DMX REFERENCE

Fuze Max Spot

Elation



Manufacturer	Elation
GDTF file	Elation_Fuze_Max_Spot_96102.gdtf
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1 About this manual

This document describes the Fuze Max Spot by Elation. It was compiled from the GDTF file Elation_Fuze_Max_Spot_96102.gdtf from the GDTF-Share library.

File revision: “2025-07-05 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	34	15	1, 35, 69, 103, ...
Extended Pan540	44	11	1, 45, 89, 133, ...
CMY Extended Pan540	40	12	1, 41, 81, 121, ...
CMY Pan540	32	16	1, 33, 65, 97, ...
Standard Pan630	34	15	1, 35, 69, 103, ...
Extended Pan630	44	11	1, 45, 89, 133, ...
CMY Extended Pan630	40	12	1, 41, 81, 121, ...
CMY Pan630	32	16	1, 33, 65, 97, ...


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.

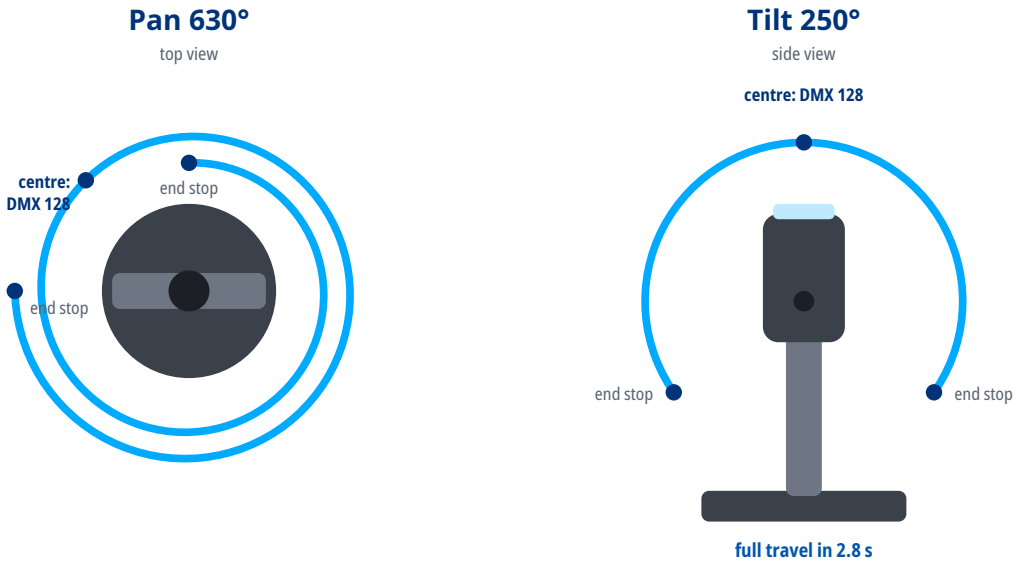
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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 SPOT™ is a full spectrum automated LED Spot fixture designed for theater, television and a wide array of other precision lighting applications. The 92 CRI engine utilizes a 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. The FUZE SPOT MAX is designed for any application where fully automated spot fixture with outstanding and compelling color range and quality is required. Two rotating gobo wheels, one fixed gobo wheel, animation wheel, dual frost, prism and iris round out its comprehensive feature set in this quiet and extremely powerful automated spot fixture.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

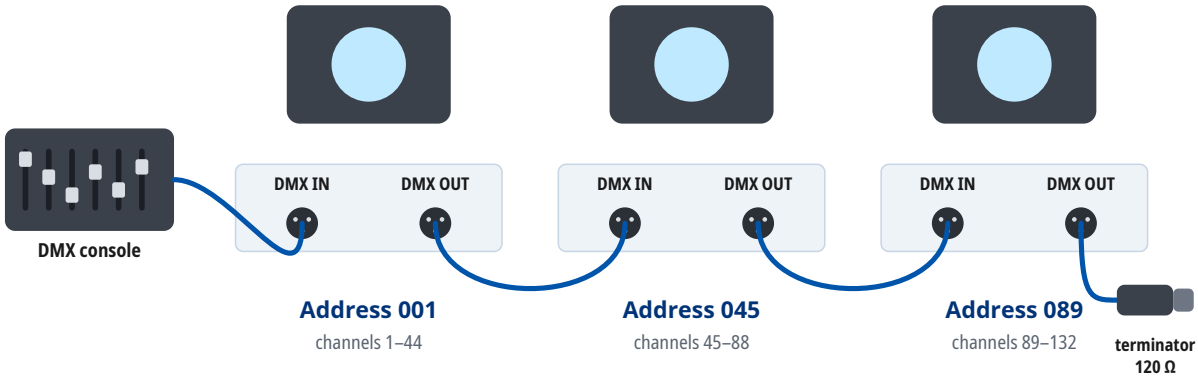
⚠ WARNING

- 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 44 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended Pan540”: 44.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended Pan540”, you can use, for example, the start addresses 1, 45, 89, 133.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- 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 34 channels	Extended Pan540 44 channels	CMY Extended Pan540 40 channels	CMY Pan540 32 channels	Standard Pan630 34 channels	Extended Pan630 44 channels	CMY Extended Pan630 40 channels	CMY Pan630 32 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	27	34	30	25	27	34	30	25
Shutter / strobe	26	33	29	24	26	33	29	24
Color mixing	5–9	5× (5–13)	5, 7, 9	5–7	5–9	5× (5–13)	5, 7, 9	5–7
Color wheel	10, 11	15, 16	11, 12	8, 9	10, 11	15, 16	11, 12	8, 9
Gobo wheel	13, 16, 19	19, 22, 25	15, 18, 21	11, 14, 17	13, 16, 19	19, 22, 25	15, 18, 21	11, 14, 17
Gobo rotation	14, 17	20, 23	16, 19	12, 15	14, 17	20, 23	16, 19	12, 15
Prism	20, 21	26, 27	22, 23	18, 19	20, 21	26, 27	22, 23	18, 19
Frost	30, 31	39, 40	35, 36	28, 29	30, 31	39, 40	35, 36	28, 29
Zoom	24	31	27	22	24	31	27	22
Focus	22	29	25	20	22	29	25	20
Iris	29	37	33	27	29	37	33	27
Animation wheel	32, 33	41, 42	37, 38	30, 31	32, 33	41, 42	37, 38	30, 31
Effects / macros	34	44	40	32	34	44	40	32

Color wheel 1

1 Pale Yellow DMX 1
2 Straw DMX 2
3 Gold Tint DMX 3
4 Spring Yellow DMX 4
5 Medium Yellow DMX 5
6 Yellow DMX 6
7 Deep Amber DMX 7
8 Deep Straw DMX 8
9 Loving Amber DMX 9
10 Gold Amber DMX 10
11 Orange DMX 11
12 Deep Orange DMX 12
13 Dark Amber DMX 13
14 Millennium Gold DMX 14
15 Deep Golden Amber DMX 15
16 Scarlet DMX 16
17 Primary Red DMX 17
18 Bright Red DMX 18
19 Medium Red DMX 19
20 Fire DMX 20
21 Pink DMX 21
22 Medium Pink DMX 22
23 Dark Pink DMX 23
24 Bright Pink DMX 24

