DMX REFERENCE

Maverick Storm LT

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Maverick_Storm_LT_158406.gdtf
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1 About this manual

This document describes the Maverick Storm LT by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Maverick_Storm_LT_158406.gdtf from the GDTF-Share library.

File revision: “Rev 1.1.0”.

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.

Note in the GDTF file

“• Built in Sky Tracker mode allows for up to 4 fixtures to work together to create sky tracker effects”

2 Quick reference

Parameter	Value
Weight	51 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
53 Ch	53	9	1, 54, 107, 160, ...
37 Ch	37	13	1, 38, 75, 112, ...

No light? Check these channels

- 53 Ch: CH 8 Shutter at 4–7 or 216–255 “Open”; CH 9 Strobe Effect at 0–1 “Open”
- 37 Ch: CH 7 Shutter at 4–7 or 216–255 “Open”; CH 8 Strobe Effect 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

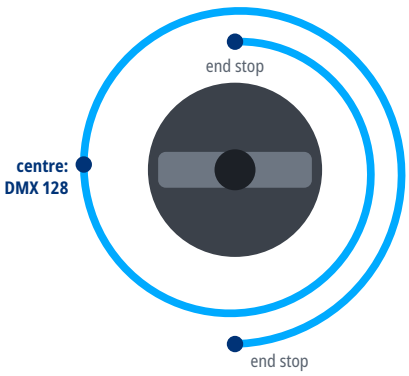
Description in the GDTF file

"• Fully featured, IP65 1,400 W LED yoke profile fixture including CMY + CTO color mixing, a 4-blade framing shutter system with rotation, a color wheel, 18:1 zoom, 2 prisms (5 facet round and linear, 2 rotating gobo wheels, integrated sun shield • 16-bit dimming of master dimmer for smooth control of fades • Variable CMY + CTO color mixing system to create a wide pallet of colors • CRI and CTB filters on color wheel for added flexibility • Two gobo wheels, (1)rotating, indexing and interchangeable slot and lock, (1) Static • An animation wheel for kinetic textured effects • DMX, WDMX, sACN, and Art-Net for full flexibility of control options • RDM and NFC Enabled for remote addressing and trouble shooting • 3.1 to 55.7° zoom range for variable beam sizes • Iris, 5-facet round and linear prisms, and 2 frosts (light and medium) for beam control • True 1 compatible power input • Integrated sun shield for protecting the optical path from sunlight when the fixture is off • Three setup menu presets and preset sync for cross loading to multiple like fixtures for easy shop setup • USB-C slot and Bluetooth compatibility for software uploads • Battery backup display with auto-rotate depending on fixture orientation • Failsafe Ethernet connectivity allows for data to pass even if fixture power is lost • Camera ready (camera kit sold separately) (camera not sold by CHAUVET)"

