DMX REFERENCE

Fuze Max Profile

Elation



Manufacturer	Elation
GDTF file	Elation_Fuze_Max_Profile_142553.gdtf
GDTF revision	26-13-05 Release · 2026-05-13
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1 About this manual

This document describes the Fuze Max Profile by Elation. It was compiled from the GDTF file Elation_Fuze_Max_Profile_142553.gdtf from the GDTF-Share library.

File revision: “26-13-05 Release”.

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 Elation; 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	25.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard Pan540	40	12	1, 41, 81, 121, ...
Extended Pan540	61	8	1, 62, 123, 184, ...
CMY Pan540	38	13	1, 39, 77, 115, ...
CMY Extended Pan540	57	8	1, 58, 115, 172, ...
Extended Pan630	61	8	1, 62, 123, 184, ...
Standard Pan630	40	12	1, 41, 81, 121, ...
CMY Pan630	38	13	1, 39, 77, 115, ...
CMY Extended Pan630	57	8	1, 58, 115, 172, ...


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

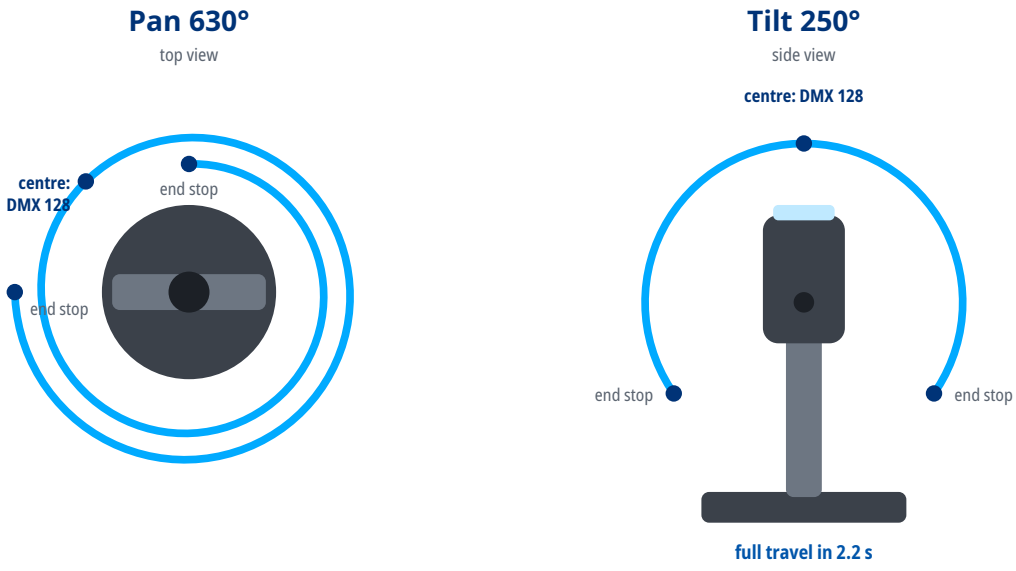
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

4 Product description

Description in the GDTF file

“The FUZE MAX PROFILE™ is a full spectrum automated LED framing fixture designed for theater, television and a wide array of other precision lighting applications. The 92 CRI engine utilizes an 800W 5-color homogenized LED array consisting of Red, Green, Blue, Mint, and Amber sources. The carefully tuned LEDs ensure accurate color reproduction and dynamic whites while delivering a powerful output of over 21,000 lumens. Virtual color temperature, Magenta / Green adjustment plus CMY emulation provide the designer with immediate access to the impressive LED color array.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

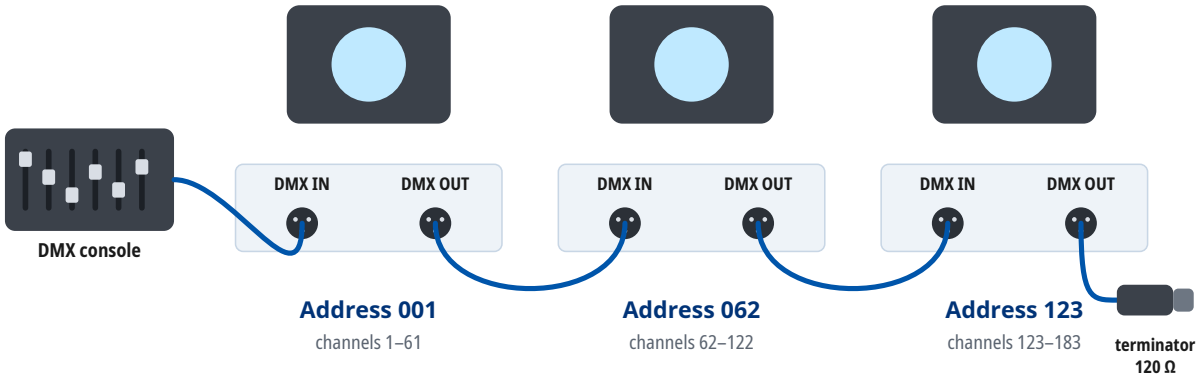
⚠ **WARNING**

- 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: 25.9 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended Pan540: every unit occupies 61 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

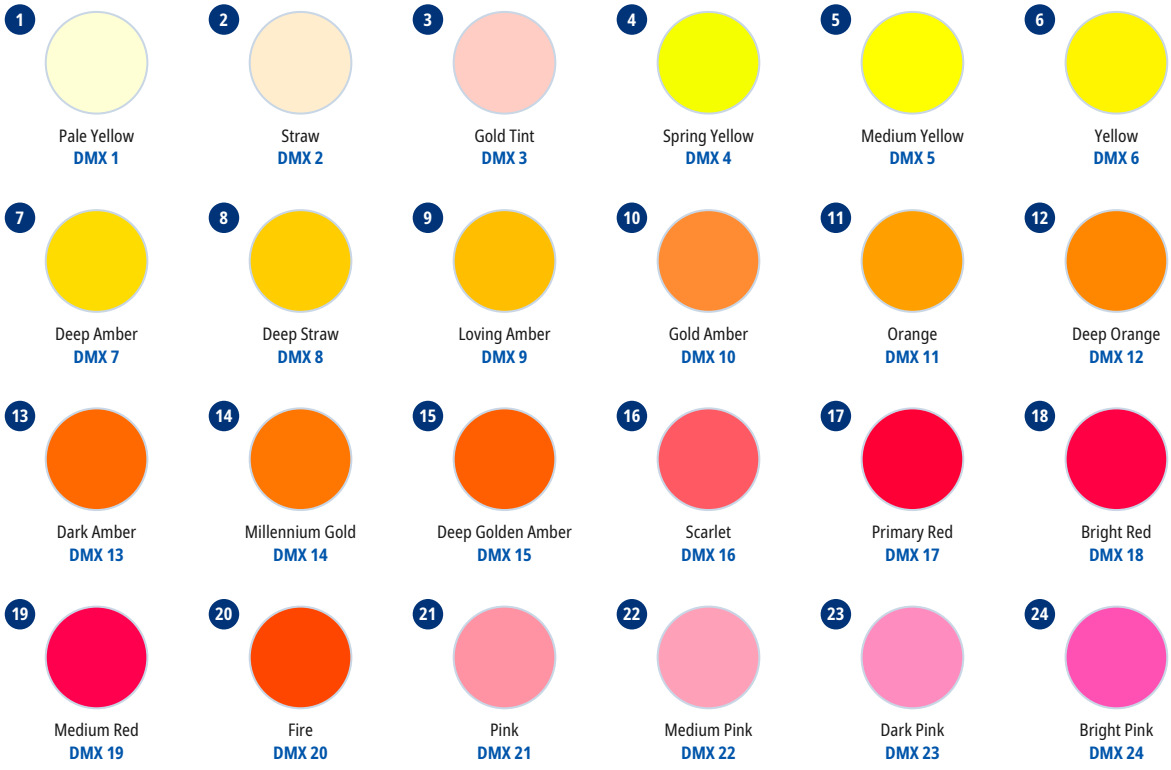
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended Pan540”: 61.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “Extended Pan540”, you can use, for example, the start addresses 1, 62, 123, 184.
- 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

	Standard Pan540 40 channels	Extended Pan540 61 channels	CMY Pan540 38 channels	CMY Extended Pan540 57 channels	Extended Pan630 61 channels	Standard Pan630 40 channels	CMY Pan630 38 channels	CMY Extended Pan630 57 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	24	31	22	27	31	24	22	27
Shutter / strobe	23	30	21	26	30	23	21	26
Color mixing	5–9	5× (5–13)	5–7	5, 7, 9	5× (5–13)	5–9	5–7	5, 7, 9
Color temperature	10	15	8	11	15	10	8	11
Color wheel	11	16	9	12	16	11	9	12
Gobo wheel	13, 16	19, 22	11, 14	15, 18	19, 22	13, 16	11, 14	15, 18
Gobo rotation	14	20	12	16	20	14	12	16
Prism	17, 18	23, 24	15, 16	19, 20	23, 24	17, 18	15, 16	19, 20
Frost	27, 28	36, 37	25, 26	32, 33	36, 37	27, 28	25, 26	32, 33
Zoom	21	28	19	24	28	21	19	24
Focus	19	26	17	22	26	19	17	22
Iris	26	34	24	30	34	26	24	30
Animation wheel	29, 30	38, 39	27, 28	34, 35	38, 39	29, 30	27, 28	34, 35
Effects / macros	40	59, 61	38	55, 57	59, 61	40	38	55, 57

