DMX REFERENCE

Otello 6 HD

Coemar Lighting



Manufacturer	Coemar Lighting
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 8
Mode Full Spectrum 16CH 9
Mode Full Spectrum 1CH 12
Mode Full Spectrum 16CH + Zoom 12
Mode Full Spectrum 7CH 13
Mode Full Spectrum 7CH + Zoom 14
Mode Full Spectrum Studio 14
Mode Full Spectrum Studio + Zoom 15
Mode Full Spectrum RGB 15
Mode Full Spectrum RGB + Zoom 16
Mode Full Spectrum RGB Fine 16
Mode Full Spectrum RGB Fine + Zoom 17
Mode VariWhite 5CH 18
Mode VariWhite 5CH + Zoom 18
Mode VariWhite 1CH 19
Mode VariWhite 3CH 19
Mode VariWhite 3CH + Zoom 19
Mode VariWhite Sunrise Mode 20
Mode VariWhite Sunrise Mode + Zoom 20
Mode VariWhite Raw 20
Mode VariWhite Raw 1 21
9 Technical specifications 22
10 Maintenance and cleaning 22
11 Troubleshooting 23
12 Disposal 23

1 About this manual

This document describes the Otello 6 HD by Coemar Lighting. It was compiled from the GDTF file Coemar_Lighting_Otello_6_HD_46715.gdtf from the GDTF-Share library.

File revision: “Otello 6 HD Plus, Uploaded to GDTF Share.”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Coemar Lighting; 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	9.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Full Spectrum 16CH	16	32	1, 17, 33, 49, ...
Full Spectrum 1CH	1	512	1, 2, 3, 4, ...
Full Spectrum 16CH + Zoom	17	30	1, 18, 35, 52, ...
Full Spectrum 7CH	7	73	1, 8, 15, 22, ...
Full Spectrum 7CH + Zoom	8	64	1, 9, 17, 25, ...
Full Spectrum Studio	7	73	1, 8, 15, 22, ...
Full Spectrum Studio + Zoom	8	64	1, 9, 17, 25, ...
Full Spectrum RGB	9	56	1, 10, 19, 28, ...
Full Spectrum RGB + Zoom	10	51	1, 11, 21, 31, ...
Full Spectrum RGB Fine	12	42	1, 13, 25, 37, ...
Full Spectrum RGB Fine + Zoom	13	39	1, 14, 27, 40, ...
VariWhite 5CH	5	102	1, 6, 11, 16, ...
VariWhite 5CH + Zoom	6	85	1, 7, 13, 19, ...
VariWhite 1CH	1	512	1, 2, 3, 4, ...
VariWhite 3CH	3	170	1, 4, 7, 10, ...
VariWhite 3CH + Zoom	4	128	1, 5, 9, 13, ...
VariWhite Sunrise Mode	5	102	1, 6, 11, 16, ...
VariWhite Sunrise Mode + Zoom	6	85	1, 7, 13, 19, ...
VariWhite Raw	5	102	1, 6, 11, 16, ...
VariWhite Raw 1	6	85	1, 7, 13, 19, ...



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.

4 Installation

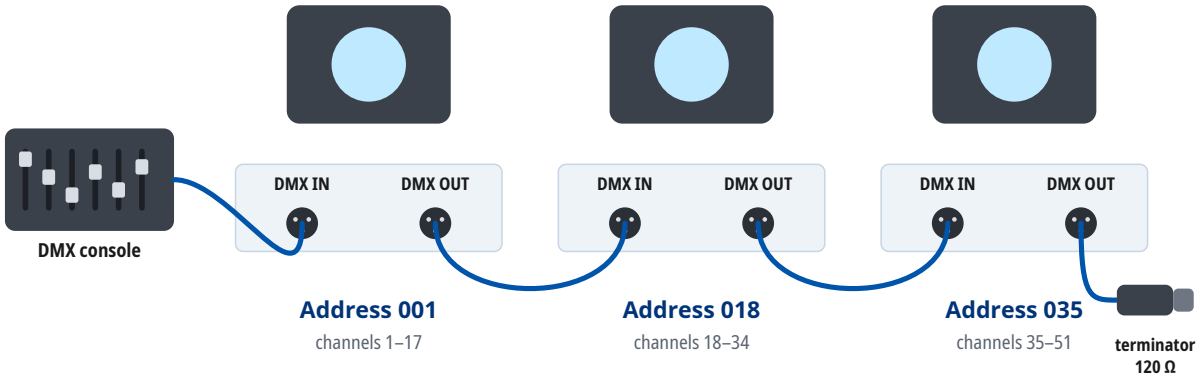
⚠ **WARNING**

- 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: 9.5 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.

5 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 Full Spectrum 16CH + Zoom: every unit occupies 17 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.

6 Operation

Setting the DMX address

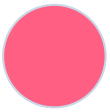
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Full Spectrum 16CH + Zoom”: 17.
- Choose start addresses so that the channels of individual devices do not overlap and 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 “Full Spectrum 16CH + Zoom”, you can use, for example, the start addresses 1, 18, 35, 52.
- 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.

