DMX REFERENCE

500W LED SPOT

Maverick Force S Spot

China



Manufacturer	China
GDTF file	China_500W_LED_SPOT_84872.gdtf
GDTF revision	Polar 1 · 2025-01-29
Generated	2026-11-23

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1 About this manual

This document describes the Maverick Force S Spot by China. It was compiled from the GDTF file China_500W_LED_SPOT_84872.gdtf from the GDTF-Share library.

File revision: “Polar 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.

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	21.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
29Ch Mode	29	17	1, 30, 59, 88, ...
22Ch Mode	22	23	1, 23, 45, 67, ...

No light? Check these channels

- 29Ch Mode: CH 8 Shutter at 4–7 or 216–255 “Open”
- 22Ch Mode: CH 6 Shutter at 253–255 “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.

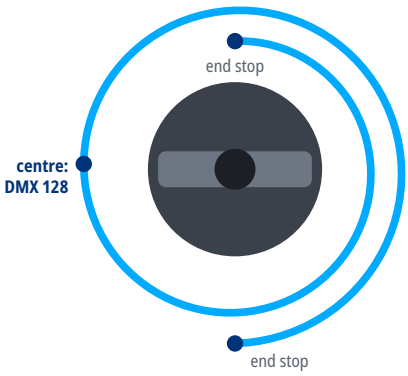
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Range of movement

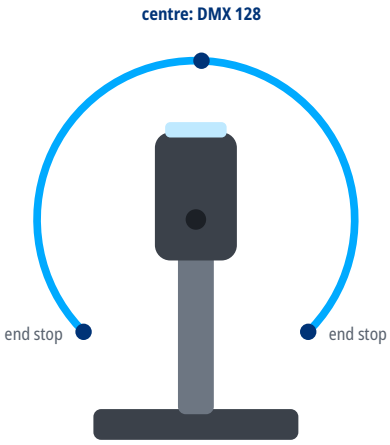
Pan 540°

top view



Tilt 270°

side view



5 Installation

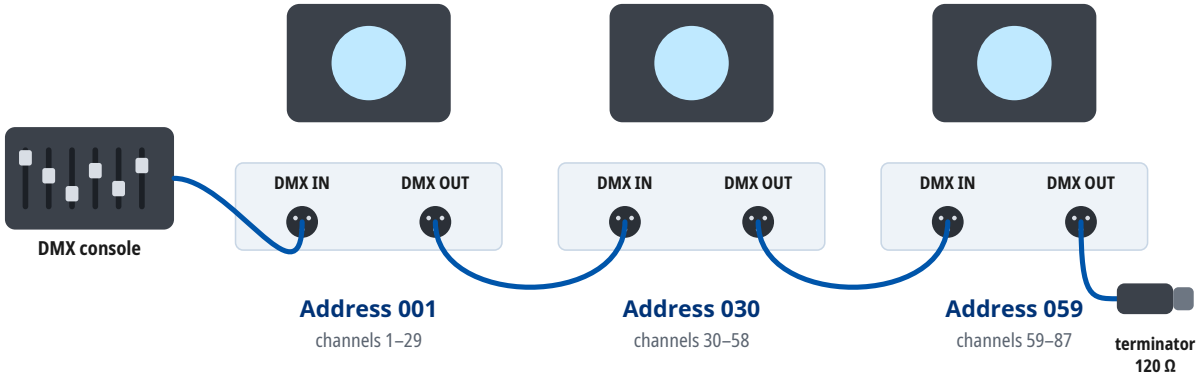
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 21.5 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 29Ch Mode: every unit occupies 29 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 “29Ch Mode”: 29.
- 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 “29Ch Mode”, you can use, for example, the start addresses 1, 30, 59, 88.
- 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

	29Ch Mode 29 channels	22Ch Mode 22 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	5
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8	6
Color mixing	10–12	8–11
Color temperature	27	
Color wheel	13	7
Gobo wheel	14, 17	12, 13
Gobo rotation	15	14
Prism	23, 24	15–18
Frost	26	19
Zoom	21	20
Focus	18, 20	21
Iris	25	
Effects / macros	9, 27, 28	

