DMX REFERENCE

L600BSWF IP

DLW L600BSWF IP

DLW



Manufacturer	DLW
GDTF file	DLW_L600BSWF_IP_119700.gdtf
GDTF revision	L600BSWF IP · 2025-12-03
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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 9
Mode1-38Ch 10
Mode2-35Ch 16
Mode3-60Ch 20
10 Technical specifications 25
11 Maintenance and cleaning 26
12 Troubleshooting 26
13 Disposal 26

1 About this manual

This document describes the DLW L600BSWF IP by DLW. It was compiled from the GDTF file DLW_L600BSWF_IP_119700.gdtf from the GDTF-Share library.

File revision: “L600BSWF 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
Mode1-38Ch	38	13	1, 39, 77, 115, ...
Mode2-35Ch	35	14	1, 36, 71, 106, ...
Mode3-60Ch	60	8	1, 61, 121, 181, ...

No light? Check these channels

- Mode1-38Ch: CH 5 Shutter at 20–49 “Open” or 201–210; CH 6 Dimmer above 0
- Mode2-35Ch: CH 1 Shutter at 20–49 “Open” or 201–210; CH 2 Dimmer above 0
- Mode3-60Ch: 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.

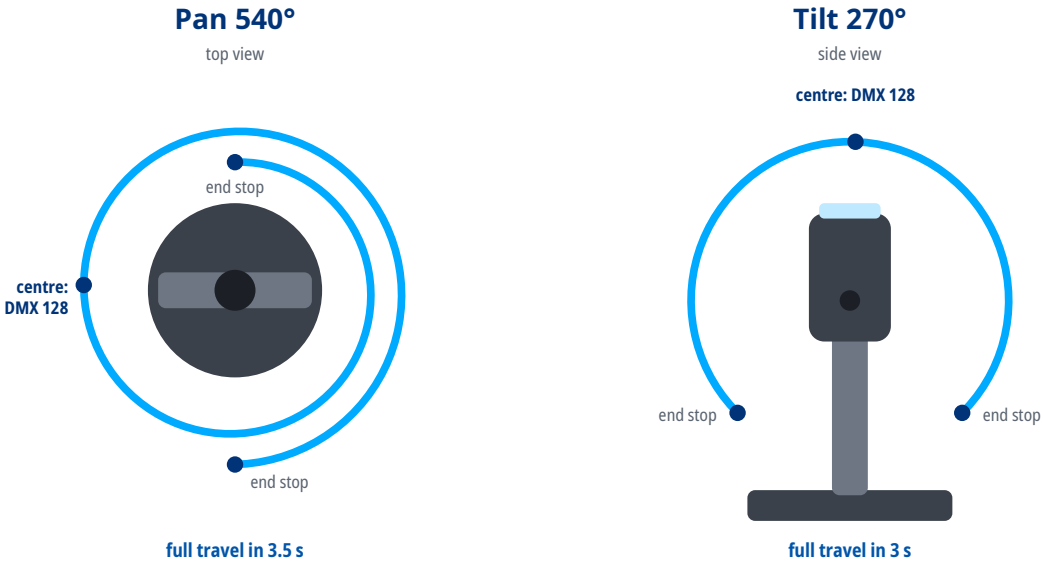
⚠ CAUTION

- 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.