Color wheel



25 Bright Rose **DMX 25**

26 Special Rose Pink **DMX 26**

27 Vanity Fair **DMX 27**

28 Magenta **DMX 28**

29 Dark Magenta **DMX 29**

30 Rose Purple **DMX 30**

31 Mauve **DMX 31**

32 Medium Purple **DMX 32**

33 Lavender **DMX 33**

34 Palace blue **DMX 34**

35 Dark Blue **DMX 35**

36 Medium Blue **DMX 36**

37 Deep Blue **DMX 37**

38 Daylight Blue **DMX 38**

39 Slate Blue **DMX 39**

40 Light Blue **DMX 40**

41 Sky Blue **DMX 41**

42 Pale Navy Blue **DMX 42**

43 Marine Blue **DMX 43**

44 Peacock Blue **DMX 44**

45 Lagoon Blue **DMX 45**

46 Medium Blue Green **DMX 46**

47 Dark Yellow Green **DMX 47**

48 Primary Green **DMX 48**

49 Fern Green **DMX 49**

50 Moss Green **DMX 50**

51 Dark Green **DMX 51**

52 Lime Green **DMX 52**

53 Pale Green **DMX 53**

54 Quarter CT Blue **DMX 54**

55 Half CT Blue **DMX 55**

56 Full CT Blue **DMX 56**

57 Double CT Blue **DMX 57**

58 Quarter CT Orange **DMX 58**

59 Half CT Orange **DMX 59**

60 LEE 204 - Full C T Orange **DMX 60–61**

61 Open **DMX 0–1**

Gobo wheel 1

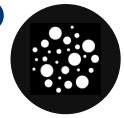
1
Gobo: Open
DMX 0–9

2 
Gobo: Tear me Up
DMX 10–19

3 
Gobo: Super Sic
DMX 20–29

4 
Gobo: Track Attack
DMX 30–39

5 
Gobo: Leaf Breakup
DMX 40–49

6 
Gobo: Bubble Trouble
DMX 50–59

7 
Texture Glass
DMX 60–70

Gobo wheel 2

1
Gobo: Open
DMX 0–9

2 
Gobo: Puddles
DMX 10–19

3 
Gobo: Broken Dreams
DMX 20–29

4 
Gobo: Sunset City
DMX 30–39

5 
Gobo: Highway Math
DMX 40–49

6 
Gobo: Starburst
DMX 50–59

7 
Gobo: Beams
DMX 60–69

8 
Fuze Profile GW02-07
DMX 70–78

Prism

1
Open
DMX 0–6

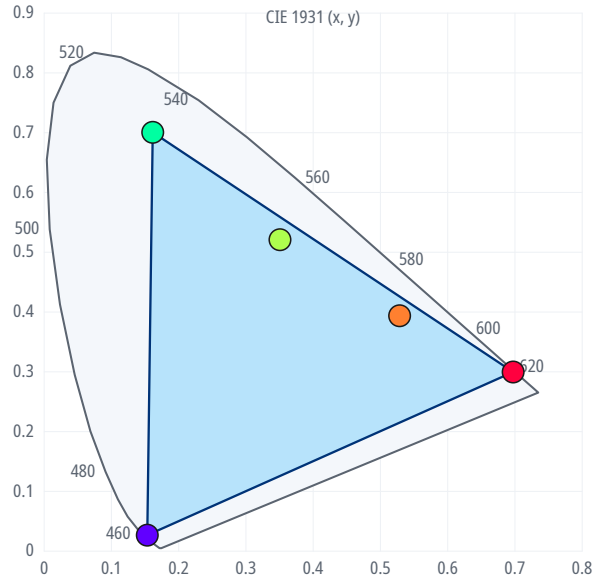
2 
4 facets
4-Facet Linear Prism
DMX 7–130

3 
4 facets
4-Facet Circular Prism
DMX 131–255

Animation wheel

1 
Animation Min to Max
DMX 8–255

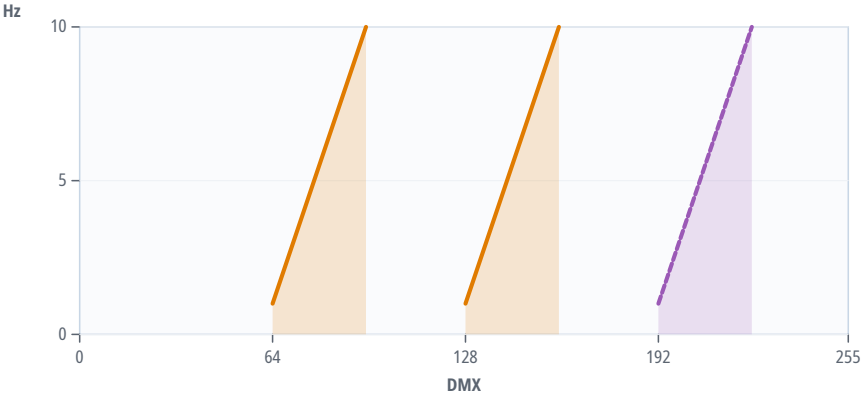
LED colors and the colors they mix



LED	x	y
Red	0.697	0.300
Green	0.161	0.701
Blue	0.153	0.027
Mint	0.351	0.521
Amber	0.528	0.394

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate

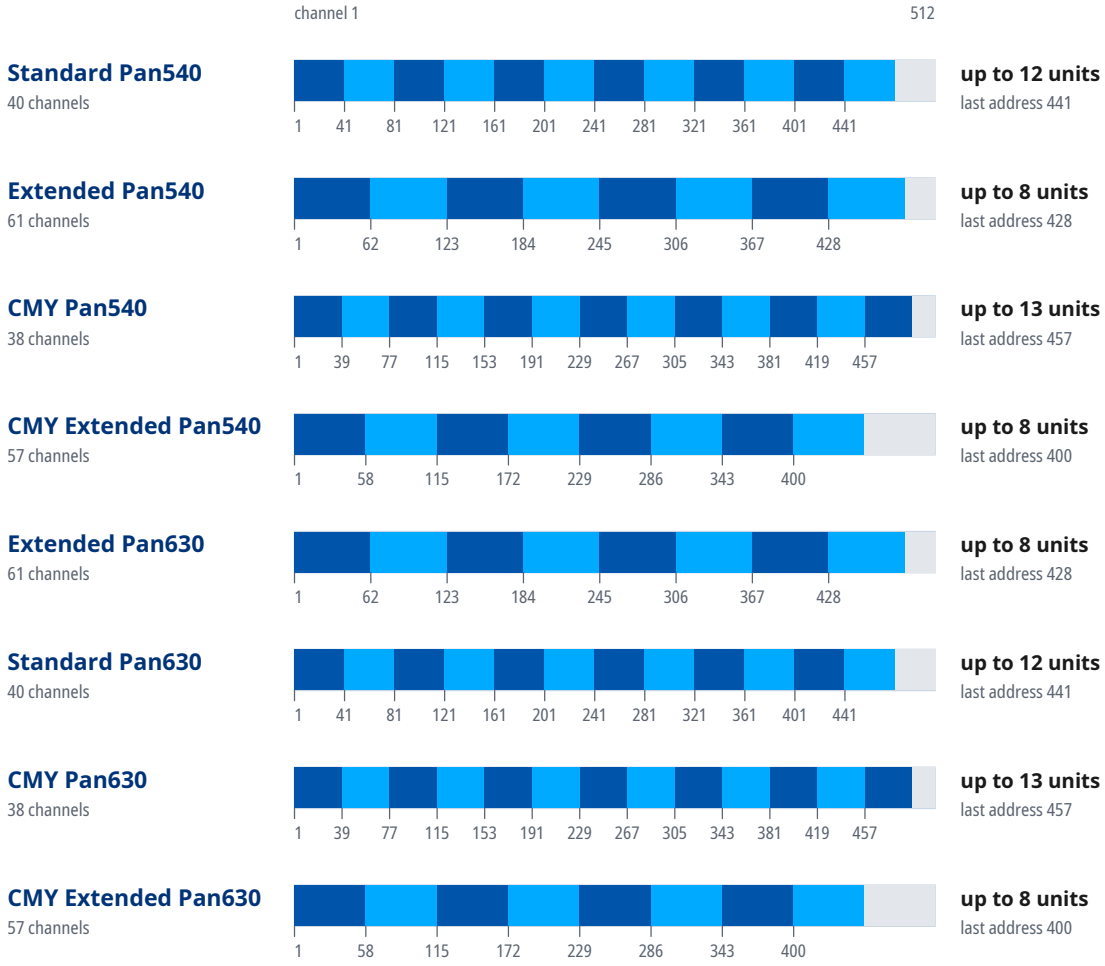


CH 30 · Extended Pan540

- 64–95: 1–10 Hz
  Strobe Effect Slow to Fast
- 128–159: 1–10 Hz
  Pulse-Effect in Sequences
- 192–223: 1–10 Hz
  Random Strobe Effect Slow to Fast

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended Pan540”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	306	11	U2 · 123	16	U2 · 428
2	62	7	367	12	U2 · 184	17	U3 · 1
3	123	8	428	13	U2 · 245	18	U3 · 62
4	184	9	U2 · 1	14	U2 · 306	19	U3 · 123
5	245	10	U2 · 62	15	U2 · 367	20	U3 · 184

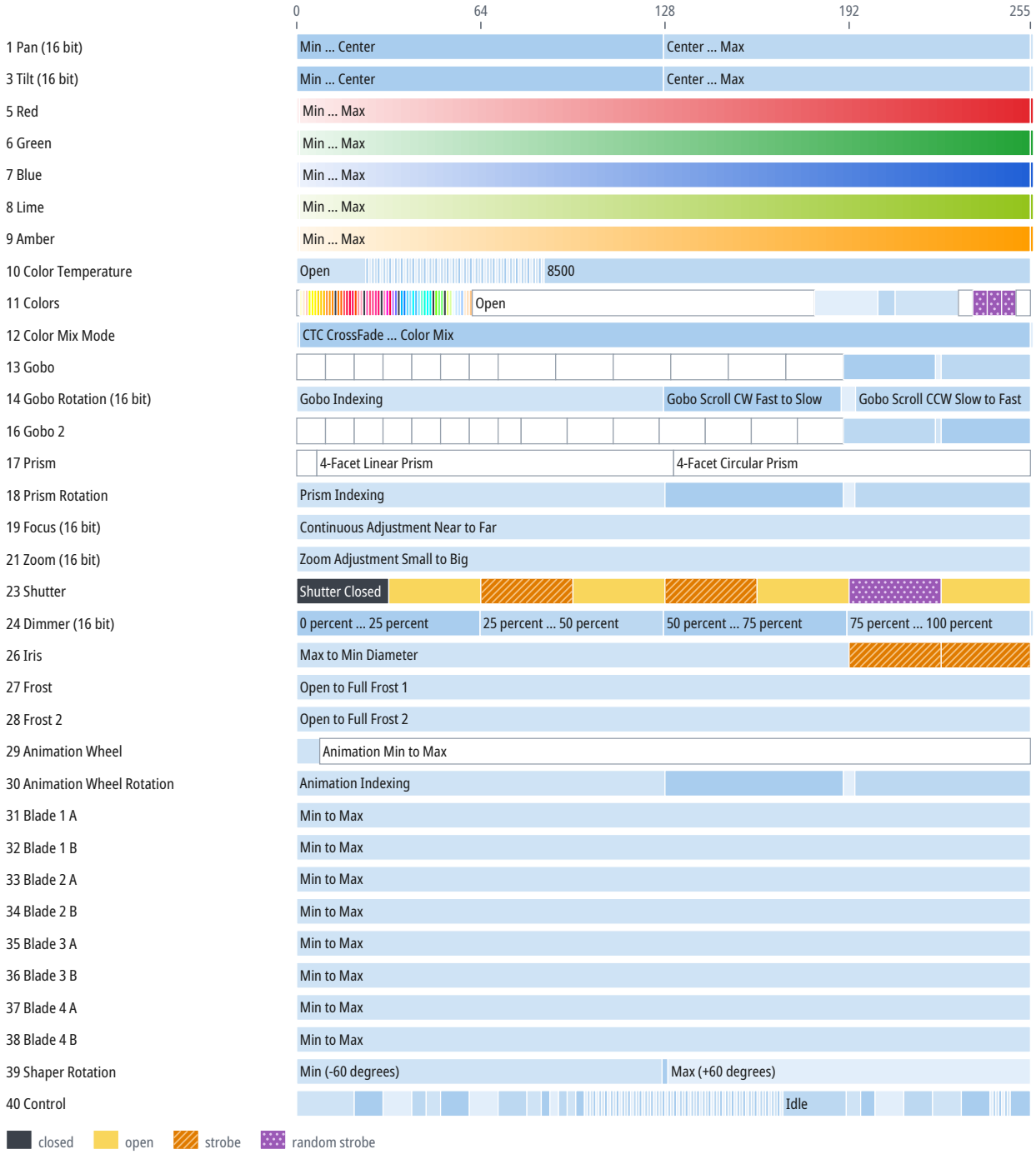
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard Pan540