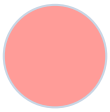
7 Functions at a glance

Functions in each DMX mode

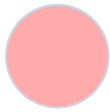
	Full Spectrum 16CH 16 channels	Full Spectrum 1CH 1 channel	Full Spectrum 16CH + Zoom 17 channels	Full Spectrum 7CH 7 channels	Full Spectrum 7CH + Zoom 8 channels	Full Spectrum Studio 7 channels	Full Spectrum Studio + Zoom 8 channels	Full Spectrum RGB 9 channels
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	16 bit	8 bit	16 bit	8 bit	8 bit	16 bit	16 bit	16 bit
Shutter / strobe	8		8					8
Color mixing	2–7		2–7	2–7	2–7			3–5
Color temperature	14		14			2	2	6
Color wheel	11–13		11–13					
Zoom			17		8		8	

Color wheel 1

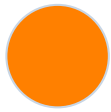
1  DMX 10–34

2  DMX 35–59

3 DMX 60–84

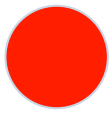
4  DMX 85–109

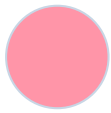
5 DMX 110–134

6  DMX 135–159

7  DMX 160–184

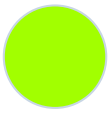
8 DMX 185–209

9  DMX 210–234

10  DMX 235–255

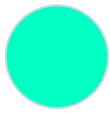
Color wheel 2

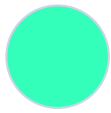
1 Wheel Slot 1 DMX 10–34

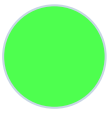
2  Wheel Slot 2 DMX 35–59

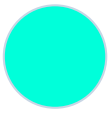
3 Wheel Slot 3 DMX 60–84

4 Wheel Slot 4 DMX 85–109

5  Wheel Slot 5 DMX 110–134

6  Wheel Slot 6 DMX 135–159

7  Wheel Slot 7 DMX 160–184

8  Wheel Slot 8 DMX 185–209

9 Wheel Slot 9 DMX 210–234

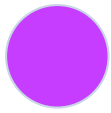
10 Wheel Slot 10 DMX 235–255

Color wheel 3

1  Wheel Slot 1 DMX 10–34

2  Wheel Slot 2 DMX 35–59

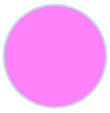
3  Wheel Slot 3 DMX 60–84

4  Wheel Slot 4 DMX 85–109

5  Wheel Slot 5 DMX 110–134

6 Wheel Slot 6 DMX 135–159

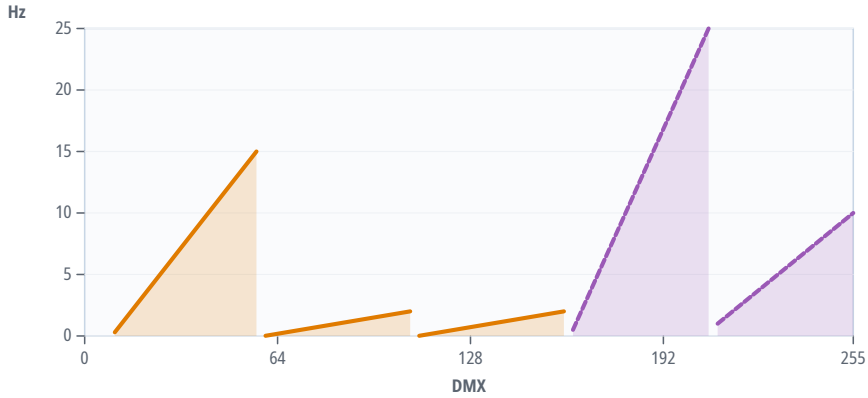
7 Wheel Slot 7 DMX 160–184

8  Wheel Slot 8 DMX 185–209

9  Wheel Slot 9 DMX 210–234

10 Wheel Slot 10 DMX 235–255

Strobe rate

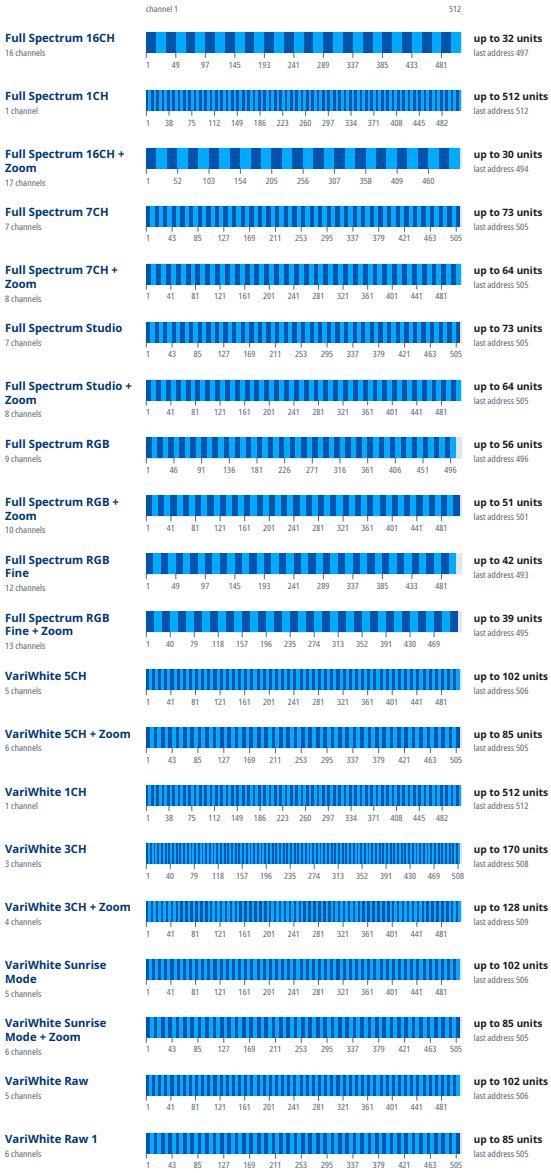


CH 8 · Full Spectrum 16CH + Zoom

- 10–57: 0.3–15 Hz
  Shutter1Strobe 2
- 60–108: 0.015–2 Hz
  Strobe Mode Pulse Close 4
- 111–159: 0.015–2 Hz
  Strobe Mode Pulse Open 6
- 162–207: 0.5–25 Hz
  StrobeModeRandom 8
- 210–255: 1–10 Hz
  Strobe Mode Random 10