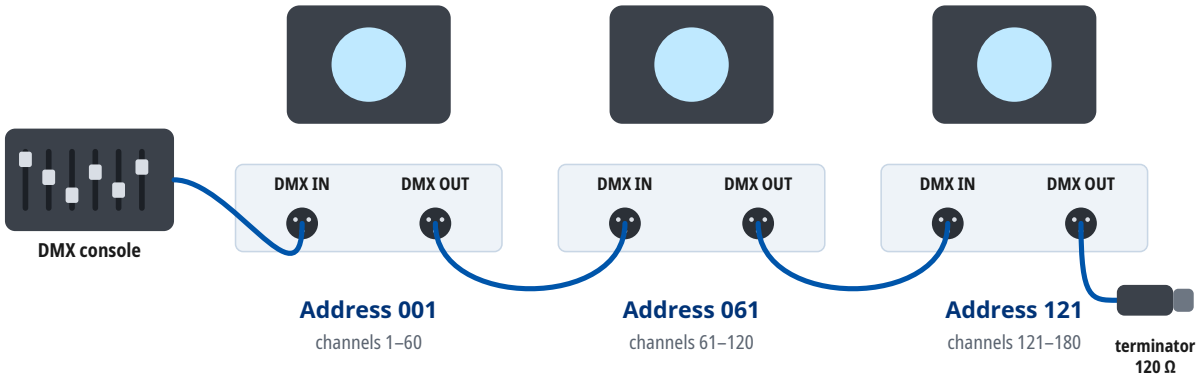
5 Installation

> ⚠ **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



Mode3-60Ch: every unit occupies 60 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 “Mode3-60Ch”: 60.
- 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 “Mode3-60Ch”, you can use, for example, the start addresses 1, 61, 121, 181.
- 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

	Mode1-38Ch 38 channels	Mode2-35Ch 35 channels	Mode3-60Ch 60 channels
Pan / Tilt	1, 3	31, 33	1, 3
Dimmer	6	2	6
Shutter / strobe	5	1	5
Color mixing	10–12	4–6	12, 14, 16
Color temperature	13	7	18
Color wheel	14–16	8	20–22
Gobo wheel	18, 20	9, 12	24, 27
Gobo rotation	19	10	25
Prism	33–36	24, 25	50–53
Frost	37	23	54
Zoom	9	27	10
Focus	8	29	8
Iris		26	
Animation wheel	22, 23	13	29, 30
Effects / macros	17		23