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

The GDTF file gives these values for a console's Highlight function: CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 Lime 255, CH 9 Amber 255, CH 11 Colors 0, CH 23 Shutter 47, CH 24 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min … Center
		128–255	Center … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0	Min
		1–254	Min … Max
		255	Max
6	Green	0	Min
		1–254	Min … Max
		255	Max
7	Blue	0	Min
		1–254	Min … Max
		255	Max
8	Lime	0	Min
		1–254	Min … Max
		255	Max
9	Amber	0	Min
		1–254	Min … Max
		255	Max
10	Color Temperature	0–23	Open
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900
		30	3000
		31	3100
		32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200
		43	4300
		44	4400

CH	Function	DMX	Description
10	Color Temperature (continued)	45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200
		53	5300
		54	5400
		55	5500
		56	5600
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000
		71	7100
		72	7200
		73	7300
		74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83	8300
		84	8400
		85–255	8500
11	Colors	0	Open

CH	Function	DMX	Description
11	Colors (continued)	1	Pale Yellow
		2	Straw
		3	Gold Tint
		4	Spring Yellow
		5	Medium Yellow
		6	Yellow
		7	Deep Amber
		8	Deep Straw
		9	Loving Amber
		10	Gold Amber
		11	Orange
		12	Deep Orange
		13	Dark Amber
		14	Millennium Gold
		15	Deep Golden Amber
		16	Scarlet
		17	Primary Red
		18	Bright Red
		19	Medium Red
		20	Fire
		21	Pink
		22	Medium Pink
		23	Dark Pink
		24	Bright Pink
		25	Bright Rose
		26	Special Rose Pink
		27	Vanity Fair
		28	Magenta
		29	Dark Magenta
		30	Rose Purple
		31	Mauve
		32	Medium Purple
		33	Lavender
		34	Palace blue
		35	Dark Blue
		36	Medium Blue
		37	Deep Blue
		38	Daylight Blue
		39	Slate Blue
		40	Light Blue
		41	Sky Blue
		42	Pale Navy Blue

CH	Function	DMX	Description
11	Colors (continued)	43	Marine Blue
		44	Peacock Blue
		45	Lagoon Blue
		46	Medium Blue Green
		47	Dark Yellow Green
		48	Primary Green
		49	Fern Green
		50	Moss Green
		51	Dark Green
		52	Lime Green
		53	Pale Green
		54	Quarter CT Blue
		55	Half CT Blue
		56	Full CT Blue
		57	Double CT Blue
		58	Quarter CT Orange
		59	Half CT Orange
		60	Full CT Orange
		61–179	Open
		180–201	CW fast to slow (7200–14 °/s)
		202–207	Color 1 Wheel Spin: Stop
		208–229	CCW slow to fast (14–7200 °/s)
		230–234	Open
		235–239	Color 1 Wheel Random: Fast
		240–244	Medium
		245–249	Color 1 Wheel Random: Slow
		250–255	Open
12	Color Mix Mode	0	CTC CrossFade
		1–254	CTC CrossFade ... Color Mix
		255	Color Mix
13	Gobo	0–9	Gobo: Open
		10–19	Gobo: Tear me Up
		20–29	Gobo: Super Sic
		30–39	Gobo: Track Attack
		40–49	Gobo: Leaf Breakup
		50–59	Gobo: Bubble Trouble
		60–69	Gobo: Texture Glass
		70–89	Gobo 1 Select Shake: Tear me Up (1–5 Hz)
		90–109	Gobo 1 Select Shake: Super Sic (1–5 Hz)
		110–129	Gobo 1 Select Shake: Track Attack (1–5 Hz)
		130–149	Gobo 1 Select Shake: Leaf Breakup (1–5 Hz)
		150–169	Gobo 1 Select Shake: Bubble Trouble (1–5 Hz)

CH	Function	DMX	Description
13	Gobo (continued)	170–189	Gobo 1 Select Shake: Texture Glass (1–5 Hz)
		190–221	Gobo Wheel Scroll CW Fast to Slow (360–30 °/s)
		222–223	Gobo Spin: Stop
		224–255	Gobo Wheel Scroll CCW Slow to Fast (up to 360 °/s (60 rpm))
14	Gobo Rotation	0–127	Gobo Indexing (360°)
		128–189	Gobo Scroll CW Fast to Slow (360–30 °/s)
		190–194	No Rotation
		194–255	Gobo Scroll CCW Slow to Fast (up to 360 °/s (60 rpm))
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: Puddles
		20–29	Gobo: Broken Dreams
		30–39	Gobo: Sunset City
		40–49	Gobo: Highway Math
		50–59	Gobo: Starburst
		60–69	Gobo: Beams
		70–77	Gobo: Fuze Profile GW02 07
		78–93	Gobo 2 Select Shake: Puddles (1–5 Hz)
		94–109	Gobo 2 Select Shake: Broken Dreams (1–5 Hz)
		110–125	Gobo 2 Select Shake: Sunset City (1–5 Hz)
		126–141	Gobo 2 Select Shake: Highway Math (1–5 Hz)
		142–157	Gobo 2 Select Shake: Starburst (1–5 Hz)
		158–173	Gobo 2 Select Shake: Beams (1–5 Hz)
		174–189	Gobo 2 Select Shake: Fuze Profile GW02 07 (1–5 Hz)
		190–221	Gobo Wheel Rotation CW Fast to Slow (360–30 °/s)
		222–223	Gobo spin: Stop
		224–255	Gobo Wheel Rotation CCW Slow to Fast (up to 360 °/s (60 rpm))
17	Prism	0–6	Open
		7–130	4-Facet Linear Prism
		131–255	4-Facet Circular Prism
18	Prism Rotation	0–127	Prism Indexing (360°)
		128–189	Prism Rotation CW Fast to Slow (360–6 °/s)
		190–193	No Rotation
		194–255	Prism Rotation CCW Slow to Fast (6–360 °/s)
19	Focus	0–255	Continuous Adjustment Near to Far
20	Focus Fine	0–255	Fine adjustment of CH 19
21	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Shutter	0–31	Shutter Closed
		32–63	No Function (Shutter Open)
		64–95	Strobe Effect Slow to Fast (1–10 Hz)

CH	Function	DMX	Description
23	Shutter (continued)	96–127	No Function (Shutter Open)
		128–159	Pulse-Effect in Sequences (1–10 Hz)
		160–191	No Function (Shutter Open)
		192–223	Random Strobe Effect Slow to Fast (1–10 Hz)
		224–255	No Function (Shutter Open)
24	Dimmer	0–63	0 percent … 25 percent
		63	25 percent
		64–127	25 percent … 50 percent
		127	50 percent
		128–191	50 percent … 75 percent
		191	75 percent
		192–255	75 percent … 100 percent
		255	100 percent
25	Dimmer Fine	0–255	Fine adjustment of CH 24
26	Iris	0–191	Max to Min Diameter
		192–223	Pulse Opening Fast to Slow
		224–255	Pulse Closing Slow to Fast
27	Frost	0–255	Open to Full Frost 1
28	Frost 2	0–255	Open to Full Frost 2
29	Animation Wheel	0–7	Open
		8–255	Animation Min to Max
30	Animation Wheel Rotation	0–127	Animation Indexing (540°)
		128–189	Animation Rotation CW Fast to Slow (360–30 °/s)
		190–193	No Rotation
		194–255	Animation Rotation CCW Slow to Fast (up to 360 °/s (60 rpm))
31	Blade 1 A	0–255	Min to Max
32	Blade 1 B	0–255	Min to Max
33	Blade 2 A	0–255	Min to Max
34	Blade 2 B	0–255	Min to Max
35	Blade 3 A	0–255	Min to Max
36	Blade 3 B	0–255	Min to Max
37	Blade 4 A	0–255	Min to Max
38	Blade 4 B	0–255	Min to Max
39	Shaper Rotation		All Blade Rotation
		0–126	Min (-60 degrees)
		127–128	Parallel (0 degrees)
		129–255	Max (+60 degrees)
40	Control	0–19	Color Change Normal
		20–29	Color Change to Any Position
		30–39	Color - Gobo Change to Any Position
		40–44	Fan Mode Studio
		45–49	Fan Mode Mute

CH	Function	DMX	Description
40	Control (continued)	50–59	Fan Mode Low
		60–69	Fan Mode High
		70–79	Fan Mode Auto
		80–84	All Motor Reset
		85–87	Pan / Tilt Motors Reset
		88–90	Gobo reset
		91–93	Focus and Zoom reset
		94–96	Other motor reset
		97–99	Fixture Calibration Reset: Idle
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010
		112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		130	1200
		131	1210
		132	1220

CH	Function	DMX	Description
40	Control (continued)	133	1230
		134	1240
		135	1250
		136	1260
		137	1270
		138	1280
		139	1290
		140	1300
		141	1310
		142	1320
		143	1330
		144	1340
		145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430
		154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–190	Idle
		191–195	Hibernation OFF
		196–200	Hibernation ON
		201–210	Dimmer Curve Linear (default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square

