DMX REFERENCE

Scenius Unico

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Scenius_Unico_128859.gdtf
GDTF revision	fixed shaper rot and grandmaster - still needs colorwheelfix · 2026-02-13
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1 About this manual

This document describes the Scenius Unico by Clay Paky. It was compiled from the GDTF file Clay_Paky_Scenius_Unico_128859.gdtf from the GDTF-Share library.

File revision: “fixed shaper rot and grandmaster - still needs colorwheelfix”.

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 Clay Paky; 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	45.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Vector	44	11	1, 45, 89, 133, ...
Standard	40	12	1, 41, 81, 121, ...

No light? Check these channels

- Vector: CH 6 Strobe at 104–107, 208–212 or 252–255 “Open”
- Standard: CH 6 Strobe at 104–107, 208–212 or 252–255 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

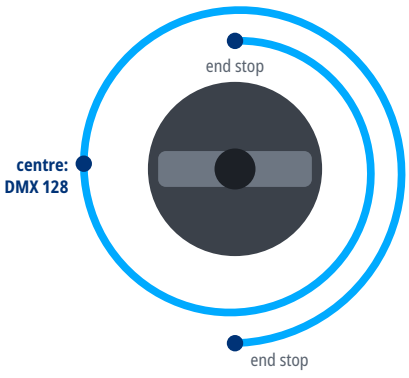
Description in the GDTF file

“The Scenius Unico is the latest addition to the Scenius family, therefore its first highly appealing feature is the quality of its light (1400W Osram lamp, 6500K, very high CRI). It is a magnificent spot light for projecting effects, with six rotating gobos, a rotating prism a beautiful animation wheel, and it is equipped with the most sophisticated and most precise framing system on the market today. The Scenius Unico is also an excellent wash light, since it features a system with different diffusion filters, which may be inserted gradually. However the most amazing feature is that the Scenius Unico can also generate a powerful narrow beam of super concentrated light, with a minimum beam angle of only 5 degrees.”