Color wheel



Gobo wheel 1

1
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

9
Open2

Gobo wheel 2

1
Open
DMX 0–10

2 
FG1
DMX 11–13

3 
FG2
DMX 14–17

4 
FG3
DMX 18–21

5 
FG4
DMX 22–25

6 
FG5
DMX 26–28

7 
FG6
DMX 29–32

8 
FG7
DMX 33–36

9 
FG8
DMX 37–40

10 
FG9
DMX 104–109

11 
FG10

12 
FG11

13 
FG12

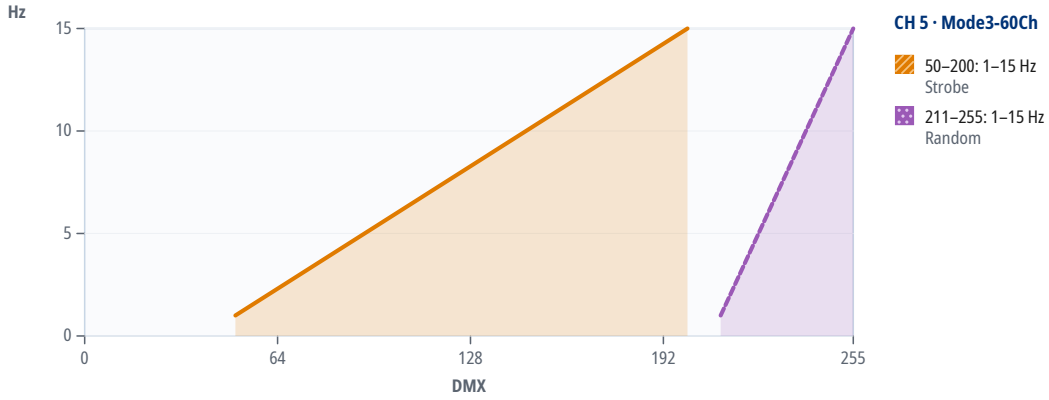
Prism

1
Open
DMX 0

2 
4 facets
4 Prism
DMX 255

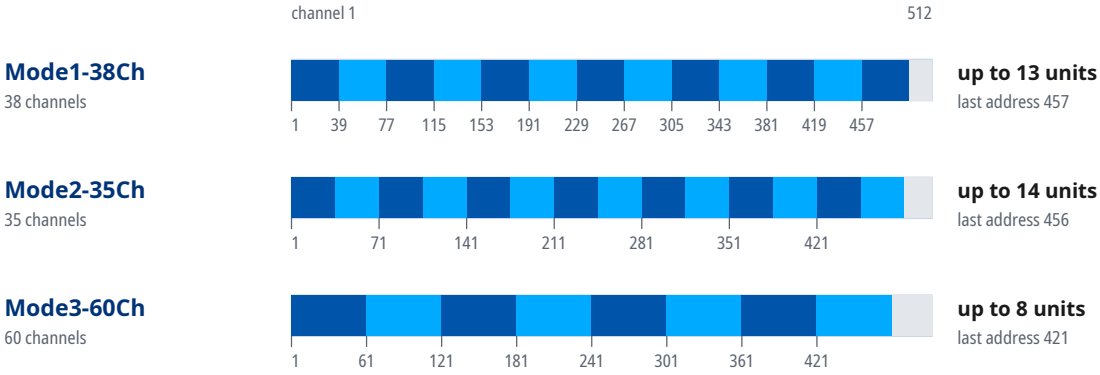
3
3 Prism

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode3-60Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	301	11	U2 · 121	16	U2 · 421
2	61	7	361	12	U2 · 181	17	U3 · 1
3	121	8	421	13	U2 · 241	18	U3 · 61
4	181	9	U2 · 1	14	U2 · 301	19	U3 · 121
5	241	10	U2 · 61	15	U2 · 361	20	U3 · 181

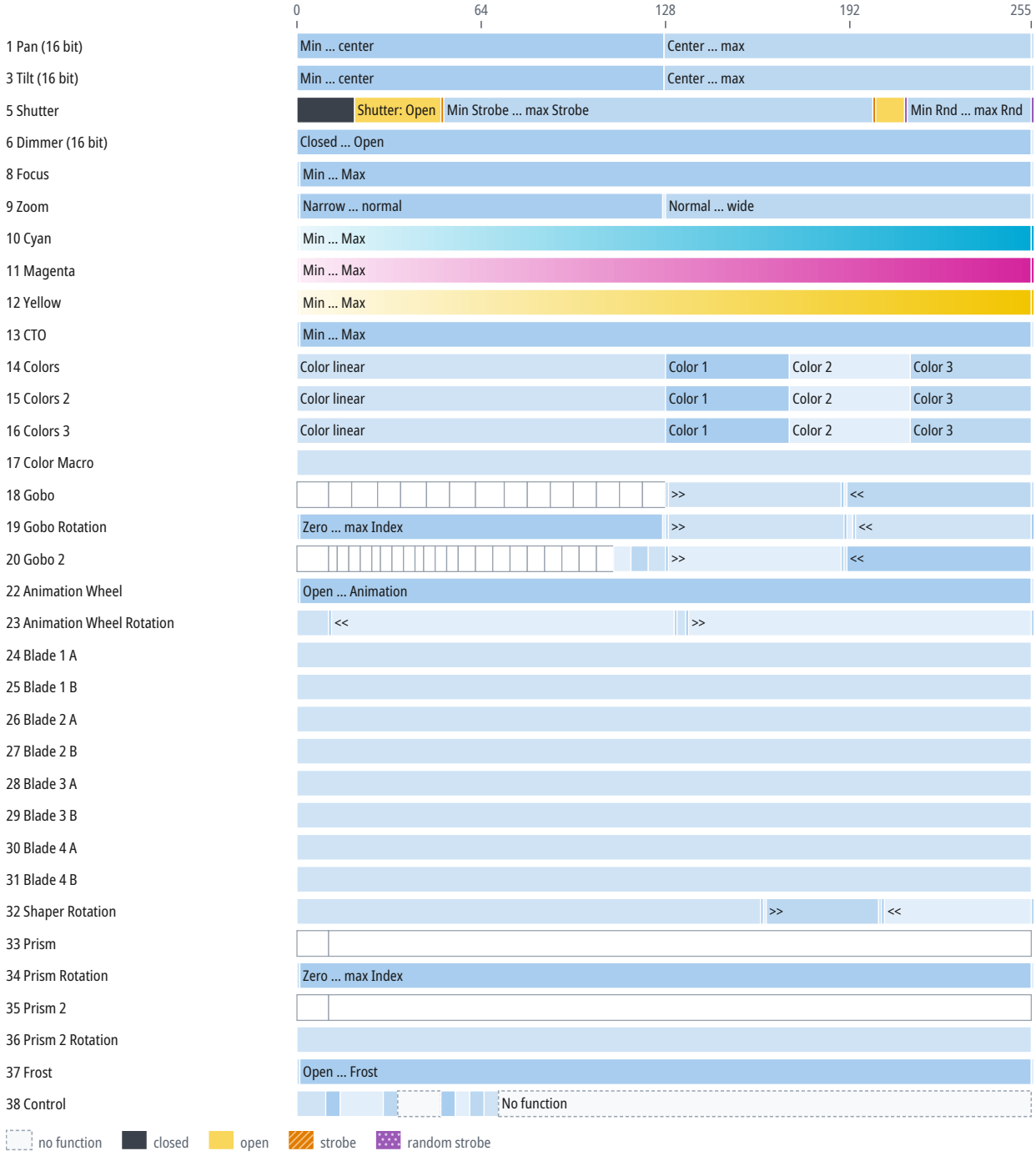
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode1-38Ch

