulse: Fast
		146	Srtobe Random: Slow
		147–214	Srtobe Random: Slow > Fast
		215	Srtobe Random: Fast
		216–255	Open
9	Effects	0–1	Virtual Shaking: 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	Min

CH	Function	DMX	Description
13	CTO (continued)	1–254	Min … Max
		255	Max
14	Colors	0–6	Color: Open
		7–13	Red
		14–20	Orange
		21–27	Green
		28–34	Magenta
		35–41	Blue
		42–48	CTO
		49–59	CTB
		60–64	Open - Split Colors
		65–69	Open - Split Colors … White/Red - Color Split
		70	White/Red - Color Split
		71–82	White/Red - Color Split … Red/Orange - Color Split
		83	Red/Orange - Color Split
		84–99	Red/Orange - Color Split … Orange/Green - Color Split
		100	Orange/Green - Color Split
		101–115	Orange/Green - Color Split … Green/Magenta - Color Split
		116	Green/Magenta - Color Split
		117–131	Green/Magenta - Color Split … Magenta/Blue - Color Split
		132	Magenta/Blue - Color Split
		133–145	Magenta/Blue - Color Split … Blue/White - Color Split
		146	Blue/White - Color Split
		147–154	Blue/White - Color Split … Open White
		155–187	Open White
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	Color 1 Wheel Spin: Stop
		224–255	S > F - Rotate CCW (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)
		96–103	Gobo 3 Shake (0.1–10 Hz)
		104–111	Gobo 2 Shake (0.1–10 Hz)

CH	Function	DMX	Description
15	Gobo (continued)	112–119	Gobo 1 Shake (0.1–10 Hz)
		120–127	Gobo 1 Select Shake: Open (0.1–10 Hz)
		128	Slow - Rotate CW
		129–190	S > F - Rotate CW (78.7–1.89 °/s)
		191	Fast - Rotate CW
		192	Slow - Rotate CCW
		193–254	S > F - Rotate CCW (1.89–78.7 °/s)
		255	Fast - Rotate CCW
16	Gobo Rotation	0	CW - Index
		0–32	CW << - Indexing
		32–33	Home - Index
		33–63	CCW >> - Indexing
		63–64	CCW - Index
		64–147	F > S - Rotate CW (655–0.1 °/s)
		147–151	Gobo 1 Pos Rotate: Stop
		151–231	S > F - Rotate CCW (0.1–655 °/s)
		232	Short
		232–255	Short > Long
		255	Long
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2	0–5	Gobo: Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 Shake (0.1–10 Hz)
		70–75	Gobo 8 Shake (0.1–10 Hz)
		76–81	Gobo 7 Shake (0.1–10 Hz)
		82–87	Gobo 6 Shake (0.1–10 Hz)
		88–93	Gobo 5 Shake (0.1–10 Hz)
		94–99	Gobo 4 Shake (0.1–10 Hz)
		100–105	Gobo 3 Shake (0.1–10 Hz)
		106–111	Gobo 2 Shake (0.1–10 Hz)
		112–117	Gobo 1 Shake (0.1–10 Hz)
		118–127	Gobo 2 Select Shake: Open (0.1–10 Hz)
		128	Slow - Rotate CW (80–0.1 °/s)
		129–190	S > F - Rotate CW (0.1–80 °/s)