Range of movement

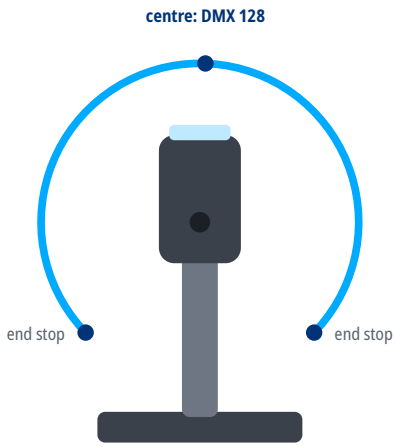
Pan 540°

top view



Tilt 268°

side view



5 Installation

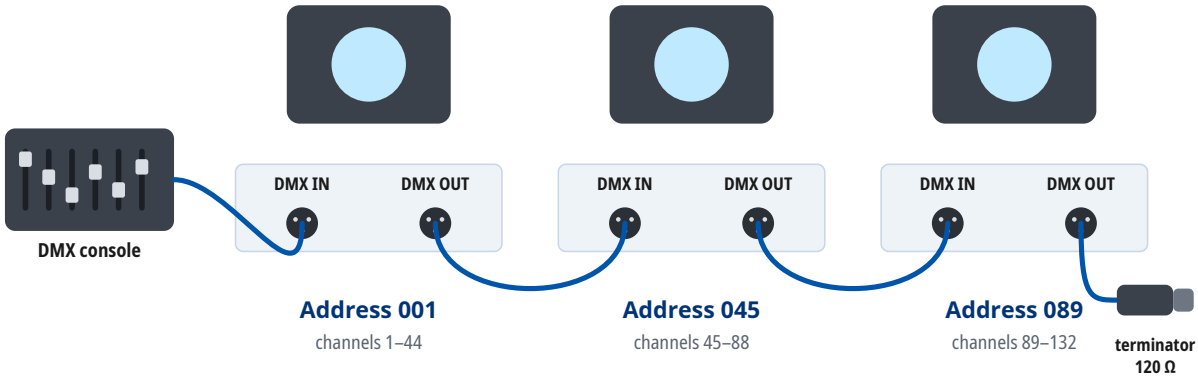
⚠ WARNING

- 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: 45.6 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 Vector: every unit occupies 44 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 “Vector”: 44.
- 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 “Vector”, you can use, for example, the start addresses 1, 45, 89, 133.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Vector 44 channels	Standard 40 channels
Pan / Tilt	32, 34	32, 34
Dimmer	7	7
Shutter / strobe	6	6
Color mixing	1–3	1–3
Color temperature	4	4
Color wheel	5	5
Gobo wheel	12	12
Gobo rotation	13	13
Prism	15, 16	15, 16
Frost	17, 39	17, 39
Zoom	29	29
Focus	27, 30, 31	27, 30, 31
Iris	9	9
Animation wheel	10, 11	10, 11

Color wheel

1 Dark Red
DMX 16

2 Brillant Blue
DMX 32

3 Green
DMX 48

4 Half Minus Green
DMX 64

5 Light Orange
DMX 80

6 Dark Orange
DMX 96

7 Navy Blue
DMX 112

8 Empty
DMX 0

Gobo wheel

1 Gobo 1 Index: Open
DMX 0–18

2 
Gobo 1 Index: GOD00E-001
DMX 19–36

3 
Gobo 1 Index: GOD00E-002
DMX 37–55

4 
Gobo 1 Index: GOD00E-017
DMX 56–73

5 
Gobo 1 Index: GOD00E-010
DMX 74–92

6 
Gobo 1 Index: GOD00E-005
DMX 93–110

7 
GOD00E-018
DMX 111–130

Animation wheel



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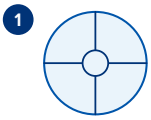
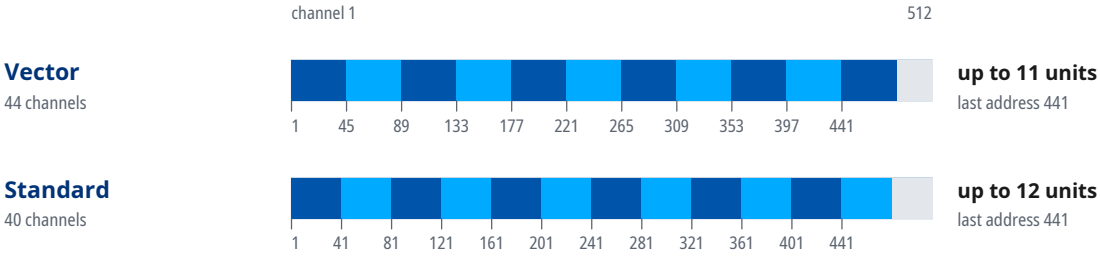
Prism



4 facets
Prism

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Vector”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	221	11	441	16	U2 · 177
2	45	7	265	12	U2 · 1	17	U2 · 221
3	89	8	309	13	U2 · 45	18	U2 · 265
4	133	9	353	14	U2 · 89	19	U2 · 309
5	177	10	397	15	U2 · 133	20	U2 · 353