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 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0.

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	Cyan	0	Min
		1–254	Min … Max
		255	Max
11	Magenta	0	Min
		1–254	Min … Max
		255	Max
12	Yellow	0	Min
		1–254	Min … Max
		255	Max
13	CTO	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
13	CTO (continued)	255	Max
14	Colors		Color Wheel Index
		0–127	Color linear
		128–170	Color 1
		171–212	Color 2
		213–255	Color 3
15	Colors 2	0–127	Color linear
		128–170	Color 1
		171–212	Color 2
		213–255	Color 3
16	Colors 3	0–127	Color linear
		128–170	Color 1
		171–212	Color 2
		213–255	Color 3
17	Color Macro	0–255	
18	Gobo	0–10	Gobo: Open
		11–18	RG1
		19–27	RG2
		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)
		112–119	RG6 Shake (1–10 Hz)
		120–127	RG7 Shake (7.05–8.04 Hz)
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
19	Gobo Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–189	>>

CH	Function	DMX	Description
19	Gobo Rotation (continued)	190	>
		191–192	Gobo 1 Pos Rotate: Stop
		193	<
		194–254	<<
		255	<<<
20	Gobo 2	0–10	Gobo: Open
		11–13	FG1
		14–17	FG2
		18–21	FG3
		22–25	FG4
		26–28	FG5
		29–32	FG6
		33–36	FG7
		37–40	FG8
		41–43	FG9
		44–47	FG10
		48–51	FG11t
		52–55	FG12
		56–61	FG1 Shake (1–10 Hz)
		62–67	FG2 Shake (1–10 Hz)
		68–73	FG3 Shake (1–10 Hz)
		74–79	FG4 Shake (1–10 Hz)
		80–85	FG5 Shake (1–10 Hz)
		86–91	FG6 Shake (1–10 Hz)
		92–97	FG7 Shake (1–10 Hz)
		98–103	FG8 Shake (1–10 Hz)
		104–109	FG9 Shake (1–10 Hz)
		110–115	FG10 Shake (7.85–8.48 Hz)
		116–121	FG11 Shake (8.61–9.24 Hz)
		122–127	FG12 Shake (9.37–10 Hz)
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
22	Animation Wheel	0	Open
		1–254	Open ... Animation
		255	Animation
23	Animation Wheel Rotation	0–10	Open
		11	<<<
		12–130	<<

CH	Function	DMX	Description
23	Animation Wheel Rotation (continued)	131	<
		132–134	Stop
		135	>
		136–254	>>
		255	>>>
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	0–160	Shaper Rot 1
		161	>>>
		162	>>> ... >>
		163–201	>>
		202	>
		203	<
		204–254	<<
		255	<<<
33	Prism	0–10	Open
		11–255	Prism1
34	Prism Rotation		When CH 35 is 11–138:
		0	Zero
		1–254	Zero ... max Index
		255	Max Index
			When CH 35 is 139–255:
		0–2	Prism 1 Pos Rotate
		3	>>>
		4–125	>>
		126	>
		127–129	Stop
		130	<
		131–252	<<
		253	<<<
		254–255	Prism 1 Pos Rotate
35	Prism 2	0–10	Open
		11–255	Prism 2
36	Prism 2 Rotation	0–255	
37	Frost	0	Open
		1–254	Open ... Frost