Color wheel

1 COLOR WHEEL: Open
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

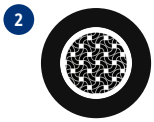
6 COLOR WHEEL: UV
DMX 35–41

7 COLOR WHEEL: CRI
DMX 42–48

8 CTB
DMX 49–60

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 10
DMX 54–64



11 Gobo 11



12 Gobo 12



13 Open 1

Prism 1

1 Open
DMX 0–4

2 5 facets
5-Facet Prism
DMX 5–255



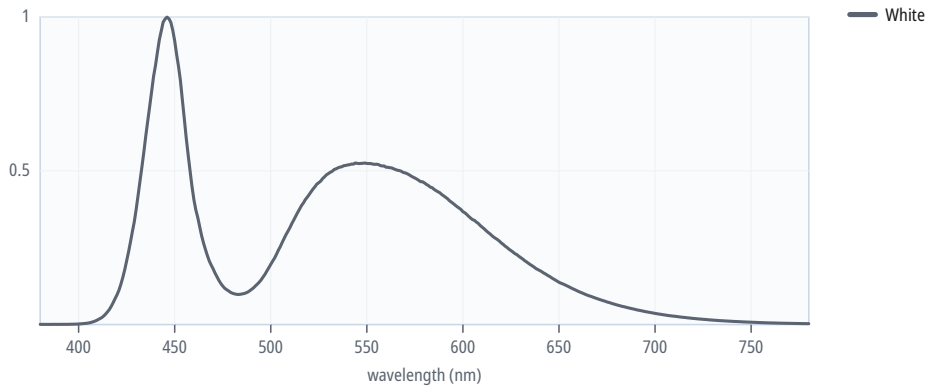
Prism 2

1 Open

2 5 facets
5-Facet Prism

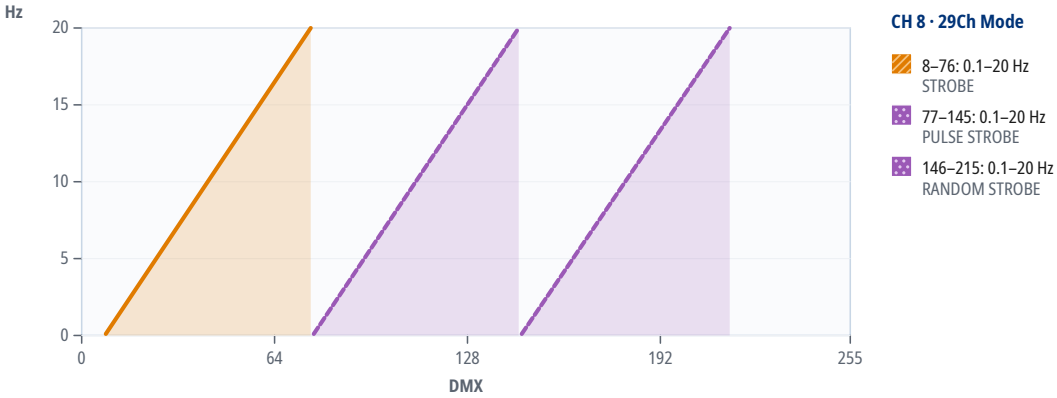


Spectra of the light sources



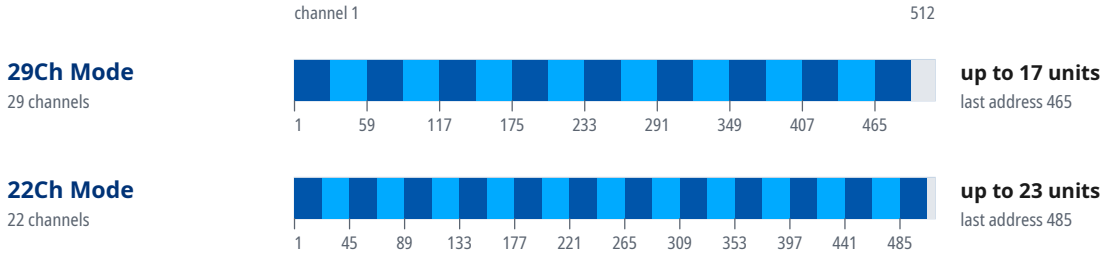
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “29Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	146	11	291	16	436
2	30	7	175	12	320	17	465
3	59	8	204	13	349	18	U2 · 1
4	88	9	233	14	378	19	U2 · 30
5	117	10	262	15	407	20	U2 · 59

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
29Ch Mode	29	1
22Ch Mode	22	2

Mode 29Ch 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 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 Colors 0, CH 27 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
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min

CH	Function	DMX	Description
5	Speed Pan/Tilt (continued)	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	STROBE CLOSE/OPEN: Closed
		4–7	STROBE CLOSE/OPEN: Open
		8	STROBE: Slow
		9–75	STROBE: Slow > Fast
		76	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	STROBE OPEN: 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	Colors	0–6	COLOR WHEEL: Open
		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
		49–59	COLOR WHEEL: CTB

CH	Function	DMX	Description
13	Colors (continued)	60–62	Open - Split Colors