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Full Spectrum 16CH + Zoom”

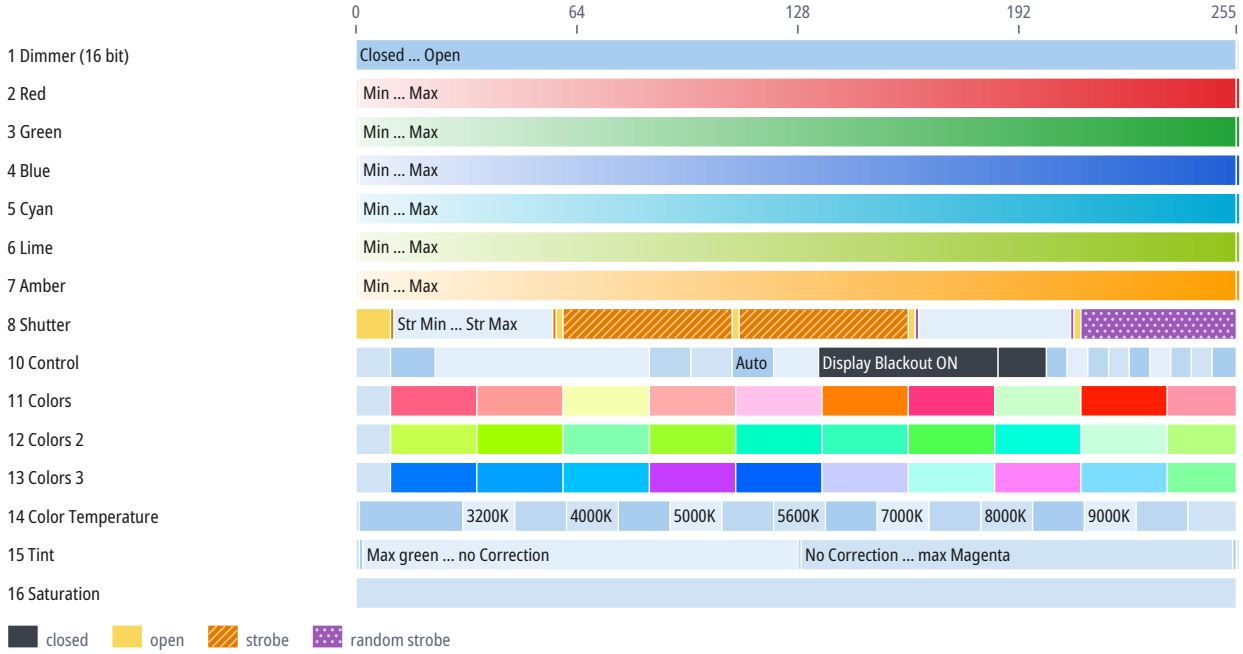
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	86	11	171	16	256
2	18	7	103	12	188	17	273
3	35	8	120	13	205	18	290
4	52	9	137	14	222	19	307
5	69	10	154	15	239	20	324

Mode Full Spectrum 16CH

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 1 Dimmer above 0; CH 8 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Cyan 255, CH 6 Lime 255, CH 7 Amber 255, CH 8 Shutter 0, CH 11 Colors 0, CH 12 Colors 2 0, CH 13 Colors 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Red	0	Min
		1–254	Min ... Max
		255	Max
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue		Color RGB_Blue 1
		0	Min

CH	Function	DMX	Description
4	Blue (continued)	1–254	Min ... Max
		255	Max
5	Cyan		Color RGB_Cyan 1
		0	Min
		1–254	Min ... Max
		255	Max
6	Lime	0	Min
		1–254	Min ... Max
		255	Max
7	Amber	0	Min
		1–254	Min ... Max
		255	Max
8	Shutter	0–9	Shutter 1: Open
		10	Str Min
		11–56	Str Min ... Str Max
		57	Str Max
		58–59	Shutter 1: Open
		60–108	Strobe Mode Pulse Close 4 (0.015–2 Hz)
		109–110	Shutter 1: Open
		111–159	Strobe Mode Pulse Open 6 (0.015–2 Hz)
		160–161	Shutter 1: Open
		162	Str Rnd Min
		163–206	Str Rnd Min ... Str Rnd Max
		207	Str Rnd Max
		208–209	Shutter 1: Open
		210–255	Strobe Mode Random 10 (1–10 Hz)
9	Dimmer Fine	0–255	Fine adjustment of CH 1
10	Control	0–9	Default
		10–22	600 HZ
		23–84	Zoom Reset
		85–96	Low Noise
		97–108	Studio
		109–120	Auto
		121–133	Fan Speed Control
		134–185	Display Blackout ON
		186–199	Display Blackout OFF
		200–205	1000 HZ
		206–211	3000 HZ
		212–217	6000 HZ
		218–223	8000 HZ
		224–229	10000 HZ
		230–235	12000 HZ

