DMX REFERENCE

Paragon LT

Elation



Manufacturer	Elation
GDTF file	Elation_Paragon_LT_107368.gdtf
GDTF revision	25-12-08 Release · 2025-08-12
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 8
9 DMX channels 11
Mode Standard 12
Mode Extended 22
Mode RGB Standard 29
Mode RGB Extended 32
10 Technical specifications 36
11 Maintenance and cleaning 37
12 Troubleshooting 37
13 Disposal 38

1 About this manual

This document describes the Paragon LT by Elation. It was compiled from the GDTF file Elation_Paragon_LT_107368.gdtf from the GDTF-Share library.

File revision: “25-12-08 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	43.5 kg
Ingress protection	IP54

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	44	11	1, 45, 89, 133, ...
Extended	67	7	1, 68, 135, 202, ...
RGB Standard	47	10	1, 48, 95, 142, ...
RGB Extended	73	7	1, 74, 147, 220, ...



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.
- Ingress protection rating: IP54.
- 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.

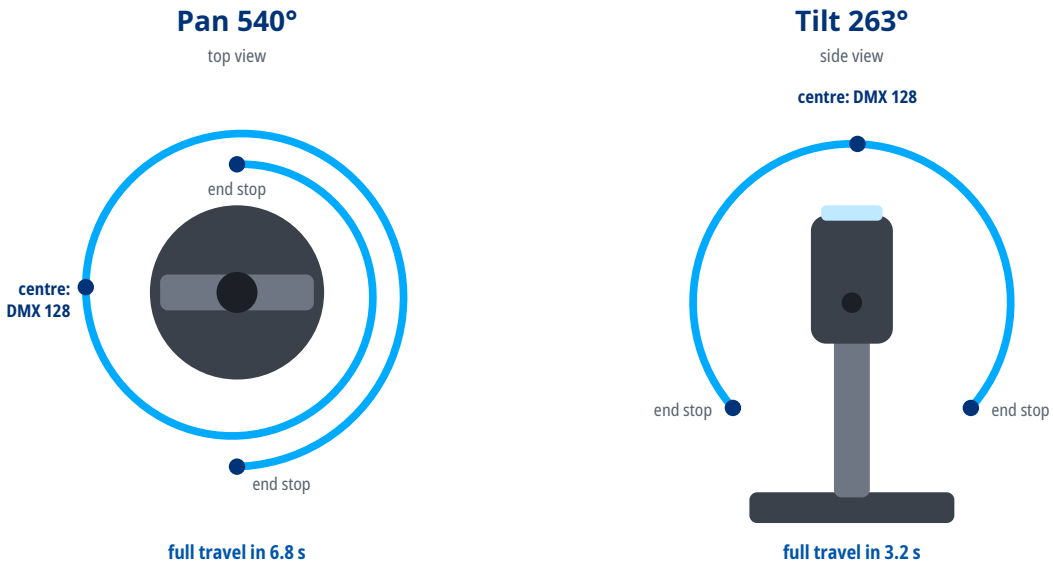
4 Product description

Description in the GDTF file

“The PARAGON LT™ is a powerful IP54-rated LED profile fixture offering outstanding projection and beam qualities. Fully sealed from dust and moisture it is an ideal fixture for any show or temporary outdoor events.”

“Providing up to 5000 lumens output from its custom-designed Variable CRI LED engine, the PARAGON LT is the ideal fixture for a variety of application requiring superior output, bright and powerful beams, and quiet operation, as well as stunningly precise gobos and colors.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