CH	Function	DMX	Description
37	Frost (continued)	255	Frost
38	Control	0–9	Normal
		10–14	Reset All
		15–29	Reset Specific
		30–34	Reset P/T
		35–49	No function
		50–54	1`2KHz
		55–59	6KHz
		60–64	12KHz
		65–69	24KHz
		70–255	No function

Mode2-35Ch

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 Shutter at 20–49 “Open” or 201–210; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 49, CH 2 Dimmer 255, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 5 in the mode “Mode1-38Ch” (p. 11)
2	Dimmer		Same as CH 6 in the mode “Mode1-38Ch” (p. 11)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan		Same as CH 10 in the mode “Mode1-38Ch” (p. 11)
5	Magenta		Same as CH 11 in the mode “Mode1-38Ch” (p. 11)
6	Yellow		Same as CH 12 in the mode “Mode1-38Ch” (p. 11)

CH	Function	DMX	Description
7	CTO		Same as CH 13 in the mode “Mode1-38Ch” (p. 11)
8	Colors	0–136	Color Linear Movement
		137–141	Color: Open
		142–146	High CRI
		147–151	Pink
		152–156	Orange
		157–161	Purple
		162–166	Deep Blue
		167–171	Green
		172–176	Deep Red
		177–191	Color: Open2
		192	>>>
		193–219	>>
		220	>
		221–224	Color Spin: Stop
		225	<
		226–254	<<
		255	<<<
9	Gobo	0–10	Gobo: Open
		11–18	RG1
		19–27	RG2
		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)
		112–119	RG6 Shake (1–10 Hz)
		120–127	RG7 Shake
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
10	Gobo Rotation	0–127	Zero ... max Index
		127	Max Index

CH	Function	DMX	Description
10	Gobo Rotation (continued)	128	>>>
		129–189	>>
		190	>
		191–192	Gobo 1 Pos Rotate: Stop
		193	<
		194–254	<<
		255	<<<
11	Gobo Rotation Fine	0–255	Fine adjustment of CH 10
12	Gobo 2	0–10	Gobo: Open
		11–13	FG1
		14–17	FG2
		18–21	FG3
		22–25	FG4
		26–28	FG5
		29–32	FG6
		33–36	FG7
		37–40	FG8
		41–43	FG9
		44–47	FG10
		48–51	FG11
		52–55	FG12
		56–61	FG1 Shake (1–10 Hz)
		62–67	FG2 Shake (1–10 Hz)
		68–73	FG3 Shake (1–10 Hz)
		74–79	FG4 Shake (1–10 Hz)
		80–85	FG5 Shake (1–10 Hz)
		86–91	FG6 Shake (1–10 Hz)
		92–97	FG7 Shake (1–10 Hz)
		98–103	FG8 Shake (1–10 Hz)
		104–109	FG9 Shake (1–10 Hz)
		110–115	FG10 Shake
		116–121	FG11 Shake
		122–127	FG12 Shake
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
13	Animation Wheel	0–255	
14	Blade 1 A	0–255	