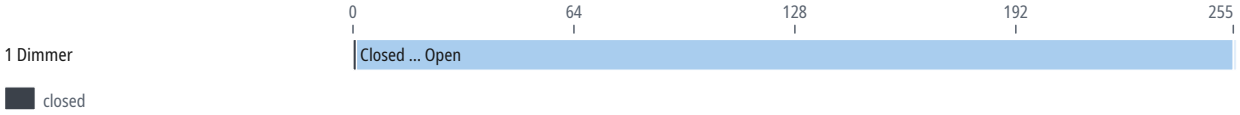
CH	Function	DMX	Description
10	Control (continued)	236–241	14000 HZ
		242–247	16000 HZ
		248–255	19000 HZ
11	Colors	0–9	Empty Channel Set
		10–34	Slot 1
		35–59	Slot 2
		60–84	Slot 3
		85–109	Slot 4
		110–134	Slot 5
		135–159	Slot 6
		160–184	Slot 7
		185–209	Slot 8
		210–234	Slot 9
		235–255	Slot 10
12	Colors 2	0–9	Empty Channel Set
		10–34	Wheel Slot 1
		35–59	Wheel Slot 2
		60–84	Wheel Slot 3
		85–109	Wheel Slot 4
		110–134	Wheel Slot 5
		135–159	Wheel Slot 6
		160–184	Wheel Slot 7
		185–209	Wheel Slot 8
		210–234	Wheel Slot 9
		235–255	Wheel Slot 10
13	Colors 3	0–9	Empty Channel Set
		10–34	Wheel Slot 1
		35–59	Wheel Slot 2
		60–84	Wheel Slot 3
		85–109	Wheel Slot 4
		110–134	Wheel Slot 5
		135–159	Wheel Slot 6
		160–184	Wheel Slot 7
		185–209	Wheel Slot 8
		210–234	Wheel Slot 9
		235–255	Wheel Slot 10
14	Color Temperature	0	No effect
		1–30	No effect ... 3200K
		31–45	3200K
		46–60	3200K ... 4000K
		61–75	4000K
		76–90	4000K ... 5000K

CH	Function	DMX	Description
14	Color Temperature (continued)	91–105	5000K
		106–120	5000K … 5600K
		121–135	5600K
		136–150	5600K … 7000K
		151–165	7000K
		166–180	7000K … 8000K
		181–195	8000K
		196–210	8000K … 9000K
		211–225	9000K
		226–240	9000K … 1000K
		241–255	1000K
15	Tint	0	Empty Channel Set
		1	Max green
		2–127	Max green … no Correction
		128	No Correction
		129–253	No Correction … max Magenta
		254	Max Magenta
		255	Empty Channel Set
16	Saturation	0–255	

Mode Full Spectrum 1CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open

Mode Full Spectrum 16CH + Zoom

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 1 Dimmer above 0; CH 8 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Cyan 255, CH 6 Lime 255, CH 7 Amber 255, CH 8 Shutter 0, CH 11 Colors 0, CH 12 Colors 2 0, CH 13 Colors 3 0.

Channel functions at a glance

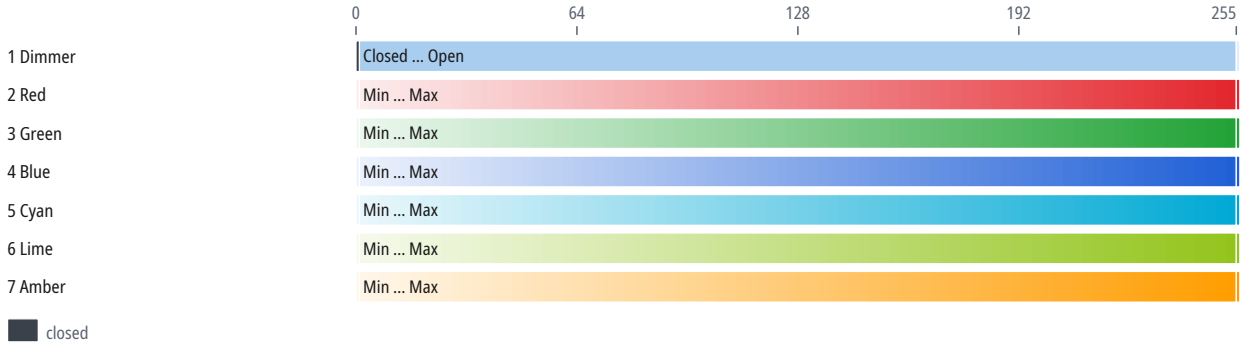


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Red		Same as CH 2 in the mode “Full Spectrum 16CH” (p. 10)
3	Green		Same as CH 3 in the mode “Full Spectrum 16CH” (p. 10)
4	Blue		Same as CH 4 in the mode “Full Spectrum 16CH” (p. 10)
5	Cyan		Same as CH 5 in the mode “Full Spectrum 16CH” (p. 11)
6	Lime		Same as CH 6 in the mode “Full Spectrum 16CH” (p. 11)
7	Amber		Same as CH 7 in the mode “Full Spectrum 16CH” (p. 11)
8	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
9	Dimmer Fine	0–255	Fine adjustment of CH 1
10	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
11	Colors		Same as CH 11 in the mode “Full Spectrum 16CH” (p. 12)
12	Colors 2		Same as CH 12 in the mode “Full Spectrum 16CH” (p. 12)
13	Colors 3		Same as CH 13 in the mode “Full Spectrum 16CH” (p. 12)
14	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
15	Tint		Same as CH 15 in the mode “Full Spectrum 16CH” (p. 13)
16	Saturation	0–255	
17	Zoom	0	Min
		1–127	Min … mid
		128	Mid
		129–254	Mid … max
		255	Max

Mode Full Spectrum 7CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Cyan 255, CH 6 Lime 255, CH 7 Amber 255.