Range of movement

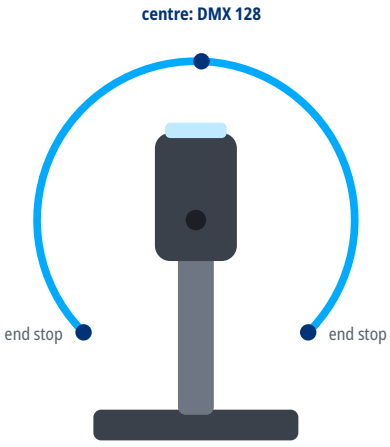
Pan 540°

top view



Tilt 270°

side view



5 Installation

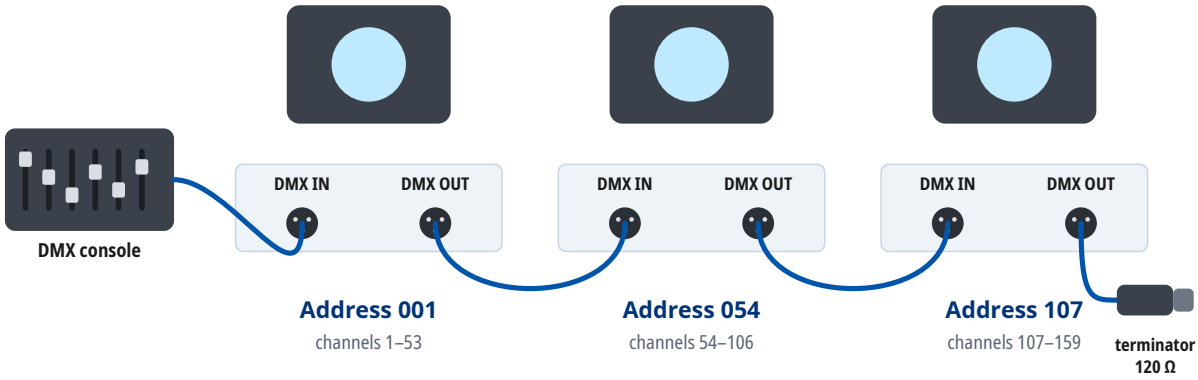
⚠ **WARNING**

- 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: 51 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 53 Ch: every unit occupies 53 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 “53 Ch”: 53.
- 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 “53 Ch”, you can use, for example, the start addresses 1, 54, 107, 160.
- 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.

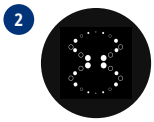
8 Functions at a glance

Functions in each DMX mode

	53 Ch 53 channels	37 Ch 37 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, 53	12, 37
Color wheel	14	13
Gobo wheel	15, 16, 18	14–16
Gobo rotation	16	15
Prism	44–47	30–33
Frost	49, 50	35, 36
Zoom	42	29
Focus	39, 41	28
Iris	48	34
Animation wheel	19, 20	17, 18
Effects / macros	51, 52	

