DMX REFERENCE

DLW L600C6P IP

DLW



Manufacturer	DLW
GDTF file	DLW_DLW_L600C6P_IP_170434.gdtf
GDTF revision	DLW L600C6P IP · 2026-10-10
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 6
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode1-43Ch 11
Mode2-38ch 18
Mode3-63ch 21
10 Technical specifications 25
11 Maintenance and cleaning 26
12 Troubleshooting 26
13 Disposal 27

1 About this manual

This document describes the DLW L600C6P IP by DLW. It was compiled from the GDTF file DLW_DLW_L600C6P_IP_170434.gdtf from the GDTF-Share library.

File revision: “DLW L600C6P IP”.

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 DLW; 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	29 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode1-43Ch	43	11	1, 44, 87, 130, ...
Mode2-38ch	38	13	1, 39, 77, 115, ...
Mode3-63ch	63	8	1, 64, 127, 190, ...

No light? Check these channels

- Mode1-43Ch: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0
- Mode2-38ch: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0
- Mode3-63ch: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0


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

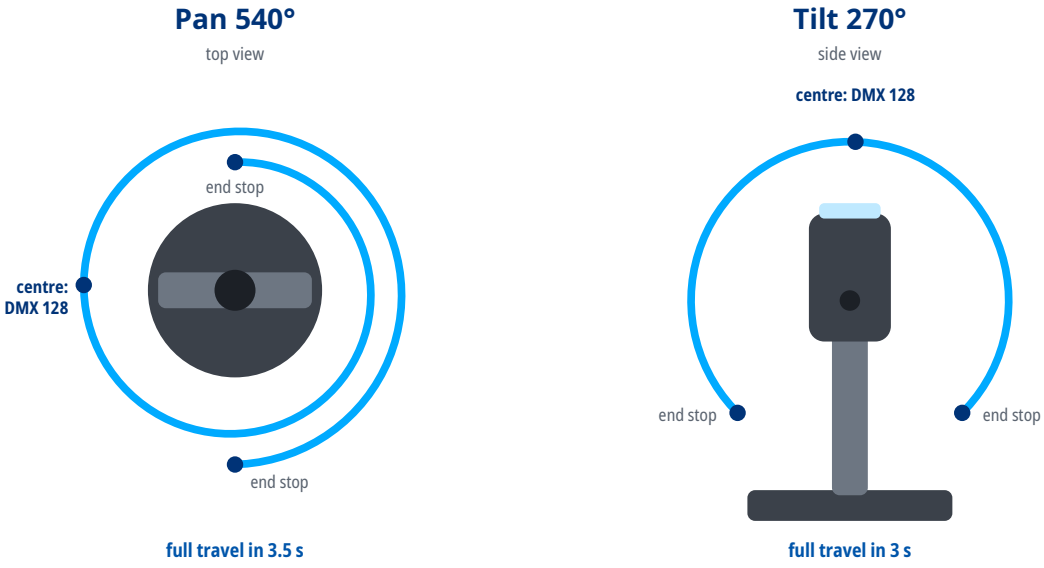
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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



Full-travel times as stated in the GDTF file.

5 Installation

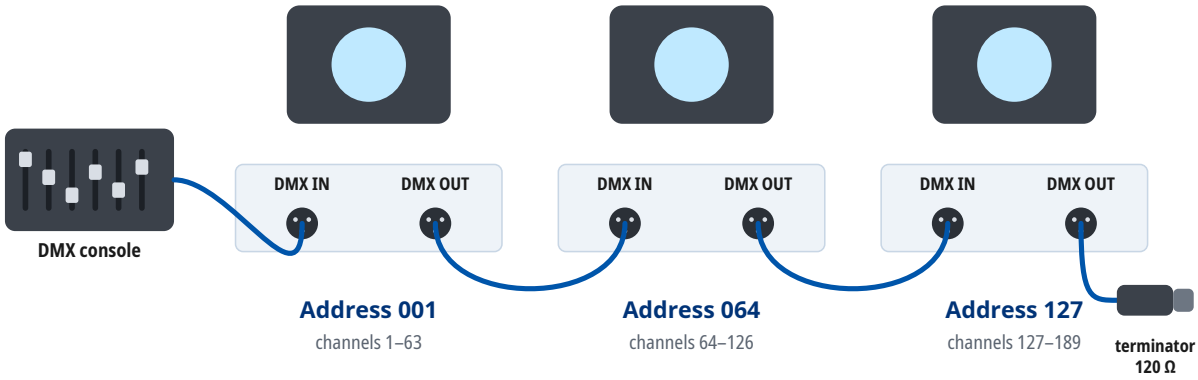
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 29 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



Mode3-63ch: every unit occupies 63 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 “Mode3-63ch”: 63.
- 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 “Mode3-63ch”, you can use, for example, the start addresses 1, 64, 127, 190.
- 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