Channel functions at a glance



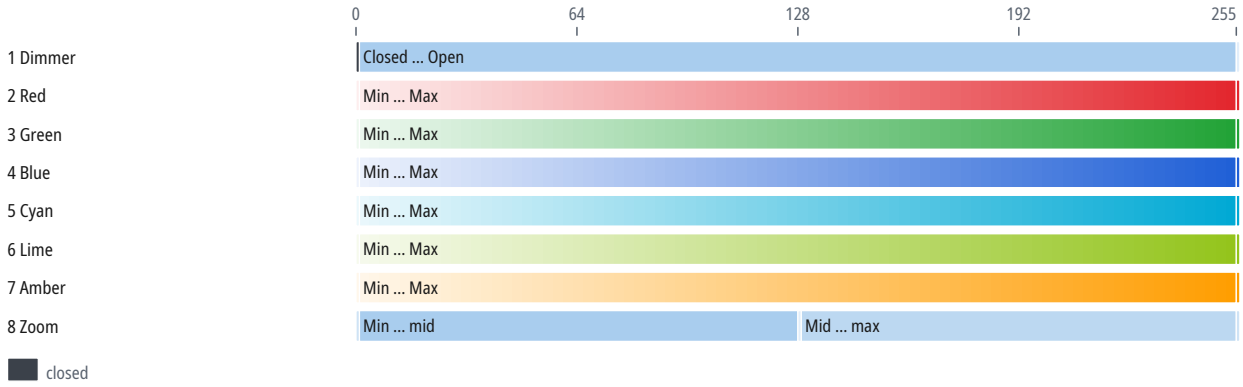
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 1CH” (p. 13)
2	Red		Same as CH 2 in the mode “Full Spectrum 16CH” (p. 10)
3	Green		Same as CH 3 in the mode “Full Spectrum 16CH” (p. 10)
4	Blue		Same as CH 4 in the mode “Full Spectrum 16CH” (p. 10)
5	Cyan		Same as CH 5 in the mode “Full Spectrum 16CH” (p. 11)

CH	Function	DMX	Description
6	Lime		Same as CH 6 in the mode “Full Spectrum 16CH” (p. 11)
7	Amber		Same as CH 7 in the mode “Full Spectrum 16CH” (p. 11)

Mode Full Spectrum 7CH + Zoom

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Cyan 255, CH 6 Lime 255, CH 7 Amber 255.

Channel functions at a glance



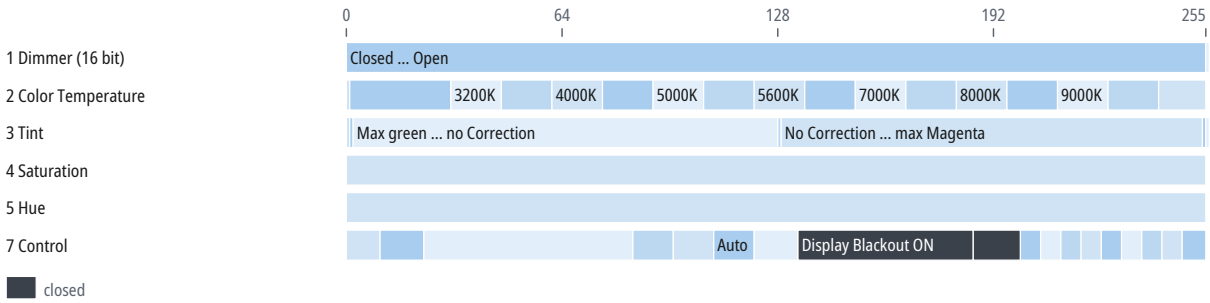
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 1CH” (p. 13)
2	Red		Same as CH 2 in the mode “Full Spectrum 16CH” (p. 10)
3	Green		Same as CH 3 in the mode “Full Spectrum 16CH” (p. 10)
4	Blue		Same as CH 4 in the mode “Full Spectrum 16CH” (p. 10)
5	Cyan		Same as CH 5 in the mode “Full Spectrum 16CH” (p. 11)
6	Lime		Same as CH 6 in the mode “Full Spectrum 16CH” (p. 11)
7	Amber		Same as CH 7 in the mode “Full Spectrum 16CH” (p. 11)
8	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode Full Spectrum Studio