Gobo wheel 1

1 ROTATING GOBO: Open
DMX 0–7

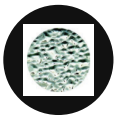

2 Gobo 1
DMX 8–15


3 Gobo 2
DMX 16–23


4 Gobo 3
DMX 24–31


5 Gobo 4
DMX 32–39


6 Gobo 5
DMX 40–47

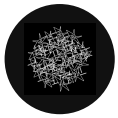

7 Gobo 6
DMX 48–55


8 Gobo 7
DMX 56–64

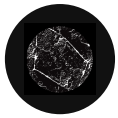
Gobo wheel 2

1
STATIC 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

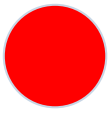
10 
Gobo 9
DMX 54–64

Animation wheel

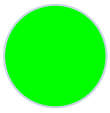
1 
Animation

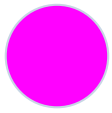
Color wheel

1
COLOR WHEEL: Open
DMX 0–9

2 
Red
DMX 10–19

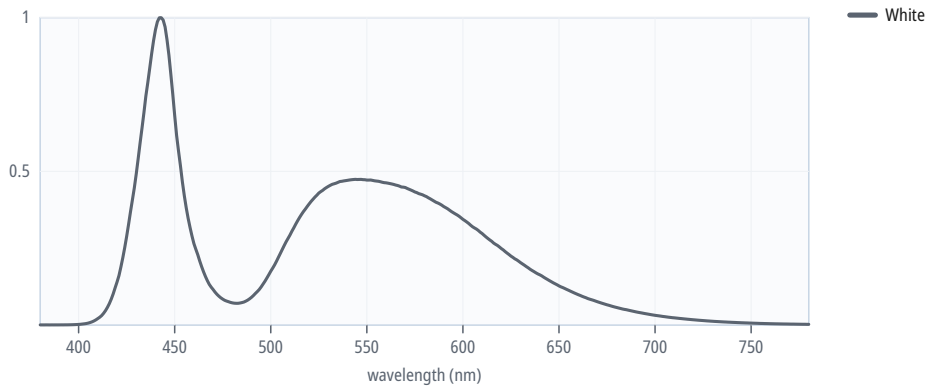
3 
Orange
DMX 20–29

4 
Green
DMX 30–39

5 
Magenta
DMX 40–49

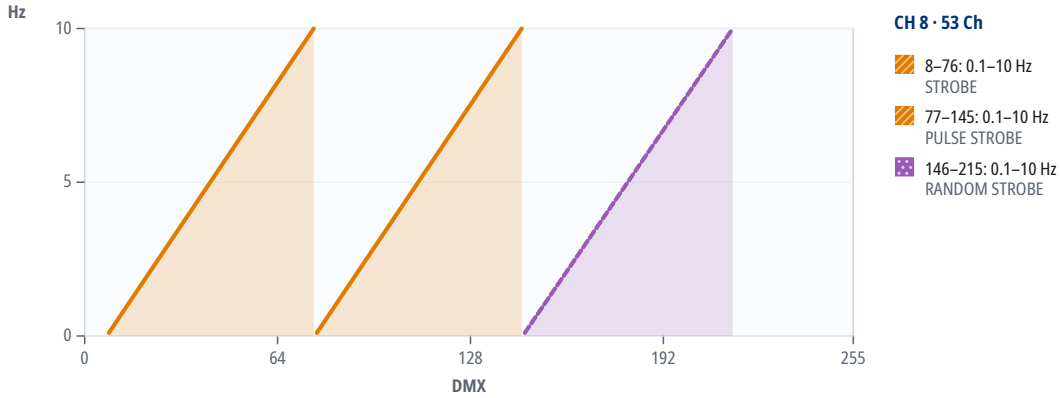
6 
UV
DMX 50–60

Spectra of the light sources



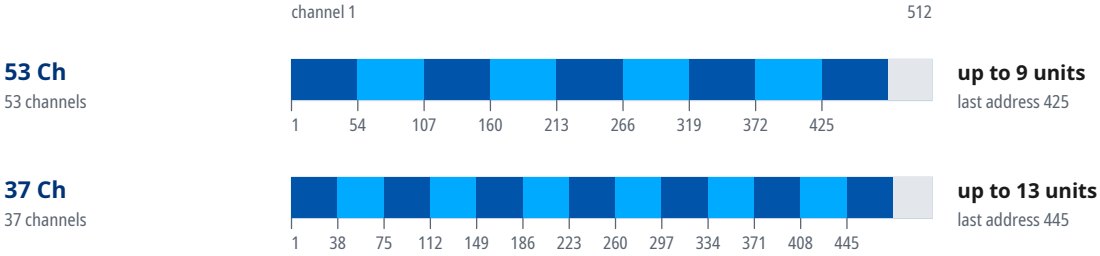
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “53 Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	266	11	U2 · 54	16	U2 · 319
2	54	7	319	12	U2 · 107	17	U2 · 372
3	107	8	372	13	U2 · 160	18	U2 · 425
4	160	9	425	14	U2 · 213	19	U3 · 1
5	213	10	U2 · 1	15	U2 · 266	20	U3 · 54

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

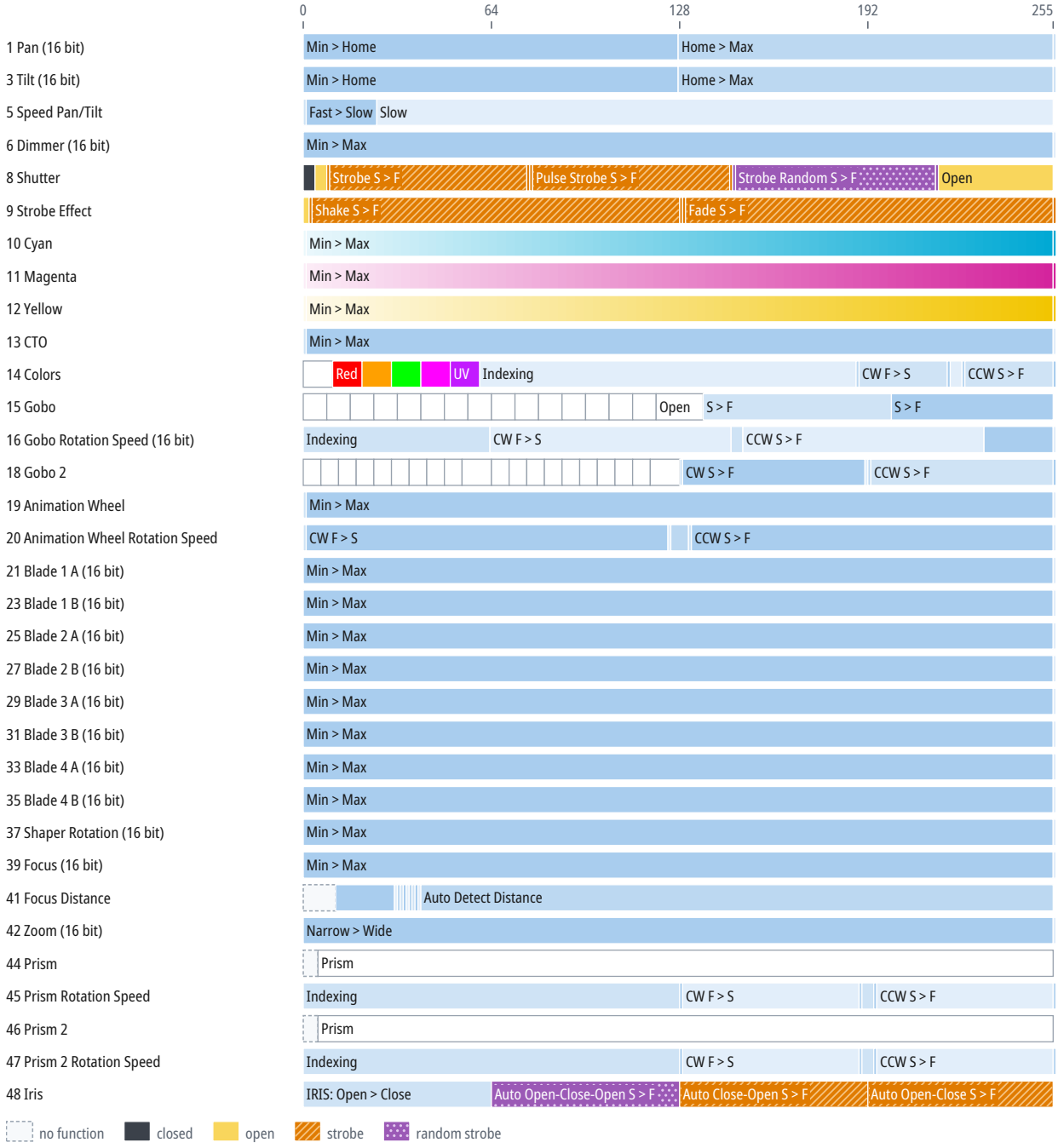
Mode	Channels	RDM personality
53 Ch	53	1
37 Ch	37	2