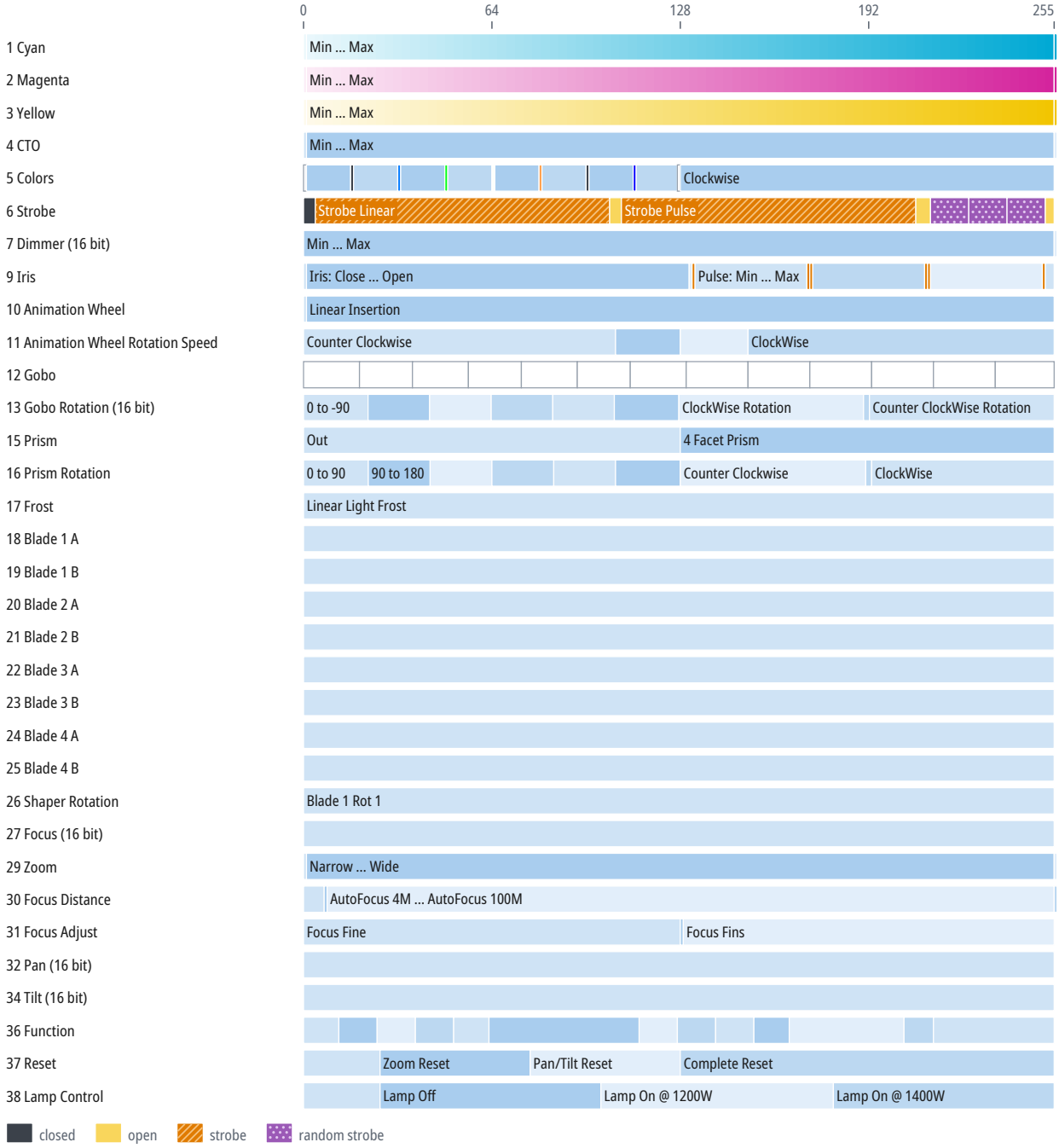
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Vector