	Mode1-43Ch 43 channels	Mode2-38ch 38 channels	Mode3-63ch 63 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	6	6	6
Shutter / strobe	5	5	5
Color mixing	10–15	10–12	6× (12–22)
Color temperature	16	13	24
Color wheel	19	14	27
Gobo wheel	21, 23	18, 20	29, 32
Gobo rotation	21–23	18–20	29, 30, 32
Prism	37–40	33–36	54–57
Frost	41, 42	37	58
Zoom	9	9	10
Focus	8	8	8
Iris	25	21	33
Animation wheel	26, 27	22, 23	34, 35
Effects / macros	20	17	28

Gobo wheel 1

1 Gobo: Open
DMX 0–10


2 RG1
DMX 11–18


3 RG2
DMX 19–27


4 RG3
DMX 28–35


5 RG4
DMX 36–44


6 RG5
DMX 45–52

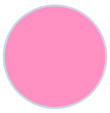

7 RG6
DMX 53–61


8 RG7
DMX 62–72

Gobo wheel 2

1.
   Gobo: Open
   DMX 0–10
2. 
   FG1
   DMX 11–16
3. 
   FG2
   DMX 17–21
4. 
   FG3
   DMX 22–27
5. 
   FG4
   DMX 28–32
6. 
   FG5
   DMX 33–38
7. 
   FG6
   DMX 39–44
8. 
   FG7
   DMX 45–49
9. 
   FG8
   DMX 50–56

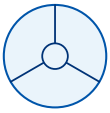
Color wheel 1

1.
   Open
   DMX 151–161
2. 
   Color 1
   DMX 121–125
3. 
   Color 2
   DMX 126–130
4. 
   Color 3
   DMX 131–135
5. 
   Color 4
   DMX 136–140
6.
   Color 5
   DMX 141–145
7. 
   Color 6
   DMX 146–150

Prism 1

1.
   Open
   DMX 0–127
2. 
   6 facets
   Prism1
   DMX 128–255

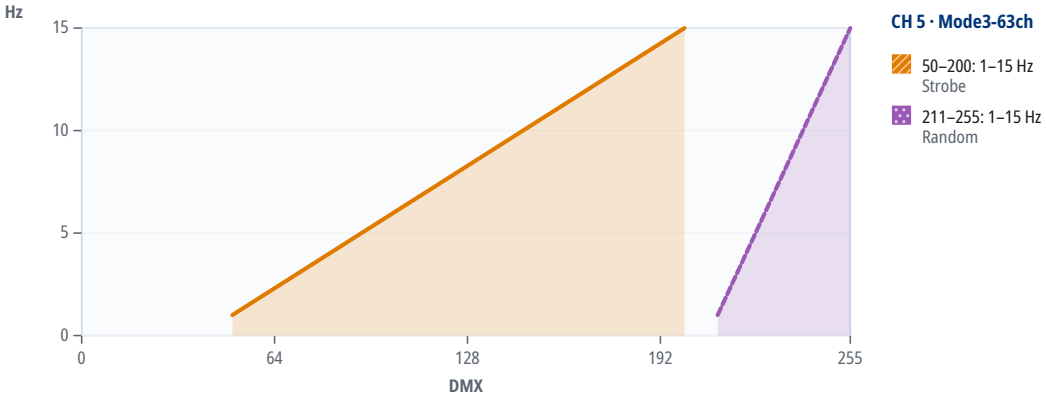
Prism 2

1.
   Open
   DMX 0–127
2. 
   3 facets
   Prism 2
   DMX 128–255

Color wheel 2

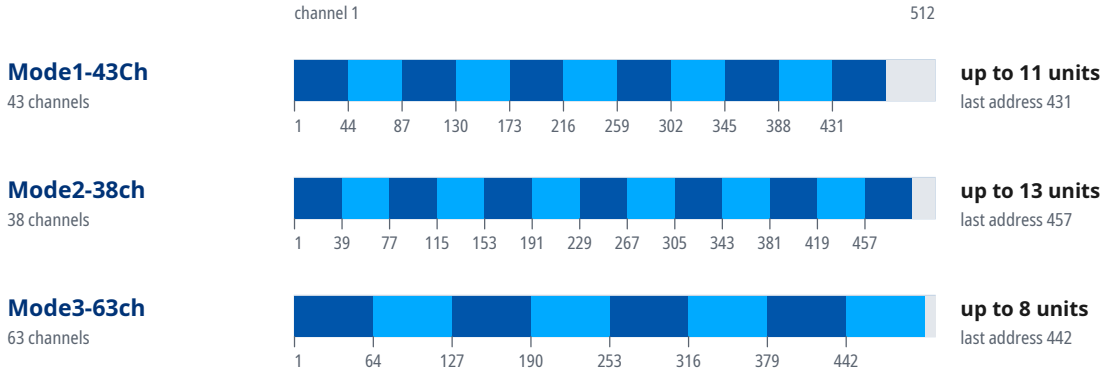


Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode3-63ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	316	11	U2 · 127	16	U2 · 442
2	64	7	379	12	U2 · 190	17	U3 · 1
3	127	8	442	13	U2 · 253	18	U3 · 64
4	190	9	U2 · 1	14	U2 · 316	19	U3 · 127
5	253	10	U2 · 64	15	U2 · 379	20	U3 · 190