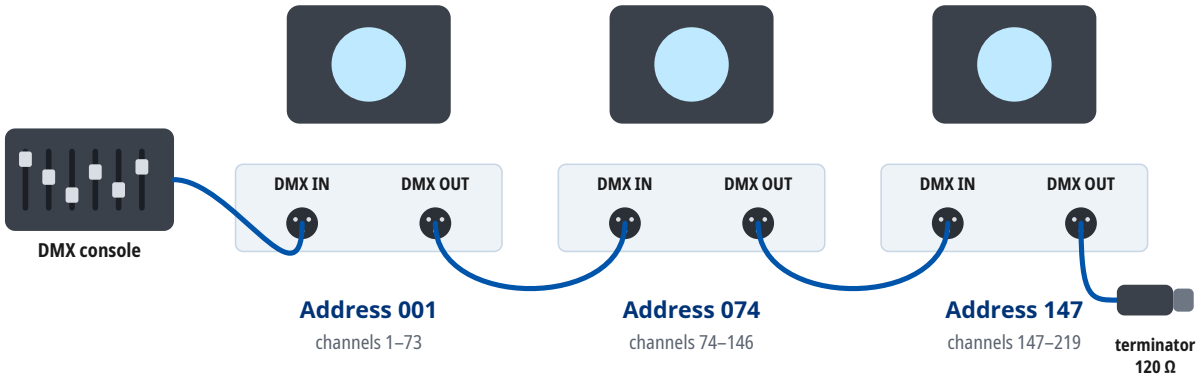
⚠ **WARNING**

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

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 RGB Extended: every unit occupies 73 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 “RGB Extended”: 73.
- 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 “RGB Extended”, you can use, for example, the start addresses 1, 74, 147, 220.
- 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.

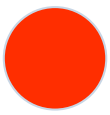
8 Functions at a glance

Functions in each DMX mode

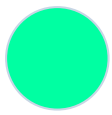
	Standard 44 channels	Extended 67 channels	RGB Standard 47 channels	RGB Extended 73 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	27	37	30	43
Shutter / strobe	26	36	29	42
Color mixing	5–7	5, 7, 9	5–7	5, 7, 9
Color temperature	8	11	8	11
Color wheel	10	14	13	20
Gobo wheel	11, 14, 17	16, 19, 22	14, 17, 20	22, 25, 28
Gobo rotation	12, 15	17, 20	15, 18	23, 26
Prism	18–21	24, 25, 27, 28	21–24	30, 31, 33, 34
Frost	31, 32	42, 43	34, 35	48, 49
Zoom	24	32	27	38
Focus	22	30, 34	25	36, 40
Iris	30	40	33	46
Animation wheel	33, 34	44, 45	36, 37	50, 51
Effects / macros		65		71