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 1
DMX 10–19

3

Gobo 2
DMX 20–29

4

Gobo 3
DMX 30–39

5

Gobo 4
DMX 40–49

6

Gobo 5
DMX 50–59

7

Gobo 6
DMX 60–70

Gobo wheel 2

1

Gobo: Open
DMX 0–9

2

Gobo 1
DMX 10–19

3

Gobo 2
DMX 20–29

4

Gobo 3
DMX 30–39

5

Gobo 4
DMX 40–49

6

Gobo 5
DMX 50–59

7

Gobo 6
DMX 60–70

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

Gobo wheel 3

1
Gobo: Open
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

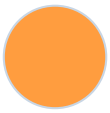
6 
Gobo 5
DMX 50–59

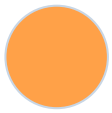
7 
Gobo 6
DMX 60–69

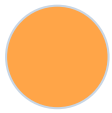
8 
Gobo 7
DMX 70–78

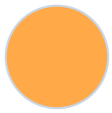
Color wheel 2

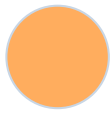
1
Open
DMX 0–24

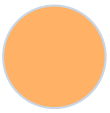
2 
2400
DMX 24

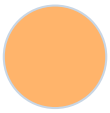
3 
2500
DMX 25

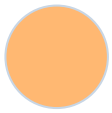
4 
2600
DMX 26

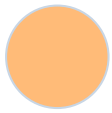
5 
2700
DMX 27

6 
2800
DMX 28

7 
2900
DMX 29

8 
3000
DMX 30

9 
3100
DMX 31

10 
3200
DMX 32

11
3300
DMX 33

12
3400
DMX 34

13
3500
DMX 35

14
3600
DMX 36

15
3700
DMX 37

16
3800
DMX 38

17
3900
DMX 39

18
4000
DMX 40

19
4100
DMX 41

20
4200
DMX 42

21
4300
DMX 43

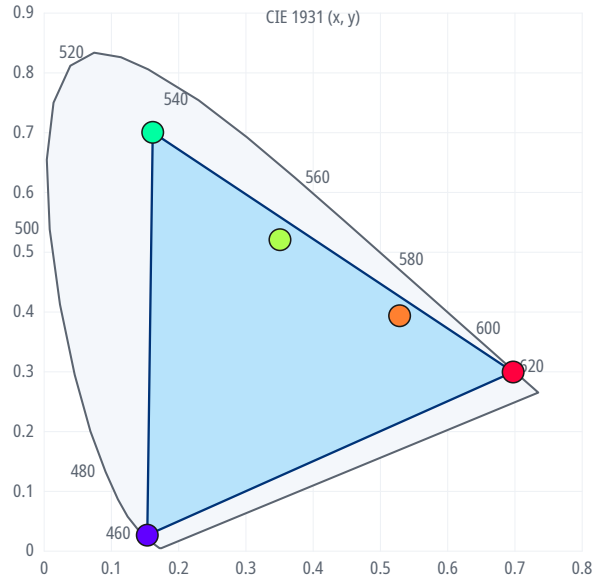
22
4400
DMX 44

23
4500
DMX 45

24
4600
DMX 46

25 4700 DMX 47
26 4800 DMX 48
27 4900 DMX 49
28 5000 DMX 50
29 5100 DMX 51
30 5200 DMX 52
31 5300 DMX 53
32 5400 DMX 54
33 5500 DMX 55
34 5600 DMX 56
35 5700 DMX 57
36 5800 DMX 58
37 5900 DMX 59
38 6000 DMX 60
39 6100 DMX 61
40 6200 DMX 62
41 6300 DMX 63
42 6400 DMX 64
43 6500 DMX 65
44 6600 DMX 66
45 6700 DMX 67
46 6800 DMX 68
47 6900 DMX 69
48 7000 DMX 70
49 7100 DMX 71
50 7200 DMX 72
51 7300 DMX 73
52 7400 DMX 74
53 7500 DMX 75
54 7600 DMX 76
55 7700 DMX 77
56 7800 DMX 78
57 7900 DMX 79
58 8000 DMX 80
59 8100 DMX 81
60 8200 DMX 82
61 8300 DMX 83
62 8400 DMX 84
63 8500 DMX 85