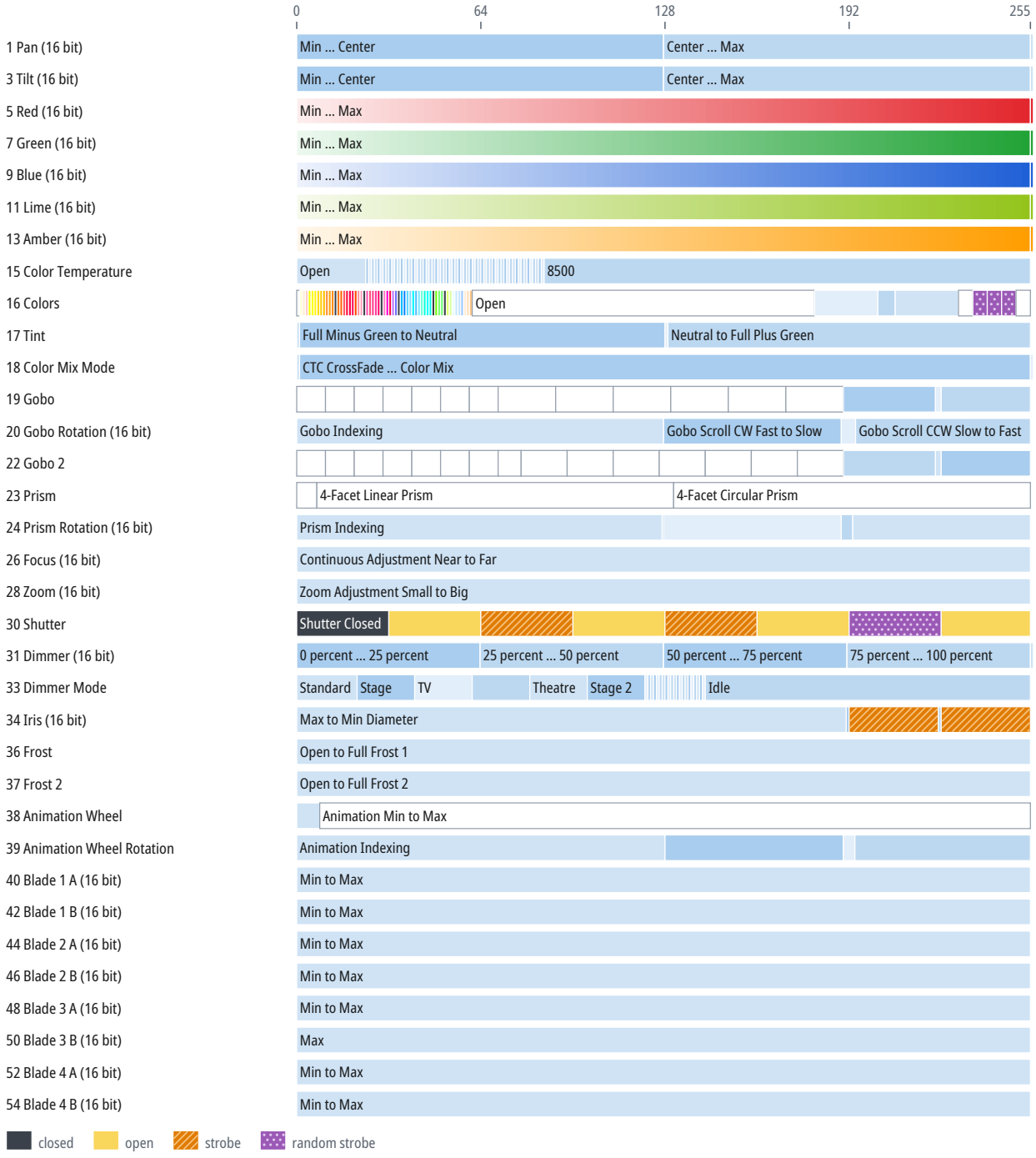
CH	Function	DMX	Description
40	Control (continued)	231–240	Dimmer Curve S-Curve
		241	Internal Program 1 (Scene 1-8)
		242	Internal Program 2 (Scene 9 -16)
		243	Internal Program 3 (Scene17-24)
		244	Internal Program 4 (Scene 25-32)
		245	Internal Program 5 (Scene 33-40)
		246	Internal Program 6 (Scene 41-48)
		247	Internal Program 7 (Scene 49-56)
		248–255	Idle

Mode Extended Pan540

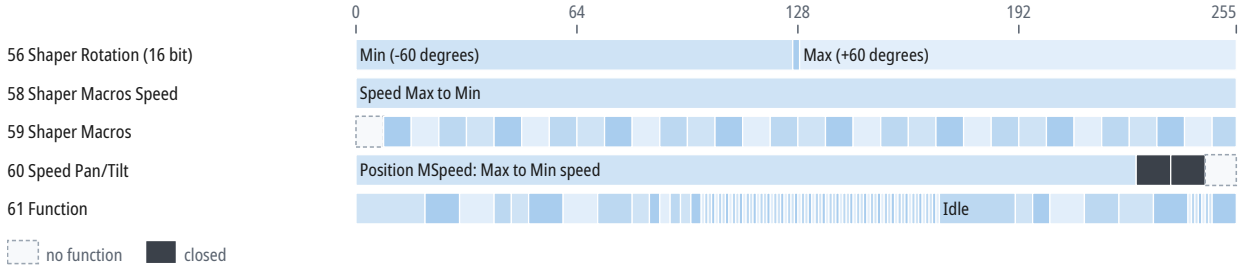
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 5 Red 255, CH 7 Green 255, CH 9 Blue 255, CH 11 Lime 255, CH 13 Amber 255, CH 16 Colors 0, CH 30 Shutter 47, CH 31 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0–255	Min … Max
		255	Max
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green	0–255	Min … Max
		255	Max
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue	0–255	Min … Max
		255	Max
10	Blue Fine	0–255	Fine adjustment of CH 9
11	Lime	0–255	Min … Max
		255	Max
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Amber	0–255	Min … Max
		255	Max
14	Amber Fine	0–255	Fine adjustment of CH 13
15	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
16	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
17	Tint	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
18	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
19	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
20	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
21	Gobo Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)

CH	Function	DMX	Description
23	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
24	Prism Rotation	0–127	Prism Indexing
		128–189	Prism Rotation CW Fast to Slow (360–6 °/s)
		190–193	No Rotation
		194–255	Prism Rotation CCW Slow to Fast (6–360 °/s)
25	Prism Rotation Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	Continuous Adjustment Near to Far
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
31	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
32	Dimmer Fine	0–255	Fine adjustment of CH 31
33	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121	0s
		122	0*1s
		123	0*2
		124	0*3s
		125	0*4s
		126	0*5s
		127	0*6s
		128	0*7
		129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
34	Iris	0–191	Max to Min Diameter
		191–192	Iris
		192–223	Pulse Opening Fast to Slow
		223–224	Iris Pulse Open
		224–255	Pulse Closing Slow to Fast
35	Iris Fine	0–255	Fine adjustment of CH 34
36	Frost	0–255	Open to Full Frost 1
37	Frost 2	0–255	Open to Full Frost 2
38	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)

CH	Function	DMX	Description
39	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
40	Blade 1 A	0–255	Min to Max
41	Blade 1 A Fine	0–255	Fine adjustment of CH 40
42	Blade 1 B	0–255	Min to Max
43	Blade 1 B Fine	0–255	Fine adjustment of CH 42
44	Blade 2 A	0–255	Min to Max
45	Blade 2 A Fine	0–255	Fine adjustment of CH 44
46	Blade 2 B	0–255	Min to Max
47	Blade 2 B Fine	0–255	Fine adjustment of CH 46
48	Blade 3 A	0–255	Min to Max
49	Blade 3 A Fine	0–255	Fine adjustment of CH 48
50	Blade 3 B	0–255	Max
51	Blade 3 B Fine	0–255	Fine adjustment of CH 50
52	Blade 4 A	0–255	Min to Max
53	Blade 4 A Fine	0–255	Fine adjustment of CH 52
54	Blade 4 B	0–255	Min to Max
55	Blade 4 B Fine	0–255	Fine adjustment of CH 54
56	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
57	Shaper Rotation Fine	0–255	Fine adjustment of CH 56
58	Shaper Macros Speed		Frame MSpeed 1
		0–255	Speed Max to Min
59	Shaper Macros		Framing Macros
		0–7	OFF
		8–15	Framing Macro 1
		16–23	Framing Macro 2
		24–31	Framing Macro 3
		32–39	Framing Macro 4
		40–47	Framing Macro 5
		48–55	Framing Macro 6
		56–63	Framing Macro 7
		64–71	Framing Macro 8
		72–79	Framing Macro 9
		80–87	Framing Macro 10
		88–95	Framing Macro 11
		96–103	Framing Macro 12
		104–111	Framing Macro 13
		112–119	Framing Macro 14
		120–127	Framing Macro 15
		128–135	Framing Macro 16
		136–143	Framing Macro 17
		144–151	Framing Macro 18
		152–159	Framing Macro 19

CH	Function	DMX	Description
59	Shaper Macros (continued)	160–167	Framing Macro 20
		168–175	Framing Macro 21
		176–183	Framing Macro 22
		184–191	Framing Macro 23
		192–199	Framing Macro 24
		200–207	Framing Macro 25
		208–215	Framing Macro 26
		216–223	Framing Macro 27
		224–231	Framing Macro 28
		232–239	Framing Macro 29
		240–247	Framing Macro 30
		248–255	Framing Macro 31
60	Speed Pan/Tilt	0–225	Position MSpeed: Max to Min speed
		226–235	Blackout by Movement
		236–245	Blackout by All Wheel Changing
		246–255	No Function
61	Function	0–19	Color Change Normal
		20–29	Color Change to Any Position
		30–39	Color - Gobo Change to Any Position
		40–44	Fan Mode Studio
		45–49	Fan Mode Mute
		50–59	Fan Mode Low
		60–69	Fan Mode High
		70–79	Fan Mode Auto
		80–84	All Motor Reset
		85–87	Pan / Tilt Motors Reset
		88–90	Gobo reset
		91–93	Focus and Zoom reset
		94–96	Other motor reset
		97–99	Fixture Calibration Reset: Idle
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010