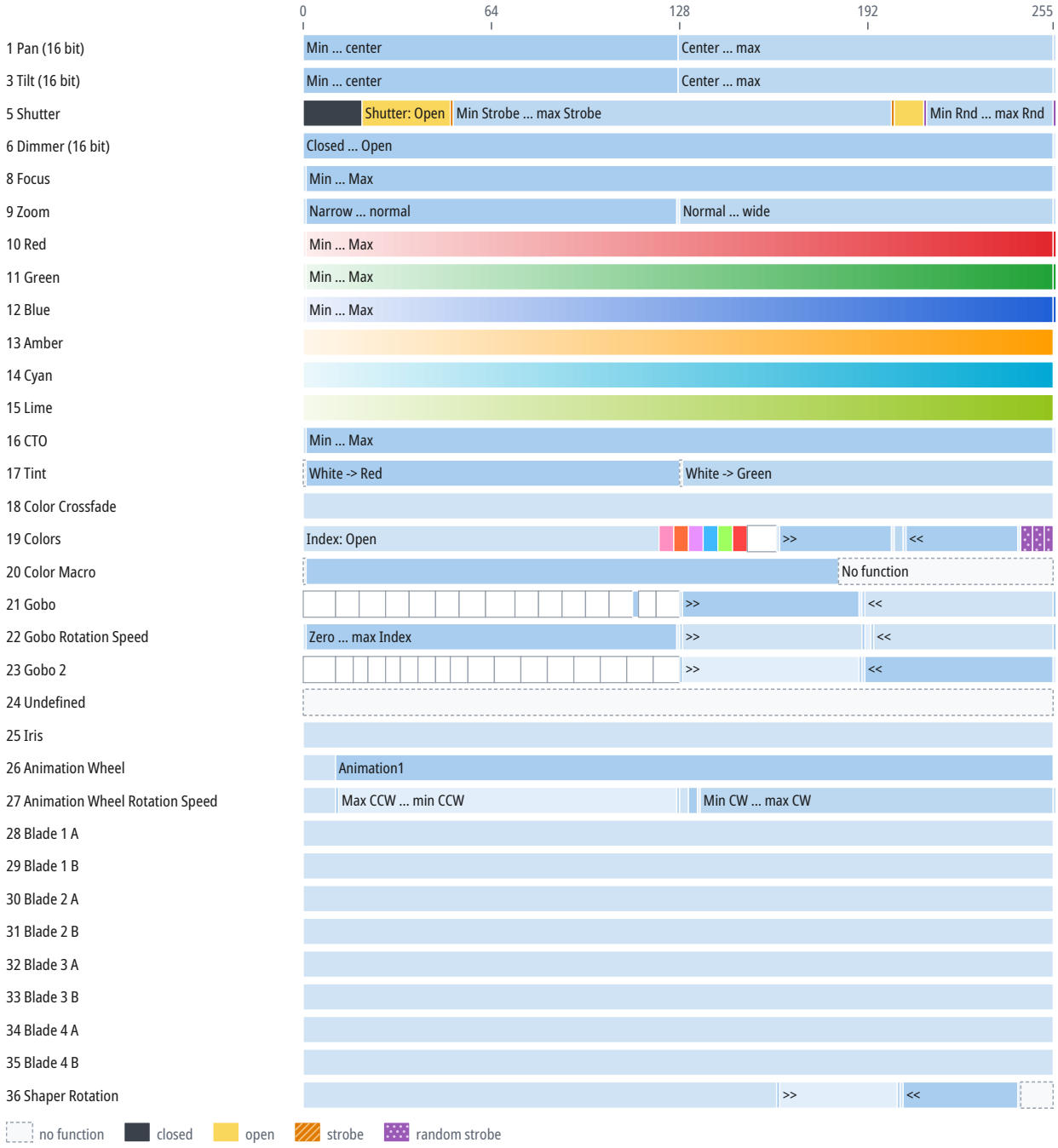
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode1-43Ch