		63–73	White/Red
		74–78	COLOR WHEEL SPLIT COLORS: Red
		79–89	Red/Orange
		90–94	COLOR WHEEL SPLIT COLORS: Orange
		95–105	Orange/Green
		106–110	COLOR WHEEL SPLIT COLORS: Green
		111–121	Green/Magenta
		122–126	COLOR WHEEL SPLIT COLORS: Magenta
		127–137	Magenta/UV
		138–142	COLOR WHEEL SPLIT COLORS: UV
		143–153	UV/CRI
		154–158	COLOR WHEEL SPLIT COLORS: CRI
		159–169	CRI/CTB
		170–174	COLOR WHEEL SPLIT COLORS: CTB
		175–185	CTB/Open White
		186–187	Open White
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	COLOR WHEEL SCROLL: Stop
		224–255	S > F - Rotate CCW (0.1–80 °/s)
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)
		120–127	GOBO OPEN: Open
		128	GOBO SCROLL CW: Slow
		129–190	GOBO SCROLL CW: Slow > Fast (1.37–78.7 °/s)
		191	GOBO SCROLL CW: Fast
		192	GOBO SCROLL CCW: Slow
		193–254	GOBO SCROLL CCW: Slow > Fast (1.37–78.7 °/s)
		255	GOBO SCROLL CCW: Fast

CH	Function	DMX	Description
15	Gobo Rotation Speed	0–31	CW Rotation
		32	Home
		32–63	CCW Rotation
		64–146	F > S - Rotate CW (655–0.1 °/s)
		146–150	GOBO 1 ROTATE: Stop
		150–231	S > F - Rotate CCW (0.1–655 °/s)
		232	Short
		232–255	Short > Long
		255	Long
16	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 15
17	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	GOBO OPEN: Open
		128	GOBO SCROLL CW: Slow
		129–190	GOBO SCROLL CW: Slow > Fast (78.7–1.27 °/s)
		191	GOBO SCROLL CW: Fast
		192	GOBO SCROLL CCW: Slow
		193–254	GOBO SCROLL CCW: Slow > Fast (1.37–78.7 °/s)
		255	GOBO SCROLL CCW: Fast
18	Focus	0	Min
		0–255	Min > Max
		255	Max
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Focus 2	0–10	No Func
		11–30	0-5m - Focus