Mode 53 Ch

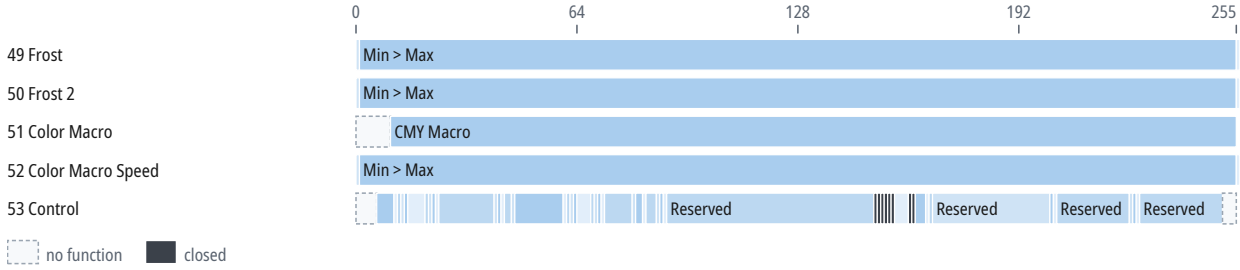
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 Strobe Effect at 0–1 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 6, CH 9 Strobe Effect 0, CH 10 Cyan 255, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0, CH 51 Color Macro 0, CH 52 Color Macro Speed 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		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	Min
		0–127	Min > Home
		127	Home
		128–255	Home > Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Fast
		1–24	Fast > Slow
		25–255	Slow
6	Dimmer	0	Min
		0–255	Min > Max
		255	Max
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–3	CLOSED/OPEN: Closed
		4–7	CLOSED/OPEN: Open
		8	Strobe Slow
		9–75	Strobe S > F
		76	Strobe Fast
		77	Pulse Slow
		78–144	Pulse Strobe S > F
		145	Pulse Fast
		146	Random Slow
		147–214	Strobe Random S > F
		215	Random Fast
		216–255	Open
9	Strobe Effect		VIRTUAL STROBE

CH	Function	DMX	Description
9	Strobe Effect (continued)	0–1	Open
		2	Shake Slow
		3–127	Shake S > F
		128	Shake Fast
		129	Fade Slow
		130–254	Fade S > F
		255	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
		1–254	Min > Max
		255	Max
14	Colors	0–9	COLOR WHEEL: Open
		10–19	Red
		20–29	Orange
		30–39	Green
		40–49	Magenta
		50–59	UV
		60–187	Indexing
		188	CW Slow
		189–218	CW F > S (80–0.1 °/s)
		219	CW Fast
		220–223	COLOR WHEEL SPIN: Stop
		224	CCW Slow
		225–254	CCW S > F (0.1–80 °/s)
		255	CCW Fast
15	Gobo	0–7	ROTATING 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)