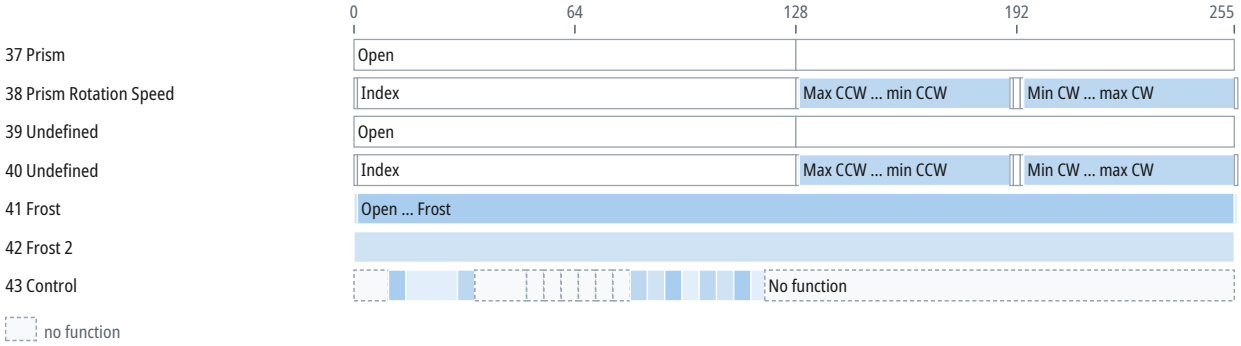
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 49, CH 6 Dimmer 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 Amber 255, CH 14 Cyan 255, CH 15 Lime 255, CH 18 Color Crossfade 255, CH 20 Color Macro 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... center
		128–255	Center ... max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... center
		127	Center
		128–255	Center ... max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter	0–19	Shutter: Closed
		20–49	Shutter: Open
		50	Min Strobe
		51–199	Min Strobe ... max Strobe
		200	Max Strobe
		201–210	Open 2
		211	Min Rnd
		212–254	Min Rnd ... max Rnd
		255	Max Rnd
6	Dimmer	0–255	Closed ... Open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus	0	Min
		1–254	Min ... Max
		255	Max
9	Zoom	0	Narrow
		1–126	Narrow ... normal
		127	Normal
		128–254	Normal ... wide
		255	Wide
10	Red	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
10	Red (continued)	255	Max
11	Green	0	Min
		1–254	Min ... Max
		255	Max
12	Blue	0	Min
		1–254	Min ... Max
		255	Max
13	Amber	0–255	
14	Cyan	0–255	
15	Lime	0–255	
16	CTO	0	Min
		1–254	Min ... Max
		255	Max
17	Tint	0	None
		1–127	White -> Red
		128	None
		129–255	White -> Green
18	Color Crossfade	0–255	
19	Colors	0–120	Index: Open
		121–125	Color 1
		126–130	Color 2
		131–135	Color 3
		136–140	Color 4
		141–145	Color 5
		146–150	Color 6
		151–160	Color: Open
		161	>>>
		162–199	>>
		200	>
		201–203	Color 1 Wheel Spin: Stop
		204	<
		205–242	<<
		243	<<<
		244–247	Random slow
		248–251	Random mid
		252–255	Random fast
20	Color Macro	0	No function
		1–181	Color Macro 1 2
		182–255	No function
21	Gobo	0–10	Gobo: Open
		11–18	RG1
		19–27	RG2

CH	Function	DMX	Description
21	Gobo (continued)	28–35	RG3
		36–44	RG4
		45–52	RG5
		53–61	RG6
		62–71	RG7
		72–79	RG1 Shake (1–10 Hz)
		80–87	RG2 Shake (1–10 Hz)
		88–95	RG3 Shake (1–10 Hz)
		96–103	RG4 Shake (1–10 Hz)
		104–111	RG5 Shake (1–10 Hz)
		112–113	RG5 Shake ... RG6 Shake
		114–119	RG6 Shake (1–10 Hz)
		120–127	RG7 Shake (1–10 Hz)
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
22	Gobo Rotation Speed	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–189	>>
		190	>
		191–192	Gobo 1 Pos Rotate: Stop
		193	<
		194–254	<<
		255	<<<
23	Gobo 2	0–10	Gobo: Open
		11–16	FG1
		17–21	FG2
		22–27	FG3
		28–32	FG4
		33–38	FG5
		39–44	FG6
		45–49	FG7
		50–55	FG8
		56–64	FG1 Shake (1–10 Hz)
		65–73	FG2 Shake (1–10 Hz)
		74–82	FG3 Shake (1–10 Hz)
		83–91	FG4 Shake (1–10 Hz)

CH	Function	DMX	Description
23	Gobo 2 (continued)	92–100	FG5 Shake (1–10 Hz)
		101–109	FG6 Shake (1–10 Hz)
		110–118	FG7 Shake (1–10 Hz)
		119–127	FG8 Shake (1–10 Hz)
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
24	Undefined	0–255	
25	Iris	0–255	
26	Animation Wheel	0–10	Open
		11–255	Animation1
27	Animation Wheel Rotation Speed	0–10	Open
		11	Max CCW
		12–126	Max CCW ... min CCW
		127	Min CCW
		128–130	Animation Rot
		131–133	Stop
		134	Min CW
		135–254	Min CW ... max CW
		255	Max CW
28	Blade 1 A	0–255	
29	Blade 1 B	0–255	
30	Blade 2 A	0–255	
31	Blade 2 B	0–255	
32	Blade 3 A	0–255	
33	Blade 3 B	0–255	
34	Blade 4 A	0–255	
35	Blade 4 B	0–255	
36	Shaper Rotation	0–160	Shaper Rot 1
		161	>>>
		162–201	>>
		202	>
		203	<
		204–242	<<
		243	<<<
		244–255	No function
37	Prism	0–127	Open
		128–255	Prism1
38	Prism Rotation Speed	0	Index: Open