CH	Function	DMX	Description
20	Focus 2 (continued)	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
21	Zoom	0	Wide
		0–255	Wide > Narrow
		255	Narrow
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Prism	0–4	Open
		5–255	5-Facet Prism
24	Prism Rotation Speed	0–127	Indexing (360°)
		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)
25	Iris	0	Big
		1–62	Big > Small
		63	Small
		64	IRIS STROBE: Slow (0.1–10 Hz)
		65–126	IRIS STROBE: Slow > Fast
		127	IRIS STROBE: Fast
		128	IRIS PULSE OPEN: Slow (0.1–10 Hz)
		129–190	IRIS PULSE OPEN: Slow > Fast
		191	IRIS PULSE OPEN: Fast
		192	IRIS PULSE CLOSE: Slow (0.1–10 Hz)
		193–254	IRIS PULSE CLOSE: Slow > Fast
		255	IRIS PULSE CLOSE: Fast
26	Frost	0	Min
		1–254	Min > Max
		255	Max
27	Color Macro	0–9	CMY MACRO: Off
		10–14	Full CTO
		15–20	1/2 CTO
		21–255	CMY Macro
28	Color Macro Speed		CMY MACRO SPEED
		0	Fast
		1–254	Fast > Slow

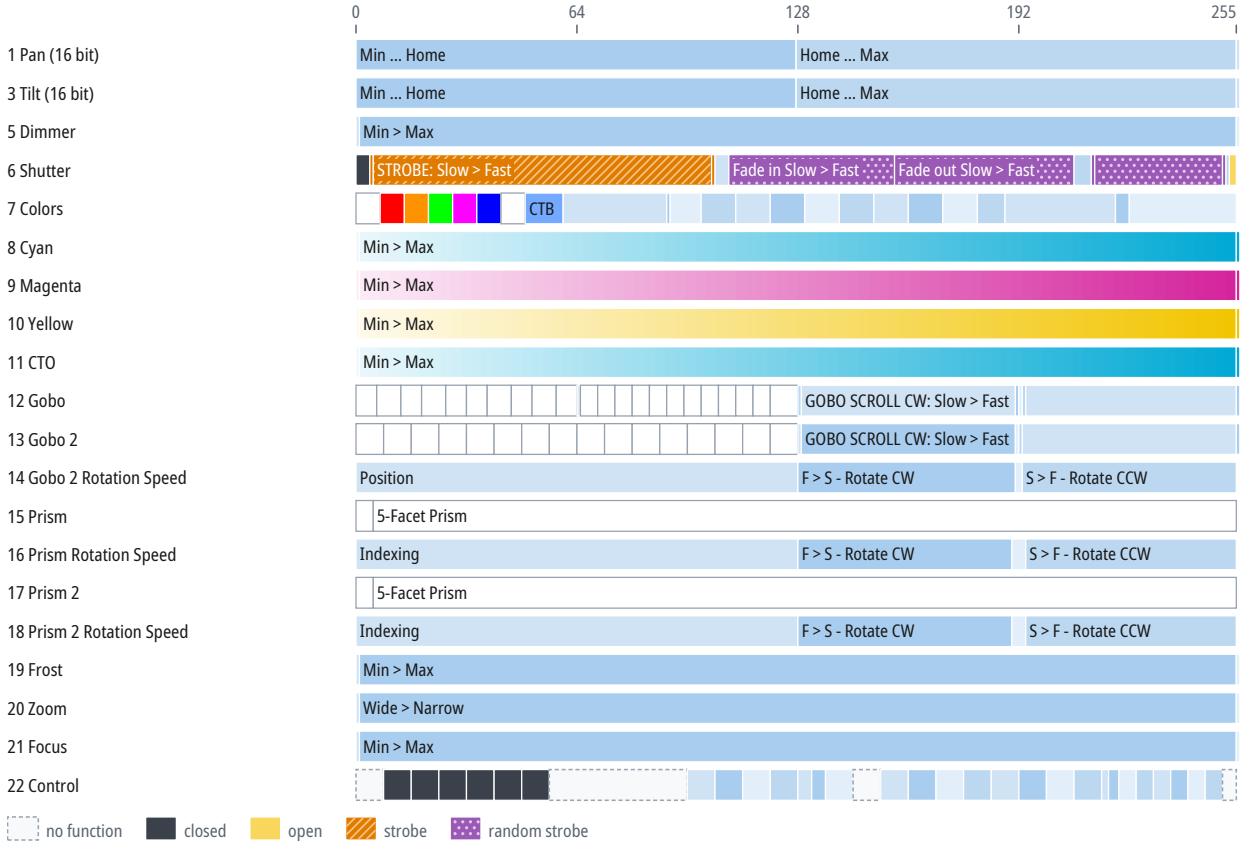
CH	Function	DMX	Description
28	Color Macro Speed (continued)	255	Slow
29	Control	0–7	No Func - Custom
		8–15	Pan/Tilt Blackout
		16–23	Color Blackout
		24–31	Gobo Blackout
		32–39	Pan/Tilt/Color Blackout
		40–47	Pan/Tilt/Gobo Blackout
		48–55	Pan/Tilt/Color/Gobo Blackout
		56–95	CONTROL: No Function
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	Color Reset
		120–127	Gobo Reset
		128–131	High Col Temp Gobo On
		132–135	High Col Temp Gobo Off
		136–143	Prism Reset
		144–151	CONTROL: No Function
		152–159	All Reset
		160–167	Iris Reset
		168–175	Frost Reset
		176–183	Zoom Reset
		184–191	CMY Reset
		192–199	Fan Mode Eco
		200–207	Fan Mode Full
		208–215	Fan Mode Auto
		216–217	Fan TV25 Mode
		218–220	Fan TV35 Mode
		221–225	Iris Fast Mode
		226–230	Iris Smooth Mode
		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	CONTROL: No Function