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



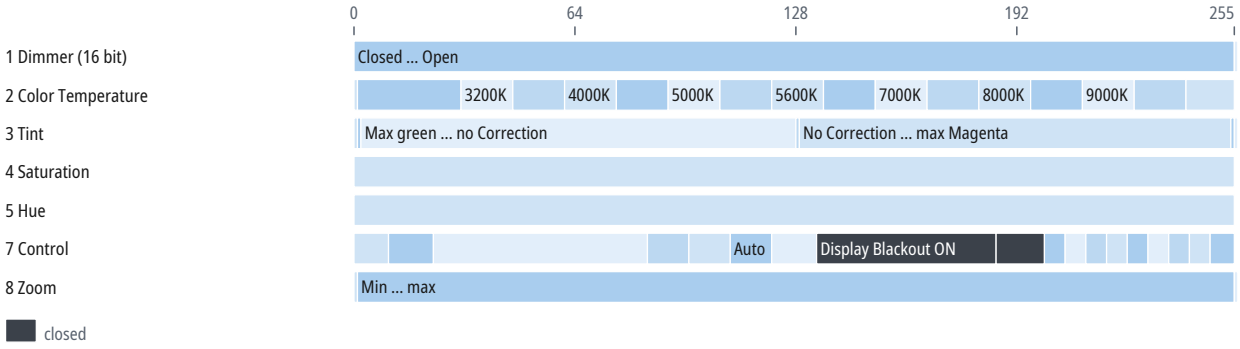
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
3	Tint		Same as CH 15 in the mode “Full Spectrum 16CH” (p. 13)
4	Saturation	0–255	
5	Hue	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 1
7	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode Full Spectrum Studio + Zoom

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
3	Tint		Same as CH 15 in the mode “Full Spectrum 16CH” (p. 13)
4	Saturation	0–255	
5	Hue	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 1
7	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
8	Zoom	0	Min
		1–254	Min ... max
		255	Max

Mode Full Spectrum RGB

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 1 Dimmer above 0; CH 8 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 8 Shutter 0.

Channel functions at a glance



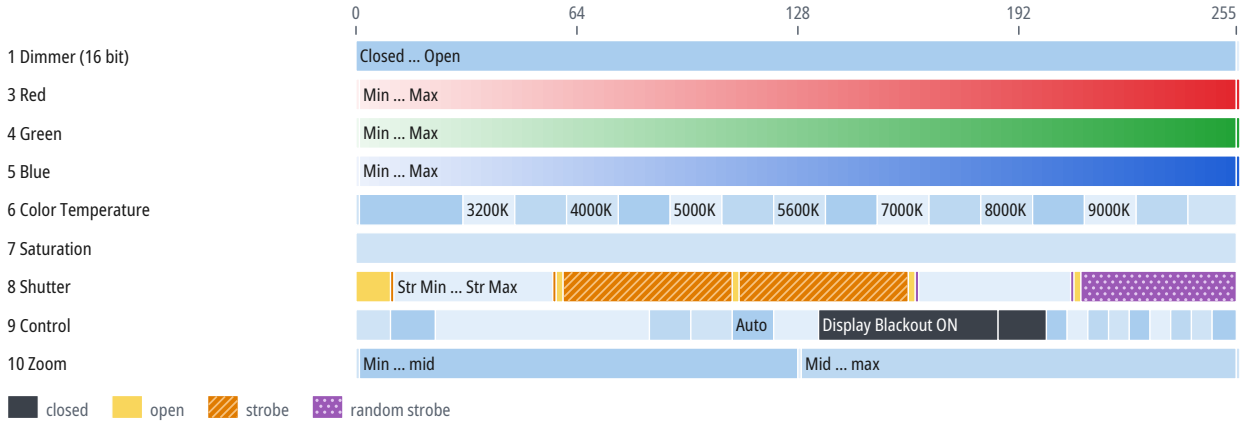
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 2 in the mode “Full Spectrum 16CH” (p. 10)
4	Green		Same as CH 3 in the mode “Full Spectrum 16CH” (p. 10)
5	Blue		Same as CH 4 in the mode “Full Spectrum 16CH” (p. 10)
6	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
7	Saturation	0–255	
8	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
9	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode Full Spectrum RGB + Zoom

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 1 Dimmer above 0; CH 8 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 8 Shutter 0.

Channel functions at a glance



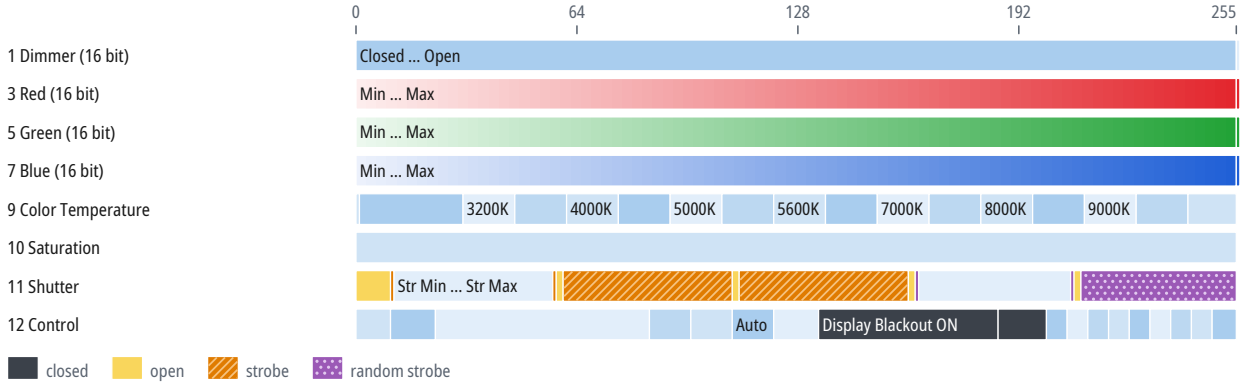
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 2 in the mode “Full Spectrum 16CH” (p. 10)
4	Green		Same as CH 3 in the mode “Full Spectrum 16CH” (p. 10)
5	Blue		Same as CH 4 in the mode “Full Spectrum 16CH” (p. 10)
6	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
7	Saturation	0–255	
8	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
9	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
10	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode Full Spectrum RGB Fine

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 1 Dimmer above 0; CH 11 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 11 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Min ... Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	Min ... Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Color RGB_Blue 1
		0–255	Min ... Max
		255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
10	Saturation	0–255	
11	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
12	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode Full Spectrum RGB Fine + Zoom

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 1 Dimmer above 0; CH 11 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 11 Shutter 0.