CH	Function	DMX	Description
38	Prism Rotation Speed (continued)	1–127	Index
		128	Max CCW
		129–189	Max CCW ... min CCW
		190	Min CCW
		191–192	Stop
		193	Min CW
		194–254	Min CW ... max CW
		255	Max CW
39	Undefined	0–127	Open
		128–255	Prism 2
40	Undefined	0	Index: Open
		1–127	Index
		128	Max CCW
		129–189	Max CCW ... min CCW
		190	Min CCW
		191–192	Stop
		193	Min CW
		194–254	Min CW ... max CW
		255	Max CW
41	Frost	0	Open
		1–254	Open ... Frost
		255	Frost
42	Frost 2	0–255	
43	Control	0–9	Function 1
		10–14	Reset All
		15–29	Reset Specific
		30–34	Reset P/T
		35–49	No function
		50–54	1200K
		55–59	6000K
		60–64	12000K
		65–69	24000K
		70–74	25000K
		75–79	No function
		80–84	Curve1
		85–89	Curve2
		90–94	Curve3
		95–99	Curve4
		100–104	Theater
		105–109	Quiet

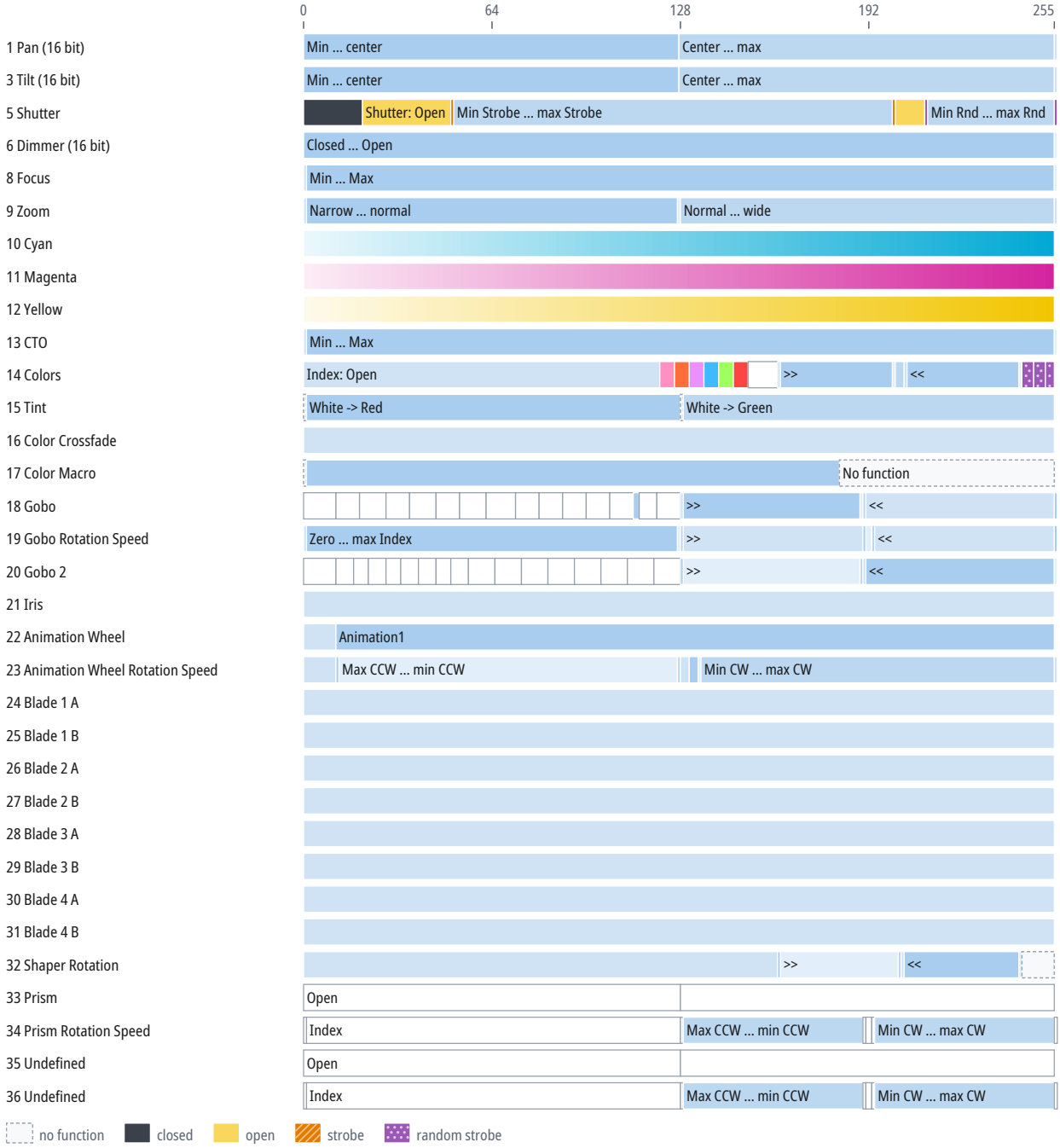
CH	Function	DMX	Description
43	Control (continued)	110–114	Auto
		115–118	Dimmer Mode: High-Speed
		119–255	No function