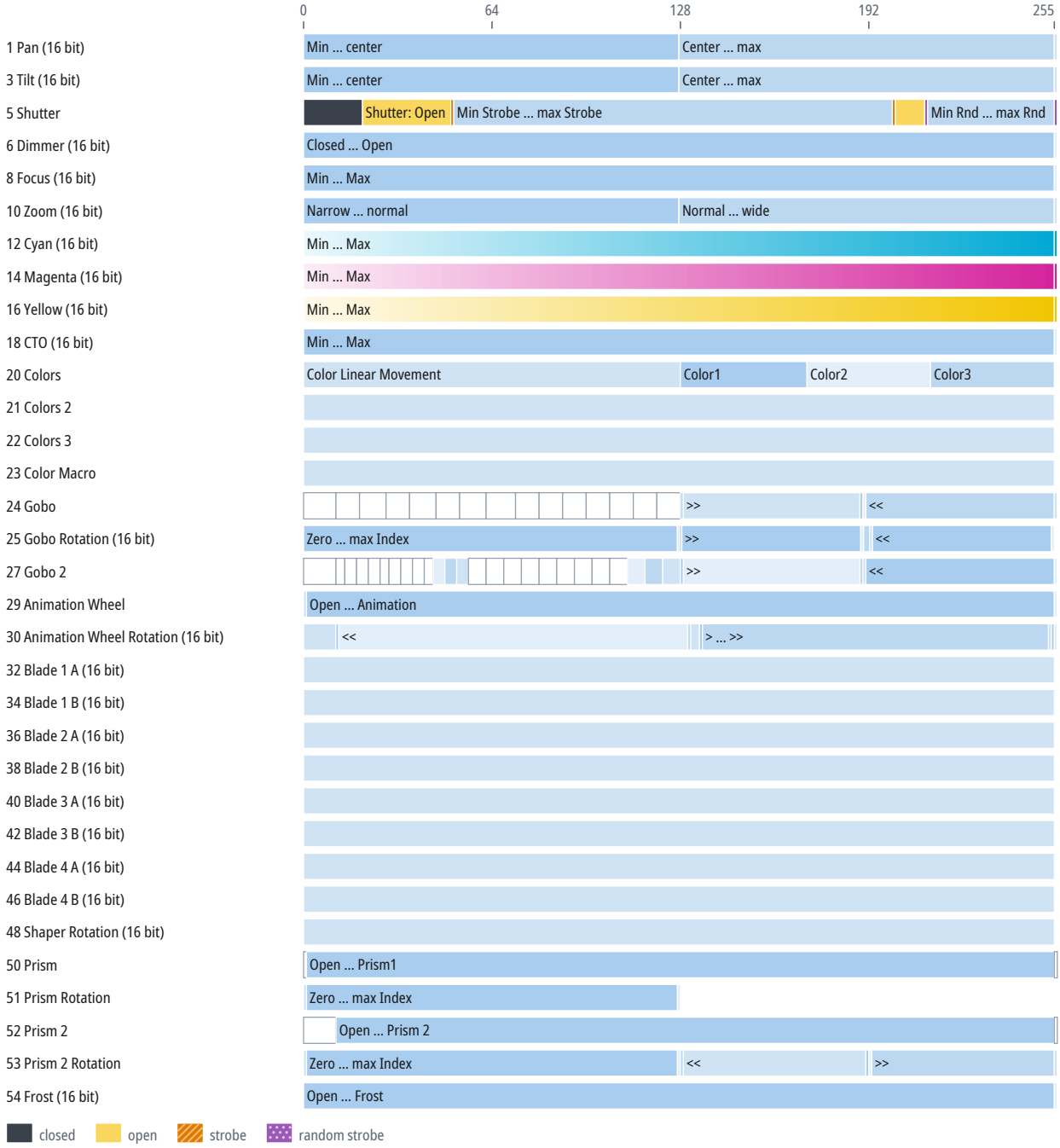
CH	Function	DMX	Description
15	Blade 1 B	0–255	
16	Blade 2 A	0–255	
17	Blade 2 B	0–255	
18	Blade 3 A	0–255	
19	Blade 3 B	0–255	
20	Blade 4 A	0–255	
21	Blade 4 B	0–255	
22	Shaper Rotation	0–255	
23	Frost		Same as CH 37 in the mode “Mode1-38Ch” (p. 14)
24	Prism	0–10	Open
		11–133	Prism1
		134–255	Prism 2
25	Prism Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	<<<
		129–190	<<
		191	<
		192	>
		193–254	>>
		255	>>>
26	Iris	0	Max
		1–254	Max ... Min
		255	Min
27	Zoom	0–127	Narrow ... normal
		128–255	Normal ... wide
		255	Wide
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	Min ... Max
		255	Max
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Pan		Same as CH 1 in the mode “Mode1-38Ch” (p. 11)
32	Pan Fine	0–255	Fine adjustment of CH 31
33	Tilt		Same as CH 3 in the mode “Mode1-38Ch” (p. 11)
34	Tilt Fine	0–255	Fine adjustment of CH 33
35	Control		Same as CH 38 in the mode “Mode1-38Ch” (p. 15)