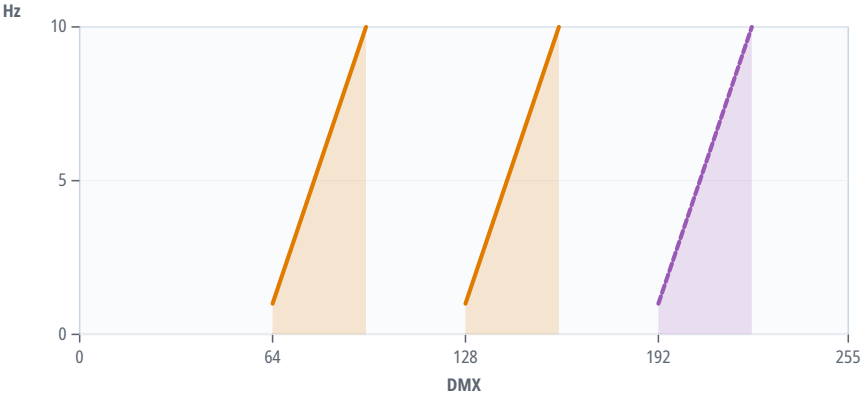
LED colors and the colors they mix



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

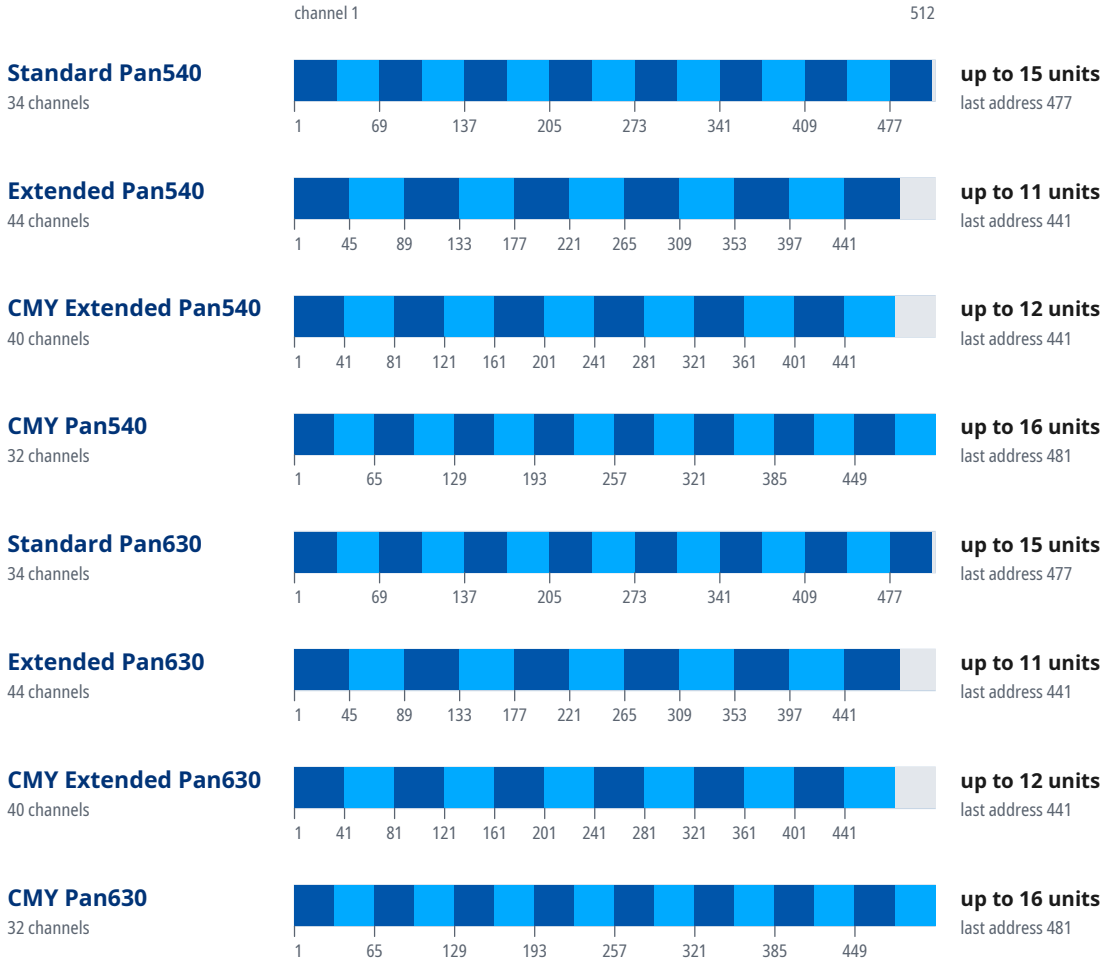


CH 33 · Extended Pan540

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

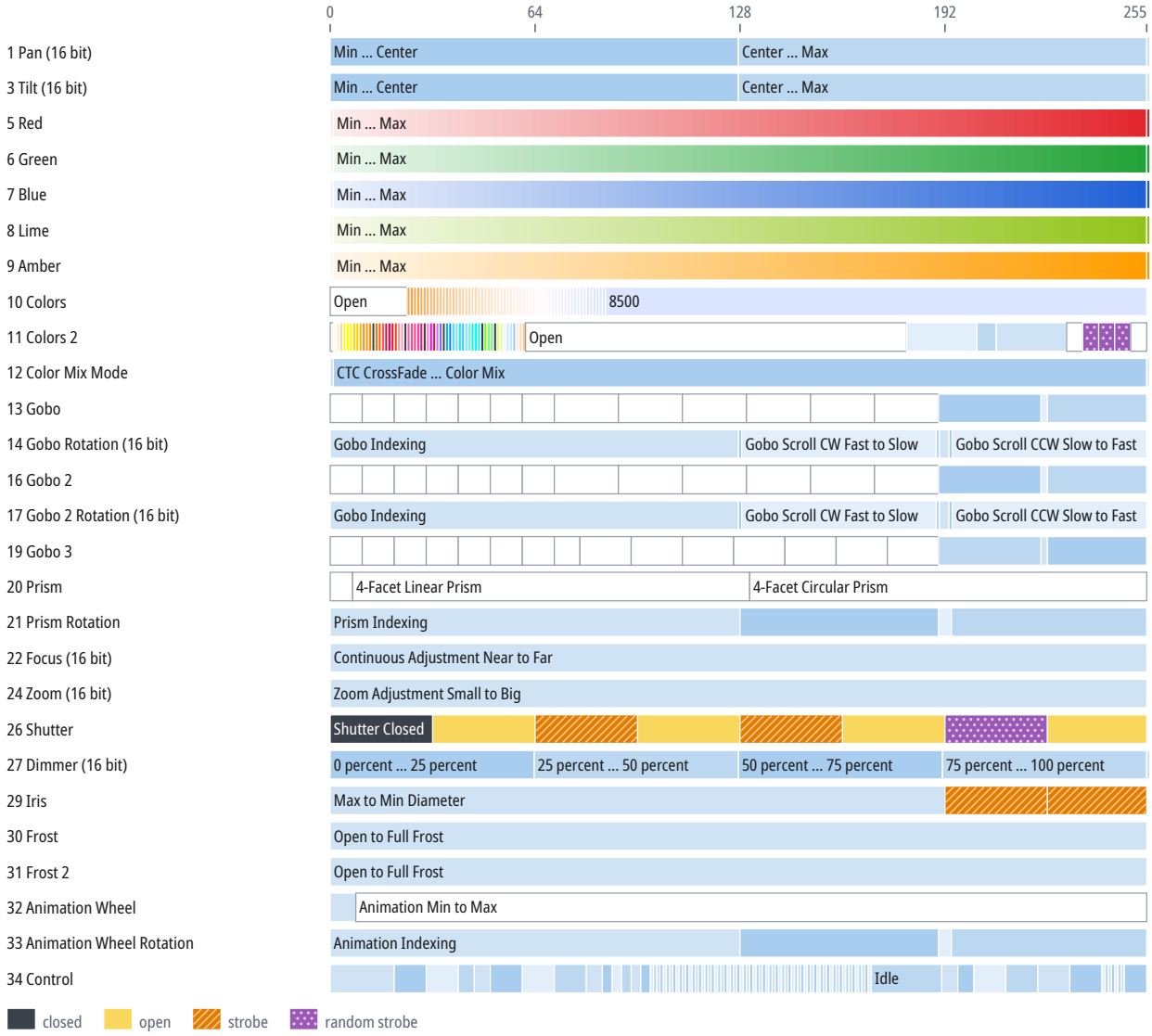
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 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 2 0, CH 26 Shutter 47, CH 27 Dimmer 255.