Gobo wheel 1

1.
Color Select: Open
DMX 0–27

2. 
Red
DMX 28–47

3. 
Blue
DMX 48–67

4. 
Green
DMX 68–87

5. 
Quad
DMX 88–107

6. 
CTB/Color SMoothing
DMX 108–126

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 60–69

8. 
Gobo 7
DMX 70–78

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

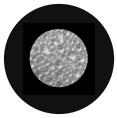
Gobo 4
DMX 40–49

6

Gobo 5
DMX 50–59

7

Gobo 6
DMX 60–69

8

Gobo 7
DMX 70–78

Prism

1

Open
CH 30: DMX 0–63

2

4 facets
4-Facet Linear
CH 33: DMX 64–255

3

4 facets
4-Facet Circular
CH 30: DMX 64–255

Animation wheel

1

Open
DMX 0–7

2

Min to Vertical
DMX 8–127

Gobo wheel 4

1

Gobo: Open
DMX 0–14

2

Gobo 1
DMX 15–39

3

Gobo 2
DMX 40–64

4

Gobo 3
DMX 65–89

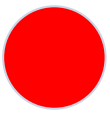
5

Gobo 4
DMX 90–114

6

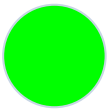
Gobo 5
DMX 115–138

Wheel 1

1

Pure Red

Wheel 2

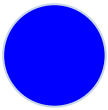
1



Pure Green

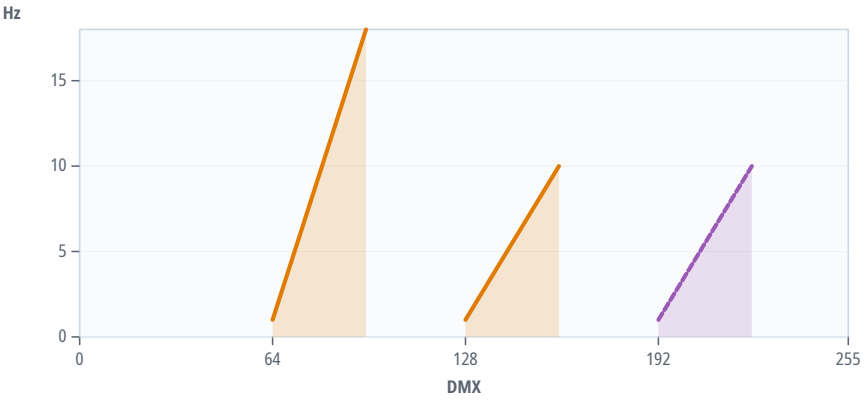
Wheel 3

1



Pure Blue

Strobe rate

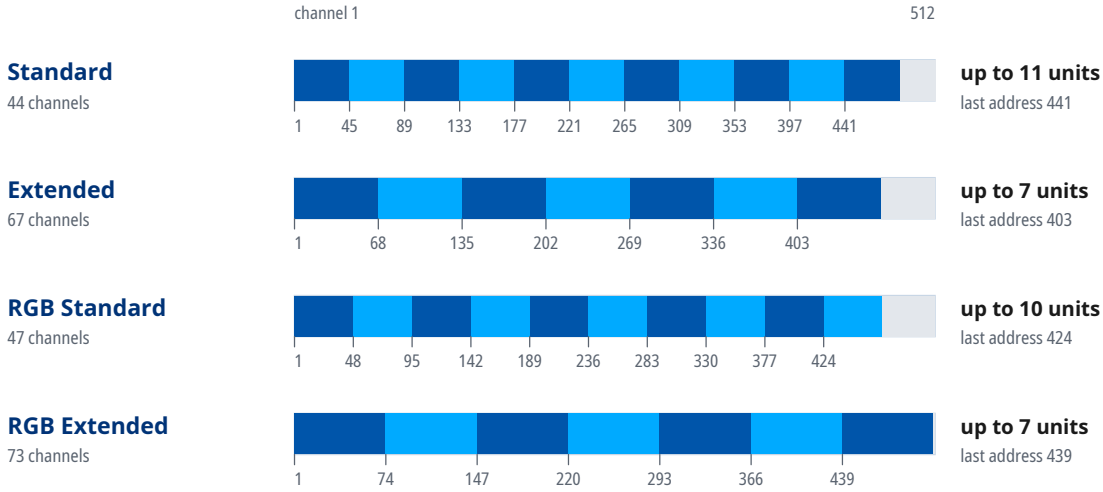


CH 42 · RGB Extended

- 64–95: 1–18 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 “RGB Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	366	11	U2 · 220	16	U3 · 74
2	74	7	439	12	U2 · 293	17	U3 · 147
3	147	8	U2 · 1	13	U2 · 366	18	U3 · 220
4	220	9	U2 · 74	14	U2 · 439	19	U3 · 293
5	293	10	U2 · 147	15	U3 · 1	20	U3 · 366