Channel functions at a glance



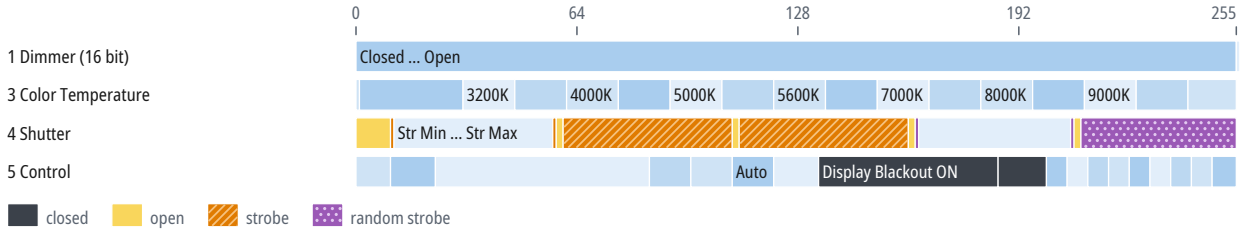
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “Full Spectrum RGB Fine” (p. 18)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 5 in the mode “Full Spectrum RGB Fine” (p. 18)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 7 in the mode “Full Spectrum RGB Fine” (p. 18)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
10	Saturation	0–255	
11	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
12	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
13	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode VariWhite 5CH

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 1 Dimmer above 0; CH 4 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
4	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode VariWhite 5CH + Zoom

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 1 Dimmer above 0; CH 4 Shutter at 0–9, 58–59, 109–110, 160–161 or 208–209 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Shutter 0.

Channel functions at a glance

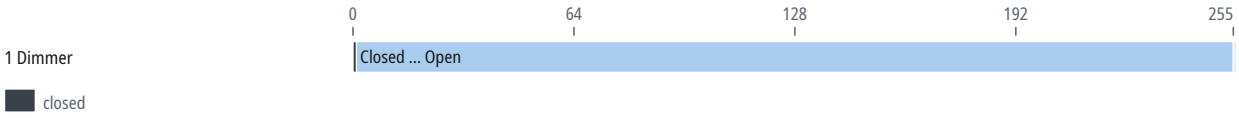


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
4	Shutter		Same as CH 8 in the mode “Full Spectrum 16CH” (p. 11)
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
6	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode VariWhite 1CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

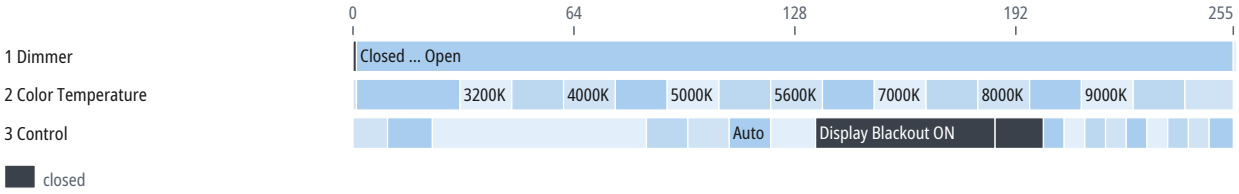


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 1CH” (p. 13)

Mode VariWhite 3CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

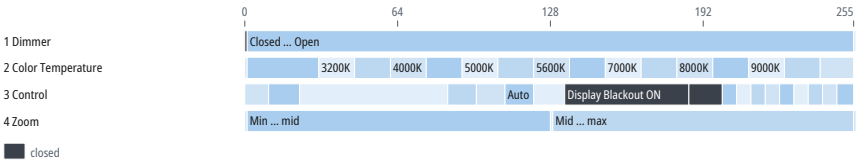


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 1CH” (p. 13)
2	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
3	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode VariWhite 3CH + Zoom

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



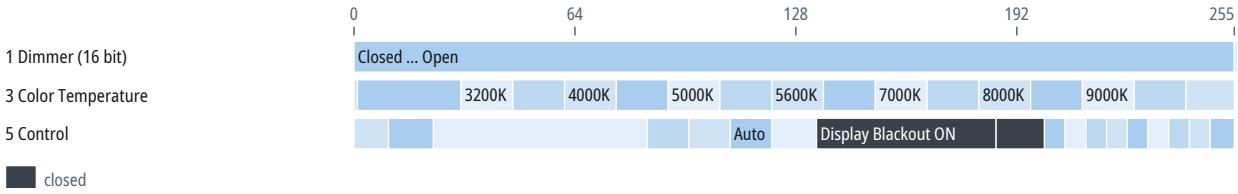
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 1CH” (p. 13)
2	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
3	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
4	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode VariWhite Sunrise 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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