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
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0	Min

CH	Function	DMX	Description
5	Red (continued)	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	Colors	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
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000

CH	Function	DMX	Description
10	Colors (continued)	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 2	0	Open
		1	Pale Yellow
		2	Straw
		3	Gold Tint
		4	Spring Yellow
		5	Medium Yellow
		6	Yellow

CH	Function	DMX	Description
11	Colors 2 (continued)	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
		43	Marine Blue
		44	Peacock Blue
		45	Lagoon Blue
		46	Medium Blue Green
		47	Dark Yellow Green
		48	Primary Green

CH	Function	DMX	Description
11	Colors 2 (continued)	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 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–89	Gobo 1 Select Shake: Gobo 1
		90–109	Gobo 1 Select Shake: Gobo 2
		110–129	Gobo 1 Select Shake: Gobo 3
		130–149	Gobo 1 Select Shake: Gobo 4
		150–169	Gobo 1 Select Shake: Gobo 5
		170–189	Gobo 1 Select Shake: Gobo 6
		190–221	Gobo Wheel Scroll CW Fast to Slow (0–360 °/s)
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	Gobo Wheel Scroll CCW Slow to Fast (360–0 °/s)
14	Gobo Rotation	0–127	Gobo Indexing (360°)
		128–189	Gobo Scroll CW Fast to Slow (360–10 °/s)

CH	Function	DMX	Description
14	Gobo Rotation (continued)	190	Gobo Scroll CW Fast to Slow ... No Rotation
		190–193	No Rotation
		194	No Rotation ... Gobo Scroll CCW Slow to Fast
		194–255	Gobo Scroll CCW Slow to Fast (10–360 °/s)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–89	Gobo 2 Select Shake: Gobo 1
		90–109	Gobo 2 Select Shake: Gobo 2
		110–129	Gobo 2 Select Shake: Gobo 3
		130–149	Gobo 2 Select Shake: Gobo 4
		150–169	Gobo 2 Select Shake: Gobo 5
		170–189	Gobo 2 Select Shake: Gobo 6
		190–221	Gobo Wheel Rotation CW Fast to Slow (0–360 °/s)
		222–223	Gobo 2 Wheel Spin: Stop
		224–255	Gobo Wheel Rotation CCW Slow to Fast (360–0 °/s)
17	Gobo 2 Rotation	0–127	Gobo Indexing (360°)
		128–189	Gobo Scroll CW Fast to Slow (10–360 °/s)
		190	Gobo Scroll CW Fast to Slow ... No Rotation
		190–193	No Rotation
		194	No Rotation ... Gobo Scroll CCW Slow to Fast
		194–255	Gobo Scroll CCW Slow to Fast (10–360 °/s)
18	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 3	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–77	Gobo 7
		78–93	Gobo 3 Select Shake: Gobo 1
		94–109	Gobo 3 Select Shake: Gobo 2
		110–125	Gobo 3 Select Shake: Gobo 3
		126–141	Gobo 3 Select Shake: Gobo 4
		142–157	Gobo 3 Select Shake: Gobo 5
		158–173	Gobo 3 Select Shake: Gobo 6

CH	Function	DMX	Description
19	Gobo 3 (continued)	174–189	Gobo 3 Select Shake: Gobo 7
		190–221	Gobo Wheel Rotation CW Fast to Slow (0–360 °/s)
		222–223	Gobo 3 Wheel Spin: Stop
		224–255	Gobo Wheel Rotation CCW Slow to Fast (360–0 °/s)
20	Prism	0–6	Open
		7–130	4-Facet Linear Prism
		131–255	4-Facet Circular Prism
21	Prism Rotation	0–127	Prism Indexing (360°)
		128–189	Prism Rotation CW Fast to Slow (360–10 °/s)
		190–193	No Rotation
		194–255	Prism Rotation CCW Slow to Fast (up to 360 °/s (60 rpm))
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	0–31	Shutter Closed
		32–63	No Function (Shutter Open)
		64–95	Strobe Effect Slow to Fast (1–10 Hz)
		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)
27	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
28	Dimmer Fine	0–255	Fine adjustment of CH 27
29	Iris	0–191	Max to Min Diameter
		192–223	Pulse Opening Fast to Slow
		224–255	Pulse Closing Slow to Fast
30	Frost	0–255	Open to Full Frost
31	Frost 2	0–255	Open to Full Frost
32	Animation Wheel	0–7	Open
		8–255	Animation Min to Max
33	Animation Wheel Rotation	0–127	Animation Indexing (360°)
		128–189	Animation Rotation CW Fast to Slow (360–10 °/s)
		190–193	No Rotation

CH	Function	DMX	Description
33	Animation Wheel Rotation (continued)	194–255	Animation Rotation CCW Slow to Fast (10–360 °/s)
34	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
		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

CH	Function	DMX	Description
34	Control (continued)	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
		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

CH	Function	DMX	Description
34	Control (continued)	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 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 2 0, CH 33 Shutter 47, CH 34 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard Pan540” (p. 15)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 15)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0–255	Min ... Max
		255	Max

CH	Function	DMX	Description
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	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
16	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
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. 19)
19	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)
20	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
21	Gobo Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
23	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
24	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 23
25	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
26	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
27	Prism Rotation	0–127	Prism Indexing
		127–128	Prism 1 Pos
		128–189	Prism Rotation CW Fast to Slow (360–10 °/s)
		190–193	No Rotation
		194–255	Prism Rotation CCW Slow to Fast (up to 360 °/s (60 rpm))
28	Prism Rotation Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	Continuous Adjustment Near to Far
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
32	Zoom Fine	0–255	Fine adjustment of CH 31
33	Shutter		Same as CH 26 in the mode “Standard Pan540” (p. 21)
34	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
35	Dimmer Fine	0–255	Fine adjustment of CH 34
36	Dimmer Mode	0–20	Standard