CH	Function	DMX	Description
61	Function (continued)	112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		130	1200
		131	1210
		132	1220
		133	1230
		134	1240
		135	1250
		136	1260
		137	1270
		138	1280
		139	1290
		140	1300
		141	1310
		142	1320
		143	1330
		144	1340
		145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430

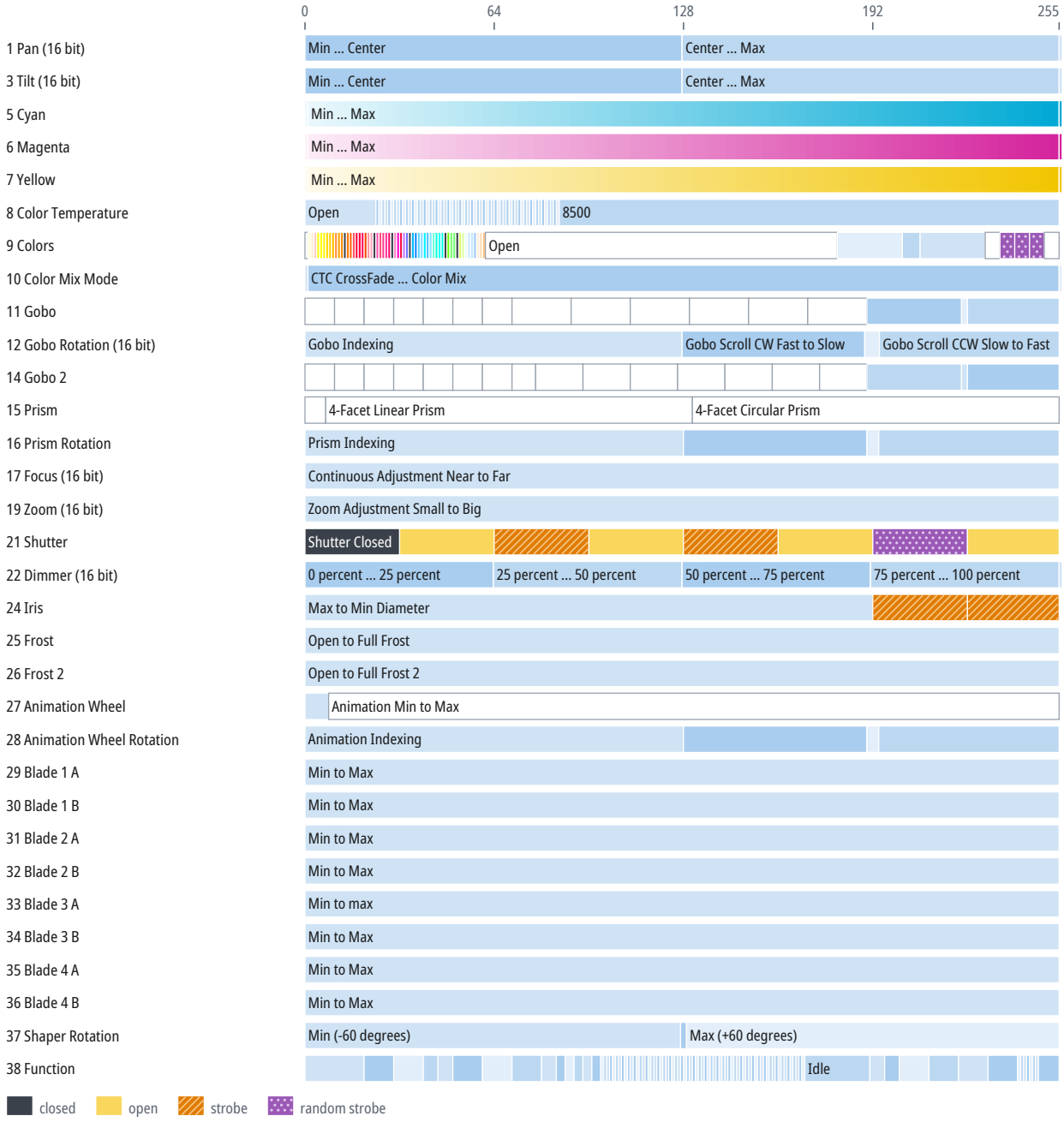
CH	Function	DMX	Description
61	Function (continued)	154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–190	Idle
		191–195	Hibernation OFF
		196–200	Hibernation ON
		201–210	Dimmer Curve Linear (default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241	Internal Program 1 (Scene 1-8)
		242	Internal Program 2 (Scene 9 -16)
		243	Internal Program 3 (Scene17-24)
		244	Internal Program 4 (Scene 25-32)
		245	Internal Program 5 (Scene 33-40)
		246	Internal Program 6 (Scene 41-48)
		247	Internal Program 7 (Scene 49-56)
		248–255	Idle

Mode CMY Pan540

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

The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 9 Colors 0, CH 21 Shutter 47, CH 22 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended Pan540” (p. 24)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		127	Center

CH	Function	DMX	Description
3	Tilt (continued)	128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0	Min
		1–254	Min ... Max
		255	Max
6	Magenta	0	Min
		1–254	Min ... Max
		255	Max
7	Yellow	0	Min
		1–254	Min ... Max
		255	Max
8	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
9	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
10	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
11	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
12	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
13	Gobo Rotation Fine	0–255	Fine adjustment of CH 12
14	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
15	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
16	Prism Rotation		Same as CH 18 in the mode “Standard Pan540” (p. 18)
17	Focus	0–255	Continuous Adjustment Near to Far
18	Focus Fine	0–255	Fine adjustment of CH 17
19	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
22	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
23	Dimmer Fine	0–255	Fine adjustment of CH 22
24	Iris		Same as CH 26 in the mode “Standard Pan540” (p. 19)
25	Frost		Frost 1
		0–255	Open to Full Frost
26	Frost 2	0–255	Open to Full Frost 2
27	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)
28	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
29	Blade 1 A	0–255	Min to Max
30	Blade 1 B	0–255	Min to Max
31	Blade 2 A	0–255	Min to Max
32	Blade 2 B	0–255	Min to Max
33	Blade 3 A	0–255	Min to max
34	Blade 3 B	0–255	Min to Max
35	Blade 4 A	0–255	Min to Max

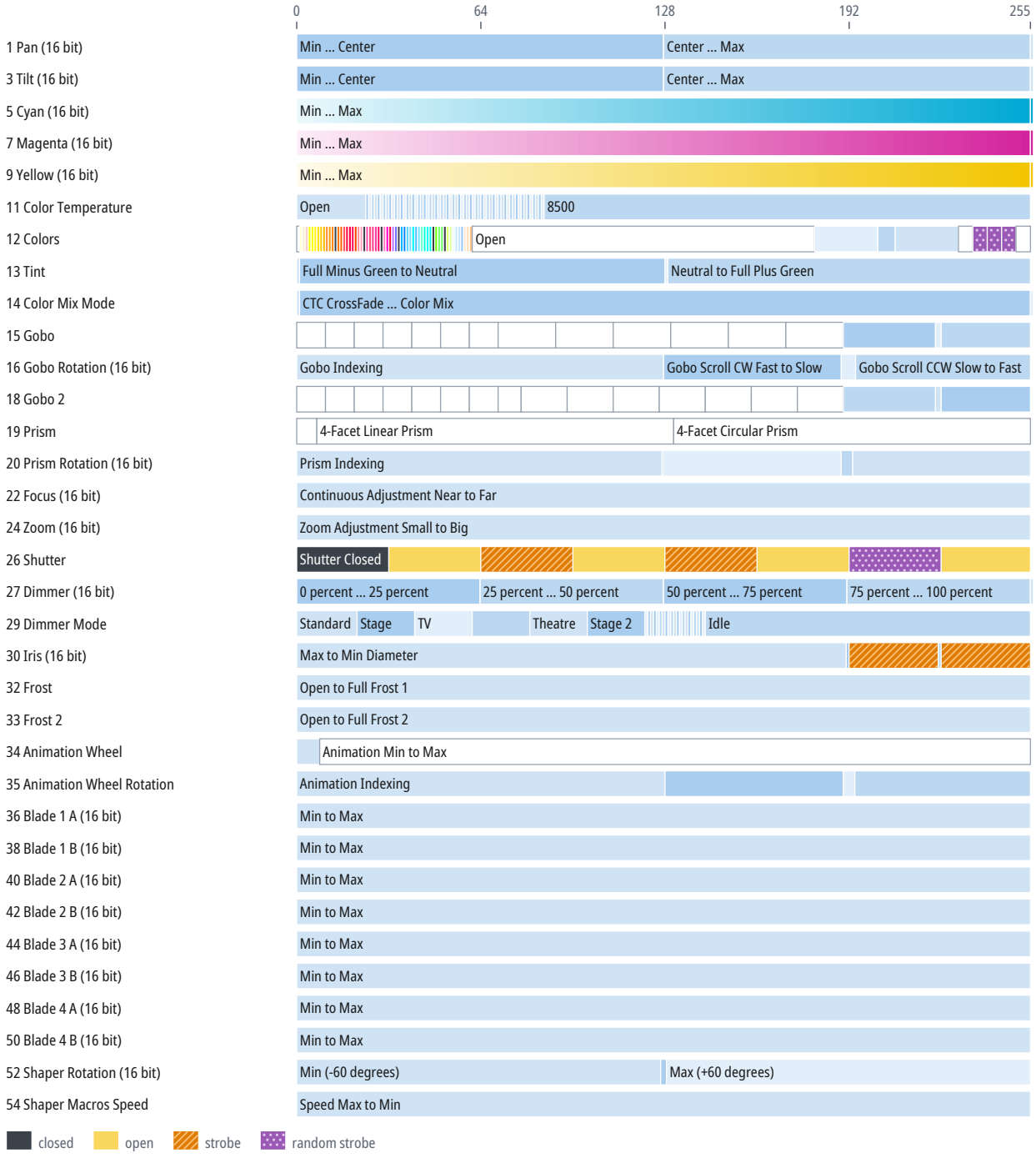
CH	Function	DMX	Description
36	Blade 4 B	0–255	Min to Max
37	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
38	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