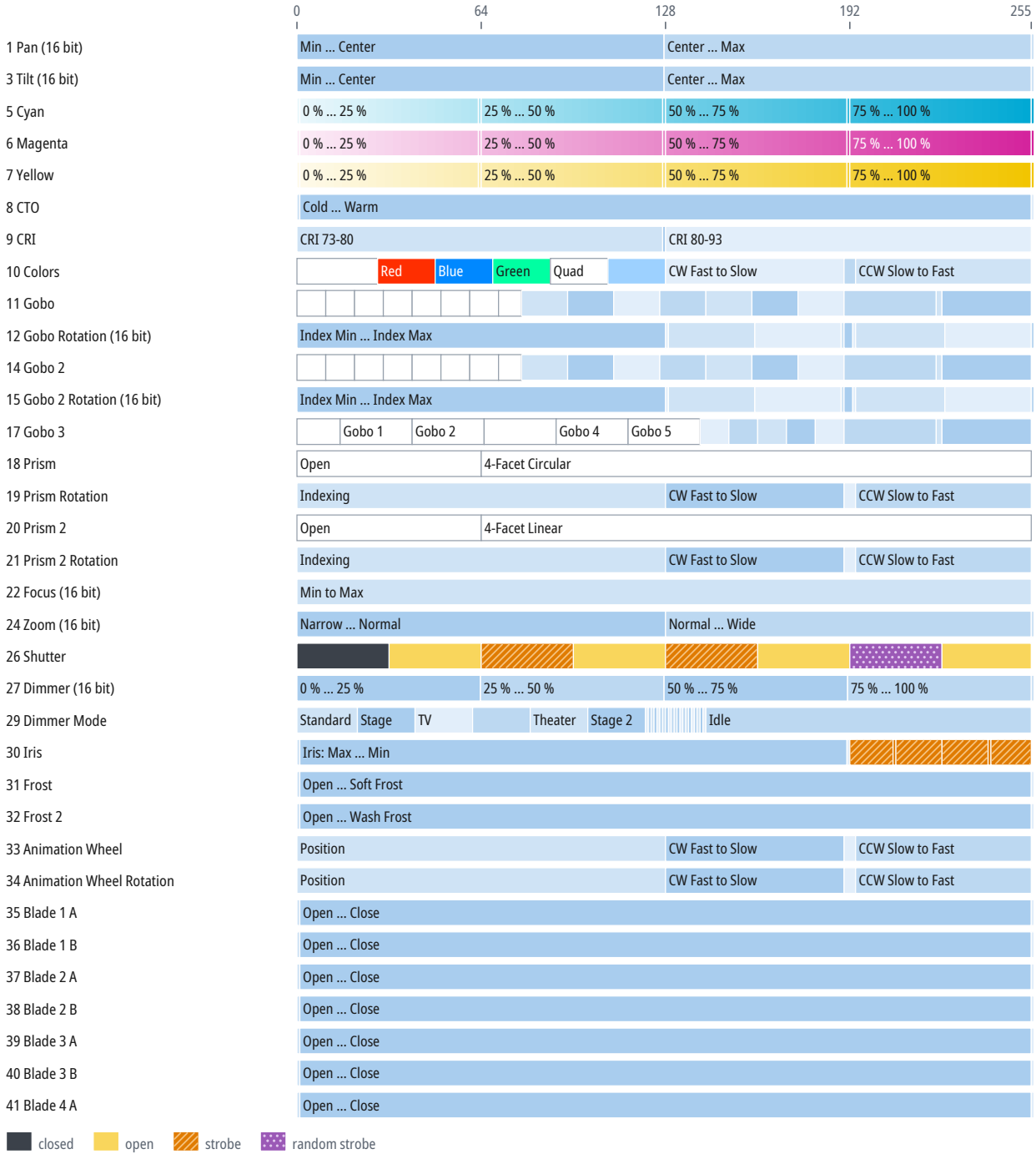
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard

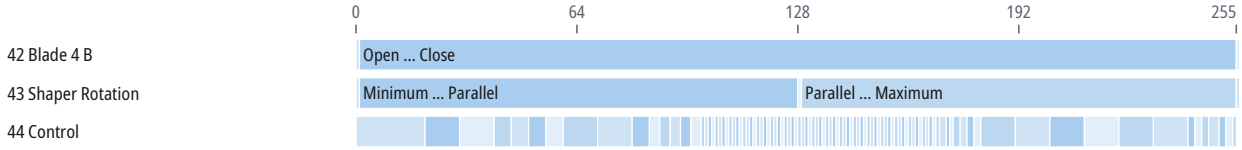
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 26 Shutter 47, CH 27 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	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0	0 %
		1–62	0 % ... 25 %
		63	25 %
		64–126	25 % ... 50 %
		127	50 %
		128–190	50 % ... 75 %
		191	75 %
		192–254	75 % ... 100 %
		255	100 %
6	Magenta	0	0 %
		1–62	0 % ... 25 %
		63	25 %
		64–126	25 % ... 50 %
		127	50 %
		128–190	50 % ... 75 %
		191	75 %
		192–254	75 % ... 100 %
		255	100 %
7	Yellow	0	0 %
		1–62	0 % ... 25 %
		63	25 %
		64–126	25 % ... 50 %
		127	50 %
		128–190	50 % ... 75 %
		191	75 %
		192–254	75 % ... 100 %