CH	Function	DMX	Description
15	Gobo (continued)	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)
		112–119	Gobo 1 Shake (0.1–10 Hz)
		120–135	Open
		136–255	S > F (up to 80 °/s (13 rpm))
16	Gobo Rotation Speed	0–63	Indexing (360°)
		63	CW Fast
		63–146	CW F > S
		146	CW Slow
		146–150	GOBO ROTATION: Stop
		150	CCW Slow
		150–232	CCW S > F
		232	CCW Fast
		232	Gobo Bounce Slow
		232–255	Gobo Bounce S > F
		255	Gobo Bounce Fast
17	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 16
18	Gobo 2	0–5	STATIC 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	Open
		128	CW Slow
		129–190	CW S > F

CH	Function	DMX	Description
18	Gobo 2 (continued)	191	CW Fast
		192	CCW Slow
		193–254	CCW S > F
		255	CCW Fast
19	Animation Wheel	0	Min
		1–254	Min > Max
		255	Max
20	Animation Wheel Rotation Speed		ANIMATION ROTATION
		0	CW Fast
		1–123	CW F > S (655–18 °/s)
		124	CW Slow
		125–130	Stop
		131	CCW Slow
		132–254	CCW S > F (0.1–655 °/s)
		255	CCW Fast
21	Blade 1 A		FRAME 1 A
		0	Min
		0–255	Min > Max
		255	Max
22	Blade 1 A Fine	0–255	Fine adjustment of CH 21
23	Blade 1 B		FRAME 1 B
		0	Min
		0–255	Min > Max
		255	Max
24	Blade 1 B Fine	0–255	Fine adjustment of CH 23
25	Blade 2 A		FRAME 2 A
		0	Min
		0–255	Min > Max
		255	Max
26	Blade 2 A Fine	0–255	Fine adjustment of CH 25
27	Blade 2 B		FRAME 2 B
		0	Min
		0–255	Min > Max
		255	Max
28	Blade 2 B Fine	0–255	Fine adjustment of CH 27
29	Blade 3 A		FRAME 3 A
		0	Min
		0–255	Min > Max
		255	Max
30	Blade 3 A Fine	0–255	Fine adjustment of CH 29
31	Blade 3 B		FRAME 3 B

CH	Function	DMX	Description
31	Blade 3 B (continued)	0	Min
		0–255	Min > Max
		255	Max
32	Blade 3 B Fine	0–255	Fine adjustment of CH 31
33	Blade 4 A		FRAME 4 A
		0	Min
		0–255	Min > Max
		255	Max
34	Blade 4 A Fine	0–255	Fine adjustment of CH 33
35	Blade 4 B		FRAME 4 B
		0	Min
		0–255	Min > Max
		255	Max
36	Blade 4 B Fine	0–255	Fine adjustment of CH 35
37	Shaper Rotation		FRAME ROT
		0	Min
		0–255	Min > Max
		255	Max
38	Shaper Rotation Fine	0–255	Fine adjustment of CH 37
39	Focus	0	Min
		0–255	Min > Max
		255	Max
40	Focus Fine	0–255	Fine adjustment of CH 39
41	Focus Distance	0–10	No Function
		11–30	0-5m Gobo 1
		31	6m Gobo 1
		32	7m Gobo 1
		33	8m Gobo 1
		34	9m Gobo 1
		35	10m Gobo 1
		36	12 5m Gobo 1
		37	15m Gobo 1
		38	17 5m Gobo 1
		39	20-60m Gobo 1
		40–255	Auto Detect Distance
42	Zoom	0	Narrow
		0–255	Narrow > Wide
		255	Wide
43	Zoom Fine	0–255	Fine adjustment of CH 42
44	Prism		PRISM 1
		0–4	No Function

CH	Function	DMX	Description
44	Prism (continued)	5–255	Prism
45	Prism Rotation Speed	0–127	Indexing (360°)
		128	CW Fast
		129–188	CW F > S (655–0.1 °/s)
		189	CW Slow
		190–193	PRISM 1 ROTATION: Stop
		194	CCW Slow
		195–254	CCW S > F (0.1–655 °/s)
		255	CCW Fast
46	Prism 2	0–4	No Function
		5–255	Prism
47	Prism 2 Rotation Speed	0–127	Indexing (360°)
		128	CW Fast
		129–188	CW F > S (655–0.1 °/s)
		189	CW Slow
		190–193	PRISM 2 ROTATION: Stop
		194	CCW Slow
		195–254	CCW S > F (0.1–655 °/s)
		255	CCW Fast
48	Iris	0–63	IRIS: Open > Close
		64–127	Auto Open-Close-Open S > F (0.1–10 Hz)
		128–191	Auto Close-Open S > F (0.1–10 Hz)
		192–255	Auto Open-Close S > F (0.1–10 Hz)
49	Frost		FROST 1
		0	Min
		1–254	Min > Max
		255	Max
50	Frost 2	0	Min
		1–254	Min > Max
		255	Max
51	Color Macro		CMY MACRO
		0–9	No Function
		10–255	CMY Macro
52	Color Macro Speed		CMY MACRO SPEED
		0	Min
		1–254	Min > Max
		255	Max
53	Control	0–5	No Function
		6–10	All Motors Reset
		11	Color Reset
		12	Beam Reset