Mode CMY Extended Pan540

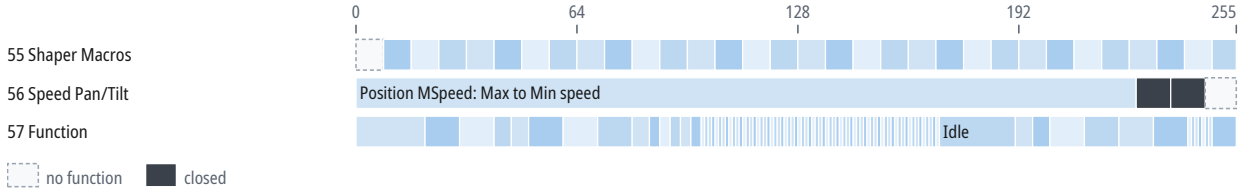
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 7 Magenta 0, CH 9 Yellow 0, CH 12 Colors 0, CH 26 Shutter 47, CH 27 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended Pan540” (p. 24)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Pan540” (p. 30)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0–255	Min … Max
		255	Max
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta	0–255	Min … Max
		255	Max
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow	0–255	Min … Max
		255	Max
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
12	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
13	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 24)
14	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
15	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
16	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
19	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
20	Prism Rotation		Same as CH 24 in the mode “Extended Pan540” (p. 25)
21	Prism Rotation Fine	0–255	Fine adjustment of CH 20
22	Focus	0–255	Continuous Adjustment Near to Far
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
27	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
28	Dimmer Fine	0–255	Fine adjustment of CH 27
29	Dimmer Mode		Same as CH 33 in the mode “Extended Pan540” (p. 25)
30	Iris		Same as CH 34 in the mode “Extended Pan540” (p. 25)
31	Iris Fine	0–255	Fine adjustment of CH 30
32	Frost	0–255	Open to Full Frost 1

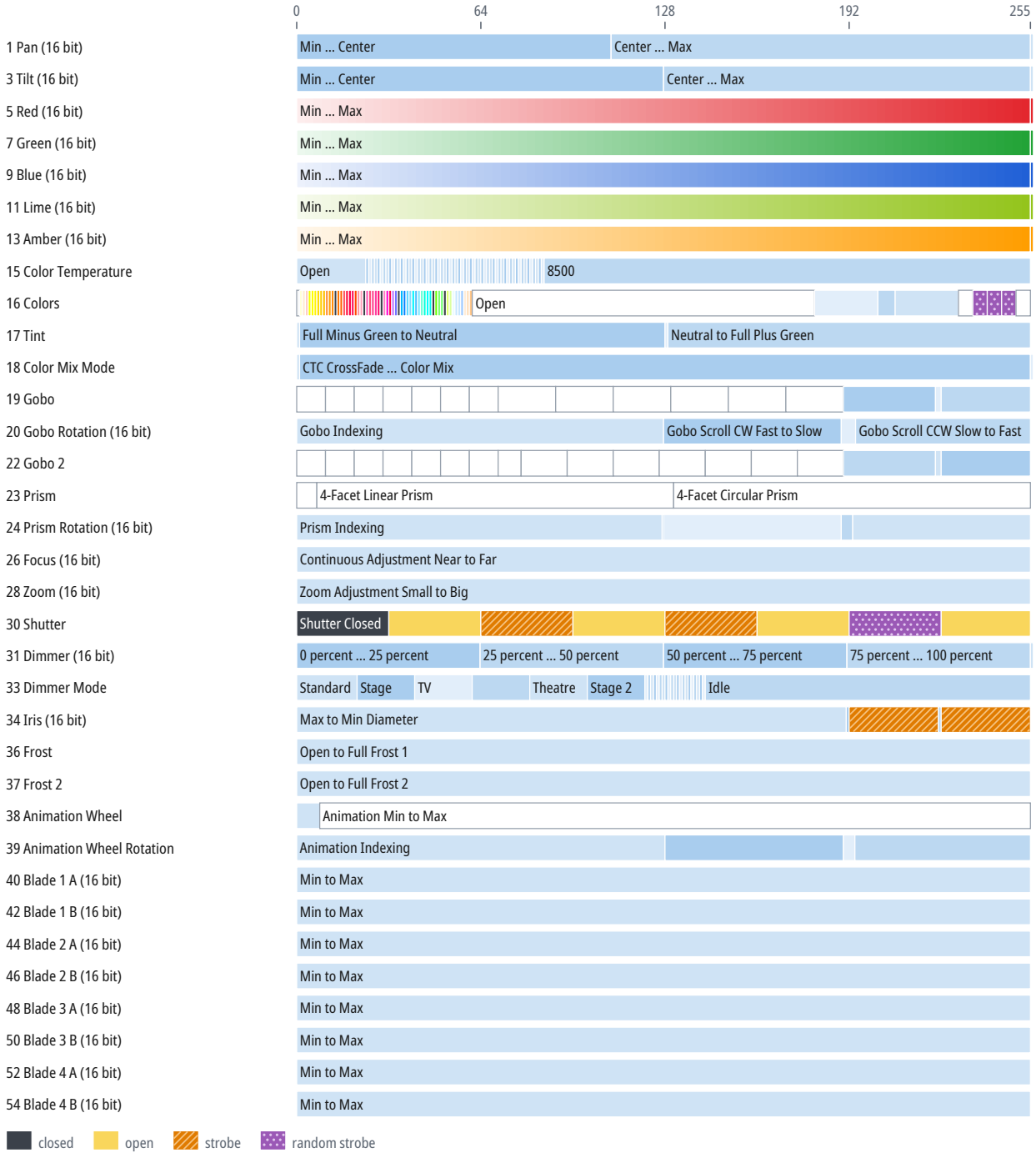
CH	Function	DMX	Description
33	Frost 2	0–255	Open to Full Frost 2
34	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)
35	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
36	Blade 1 A	0–255	Min to Max
37	Blade 1 A Fine	0–255	Fine adjustment of CH 36
38	Blade 1 B	0–255	Min to Max
39	Blade 1 B Fine	0–255	Fine adjustment of CH 38
40	Blade 2 A	0–255	Min to Max
41	Blade 2 A Fine	0–255	Fine adjustment of CH 40
42	Blade 2 B	0–255	Min to Max
43	Blade 2 B Fine	0–255	Fine adjustment of CH 42
44	Blade 3 A	0–255	Min to Max
45	Blade 3 A Fine	0–255	Fine adjustment of CH 44
46	Blade 3 B	0–255	Min to Max
47	Blade 3 B Fine	0–255	Fine adjustment of CH 46
48	Blade 4 A	0–255	Min to Max
49	Blade 4 A Fine	0–255	Fine adjustment of CH 48
50	Blade 4 B	0–255	Min to Max
51	Blade 4 B Fine	0–255	Fine adjustment of CH 50
52	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
53	Shaper Rotation Fine	0–255	Fine adjustment of CH 52
54	Shaper Macros Speed		Same as CH 58 in the mode “Extended Pan540” (p. 26)
55	Shaper Macros		Same as CH 59 in the mode “Extended Pan540” (p. 26)
56	Speed Pan/Tilt		Same as CH 60 in the mode “Extended Pan540” (p. 27)
57	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

Mode Extended Pan630

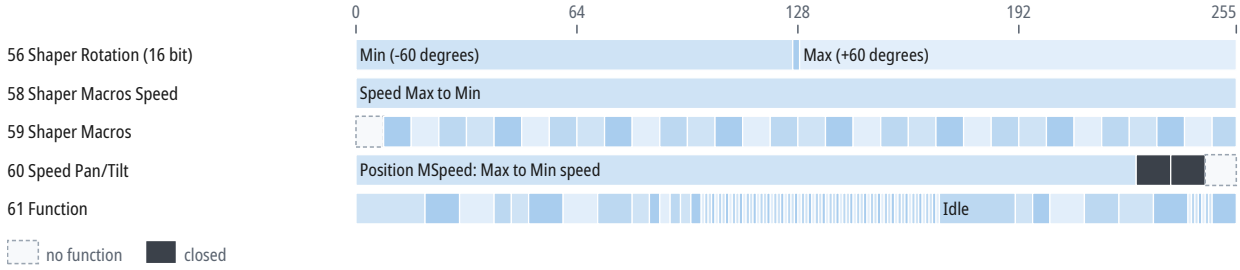
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 5 Red 255, CH 7 Green 255, CH 9 Blue 255, CH 11 Lime 255, CH 13 Amber 255, CH 16 Colors 0, CH 30 Shutter 47, CH 31 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–109	Min ... Center
		109–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red		Same as CH 5 in the mode “Extended Pan540” (p. 24)
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green		Same as CH 7 in the mode “Extended Pan540” (p. 24)
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue		Same as CH 9 in the mode “Extended Pan540” (p. 24)
10	Blue Fine	0–255	Fine adjustment of CH 9
11	Lime		Same as CH 11 in the mode “Extended Pan540” (p. 24)
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Amber		Same as CH 13 in the mode “Extended Pan540” (p. 24)
14	Amber Fine	0–255	Fine adjustment of CH 13
15	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
16	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
17	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 24)
18	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
19	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
20	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
21	Gobo Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
23	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
24	Prism Rotation		Same as CH 24 in the mode “Extended Pan540” (p. 25)
25	Prism Rotation Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	Continuous Adjustment Near to Far
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
31	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)