CH	Function	DMX	Description
18	Gobo 2 (continued)	191	Fast - Rotate CW
		192	Slow - Rotate CCW
		193	Slow - Rotate CCW ... S > F - Rotate CCW
		194–254	S > F - Rotate CCW
		255	Fast - Rotate CCW
19	Blade 2 B	0	Min
		0–255	Min > Max
		255	Max
20	Blade 2 B Fine	0–255	Fine adjustment of CH 19
21	Blade 2 A	0	Min
		0–255	Min > Max
		255	Max
22	Blade 2 A Fine	0–255	Fine adjustment of CH 21
23	Blade 1 B	0	Min
		0–255	Min > Max
		255	Max
24	Blade 1 B Fine	0–255	Fine adjustment of CH 23
25	Blade 1 A	0	Min
		0–255	Min > Max
		255	Max
26	Blade 1 A Fine	0–255	Fine adjustment of CH 25
27	Blade 4 B	0	Min
		0–255	Min > Max
		255	Max
28	Blade 4 B Fine	0–255	Fine adjustment of CH 27
29	Blade 4 A	0	Min
		0–255	Min > Max
		255	Max
30	Blade 4 A Fine	0–255	Fine adjustment of CH 29
31	Blade 3 B	0	Min
		0–255	Min > Max
		255	Max
32	Blade 3 B Fine	0–255	Fine adjustment of CH 31
33	Blade 3 A	0	Min
		0–255	Min > Max
		255	Max
34	Blade 3 A Fine	0–255	Fine adjustment of CH 33
35	Shaper Rotation	0	Min
		0–255	Min > Max
		255	Max
36	Shaper Rotation Fine	0–255	Fine adjustment of CH 35
37	Focus	0	Min

CH	Function	DMX	Description
37	Focus (continued)	0–255	Min > Max
		255	Max
38	Focus Fine	0–255	Fine adjustment of CH 37
39	Focus Distance	0–10	Auto Focus Off
		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
40	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
41	Zoom Fine	0–255	Fine adjustment of CH 40
42	Prism	0–4	Open
		5–255	5 Facet Prism
43	Prism Rotation Speed	0–127	Indexing (360°)
		128–189	F > S - Rotate CW (458.4–0.046 °/s)
		190–193	Prism 1 Pos Rotate: Stop
		194–255	S > F - Rotate CCW (0.046–458.4 °/s)
44	Iris	0	Big
		1–62	Big > Small
		63	Small
		64	Iris Strobe Random: Slow (0.1–10 Hz)
		65–126	Iris Strobe Random: Slow > Fast
		127	Iris Strobe Random: Fast
		128	Iris Pulse Open: Slow Open Fast Close - Slow (0.1–10 Hz)
		129–190	Iris Pulse Open: Slow Open Fast Close (S > F)
		191	Iris Pulse Open: Slow Open Fast Close - Fast
		192	Iris Pulse Close: Fast Open Slow Close - Slow (0.1–10 Hz)
		193–254	Iris Pulse Close: Fast Open Slow Close (S > F)
		255	Iris Pulse Close: Fast Open Slow Close - Fast
45	Frost	0	Min
		1–254	Min > Max
		255	Max
46	Color Macro	0–3	CMYDefault: Open
		4–6	Full CTO - CTO

CH	Function	DMX	Description
46	Color Macro (continued)	7–9	1/4 CTO - CTO
		10–255	CMY Macro - Macro
47	Color Macro Speed	0	Fast
		1–254	Fast > Slow
		255	Slow
48	Control	0–7	No function
		8–15	Blackout During P/T - Blackout
		16–23	Blackout While Color Wheel Is Moving - Blackout
		24–31	Blackout While Gobo Wheels Are Moving - Blackout
		32–39	Blackout During P/T/Color Wheel - Blackout
		40–47	Blackout During P/T/Gobo Wheels - Blackout
		48–55	Blackout During P/T/Color Gobo Wheels - Blackout
		56–95	No function
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	Color Reset
		120–127	Gobo Reset
		128–135	No function
		136–143	Prism Reset
		144–151	Framing Shutter Reset
		152–159	All Reset
		160–167	Iris Reset
		168–175	Frost Reset
		176–183	Zoom Reset
		184–191	CMY/CTO Reset
		192–199	Fan Mode Eco
		200–207	Fan Mode Full
		208–215	Fan Mode Auto
		216–220	Fan TV25 Mode
		221–225	Fan TV35 Mode
		226–230	No function
		231–235	P/T Swap On
		236–240	P/T Swap Off
		241–245	Min Zoom Focus On
		246–250	Min Zoom Focus Off
		251–255	No function

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 7 Shutter at 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 5, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 0, CH 13 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “48Ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “48Ch Mode” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “48Ch Mode” (p. 12)