CH	Function	DMX	Description
53	Control (continued)	13	P/T Reset
		14	Shutter Reset
		15–19	Reserved
		20	Dimmer Curve: Linear
		21	Dimmer Curve: Square
		22	Dimmer Curve: Inv-Square
		23	Dimmer Curve: S-Curve
		24–39	Reserved
		40	Fan Speed: Auto
		41	Fan Speed: Full
		42	Fan Speed: ECO
		43–44	FAN SPEED: Reserved
		45	Fan Speed: TV Steady
		46–59	Reserved
		60	Pan Reverse: OFF
		61	Pan Reverse: ON
		62	Tilt Reverse: OFF
		63	Tilt Reverse: ON
		64–67	PAN/TILT FUNCTION: Reserved
		68	Pan / Tilt Swap: OFF
		69	Pan / Tilt Swap: ON
		70	Pan / Tilt Reset Mode: NORMAL
		71	Pan / Tilt Reset Mode: ABSOLUTE
		72–79	Reserved
		80	PWM 600Hz
		81–82	LED FREQUENCY: Reserved
		83	PWM 2000Hz
		84–86	LED FREQUENCY: Reserved
		87	PWM 15kHz
		88	PWM 25kHz
		89	LED FREQUENCY: Reserved
		90–149	Reserved
		150	Blackout P/T: OFF
		151	Blackout P/T: ON
		152	Blackout COLOR: OFF
		153	Blackout COLOR: ON
		154	Blackout GOBO: OFF
		155	Blackout GOBO: ON
		156–159	BLACKOUT MODES: Reserved
		160	Blackout DATA LOSS: OFF
		161	Blackout DATA LOSS: ON