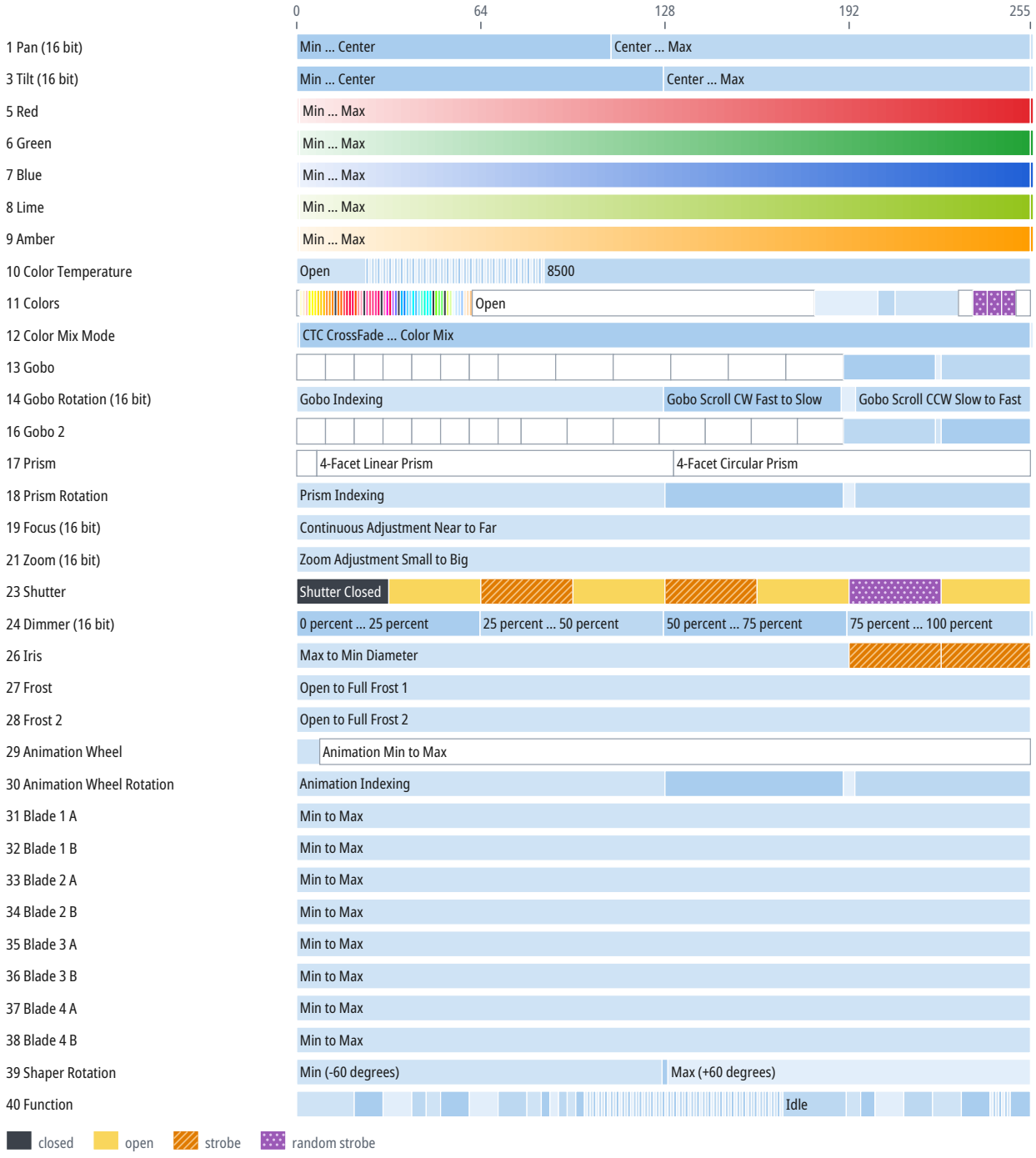
CH	Function	DMX	Description
32	Dimmer Fine	0–255	Fine adjustment of CH 31
33	Dimmer Mode		Same as CH 33 in the mode “Extended Pan540” (p. 25)
34	Iris		Same as CH 34 in the mode “Extended Pan540” (p. 25)
35	Iris Fine	0–255	Fine adjustment of CH 34
36	Frost	0–255	Open to Full Frost 1
37	Frost 2	0–255	Open to Full Frost 2
38	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)
39	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
40	Blade 1 A	0–255	Min to Max
41	Blade 1 A Fine	0–255	Fine adjustment of CH 40
42	Blade 1 B	0–255	Min to Max
43	Blade 1 B Fine	0–255	Fine adjustment of CH 42
44	Blade 2 A	0–255	Min to Max
45	Blade 2 A Fine	0–255	Fine adjustment of CH 44
46	Blade 2 B	0–255	Min to Max
47	Blade 2 B Fine	0–255	Fine adjustment of CH 46
48	Blade 3 A	0–255	Min to Max
49	Blade 3 A Fine	0–255	Fine adjustment of CH 48
50	Blade 3 B	0–255	Min to Max
51	Blade 3 B Fine	0–255	Fine adjustment of CH 50
52	Blade 4 A	0–255	Min to Max
53	Blade 4 A Fine	0–255	Fine adjustment of CH 52
54	Blade 4 B	0–255	Min to Max
55	Blade 4 B Fine	0–255	Fine adjustment of CH 54
56	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
57	Shaper Rotation Fine	0–255	Fine adjustment of CH 56
58	Shaper Macros Speed		Same as CH 58 in the mode “Extended Pan540” (p. 26)
59	Shaper Macros		Same as CH 59 in the mode “Extended Pan540” (p. 26)
60	Speed Pan/Tilt		Same as CH 60 in the mode “Extended Pan540” (p. 27)
61	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

Mode Standard Pan630

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

The GDTF file gives these values for a console's Highlight function: CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 Lime 255, CH 9 Amber 255, CH 11 Colors 0, CH 23 Shutter 47, CH 24 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended Pan630” (p. 37)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 14)

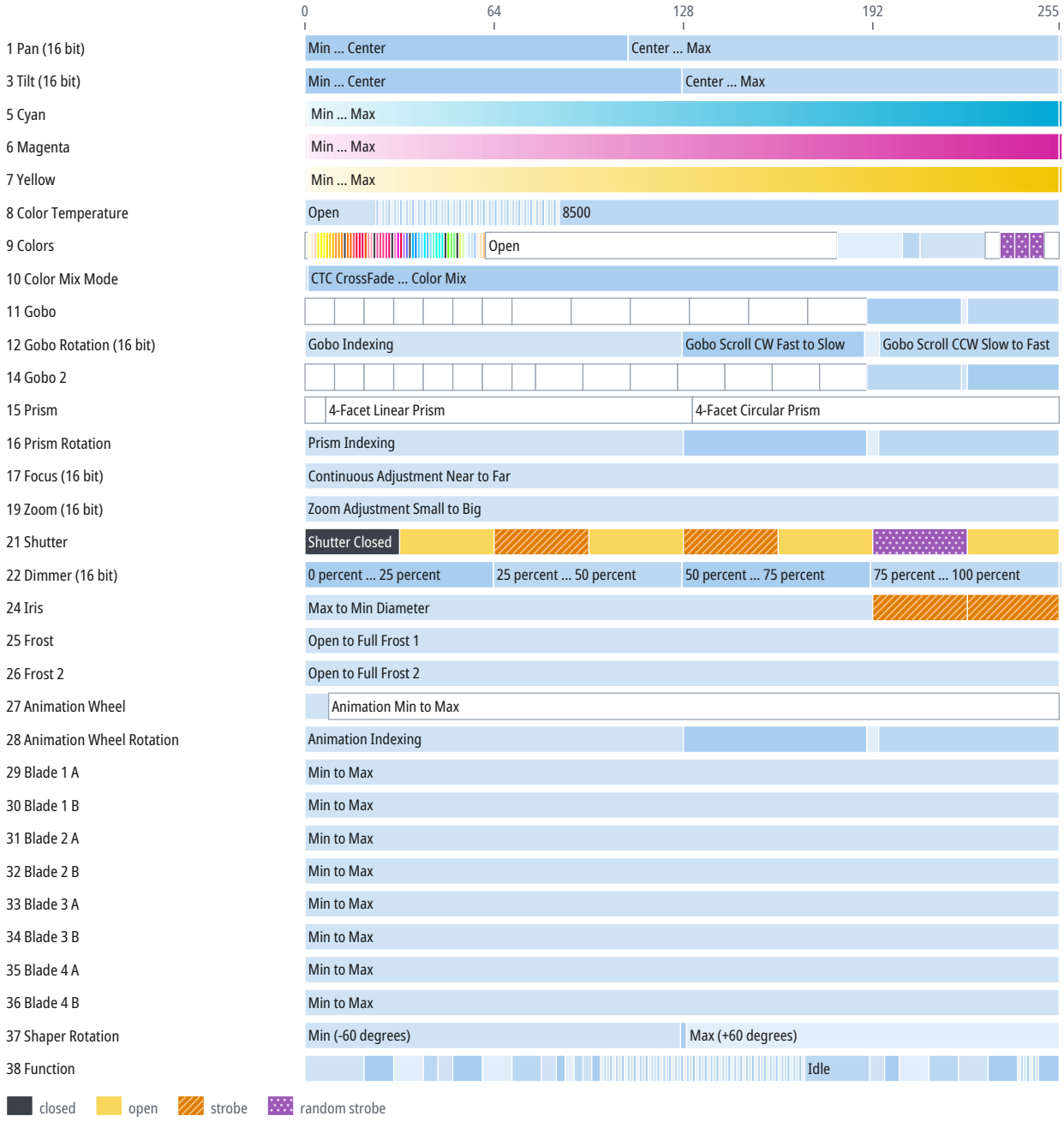
CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red		Same as CH 5 in the mode “Standard Pan540” (p. 14)
6	Green		Same as CH 6 in the mode “Standard Pan540” (p. 14)
7	Blue		Same as CH 7 in the mode “Standard Pan540” (p. 14)
8	Lime		Same as CH 8 in the mode “Standard Pan540” (p. 14)
9	Amber		Same as CH 9 in the mode “Standard Pan540” (p. 14)
10	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
11	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
12	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
13	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
14	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
17	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
18	Prism Rotation		Same as CH 18 in the mode “Standard Pan540” (p. 18)
19	Focus	0–255	Continuous Adjustment Near to Far
20	Focus Fine	0–255	Fine adjustment of CH 19
21	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
24	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
25	Dimmer Fine	0–255	Fine adjustment of CH 24
26	Iris		Same as CH 26 in the mode “Standard Pan540” (p. 19)
27	Frost	0–255	Open to Full Frost 1
28	Frost 2	0–255	Open to Full Frost 2
29	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)
30	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
31	Blade 1 A	0–255	Min to Max
32	Blade 1 B	0–255	Min to Max
33	Blade 2 A	0–255	Min to Max
34	Blade 2 B	0–255	Min to Max
35	Blade 3 A	0–255	Min to Max
36	Blade 3 B	0–255	Min to Max
37	Blade 4 A	0–255	Min to Max
38	Blade 4 B	0–255	Min to Max
39	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
40	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

Mode CMY Pan630

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

The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 9 Colors 0, CH 21 Shutter 47, CH 22 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended Pan630” (p. 37)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Pan540” (p. 30)
4	Tilt Fine	0–255	Fine adjustment of CH 3