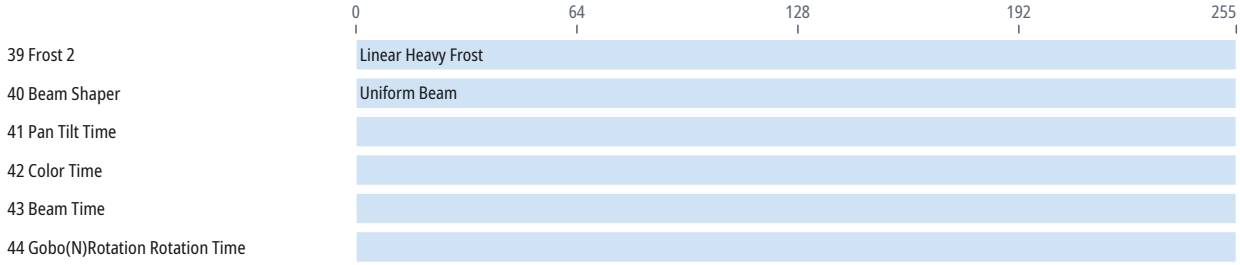
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Strobe at 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Strobe 255, CH 7 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	Min
		1–254	Min ... Max
		255	Max
2	Magenta	0	Min
		1–254	Min ... Max
		255	Max
3	Yellow	0	Min
		1–254	Min ... Max
		255	Max
4	CTO		CTO Filter
		0	Min
		1–254	Min ... Max
		255	Max
5	Colors	0	Empty
		1–15	Empty ... Dark Red
		16	Dark Red
		17–31	Dark Red ... Brillant Blue
		32	Brillant Blue
		33–47	Brillant Blue ... Green
		48	Green
		49–63	Green ... Half Minus Green
		64	Half Minus Green
		65–79	Half Minus Green ... Light Orange
		80	Light Orange
		81–95	Light Orange ... Dark Orange
		96	Dark Orange
		97–111	Dark Orange ... Navy Blue
		112	Navy Blue
		113–126	Navy Blue ... Empty
		127	Empty
		128–255	Clockwise
6	Strobe	0–3	Shutter: Close
		4–103	Strobe Linear (0.1–0.12 Hz)

CH	Function	DMX	Description
6	Strobe (continued)	104–107	Shutter: Open
		108–207	Strobe Pulse (0.1–0.12 Hz)
		208–212	Shutter: Open
		213–225	Random Low (1–4 Hz)
		226–238	Random Medium (4–8 Hz)
		239–251	Random Fast (8–12 Hz)
		252–255	Shutter: Open
7	Dimmer	0–255	Min ... Max
		255	Max
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Iris	0	Iris: Close
		1–130	Iris: Close ... Open
		131	Iris: Open
		132	Pulse: Min
		133–170	Pulse: Min ... Max
		171	Pulse: Max
		172	Iris Pulse Open: Min
		173–210	Iris Pulse Open: Min ... Max
		211	Iris Pulse Open: Max
		212	Iris Pulse Close: Min
		213–250	Iris Pulse Close: Min ... Max
		251	Iris Pulse Close: Max
		252–255	Iris: Open
10	Animation Wheel	0	Out
		1–255	Linear Insertion
11	Animation Wheel Rotation Speed		Animation Wheel 1 Select Spin 1
		0–105	Counter Clockwise
		106–127	Slow Counter Clockwise
		128–150	Slow ClockWise
		151–255	ClockWise
12	Gobo	0–18	Gobo 1 Index: Open
		19–36	Gobo 1 Index: GOD00E-001
		37–55	Gobo 1 Index: GOD00E-002
		56–73	Gobo 1 Index: GOD00E-017
		74–92	Gobo 1 Index: GOD00E-010
		93–110	Gobo 1 Index: GOD00E-005
		111–129	Gobo 1 Index: GOD00E-018
		130–150	Gobo 1 Shake Index: GOD00E-001
		151–171	Gobo 1 Shake Index: GOD00E-002
		172–192	Gobo 1 Shake Index: GOD00E-017
		193–213	Gobo 1 Shake Index: GOD00E-010
		214–234	Gobo 1 Shake Index: GOD00E-005