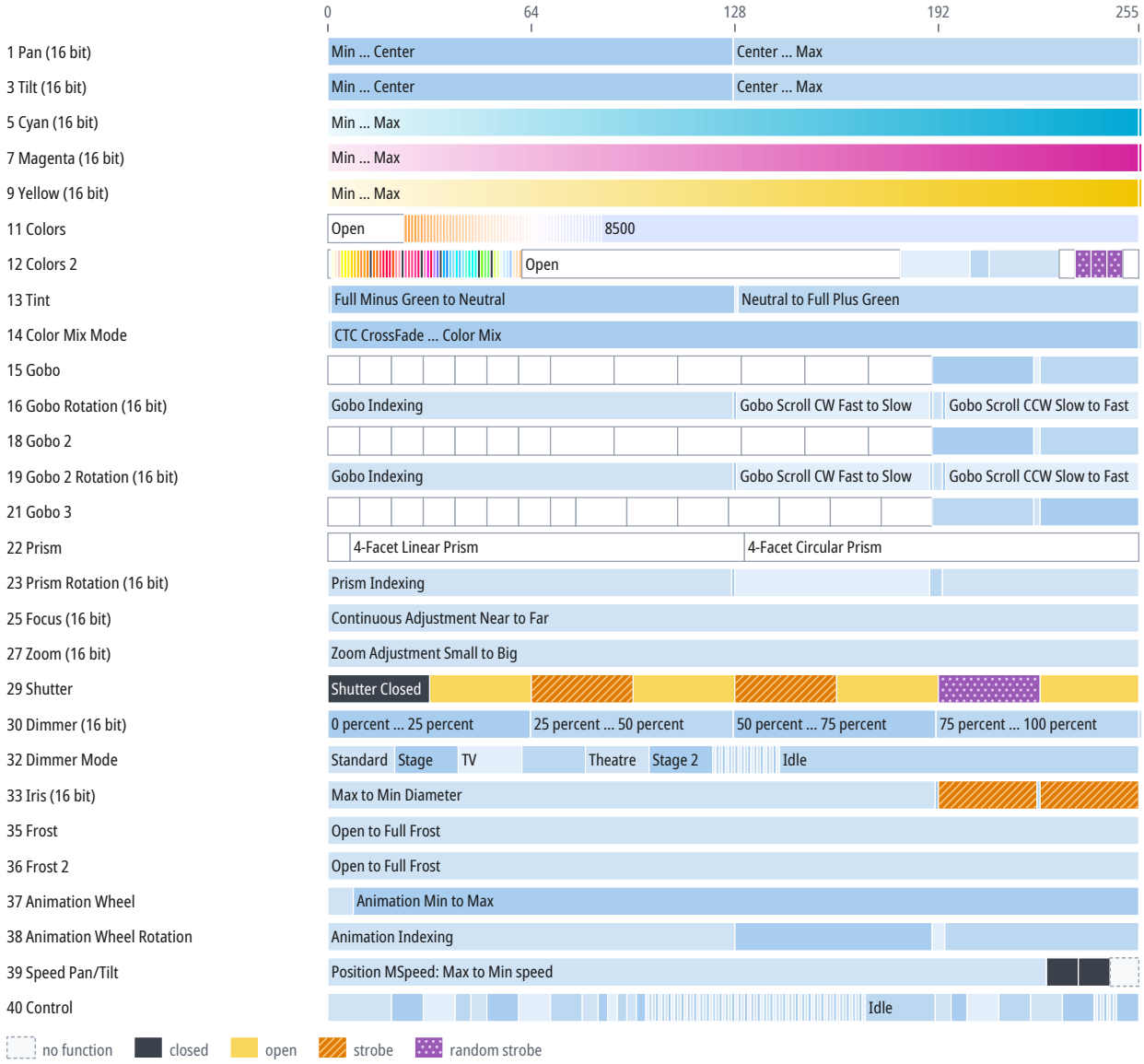
CH	Function	DMX	Description
36	Dimmer Mode (continued)	21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121	0s
		122	0*1s
		123	0*2
		124	0*3s
		125	0*4s
		126	0*5s
		127	0*6s
		128	0*7
		129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
37	Iris	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
38	Iris Fine	0–255	Fine adjustment of CH 37
39	Frost	0–255	Open to Full Frost
40	Frost 2	0–255	Open to Full Frost
41	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
42	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
43	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
44	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

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 2 0, CH 29 Shutter 47, CH 30 Dimmer 255.

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	0–127	Min ... Center
		127	Center
		128–255	Center ... Max

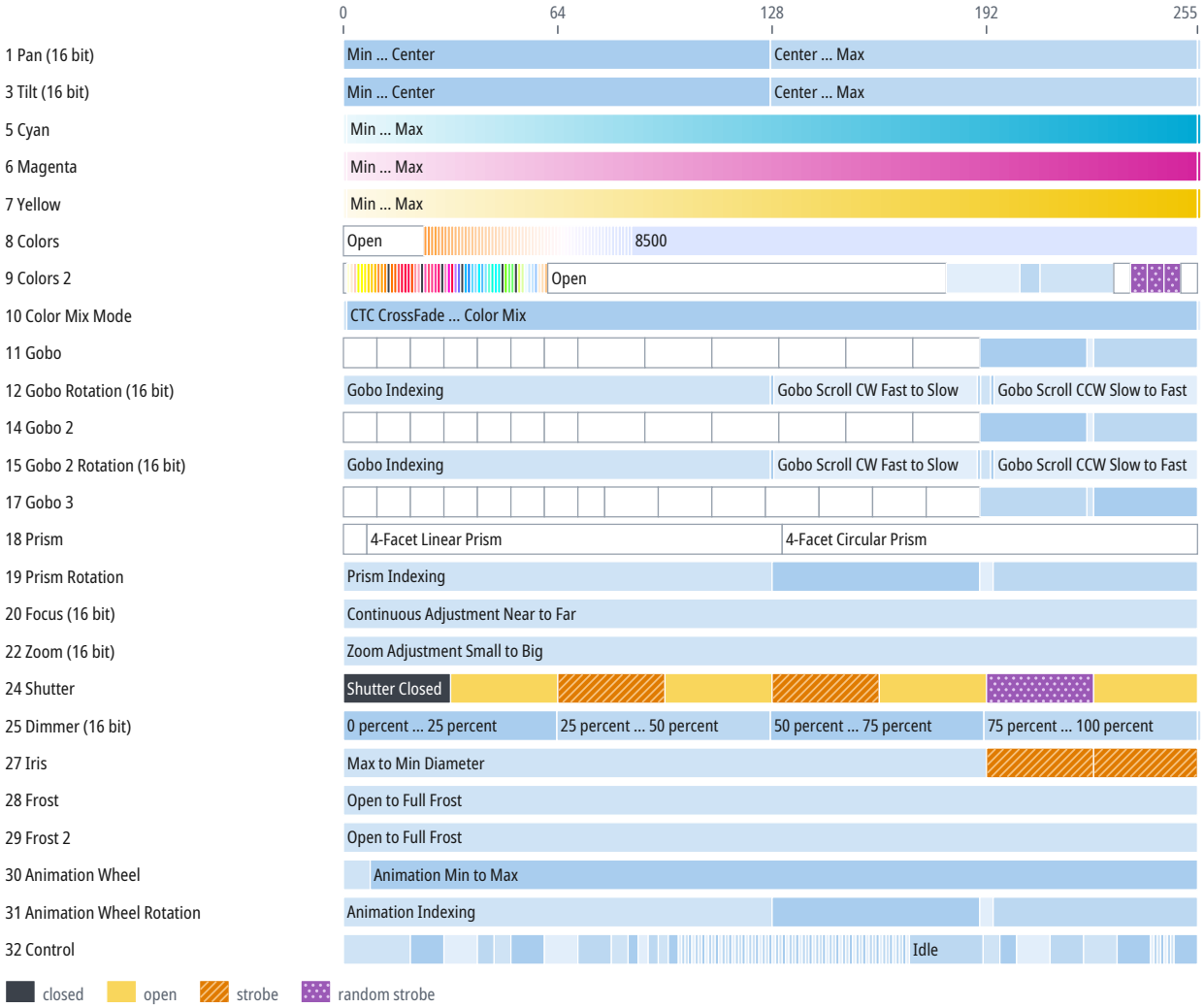
CH	Function	DMX	Description
3	Tilt (continued)	255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0–255	Min ... Max
		255	Max
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta	0–255	Min ... Max
		255	Max
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow	0–255	Min ... Max
		255	Max
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
12	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
13	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 26)
14	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
15	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)
16	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
19	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
20	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 19
21	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
22	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
23	Prism Rotation		Same as CH 27 in the mode “Extended Pan540” (p. 26)
24	Prism Rotation Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	Continuous Adjustment Near to Far
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Shutter		Same as CH 26 in the mode “Standard Pan540” (p. 21)
30	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
31	Dimmer Fine	0–255	Fine adjustment of CH 30
32	Dimmer Mode		Same as CH 36 in the mode “Extended Pan540” (p. 26)
33	Iris		Same as CH 37 in the mode “Extended Pan540” (p. 27)
34	Iris Fine	0–255	Fine adjustment of CH 33
35	Frost	0–255	Open to Full Frost
36	Frost 2	0–255	Open to Full Frost
37	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
38	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
39	Speed Pan/Tilt		Same as CH 43 in the mode “Extended Pan540” (p. 27)
40	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