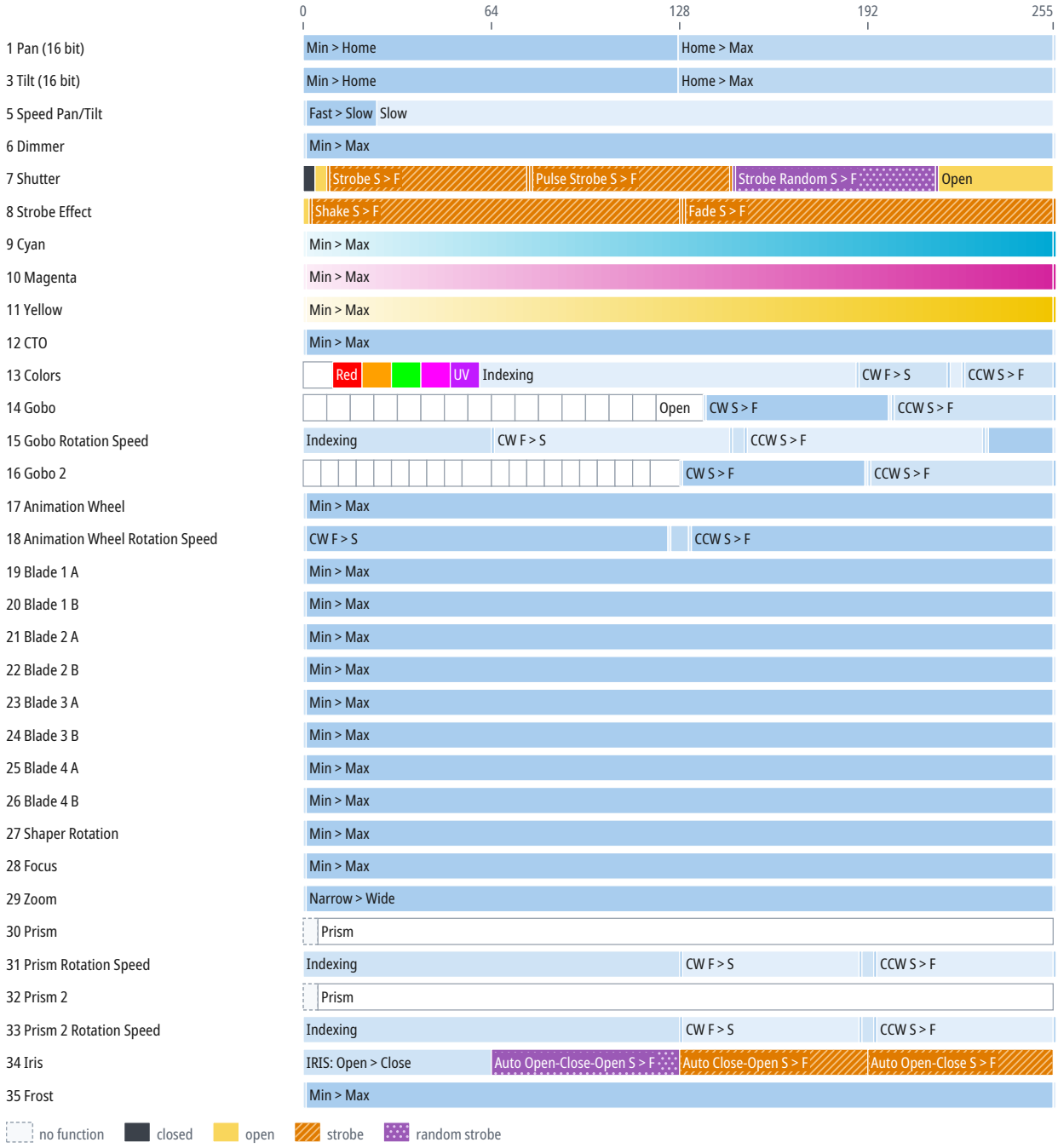
CH	Function	DMX	Description
53	Control (continued)	162–164	Reserved
		165	Minimum Zoom Focus: OFF
		166	Minimum Zoom Focus: ON
		167–200	Reserved
		201	Screen Lock: OFF
		202	Screen Lock: ON
		203–223	Reserved
		224	Sunshield ON: Override
		225	Auto CTB: OFF
		226	Auto CTB: ON
		227–250	Reserved
		251–255	No Function

Mode 37 Ch

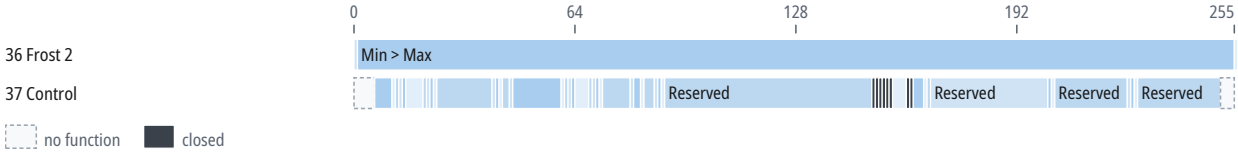
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 Strobe Effect at 0–1 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 6, CH 8 Strobe Effect 0, CH 9 Cyan 255, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 0, CH 13 Colors 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “53 Ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “53 Ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “53 Ch” (p. 12)
6	Dimmer	0	Min
		1–254	Min > Max
		255	Max
7	Shutter		Same as CH 8 in the mode “53 Ch” (p. 12)
8	Strobe Effect		VIRTUAL STROBE
		0–1	Open
		2	Shake Slow
		3–127	Shake S > F
		128	Shake Fast
		129	Fade Slow
		130–254	Fade S > F
		255	Fast Fast
9	Cyan		Same as CH 10 in the mode “53 Ch” (p. 13)
10	Magenta		Same as CH 11 in the mode “53 Ch” (p. 13)
11	Yellow		Same as CH 12 in the mode “53 Ch” (p. 13)
12	CTO		Same as CH 13 in the mode “53 Ch” (p. 13)
13	Colors	0–9	COLOR WHEEL: Open
		10–19	Red
		20–29	Orange
		30–39	Green
		40–49	Magenta
		50–59	UV
		60–187	Indexing
		188	CW Fast
		189–218	CW F > S (80–5.97 °/s)
		219	CW Slow
		220–223	COLOR WHEEL SPIN: Stop
		224	CCW Slow
		225–254	CCW S > F (0.1–80 °/s)
		255	CCW Fast