Mode 22Ch 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 253–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Colors 0, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 11 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “29Ch Mode” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “29Ch Mode” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0	Min
		1–254	Min > Max
		255	Max
6	Shutter	0–3	STROBE CLOSE: Closed
		4	STROBE: Slow
		5–102	STROBE: Slow > Fast
		103	STROBE: Fast
		104–107	STROBE
		108–155	Fade in Slow > Fast
		156–207	Fade out Slow > Fast

CH	Function	DMX	Description
6	Shutter (continued)	208–212	RANDOM STROBE
		213	RANDOM STROBE: Slow
		214–250	RANDOM STROBE: Slow > Fast
		251	RANDOM STROBE: Fast
		252	STROBE OPEN
		253–255	STROBE OPEN: Open
7	Colors	0–6	COLOR WHEEL: Open
		7–13	Red
		14–20	Orange
		21–27	Green
		28–34	Magenta
		35–41	UV
		42–48	CRI
		49–59	CTB
		60–89	COLOR WHEEL
		90	White/Red
		91–99	White/Red ... Red/Orange
		100–109	Red/Orange
		110–119	Orange/Green
		120–129	Green/Magenta
		130–139	Magenta/UV
		140–149	UV/CRI
		150–159	CRI/CTB
		160–169	CTB/Open White
		170–179	Empty Channel Set
		180–187	COLOR WHEEL SCROLL
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	COLOR WHEEL SCROLL: Stop
		224–255	S > F - Rotate CCW (0.1–80 °/s)
8	Cyan		Same as CH 10 in the mode “29Ch Mode” (p. 11)
9	Magenta		Same as CH 11 in the mode “29Ch Mode” (p. 11)
10	Yellow		Same as CH 12 in the mode “29Ch Mode” (p. 11)
11	CTO	0	Min
		1–254	Min > Max
		255	Max
12	Gobo	0–5	STATIC GOBO: Open
		6–12	Gobo 1
		13–18	Gobo 2
		19–25	Gobo 3
		26–31	Gobo 4
		32–37	Gobo 5
		38–44	Gobo 6