Mode3-60Ch

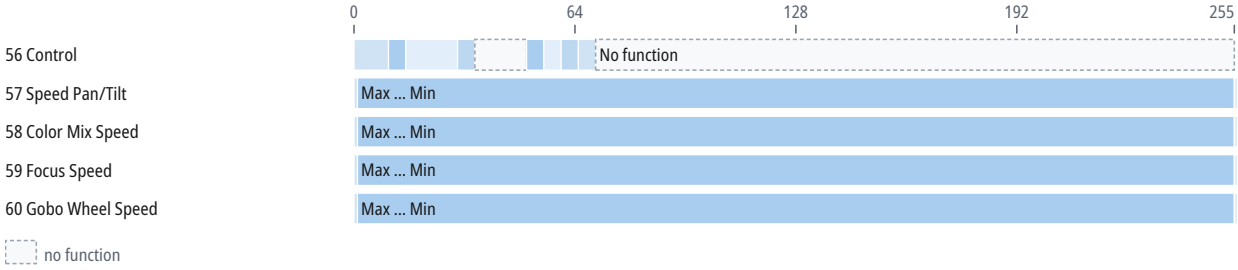
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 Cyan 0, CH 14 Magenta 0, CH 16 Yellow 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode1-38Ch” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode1-38Ch” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode1-38Ch” (p. 11)
6	Dimmer		Same as CH 6 in the mode “Mode1-38Ch” (p. 11)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus		Same as CH 29 in the mode “Mode2-35Ch” (p. 19)
9	Focus Fine	0–255	Fine adjustment of CH 8
10	Zoom		Same as CH 27 in the mode “Mode2-35Ch” (p. 19)
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Cyan	0–255	Min ... Max
		255	Max
13	Cyan Fine	0–255	Fine adjustment of CH 12
14	Magenta	0–255	Min ... Max
		255	Max
15	Magenta Fine	0–255	Fine adjustment of CH 14
16	Yellow	0–255	Min ... Max
		255	Max
17	Yellow Fine	0–255	Fine adjustment of CH 16
18	CTO	0–255	Min ... Max
		255	Max
19	CTO Fine	0–255	Fine adjustment of CH 18
20	Colors		Color Wheel Index
		0–127	Color Linear Movement
		128–170	Color1
		171–212	Color2
		213–255	Color3
21	Colors 2	0–255	
22	Colors 3	0–255	
23	Color Macro	0–255	
24	Gobo		Same as CH 9 in the mode “Mode2-35Ch” (p. 17)
25	Gobo Rotation		Same as CH 10 in the mode “Mode2-35Ch” (p. 17)

CH	Function	DMX	Description
26	Gobo Rotation Fine	0–255	Fine adjustment of CH 25
27	Gobo 2	0–10	Gobo: Open
		11–13	FG1
		14–17	FG2
		18–21	FG3
		22–25	FG4
		26–28	FG5
		29–32	FG6
		33–36	FG7
		37–40	FG8
		41–43	FG9
		44–47	Fg10
		48–51	FG11
		52–55	FG12
		56–61	FG1 Shake (1–10 Hz)
		62–67	FG2 Shake (1–10 Hz)
		68–73	FG3 Shake (1–10 Hz)
		74–79	FG4 Shake (1–10 Hz)
		80–85	FG5 Shake (1–10 Hz)
		86–91	FG6 Shake (1–10 Hz)
		92–97	FG7 Shake (1–10 Hz)
		98–103	FG8 Shake (1–10 Hz)
		104–109	FG9 Shake (1–10 Hz)
		110–115	FG10Shake
		116–121	FG11Shake
		122–127	FG12 Shake
		128	>>>
		129–188	>>
		189	>
		190	<
		191–254	<<
		255	<<<
29	Animation Wheel		Same as CH 22 in the mode “Mode1-38Ch” (p. 13)
30	Animation Wheel Rotation	0–10	Open
		11	<<<
		12–130	<<
		131	<
		132–134	Stop
		135	Stop ... >
		135	>
		136–253	> ... >>
		254	>>