Mode2-38ch

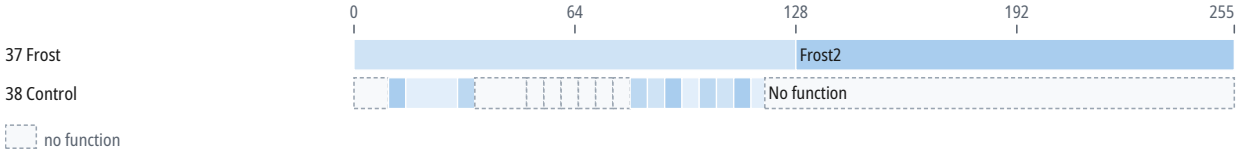
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 49, CH 6 Dimmer 255, CH 16 Color Crossfade 255, CH 17 Color Macro 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode1-43Ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode1-43Ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode1-43Ch” (p. 12)
6	Dimmer		Same as CH 6 in the mode “Mode1-43Ch” (p. 12)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus		Same as CH 8 in the mode “Mode1-43Ch” (p. 12)
9	Zoom		Same as CH 9 in the mode “Mode1-43Ch” (p. 12)
10	Cyan	0–255	
11	Magenta	0–255	
12	Yellow	0–255	
13	CTO		Same as CH 16 in the mode “Mode1-43Ch” (p. 13)
14	Colors		Same as CH 19 in the mode “Mode1-43Ch” (p. 13)
15	Tint		Same as CH 17 in the mode “Mode1-43Ch” (p. 13)
16	Color Crossfade	0–255	
17	Color Macro		Same as CH 20 in the mode “Mode1-43Ch” (p. 13)
18	Gobo		Same as CH 21 in the mode “Mode1-43Ch” (p. 13)
19	Gobo Rotation Speed		Same as CH 22 in the mode “Mode1-43Ch” (p. 14)
20	Gobo 2		Same as CH 23 in the mode “Mode1-43Ch” (p. 14)
21	Iris	0–255	
22	Animation Wheel		Same as CH 26 in the mode “Mode1-43Ch” (p. 15)
23	Animation Wheel Rotation Speed		Same as CH 27 in the mode “Mode1-43Ch” (p. 15)
24	Blade 1 A	0–255	
25	Blade 1 B	0–255	
26	Blade 2 A	0–255	
27	Blade 2 B	0–255	
28	Blade 3 A	0–255	
29	Blade 3 B	0–255	
30	Blade 4 A	0–255	
31	Blade 4 B	0–255	
32	Shaper Rotation		Same as CH 36 in the mode “Mode1-43Ch” (p. 15)
33	Prism		Same as CH 37 in the mode “Mode1-43Ch” (p. 15)
34	Prism Rotation Speed		Same as CH 38 in the mode “Mode1-43Ch” (p. 15)
35	Undefined		Same as CH 39 in the mode “Mode1-43Ch” (p. 16)

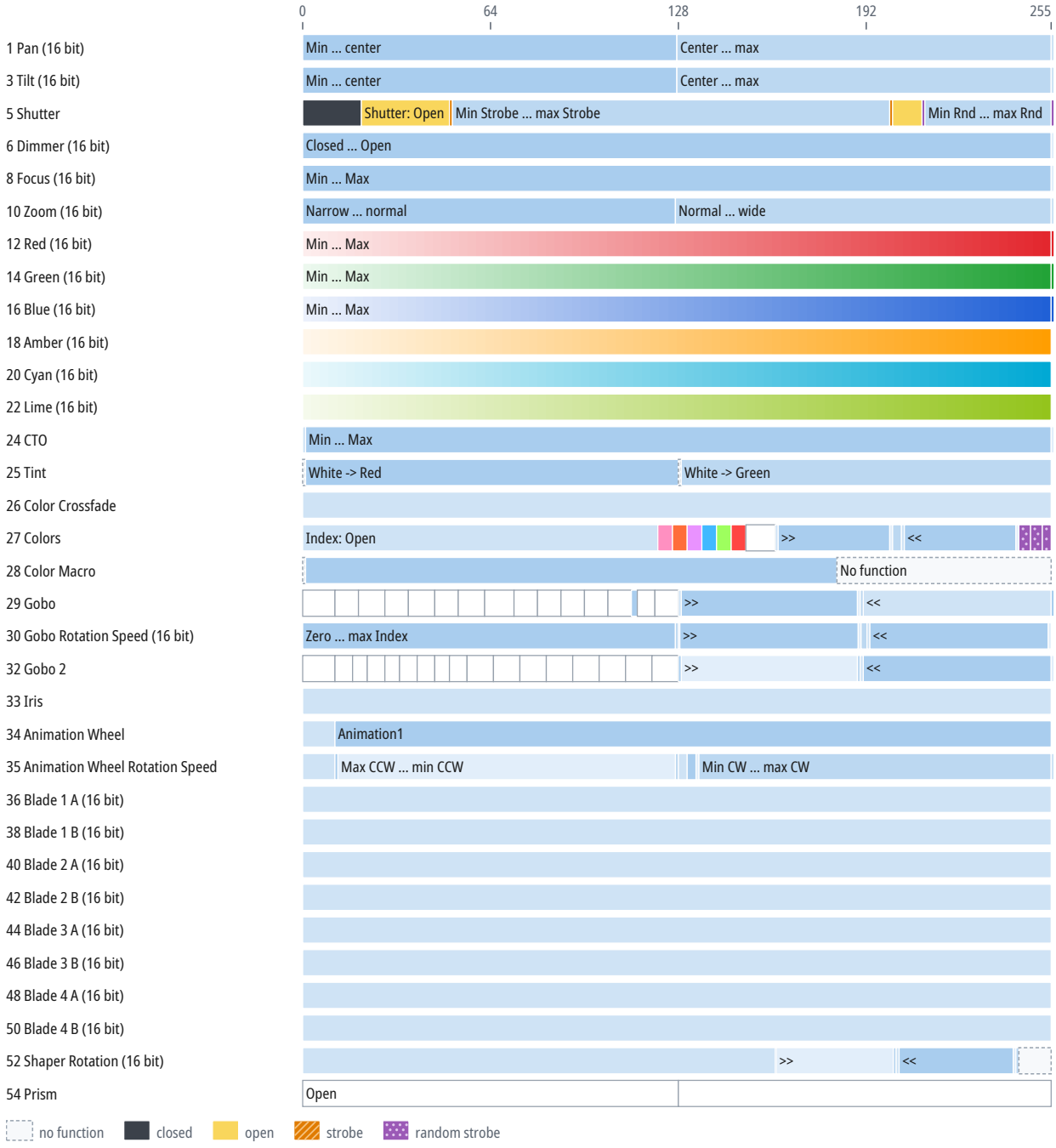
CH	Function	DMX	Description
36	Undefined		Same as CH 40 in the mode “Mode1-43Ch” (p. 16)
37	Frost	0–127	Frost1
		128–255	Frost2
38	Control		Same as CH 43 in the mode “Mode1-43Ch” (p. 16)