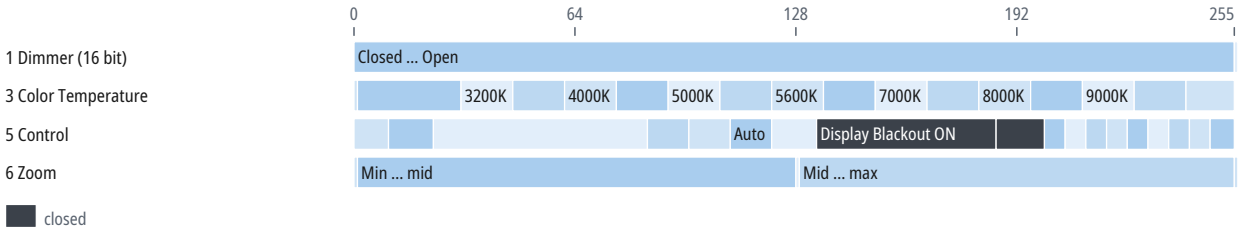
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode VariWhite Sunrise Mode + Zoom

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

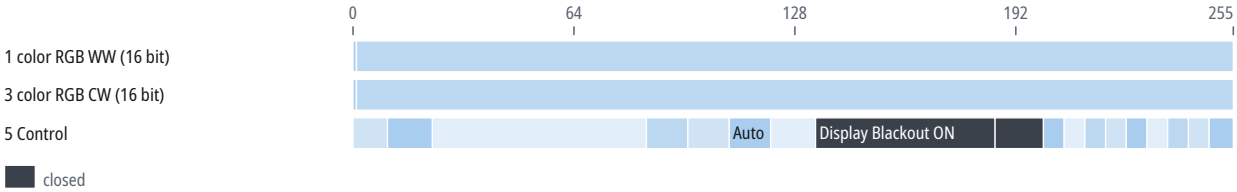


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Full Spectrum 16CH” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 14 in the mode “Full Spectrum 16CH” (p. 12)
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
6	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

Mode VariWhite Raw

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

Channel functions at a glance

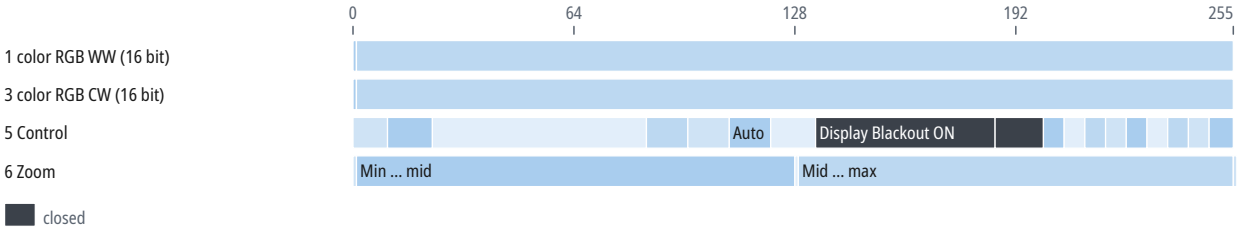


CH	Function	DMX	Description
1	color RGB WW	0	Min … max
		0	Max
		1–255	Color RGB_WW 1
2	color RGB WW Fine	0–255	Fine adjustment of CH 1
3	color RGB CW	0	Min … max
		0	Max
		1–255	Color RGB_CW 1
4	color RGB CW Fine	0–255	Fine adjustment of CH 3
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)

Mode VariWhite Raw 1

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

Channel functions at a glance



CH	Function	DMX	Description
1	color RGB WW		Same as CH 1 in the mode “VariWhite Raw” (p. 22)
2	color RGB WW Fine	0–255	Fine adjustment of CH 1
3	color RGB CW		Same as CH 3 in the mode “VariWhite Raw” (p. 22)
4	color RGB CW Fine	0–255	Fine adjustment of CH 3
5	Control		Same as CH 10 in the mode “Full Spectrum 16CH” (p. 11)
6	Zoom		Same as CH 17 in the mode “Full Spectrum 16CH + Zoom” (p. 14)

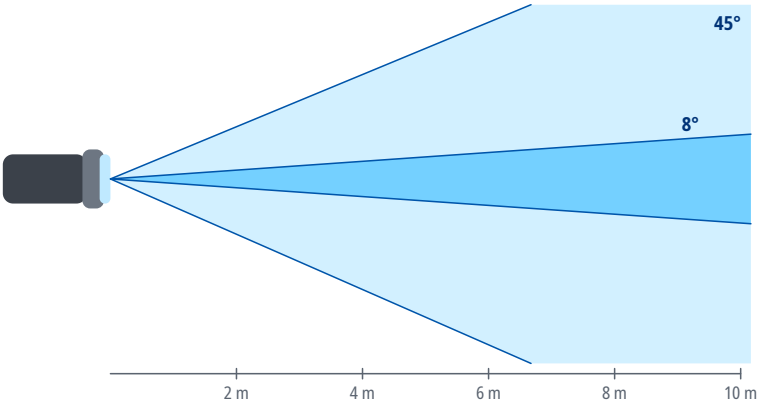
9 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	190 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	97
Optics	
Zoom	8–45°
Control	
RDM	yes (manufacturer ID 0x434D, device model ID 0x0D30)
Dimensions and construction	
Weight	9.5 kg
Operating environment	
Operating temperature	-20 to 35 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–10000 K
Strobe frequency	0.3–15 Hz
LED frequency	1000–19000 Hz

Spot diameter



Distance	Ø 8°	Ø 45°
2 m	0.28 m	1.7 m
4 m	0.56 m	3.3 m
6 m	0.84 m	5 m
8 m	1.1 m	6.6 m
10 m	1.4 m	8.3 m
15 m	2.1 m	12.4 m

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

10 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.

11 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.

12 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.