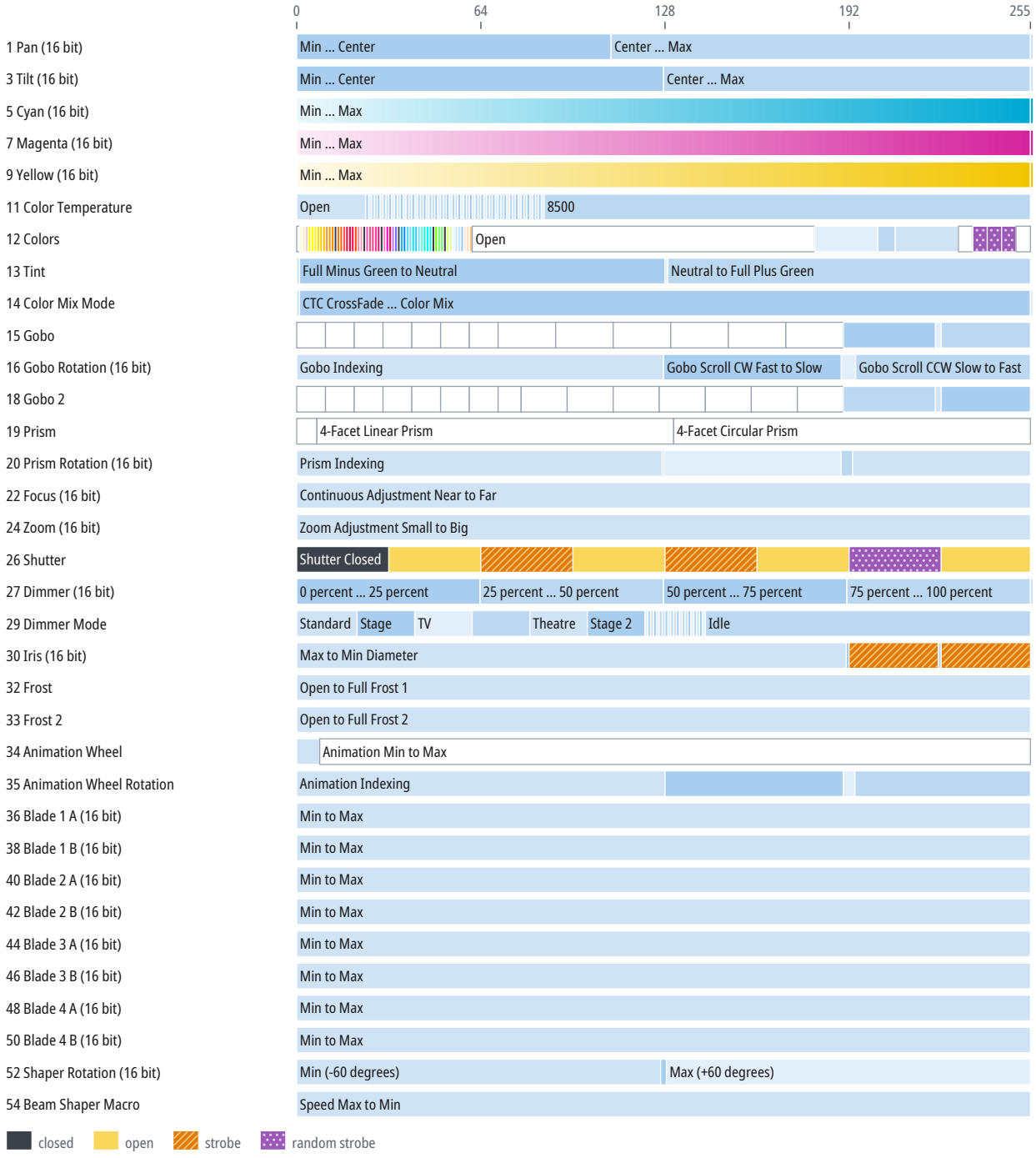
CH	Function	DMX	Description
5	Cyan		Same as CH 5 in the mode “CMY Pan540” (p. 31)
6	Magenta		Same as CH 6 in the mode “CMY Pan540” (p. 31)
7	Yellow		Same as CH 7 in the mode “CMY Pan540” (p. 31)
8	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
9	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
10	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
11	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
12	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
13	Gobo Rotation Fine	0–255	Fine adjustment of CH 12
14	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
15	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
16	Prism Rotation		Same as CH 18 in the mode “Standard Pan540” (p. 18)
17	Focus	0–255	Continuous Adjustment Near to Far
18	Focus Fine	0–255	Fine adjustment of CH 17
19	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
22	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
23	Dimmer Fine	0–255	Fine adjustment of CH 22
24	Iris		Same as CH 26 in the mode “Standard Pan540” (p. 19)
25	Frost	0–255	Open to Full Frost 1
26	Frost 2	0–255	Open to Full Frost 2
27	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)
28	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
29	Blade 1 A	0–255	Min to Max
30	Blade 1 B	0–255	Min to Max
31	Blade 2 A	0–255	Min to Max
32	Blade 2 B	0–255	Min to Max
33	Blade 3 A	0–255	Min to Max
34	Blade 3 B	0–255	Min to Max
35	Blade 4 A	0–255	Min to Max
36	Blade 4 B	0–255	Min to Max
37	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
38	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

Mode CMY Extended Pan630

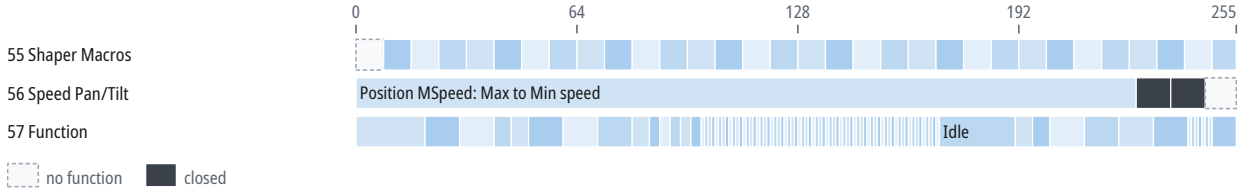
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 7 Magenta 0, CH 9 Yellow 0, CH 12 Colors 0, CH 26 Shutter 47, CH 27 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended Pan630” (p. 37)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Pan540” (p. 30)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan		Same as CH 5 in the mode “CMY Extended Pan540” (p. 34)
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta		Same as CH 7 in the mode “CMY Extended Pan540” (p. 34)
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow		Same as CH 9 in the mode “CMY Extended Pan540” (p. 34)
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	Color Temperature		Same as CH 10 in the mode “Standard Pan540” (p. 14)
12	Colors		Same as CH 11 in the mode “Standard Pan540” (p. 15)
13	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 24)
14	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 17)
15	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 17)
16	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 18)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 18)
19	Prism		Same as CH 17 in the mode “Standard Pan540” (p. 18)
20	Prism Rotation		Same as CH 24 in the mode “Extended Pan540” (p. 25)
21	Prism Rotation Fine	0–255	Fine adjustment of CH 20
22	Focus	0–255	Continuous Adjustment Near to Far
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Shutter		Same as CH 23 in the mode “Standard Pan540” (p. 18)
27	Dimmer		Same as CH 24 in the mode “Standard Pan540” (p. 19)
28	Dimmer Fine	0–255	Fine adjustment of CH 27
29	Dimmer Mode		Same as CH 33 in the mode “Extended Pan540” (p. 25)
30	Iris		Same as CH 34 in the mode “Extended Pan540” (p. 25)
31	Iris Fine	0–255	Fine adjustment of CH 30
32	Frost		Frost 1
		0–255	Open to Full Frost 1
33	Frost 2	0–255	Open to Full Frost 2
34	Animation Wheel		Same as CH 29 in the mode “Standard Pan540” (p. 19)

CH	Function	DMX	Description
35	Animation Wheel Rotation		Same as CH 30 in the mode “Standard Pan540” (p. 19)
36	Blade 1 A	0–255	Min to Max
37	Blade 1 A Fine	0–255	Fine adjustment of CH 36
38	Blade 1 B	0–255	Min to Max
39	Blade 1 B Fine	0–255	Fine adjustment of CH 38
40	Blade 2 A	0–255	Min to Max
41	Blade 2 A Fine	0–255	Fine adjustment of CH 40
42	Blade 2 B	0–255	Min to Max
43	Blade 2 B Fine	0–255	Fine adjustment of CH 42
44	Blade 3 A	0–255	Min to Max
45	Blade 3 A Fine	0–255	Fine adjustment of CH 44
46	Blade 3 B	0–255	Min to Max
47	Blade 3 B Fine	0–255	Fine adjustment of CH 46
48	Blade 4 A	0–255	Min to Max
49	Blade 4 A Fine	0–255	Fine adjustment of CH 48
50	Blade 4 B	0–255	Min to Max
51	Blade 4 B Fine	0–255	Fine adjustment of CH 50
52	Shaper Rotation		Same as CH 39 in the mode “Standard Pan540” (p. 19)
53	Shaper Rotation Fine	0–255	Fine adjustment of CH 52
54	Beam Shaper Macro		Frame MSpeed 1
		0–255	Speed Max to Min
55	Shaper Macros		Same as CH 59 in the mode “Extended Pan540” (p. 26)
56	Speed Pan/Tilt		Same as CH 60 in the mode “Extended Pan540” (p. 27)
57	Function		Same as CH 61 in the mode “Extended Pan540” (p. 27)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	800 W
Luminous flux	14,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	92
Optics	
Zoom	7–53°
Movement	
Pan	630°
Tilt	250°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x1530)
Dimensions and construction	
Weight	25.9 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

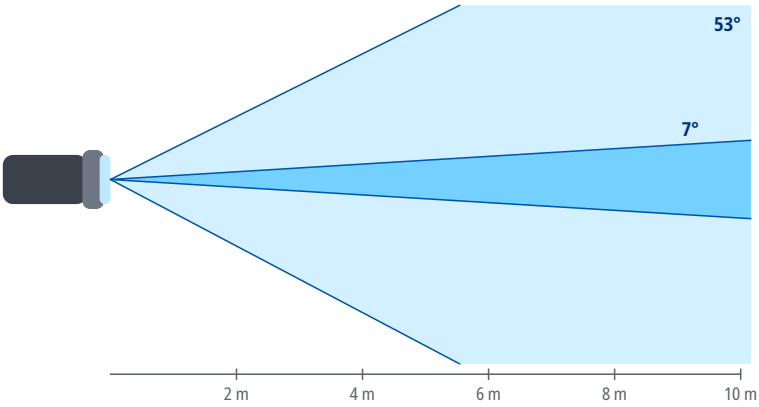
Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	1–10 Hz
Color wheel rotation	up to 7200 °/s (1200 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Dimensions

weight 25.9 kg



Spot diameter



Distance	Ø 7°	Ø 53°
2 m	0.24 m	2 m
4 m	0.49 m	4 m
6 m	0.73 m	6 m
8 m	0.98 m	8 m
10 m	1.2 m	10 m
15 m	1.8 m	15 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.