CH	Function	DMX	Description
12	Gobo (continued)	45–50	Gobo 7
		51–57	Gobo 8
		58–63	Gobo 9
		64	STATIC GOBO
		65–69	Gobo 1 Shake (0.1–10 Hz)
		70–74	Gobo 2 Shake (0.1–10 Hz)
		75–79	Gobo 3 Shake (0.1–10 Hz)
		80–84	Gobo 4 Shake (0.1–10 Hz)
		85–89	Gobo 5 Shake (0.1–10 Hz)
		90–94	Gobo 6 Shake (0.1–10 Hz)
		95–99	Gobo 7 Shake (0.1–10 Hz)
		100–104	Gobo 8 Shake (0.1–10 Hz)
		105–109	Gobo 9 Shake (0.1–10 Hz)
		110–114	Gobo 10 Shake (8.35–9.08 Hz)
		115–119	Gobo 11 Shake (9.27–10 Hz)
		120–127	GOBO OPEN: Open
		128	GOBO SCROLL CW: Slow
		129–190	GOBO SCROLL CW: Slow > Fast (78.7–1.27 °/s)
		191	GOBO SCROLL CW: Fast
		192	GOBO SCROLL CW
		193	GOBO SCROLL CCW: Slow
		194–254	GOBO SCROLL CCW: Slow > Fast (1.37–78.7 °/s)
		255	GOBO SCROLL CCW: Fast
13	Gobo 2	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)
		120–127	GOBO OPEN: Open
		128	GOBO SCROLL CW: Slow
		129–190	GOBO SCROLL CW: Slow > Fast (1.37–78.7 °/s)
		191	GOBO SCROLL CW: Fast

CH	Function	DMX	Description
13	Gobo 2 (continued)	192	GOBO SCROLL CCW: Slow
		193–254	GOBO SCROLL CCW: Slow > Fast (1.37–78.7 °/s)
		255	GOBO SCROLL CCW: Fast
14	Gobo 2 Rotation Speed	0–127	Position (360°)
		128–190	F > S - Rotate CW (655–0.1 °/s)
		191–192	GOBO 2 ROTATE: Stop
		193–255	S > F - Rotate CCW (0.1–655 °/s)
15	Prism		Same as CH 23 in the mode “29Ch Mode” (p. 14)
16	Prism Rotation Speed		Same as CH 24 in the mode “29Ch Mode” (p. 14)
17	Prism 2	0–4	Open
		5–255	5-Facet Prism
18	Prism 2 Rotation Speed	0–127	Indexing (360°)
		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)
19	Frost		Same as CH 26 in the mode “29Ch Mode” (p. 14)
20	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
21	Focus	0	Min
		1–254	Min > Max
		255	Max
22	Control		Same as CH 29 in the mode “29Ch Mode” (p. 15)

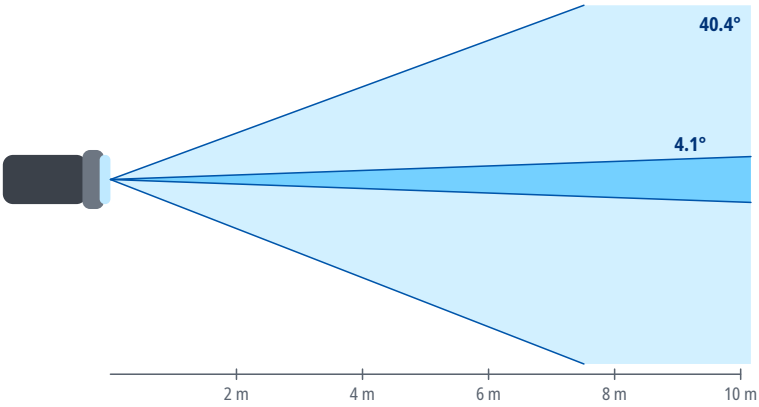
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	350 W
Luminous flux	14,407 lm
Color temperature	6,858 K
Color rendering index (CRI)	68
Optics	
Zoom	4.1–40.4°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0715)
Dimensions and construction	
Weight	21.5 kg
Operating environment	
Operating temperature	-30 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–3200 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 1 rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 4.1°	Ø 40.4°
2 m	0.14 m	1.5 m
4 m	0.29 m	2.9 m
6 m	0.43 m	4.4 m
8 m	0.57 m	5.9 m
10 m	0.72 m	7.4 m
15 m	1.1 m	11 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.