CH	Function	DMX	Description
12	Gobo (continued)	235–255	Gobo 1 Shake Index: GOD00E-018
13	Gobo Rotation	0–21	0 to -90
		22–42	-90 to -180
		43–63	-180 to -270
		64–84	-270 to -360
		85–105	-360 to -450
		106–127	-450 to -540
		128–190	ClockWise Rotation
		191–192	Stop Rotation
		193–255	Counter ClockWise Rotation
14	Gobo Rotation Fine	0–255	Fine adjustment of CH 13
15	Prism	0–127	Out
		128–255	4 Facet Prism
16	Prism Rotation	0–21	0 to 90
		22–42	90 to 180
		43–63	180 to 270
		64–84	270 to 360
		85–105	360 to 450
		106–127	450 to 540
		128–190	Counter Clockwise
		191–192	Stop
		193–255	ClockWise
17	Frost		Light Frost
		0–255	Linear Light Frost
18	Blade 1 A	0–255	
19	Blade 1 B	0–255	
20	Blade 2 A	0–255	
21	Blade 2 B	0–255	
22	Blade 3 A	0–255	
23	Blade 3 B	0–255	
24	Blade 4 A	0–255	
25	Blade 4 B	0–255	
26	Shaper Rotation		Blade 1 Rot 1
		0–255	Blade 1 Rot 1
27	Focus	0–255	
28	Focus Fine	0–255	Fine adjustment of CH 27
29	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
30	Focus Distance	0–6	AutoFocus Disable
		7	AutoFocus 4M
		8–254	AutoFocus 4M ... AutoFocus 100M