Mode3-63ch

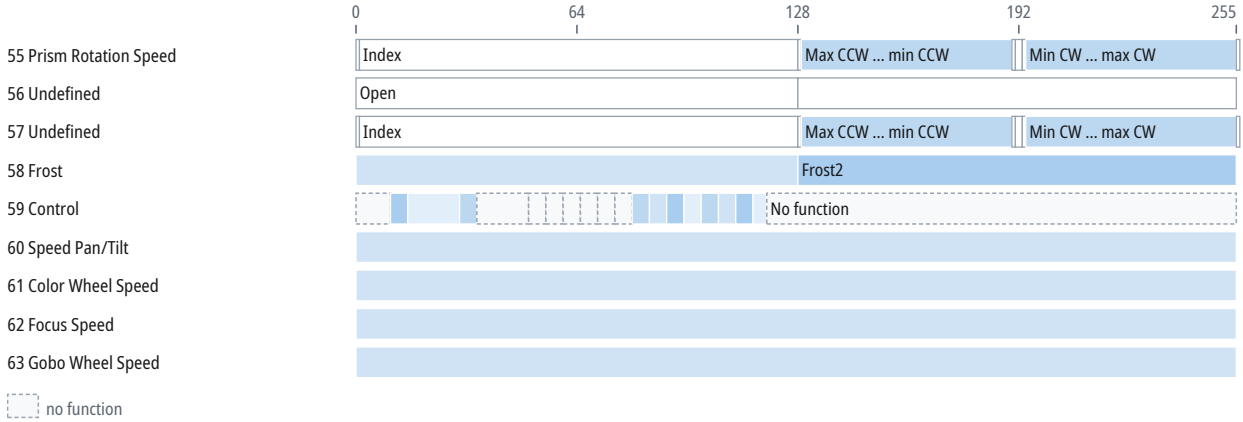
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 49, CH 6 Dimmer 255, CH 12 Red 0, CH 14 Green 0, CH 16 Blue 0, CH 26 Color Crossfade 255, CH 28 Color Macro 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode1-43Ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode1-43Ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode1-43Ch” (p. 12)
6	Dimmer		Same as CH 6 in the mode “Mode1-43Ch” (p. 12)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus	0–255	Min ... Max
		255	Max
9	Focus Fine	0–255	Fine adjustment of CH 8
10	Zoom	0–127	Narrow ... normal
		127–255	Normal ... wide
		255	Wide
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Red	0–255	Min ... Max
		255	Max
13	Red Fine	0–255	Fine adjustment of CH 12
14	Green	0–255	Min ... Max
		255	Max
15	Green Fine	0–255	Fine adjustment of CH 14
16	Blue	0–255	Min ... Max
		255	Max
17	Blue Fine	0–255	Fine adjustment of CH 16
18	Amber	0–255	
19	Amber Fine	0–255	Fine adjustment of CH 18
20	Cyan	0–255	
21	Cyan Fine	0–255	Fine adjustment of CH 20
22	Lime	0–255	
23	Lime Fine	0–255	Fine adjustment of CH 22