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 2 0, CH 24 Shutter 47, CH 25 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “CMY Extended Pan540” (p. 28)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Extended Pan540” (p. 28)
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

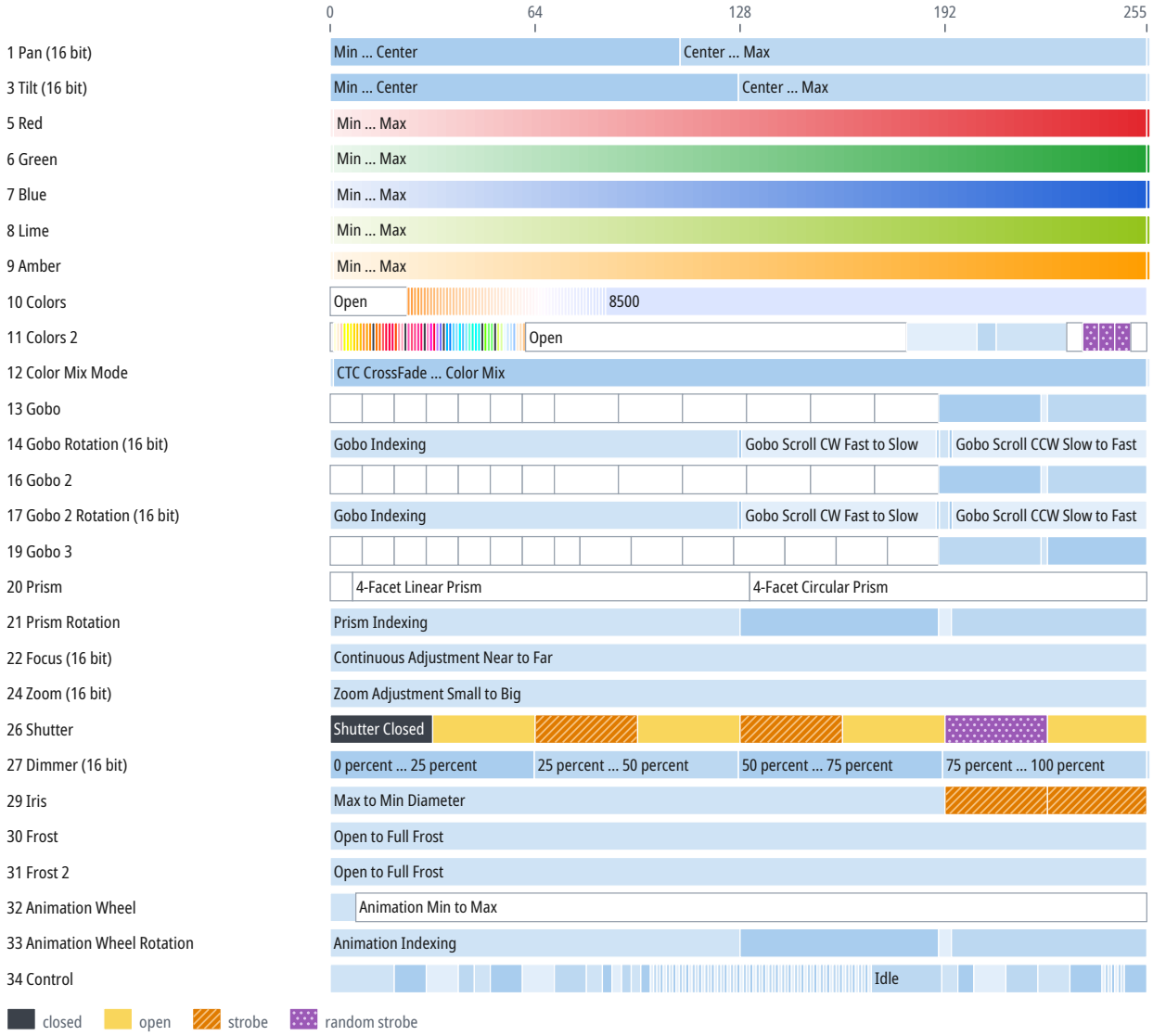
CH	Function	DMX	Description
7	Yellow	0	Min
		1–254	Min … Max
		255	Max
8	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
9	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
10	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
11	Gobo		Same as CH 13 in the mode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

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 2 0, CH 26 Shutter 47, CH 27 Dimmer 255.

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. 15)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red		Same as CH 5 in the mode “Standard Pan540” (p. 15)
6	Green		Same as CH 6 in the mode “Standard Pan540” (p. 16)
7	Blue		Same as CH 7 in the mode “Standard Pan540” (p. 16)

CH	Function	DMX	Description
8	Lime		Same as CH 8 in the mode “Standard Pan540” (p. 16)
9	Amber		Same as CH 9 in the mode “Standard Pan540” (p. 16)
10	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
11	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
12	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
13	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)
14	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
17	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
18	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
20	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
21	Prism Rotation		Same as CH 21 in the mode “Standard Pan540” (p. 21)
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 26 in the mode “Standard Pan540” (p. 21)
27	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
28	Dimmer Fine	0–255	Fine adjustment of CH 27
29	Iris		Same as CH 29 in the mode “Standard Pan540” (p. 21)
30	Frost	0–255	Open to Full Frost
31	Frost 2	0–255	Open to Full Frost
32	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
33	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
34	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

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 2 0, CH 33 Shutter 47, CH 34 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard Pan630” (p. 32)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 15)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red		Same as CH 5 in the mode “Extended Pan540” (p. 25)
6	Red Fine	0–255	Fine adjustment of CH 5