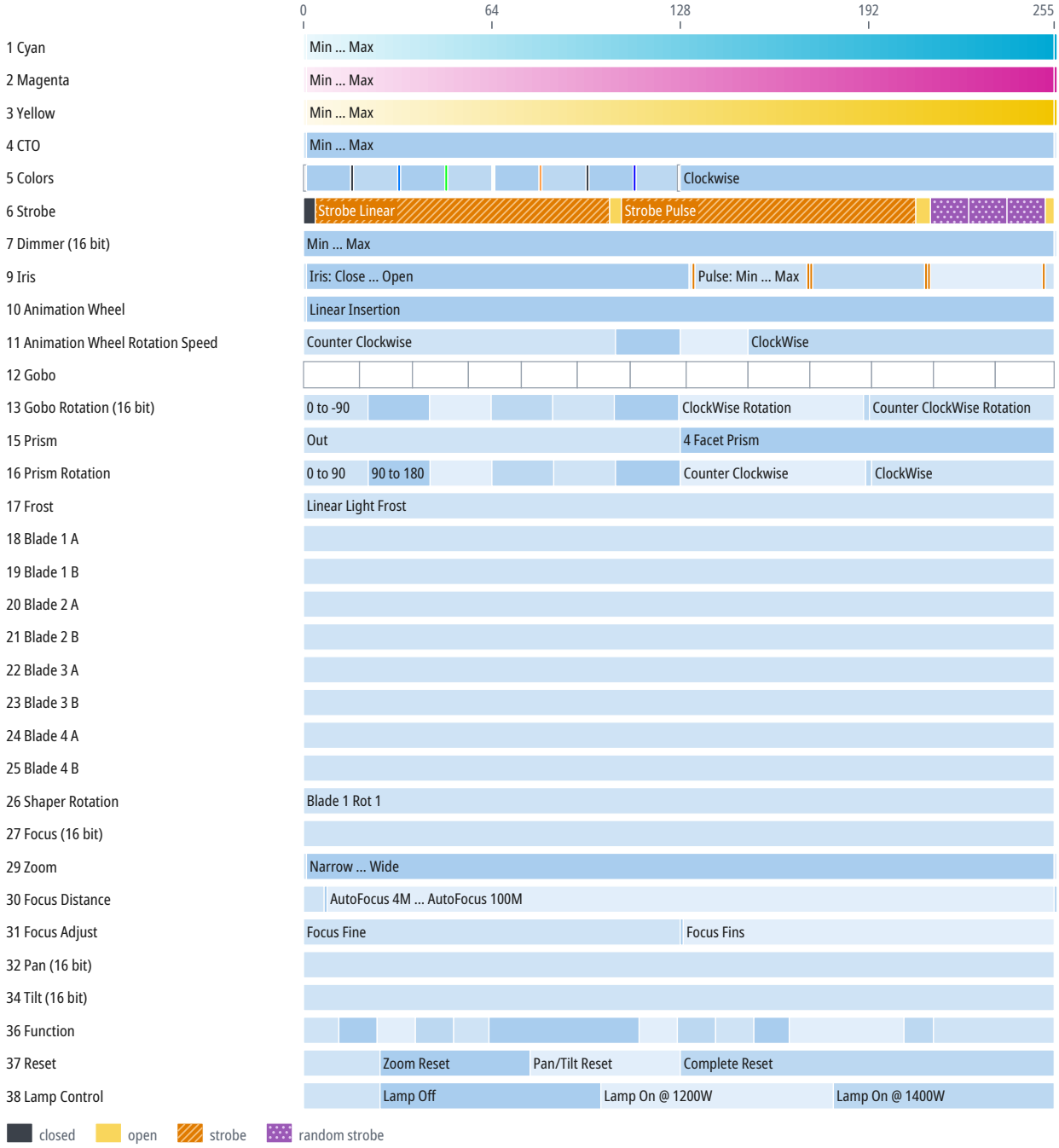
CH	Function	DMX	Description
30	Focus Distance (continued)	255	AutoFocus 100M
31	Focus Adjust	0–127	Focus Fine
		128	Stop
		129–255	Focus Fins
32	Pan	0–255	540°
33	Pan Fine	0–255	Fine adjustment of CH 32
34	Tilt	0–255	268°
35	Tilt Fine	0–255	Fine adjustment of CH 34
36	Function	0–11	Function 1
		12–24	Fast Pan/Tilt Speed
		25–37	Normal Pan/Tilt Speed
		38–50	Conventional Dimmer Curve
		51–62	Standard Dimmer Curve
		63–113	Standard Dimmer Curve ... Slow Blade Speed
		114–126	Slow Blade Speed
		127–139	Fast Blade Speed
		140–152	Fast Gobo Change
		153–164	Normal Gobo Change
		165–203	Normal Gobo Change ... Linear Dimmer Curve
		204–213	Linear Dimmer Curve
		214–255	Function 1
37	Reset	0–25	Fixture Global Reset 1
		26–76	Zoom Reset
		77–127	Pan/Tilt Reset
		128–255	Complete Reset
38	Lamp Control	0–25	Lamp Control 1
		26–100	Lamp Off
		101–179	Lamp On @ 1200W
		180–255	Lamp On @ 1400W
39	Frost 2		Heavy Frost
		0–255	Linear Heavy Frost
40	Beam Shaper	0–255	Uniform Beam
41	Pan Tilt Time	0–255	
42	Color Time	0–255	
43	Beam Time	0–255	
44	Gobo(N)Rotation Rotation Time	0–255	