CH	Function	DMX	Description
24	CTO		Same as CH 16 in the mode “Mode1-43Ch” (p. 13)
25	Tint		Same as CH 17 in the mode “Mode1-43Ch” (p. 13)
26	Color Crossfade	0–255	
27	Colors		Same as CH 19 in the mode “Mode1-43Ch” (p. 13)
28	Color Macro		Same as CH 20 in the mode “Mode1-43Ch” (p. 13)
29	Gobo		Same as CH 21 in the mode “Mode1-43Ch” (p. 13)
30	Gobo Rotation Speed	0–127	Zero ... max Index
		127	Max Index
		127–128	Gobo 1 Pos
		128	>>>
		129–189	>>
		190	>
		191–192	Gobo 1 Pos Rotate: Stop
		193	<
		194–254	<<
		255	<<<
31	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 30
32	Gobo 2		Same as CH 23 in the mode “Mode1-43Ch” (p. 14)
33	Iris	0–255	
34	Animation Wheel		Same as CH 26 in the mode “Mode1-43Ch” (p. 15)
35	Animation Wheel Rotation Speed		Same as CH 27 in the mode “Mode1-43Ch” (p. 15)
36	Blade 1 A	0–255	
37	Blade 1 A Fine	0–255	Fine adjustment of CH 36
38	Blade 1 B	0–255	
39	Blade 1 B Fine	0–255	Fine adjustment of CH 38
40	Blade 2 A	0–255	
41	Blade 2 A Fine	0–255	Fine adjustment of CH 40
42	Blade 2 B	0–255	
43	Blade 2 B Fine	0–255	Fine adjustment of CH 42
44	Blade 3 A	0–255	
45	Blade 3 A Fine	0–255	Fine adjustment of CH 44
46	Blade 3 B	0–255	
47	Blade 3 B Fine	0–255	Fine adjustment of CH 46
48	Blade 4 A	0–255	
49	Blade 4 A Fine	0–255	Fine adjustment of CH 48
50	Blade 4 B	0–255	
51	Blade 4 B Fine	0–255	Fine adjustment of CH 50
52	Shaper Rotation	0–161	Shaper Rot 1
		161	>>>
		162–201	>>
		202	>
		203	<

CH	Function	DMX	Description
52	Shaper Rotation (continued)	204–242	<<
		243	<<<
		243–244	Shaper Rot 2
		244–255	No function
53	Shaper Rotation Fine	0–255	Fine adjustment of CH 52
54	Prism		Same as CH 37 in the mode “Mode1-43Ch” (p. 15)
55	Prism Rotation Speed		Same as CH 38 in the mode “Mode1-43Ch” (p. 15)
56	Undefined		Same as CH 39 in the mode “Mode1-43Ch” (p. 16)
57	Undefined		Same as CH 40 in the mode “Mode1-43Ch” (p. 16)
58	Frost		Same as CH 37 in the mode “Mode2-38ch” (p. 20)
59	Control		Same as CH 43 in the mode “Mode1-43Ch” (p. 16)
60	Speed Pan/Tilt	0–255	
61	Color Wheel Speed	0–255	
62	Focus Speed	0–255	
63	Gobo Wheel Speed	0–255	

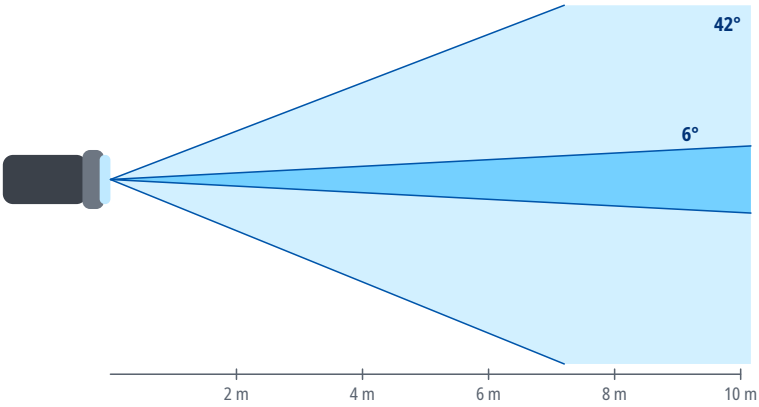
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	30,000 lm
Color temperature	6,000 K
Optics	
Zoom	6–42°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x01DF, device model ID 0x01DF)
Dimensions and construction	
Weight	29 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6000 K
Strobe frequency	1–15 Hz
Color wheel 1 rotation	up to 1800 °/s (300 rpm)
Gobo wheel 1 rotation	up to 1800 °/s (300 rpm)
Gobo wheel 2 rotation	up to 1800 °/s (300 rpm)
Gobo 1 rotation	up to 1200 °/s (200 rpm)
Prism 1 rotation	up to 360 °/s (60 rpm)
Prism 2 rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)
Beam shaper rotation	up to 120 °/s (20 rpm)

Spot diameter



Distance	Ø 6°	Ø 42°
2 m	0.21 m	1.5 m
4 m	0.42 m	3.1 m
6 m	0.63 m	4.6 m
8 m	0.84 m	6.1 m
10 m	1 m	7.7 m
15 m	1.6 m	11.5 m

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

11 Maintenance and cleaning

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

12 Troubleshooting

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

13 Disposal

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

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

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

Recycle the packaging materials according to their type.