CH	Function	DMX	Description
14	Gobo	0–7	ROTATING 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)
		112–119	Gobo 1 Shake (0.1–10 Hz)
		120–135	Open
		136	CW Slow
		137–198	CW S > F
		199	CW Fast
		200	CCW Slow
		201–254	CCW S > F
		255	CCW Fast
15	Gobo Rotation Speed	0–63	Indexing (360°)
		64	CW Fast
		65–144	CW F > S
		145	CW Slow
		146–149	GOBO ROTATION: Stop
		150	CCW Slow
		151–230	CCW S > F
		231	CCW Fast
		232	Gobo Bounce Slow
		233–254	Gobo Bounce S > F
		255	Gobo Bounce Fast
16	Gobo 2		Same as CH 18 in the mode “53 Ch” (p. 14)
17	Animation Wheel		Same as CH 19 in the mode “53 Ch” (p. 15)
18	Animation Wheel Rotation Speed		ANIMATION ROTATION
		0	CW Fast
		1–123	CW F > S (655–0.1 °/s)
		124	CW Slow
		125–130	Stop
		131	CCW Slow
		132–254	CCW S > F (0.1–655 °/s)

CH	Function	DMX	Description
18	Animation Wheel Rotation Speed (continued)	255	CCW Fast
19	Blade 1 A		FRAME 1 A
		0	Min
		1–254	Min > Max
		255	Max
20	Blade 1 B		FRAME 1 B
		0	Min
		1–254	Min > Max
		255	Max
21	Blade 2 A		FRAME 2 A
		0	Min
		1–254	Min > Max
		255	Max
22	Blade 2 B		FRAME 2 B
		0	Min
		1–254	Min > Max
		255	Max
23	Blade 3 A		FRAME 3 A
		0	Min
		1–254	Min > Max
		255	Max
24	Blade 3 B		FRAME 3 B
		0	Min
		1–254	Min > Max
		255	Max
25	Blade 4 A		FRAME 4 A
		0	Min
		1–254	Min > Max
		255	Max
26	Blade 4 B		FRAME 4 B
		0	Min
		1–254	Min > Max
		255	Max
27	Shaper Rotation		FRAME ROT
		0	Min
		1–254	Min > Max
		255	Max
28	Focus	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
29	Zoom	0	Narrow
		1–254	Narrow > Wide
		255	Wide
30	Prism		Same as CH 44 in the mode “53 Ch” (p. 16)
31	Prism Rotation Speed		Same as CH 45 in the mode “53 Ch” (p. 17)
32	Prism 2		Same as CH 46 in the mode “53 Ch” (p. 17)
33	Prism 2 Rotation Speed		Same as CH 47 in the mode “53 Ch” (p. 17)
34	Iris		Same as CH 48 in the mode “53 Ch” (p. 17)
35	Frost		Same as CH 49 in the mode “53 Ch” (p. 17)
36	Frost 2		Same as CH 50 in the mode “53 Ch” (p. 17)
37	Control		Same as CH 53 in the mode “53 Ch” (p. 17)

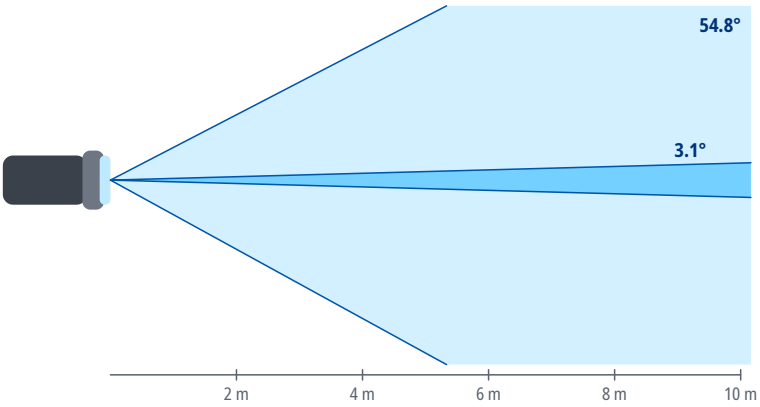
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,400 W
Luminous flux	49,223 lm
Color temperature	6,877 K
Color rendering index (CRI)	68
Optics	
Zoom	3.1–54.8°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0AF2)
Dimensions and construction	
Weight	51 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
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)
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 54.8°
2 m	0.11 m	2.1 m
4 m	0.22 m	4.1 m
6 m	0.32 m	6.2 m
8 m	0.43 m	8.3 m
10 m	0.54 m	10.4 m
15 m	0.81 m	15.6 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.