Mode Standard

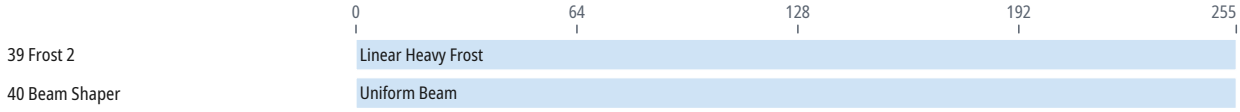
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Strobe at 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Strobe 255, CH 7 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Cyan		Same as CH 1 in the mode “Vector” (p. 11)
2	Magenta		Same as CH 2 in the mode “Vector” (p. 11)
3	Yellow		Same as CH 3 in the mode “Vector” (p. 11)
4	CTO		Same as CH 4 in the mode “Vector” (p. 11)
5	Colors		Same as CH 5 in the mode “Vector” (p. 11)
6	Strobe		Same as CH 6 in the mode “Vector” (p. 11)
7	Dimmer		Same as CH 7 in the mode “Vector” (p. 12)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Iris		Same as CH 9 in the mode “Vector” (p. 12)
10	Animation Wheel		Same as CH 10 in the mode “Vector” (p. 12)
11	Animation Wheel Rotation Speed		Same as CH 11 in the mode “Vector” (p. 12)
12	Gobo		Same as CH 12 in the mode “Vector” (p. 12)
13	Gobo Rotation		Same as CH 13 in the mode “Vector” (p. 13)
14	Gobo Rotation Fine	0–255	Fine adjustment of CH 13
15	Prism		Same as CH 15 in the mode “Vector” (p. 13)
16	Prism Rotation		Same as CH 16 in the mode “Vector” (p. 13)
17	Frost		Same as CH 17 in the mode “Vector” (p. 13)
18	Blade 1 A	0–255	
19	Blade 1 B	0–255	
20	Blade 2 A	0–255	
21	Blade 2 B	0–255	
22	Blade 3 A	0–255	
23	Blade 3 B	0–255	
24	Blade 4 A	0–255	
25	Blade 4 B	0–255	
26	Shaper Rotation		Same as CH 26 in the mode “Vector” (p. 13)
27	Focus	0–255	
28	Focus Fine	0–255	Fine adjustment of CH 27
29	Zoom		Same as CH 29 in the mode “Vector” (p. 13)
30	Focus Distance		Same as CH 30 in the mode “Vector” (p. 13)
31	Focus Adjust		Same as CH 31 in the mode “Vector” (p. 14)
32	Pan	0–255	540°
33	Pan Fine	0–255	Fine adjustment of CH 32
34	Tilt	0–255	268°
35	Tilt Fine	0–255	Fine adjustment of CH 34
36	Function		Same as CH 36 in the mode “Vector” (p. 14)
37	Reset		Same as CH 37 in the mode “Vector” (p. 14)

CH	Function	DMX	Description
38	Lamp Control		Same as CH 38 in the mode “Vector” (p. 14)
39	Frost 2		Same as CH 39 in the mode “Vector” (p. 14)
40	Beam Shaper	0–255	Uniform Beam

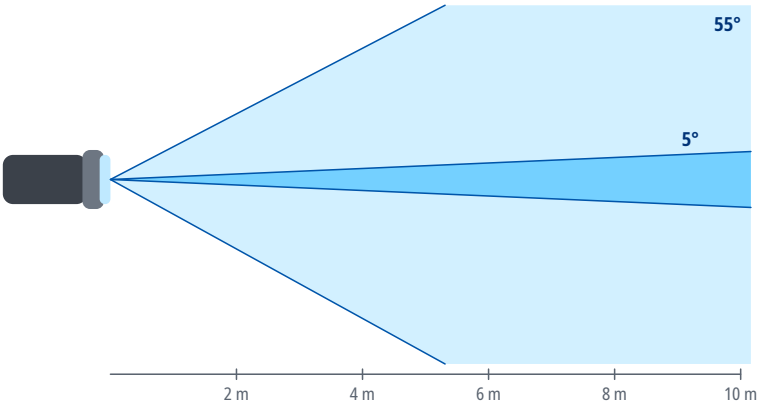
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,400 W
Luminous flux	33,130 lm
Color temperature	6,000 K
Color rendering index (CRI)	92
Optics	
Zoom	5–55°
Movement	
Pan	540°
Tilt	268°
Control	
DMX connection	BNC IN/OUT, 5-pin XLR
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	45.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6700 K
Strobe frequency	0.1–0.12 Hz

Spot diameter



Distance	Ø 5°	Ø 55°
2 m	0.17 m	2.1 m
4 m	0.35 m	4.2 m
6 m	0.52 m	6.2 m
8 m	0.7 m	8.3 m
10 m	0.87 m	10.4 m
15 m	1.3 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.