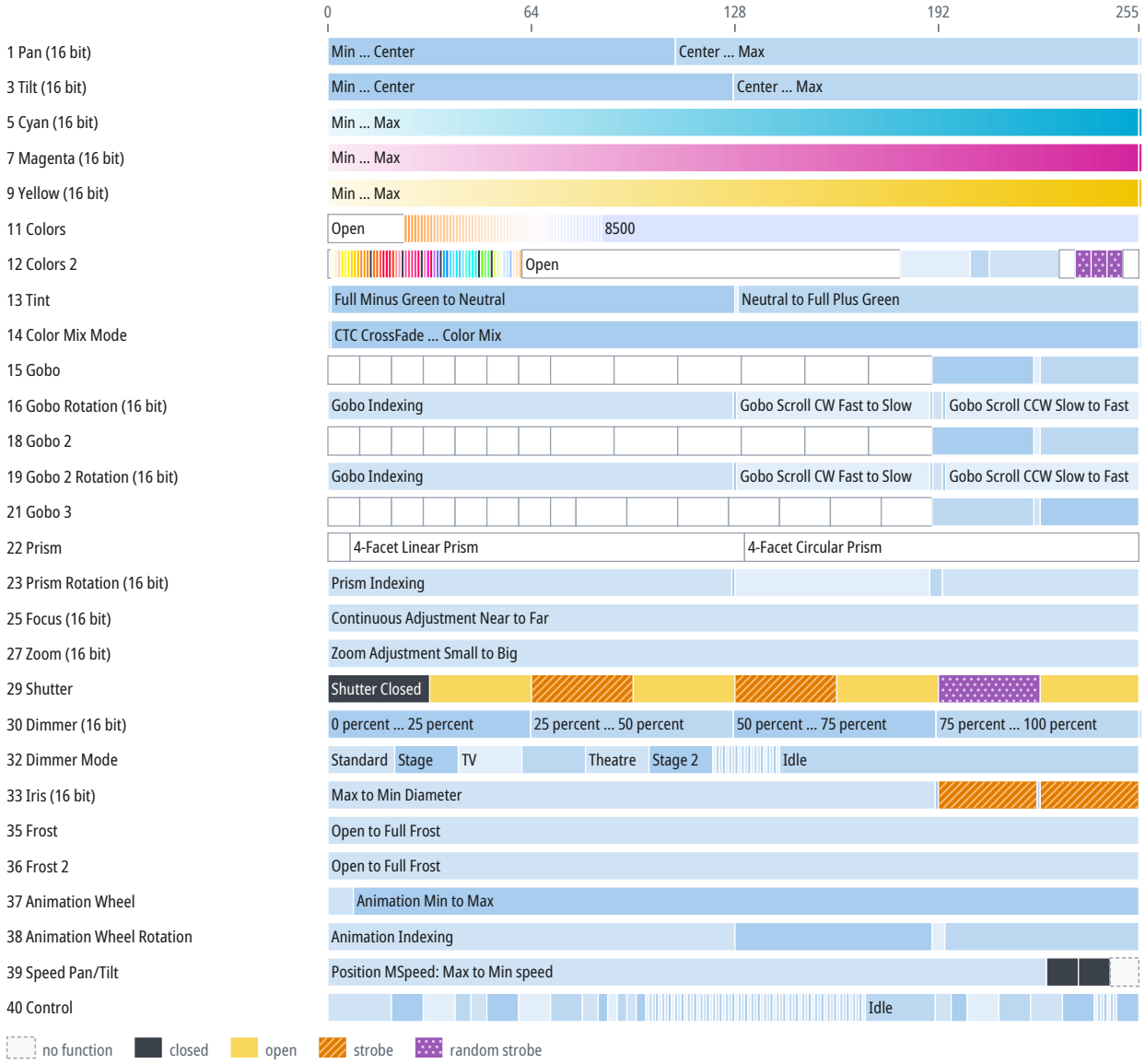
CH	Function	DMX	Description
7	Green		Same as CH 7 in the mode “Extended Pan540” (p. 26)
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue		Same as CH 9 in the mode “Extended Pan540” (p. 26)
10	Blue Fine	0–255	Fine adjustment of CH 9
11	Lime		Same as CH 11 in the mode “Extended Pan540” (p. 26)
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Amber		Same as CH 13 in the mode “Extended Pan540” (p. 26)
14	Amber Fine	0–255	Fine adjustment of CH 13
15	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
16	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
17	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 26)
18	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
19	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)
20	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
21	Gobo Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
23	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
24	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 23
25	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
26	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
27	Prism Rotation		Same as CH 27 in the mode “Extended Pan540” (p. 26)
28	Prism Rotation Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	Continuous Adjustment Near to Far
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
32	Zoom Fine	0–255	Fine adjustment of CH 31
33	Shutter		Same as CH 26 in the mode “Standard Pan540” (p. 21)
34	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
35	Dimmer Fine	0–255	Fine adjustment of CH 34
36	Dimmer Mode		Same as CH 36 in the mode “Extended Pan540” (p. 26)
37	Iris		Same as CH 37 in the mode “Extended Pan540” (p. 27)
38	Iris Fine	0–255	Fine adjustment of CH 37
39	Frost	0–255	Open to Full Frost
40	Frost 2	0–255	Open to Full Frost
41	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
42	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
43	Speed Pan/Tilt		Same as CH 43 in the mode “Extended Pan540” (p. 27)
44	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

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 2 0, CH 29 Shutter 47, CH 30 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard Pan630” (p. 32)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Extended Pan540” (p. 28)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan		Same as CH 5 in the mode “CMY Extended Pan540” (p. 29)
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta		Same as CH 7 in the mode “CMY Extended Pan540” (p. 29)
8	Magenta Fine	0–255	Fine adjustment of CH 7