CH	Function	DMX	Description
6	Dimmer	0	Zero
		1–254	Zero ... full
		255	Full
7	Shutter		Same as CH 8 in the mode “48Ch Mode” (p. 12)
8	Effects		Same as CH 9 in the mode “48Ch Mode” (p. 12)
9	Cyan		Same as CH 10 in the mode “48Ch Mode” (p. 12)
10	Magenta		Same as CH 11 in the mode “48Ch Mode” (p. 12)
11	Yellow		Same as CH 12 in the mode “48Ch Mode” (p. 12)
12	CTO		Same as CH 13 in the mode “48Ch Mode” (p. 12)
13	Colors		Same as CH 14 in the mode “48Ch Mode” (p. 13)
14	Gobo		Same as CH 15 in the mode “48Ch Mode” (p. 13)
15	Gobo Rotation	0	CW - Index
		1–31	CW << - Indexing
		32	Home - Index
		33–62	CCW >> - Indexing
		63	CCW - Index
		64–145	F > S - Rotate CW (655–0.1 °/s)
		146–149	Gobo 1 Pos Rotate: Stop
		150–231	S > F - Rotate CCW (0.1–655 °/s)
		232	Short
		233–254	Short > Long
		255	Long
16	Gobo 2		Same as CH 18 in the mode “48Ch Mode” (p. 14)
17	Blade 2 B	0	Min
		1–254	Min > Max
		255	Max
18	Blade 2 A	0	Min
		1–254	Min > Max
		255	Max
19	Blade 1 B	0	Min
		1–254	Min > Max
		255	Max
20	Blade 1 A	0	Min
		1–254	Min > Max
		255	Max
21	Blade 4 B	0	Min
		1–254	Min > Max
		255	Max
22	Blade 4 A	0	Min
		1–254	Min > Max
		255	Max
23	Blade 3 B	0	Min

CH	Function	DMX	Description
23	Blade 3 B (continued)	1–254	Min > Max
		255	Max
24	Blade 3 A	0	Min
		1–254	Min > Max
		255	Max
25	Shaper Rotation	0	Min
		1–254	Min ... Max
		255	Max
26	Focus	0	Min
		1–254	Min ... Max
		255	Max
27	Zoom	0	Wide
		1–254	Wide ... Narrow
		255	Narrow
28	Prism		Same as CH 42 in the mode “48Ch Mode” (p. 16)
29	Prism Rotation Speed		Same as CH 43 in the mode “48Ch Mode” (p. 16)
30	Iris		Same as CH 44 in the mode “48Ch Mode” (p. 16)
31	Frost		Same as CH 45 in the mode “48Ch Mode” (p. 16)
32	Control		Same as CH 48 in the mode “48Ch Mode” (p. 17)

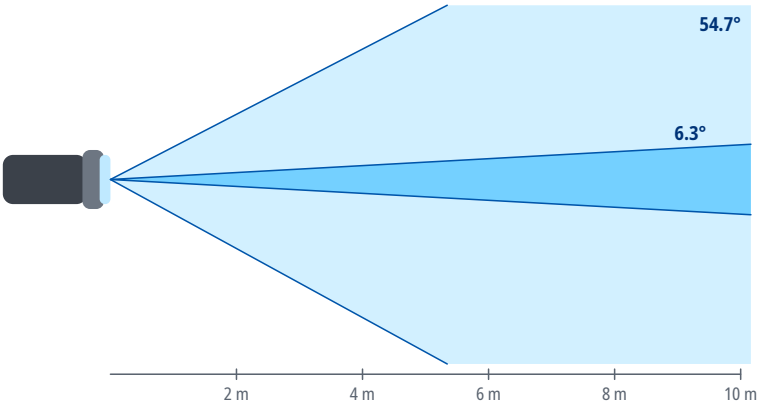
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	580 W
Luminous flux	28,534 lm
Color temperature	6,983 K
Color rendering index (CRI)	71
Optics	
Zoom	6.3–54.7°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0784)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	763 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	30.4 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
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)

Spot diameter



Distance	Ø 6.3°	Ø 54.7°
2 m	0.22 m	2.1 m
4 m	0.44 m	4.1 m
6 m	0.66 m	6.2 m
8 m	0.88 m	8.3 m
10 m	1.1 m	10.3 m
15 m	1.7 m	15.5 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.