CH	Function	DMX	Description
30	Animation Wheel Rotation (continued)	255	>> ... >>>
		255	>>>
31	Animation Wheel Rotation Fine	0–255	Fine adjustment of CH 30
32	Blade 1 A	0–255	
33	Blade 1 A Fine	0–255	Fine adjustment of CH 32
34	Blade 1 B	0–255	
35	Blade 1 B Fine	0–255	Fine adjustment of CH 34
36	Blade 2 A	0–255	
37	Blade 2 A Fine	0–255	Fine adjustment of CH 36
38	Blade 2 B	0–255	
39	Blade 2 B Fine	0–255	Fine adjustment of CH 38
40	Blade 3 A	0–255	
41	Blade 3 A Fine	0–255	Fine adjustment of CH 40
42	Blade 3 B	0–255	
43	Blade 3 B Fine	0–255	Fine adjustment of CH 42
44	Blade 4 A	0–255	
45	Blade 4 A Fine	0–255	Fine adjustment of CH 44
46	Blade 4 B	0–255	
47	Blade 4 B Fine	0–255	Fine adjustment of CH 46
48	Shaper Rotation	0–255	
49	Shaper Rotation Fine	0–255	Fine adjustment of CH 48
50	Prism	0	Open
		1–254	Open ... Prism1
		255	Prism1
51	Prism Rotation		When CH 52 is 11–138:
		0	Zero
		1–126	Zero ... max Index
		127–255	Max Index
			When CH 52 is 139–255:
		128	>>>
		129–189	>>
		190	>> ... >
		191	>
		192	<
		193–254	<<
		255	<<<
52	Prism 2	0–10	Open
		11–254	Open ... Prism 2
		255	Prism 2
53	Prism 2 Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index

CH	Function	DMX	Description
53	Prism 2 Rotation (continued)	128	<<<
		129–190	<<
		191	<
		192	>
		193–254	>>
		255	>>>
54	Frost	0–255	Open ... Frost
		255	Frost
55	Frost Fine	0–255	Fine adjustment of CH 54
56	Control		Same as CH 38 in the mode “Mode1-38Ch” (p. 15)
57	Speed Pan/Tilt	0	Max
		1–254	Max ... Min
		255	Min
58	Color Mix Speed	0	Max
		1–254	Max ... Min
		255	Min
59	Focus Speed	0	Max
		1–254	Max ... Min
		255	Min
60	Gobo Wheel Speed	0	Max
		1–254	Max ... Min
		255	Min

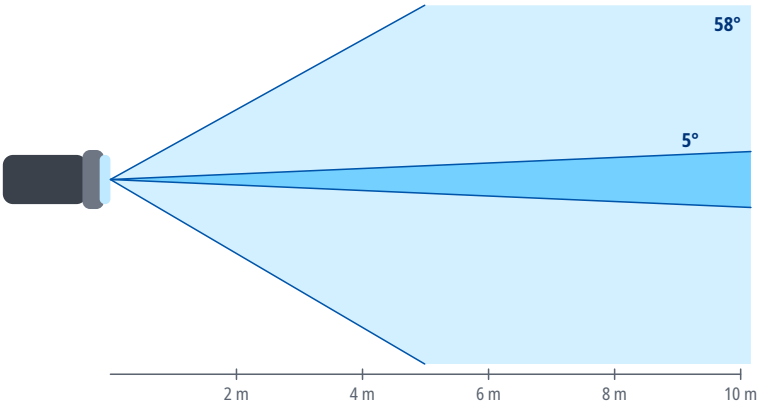
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	30,000 lm
Color temperature	6,000 K
Optics	
Zoom	5–58°
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 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 rotation	up to 1800 °/s (300 rpm)

Spot diameter



Distance	Ø 5°	Ø 58°
2 m	0.17 m	2.2 m
4 m	0.35 m	4.4 m
6 m	0.52 m	6.7 m
8 m	0.7 m	8.9 m
10 m	0.87 m	11.1 m
15 m	1.3 m	16.6 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.