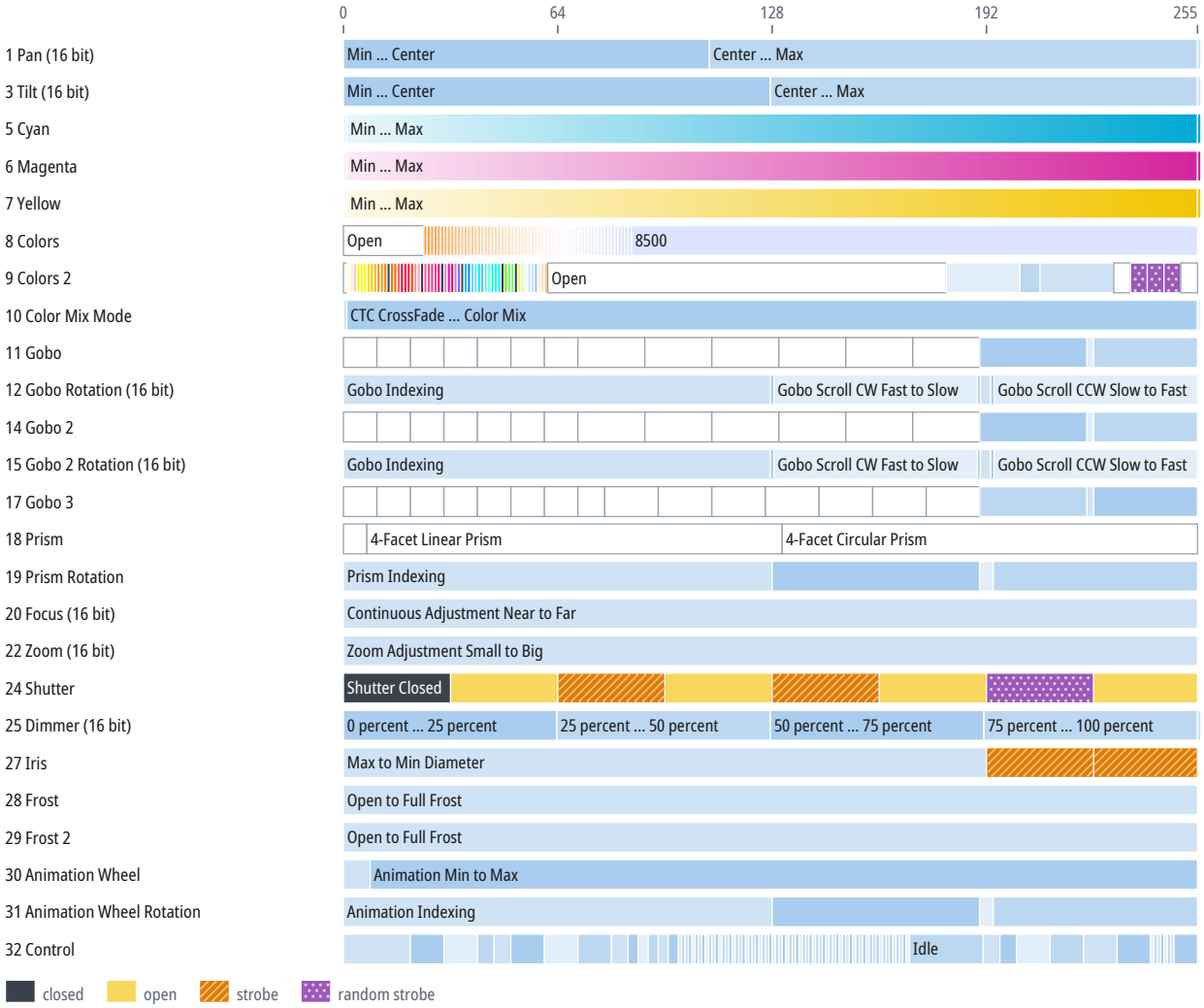
CH	Function	DMX	Description
9	Yellow		Same as CH 9 in the mode “CMY Extended Pan540” (p. 29)
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
12	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
13	Tint		Same as CH 17 in the mode “Extended Pan540” (p. 26)
14	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
15	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)
16	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
19	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
20	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 19
21	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
22	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
23	Prism Rotation		Same as CH 27 in the mode “Extended Pan540” (p. 26)
24	Prism Rotation Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	Continuous Adjustment Near to Far
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Shutter		Same as CH 26 in the mode “Standard Pan540” (p. 21)
30	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
31	Dimmer Fine	0–255	Fine adjustment of CH 30
32	Dimmer Mode		Same as CH 36 in the mode “Extended Pan540” (p. 26)
33	Iris		Same as CH 37 in the mode “Extended Pan540” (p. 27)
34	Iris Fine	0–255	Fine adjustment of CH 33
35	Frost	0–255	Open to Full Frost
36	Frost 2	0–255	Open to Full Frost
37	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
38	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
39	Speed Pan/Tilt		Same as CH 43 in the mode “Extended Pan540” (p. 27)
40	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

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 2 0, CH 24 Shutter 47, CH 25 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard Pan630” (p. 32)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CMY Extended Pan540” (p. 28)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan		Same as CH 5 in the mode “CMY Pan540” (p. 30)
6	Magenta		Same as CH 6 in the mode “CMY Pan540” (p. 30)
7	Yellow		Same as CH 7 in the mode “CMY Pan540” (p. 31)
8	Colors		Same as CH 10 in the mode “Standard Pan540” (p. 16)
9	Colors 2		Same as CH 11 in the mode “Standard Pan540” (p. 17)
10	Color Mix Mode		Same as CH 12 in the mode “Standard Pan540” (p. 19)
11	Gobo		Same as CH 13 in the mode “Standard Pan540” (p. 19)

CH	Function	DMX	Description
12	Gobo Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 19)
13	Gobo Rotation Fine	0–255	Fine adjustment of CH 12
14	Gobo 2		Same as CH 16 in the mode “Standard Pan540” (p. 20)
15	Gobo 2 Rotation		Same as CH 17 in the mode “Standard Pan540” (p. 20)
16	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo 3		Same as CH 19 in the mode “Standard Pan540” (p. 20)
18	Prism		Same as CH 20 in the mode “Standard Pan540” (p. 21)
19	Prism Rotation		Same as CH 21 in the mode “Standard Pan540” (p. 21)
20	Focus	0–255	Continuous Adjustment Near to Far
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Zoom	0–255	Zoom Adjustment Small to Big (7–53°)
23	Zoom Fine	0–255	Fine adjustment of CH 22
24	Shutter		Same as CH 26 in the mode “Standard Pan540” (p. 21)
25	Dimmer		Same as CH 27 in the mode “Standard Pan540” (p. 21)
26	Dimmer Fine	0–255	Fine adjustment of CH 25
27	Iris		Same as CH 29 in the mode “Standard Pan540” (p. 21)
28	Frost	0–255	Open to Full Frost
29	Frost 2	0–255	Open to Full Frost
30	Animation Wheel		Same as CH 32 in the mode “Standard Pan540” (p. 21)
31	Animation Wheel Rotation		Same as CH 33 in the mode “Standard Pan540” (p. 21)
32	Control		Same as CH 34 in the mode “Standard Pan540” (p. 22)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	800 W
Luminous flux	21,000 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 0x5425)
Dimensions and construction	
Weight	25.9 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

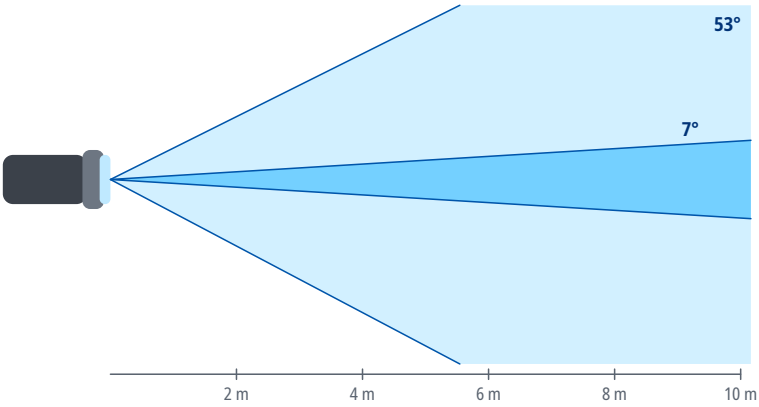
Parameter	Value
Strobe frequency	1–10 Hz
Color wheel 1 rotation	up to 7200 °/s (1200 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo wheel 3 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
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.