CH	Function	DMX	Description
7	Yellow (continued)	255	100 %
8	CTO	0	Cold
		1–254	Cold … Warm
		255	Warm
9	CRI	0–126	CRI 73-80
		127	CRI 80
		128–255	CRI 80-93
10	Colors	0–27	Color Select: Open
		28–47	Red
		48–67	Blue
		68–87	Green
		88–107	Quad
		108–127	CTB/Color SMoothing
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Color Scroll: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
11	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
		70–77	Gobo 7
		78–93	G1 Shake (1–5 Hz)
		94–109	G2 Shake (1–5 Hz)
		110–125	G3 Shake (1–5 Hz)
		126–141	G4 Shake (1–5 Hz)
		142–157	G5 Shake (1–5 Hz)
		158–173	G6 Shake (1–5 Hz)
		174–189	G7 Shake (1–5 Hz)
		190–221	CW Fast to Slow (360–10 °/s)
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
12	Gobo Rotation	0–128	Index Min … Index Max
		128–129	Index Max
		129–159	CW Fast … CW Med
		159–189	CW Med … CW Slow
		189–190	CW Slow … Rot Stop
		190–193	Rot Stop
		193–194	Rot Stop … CCW Slow
		194–225	CCW Slow … CCW Med

CH	Function	DMX	Description
12	Gobo Rotation (continued)	225–255	CCW Med ... CCW Fast
		255	CCW Fast
13	Gobo Rotation Fine	0–255	Fine adjustment of CH 12
14	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
		70–77	Gobo 7
		78–93	G1 Shake (1–5 Hz)
		94–109	G2 Shake (1–5 Hz)
		110–125	G3 Shake (1–5 Hz)
		126–141	G4 Shake (1–5 Hz)
		142–157	G5 Shake (1–5 Hz)
		158–173	G6 Shake (1–5 Hz)
		174–189	G7 Shake (1–5 Hz)
		190–221	CW Fast to Slow (360–10 °/s)
		222–223	Gobo 2 spin: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
15	Gobo 2 Rotation	0–128	Index Min ... Index Max
		128–129	Index Max
		129–159	CW Fast ... CW Med
		159–189	CW Med ... CW Slow
		189–190	CW Slow ... Rot Stop
		190–193	Rot Stop
		193–194	Rot Stop ... CCW Slow
		194–225	CCW Slow ... CCW Med
		225–255	CCW Med ... CCW Fast
		255	CCW Fast
16	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo 3	0–14	Gobo: Open
		15–39	Gobo 1
		40–64	Gobo 2
		65–89	Gobo 3
		90–114	Gobo 4
		115–139	Gobo 5
		140–149	G1 Shake (1–5 Hz)
		150–159	G2 Shake (1–5 Hz)
		160–169	G3 Shake (1–5 Hz)
		170–179	G4 Shake (1–5 Hz)

CH	Function	DMX	Description
17	Gobo 3 (continued)	180–189	G5 Shake (1–5 Hz)
		190–221	CW Fast to Slow (360–10 °/s)
		222–223	Gobo Wheel Spin: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
18	Prism	0–63	Open
		64–255	4-Facet Circular
19	Prism Rotation	0–127	Indexing (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Prism 1 Pos Rotate: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
20	Prism 2	0–63	Open
		64–255	4-Facet Linear
21	Prism 2 Rotation	0–127	Indexing (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Prism 2 Rotate: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
22	Focus	0–255	Min to Max
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–128	Narrow ... Normal
		128–255	Normal ... Wide
		255	Wide
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 (1–18 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 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %
		127	50 %
		128–191	50 % ... 75 %
		191	75 %
		192–255	75 % ... 100 %
		255	100 %
28	Dimmer Fine	0–255	Fine adjustment of CH 27
29	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV

CH	Function	DMX	Description
29	Dimmer Mode (continued)	61–80	Architectural
		81–100	Theater
		101–120	Stage 2
		121	0s
		122	0_1s
		123	0_2s
		124	0_3s
		125	0_4s
		126	0_5s
		127	0_6s
		128	0_7s
		129	0_8s
		130	0_9s
		131	1s
		132	1_5s
		133–141	2...10s
		142–255	Idle
30	Iris	0	Iris: Max
		1–190	Iris: Max ... Min
		191	Iris: Min
		192–206	Pulse Close Fast
		207	Pulse Close Med
		208–223	Pulse Close Slow
		224–239	Pulse Open Slow
		240	Pulse Open Med
		241–255	Pulse Open Fast
31	Frost		Soft Frost
		0	Open
		1–254	Open ... Soft Frost
		255	Soft Frost
32	Frost 2		Wash Frost
		0	Open
		1–254	Open ... Wash Frost
		255	Wash Frost
33	Animation Wheel	0–127	Position (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Animation Scroll: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
34	Animation Wheel Rotation	0–127	Position (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Animation Scroll: Stop
		194–255	CCW Slow to Fast (10–360 °/s)

CH	Function	DMX	Description
35	Blade 1 A	0	Open
		1–254	Open ... Close
		255	Close
36	Blade 1 B	0	Open
		1–254	Open ... Close
		255	Close
37	Blade 2 A	0	Open
		1–254	Open ... Close
		255	Close
38	Blade 2 B	0	Open
		1–254	Open ... Close
		255	Close
39	Blade 3 A	0	Open
		1–254	Open ... Close
		255	Close
40	Blade 3 B	0	Open
		1–254	Open ... Close
		255	Close
41	Blade 4 A	0	Open
		1–254	Open ... Close
		255	Close
42	Blade 4 B	0	Open
		1–254	Open ... Close
		255	Close
43	Shaper Rotation	0	Minimum
		1–127	Minimum ... Parallel
		128	Parallel
		129–254	Parallel ... Maximum
		255	Maximum
44	Control	0–19	Wheel Snap
		20–29	Color Wheel Fade
		30–39	Color/Gobo Wheel Fade
		40–44	Fan Mode Mute
		45–49	Fan mode Studio
		50–54	Fan Control Low
		55–59	Fan Control High
		60–69	Fan Control Turbo
		70–79	Fan Control Auto (default)
		80–84	Fixture Reset
		85–87	Pan Tilt
		88–90	Color
		91–93	Gobo

CH	Function	DMX	Description
44	Control (continued)	94–96	Focus Zoom
		97–99	Other Features
		100	900Hz
		101	910Hz
		102	920Hz
		103	930Hz
		104	940Hz
		105	950Hz
		106	960Hz
		107	970Hz
		108	980Hz
		109	990Hz
		110	1000Hz
		111	1010Hz
		112	1020Hz
		113	1030Hz
		114	1040Hz
		115	1050Hz
		116	1060Hz
		117	1070Hz
		118	1080Hz
		119	1090Hz
		120	1100Hz
		121	1110Hz
		122	1120Hz
		123	1130Hz
		124	1140Hz
		125	1150Hz
		126	1160Hz
		127	1170Hz
		128	1180Hz
		129	1190Hz
		130	1200Hz
		131	1210Hz
		132	1220Hz
		133	1230Hz
		134	1240Hz
		135	1250Hz
		136	1260Hz
		137	1270Hz
		138	1280Hz
		139	1290Hz

CH	Function	DMX	Description
44	Control (continued)	140	1300Hz
		141	1310Hz
		142	1320Hz
		143	1330Hz
		144	1340Hz
		145	1350Hz
		146	1360Hz
		147	1370Hz
		148	1380Hz
		149	1390Hz
		150	1400Hz
		151	1410Hz
		152	1420Hz
		153	1430Hz
		154	1440Hz
		155	1450Hz
		156	1460Hz
		157	1470Hz
		158	1480Hz
		159	1490Hz
		160	1500Hz
		161	2500Hz
		162	4000Hz
		163	5000Hz
		164	6000Hz
		165	10000Hz
		166	15000Hz
		167	20000Hz
		168	25000Hz
		169–170	Ultra Dimming 25Hz
		171	CMY Smooth
		172	CMY Fast
		173–174	Hibernation Off
		175–176	Hibernation On
		177–178	Sun Protection On
		179–180	Sun Protection Off
		181–190	Pan Tilt Smooth
		191–200	Pan Tilt Break Fast
		201–210	Linear
		211–220	Square
		221–230	Inverse Square
		231–240	S Curve

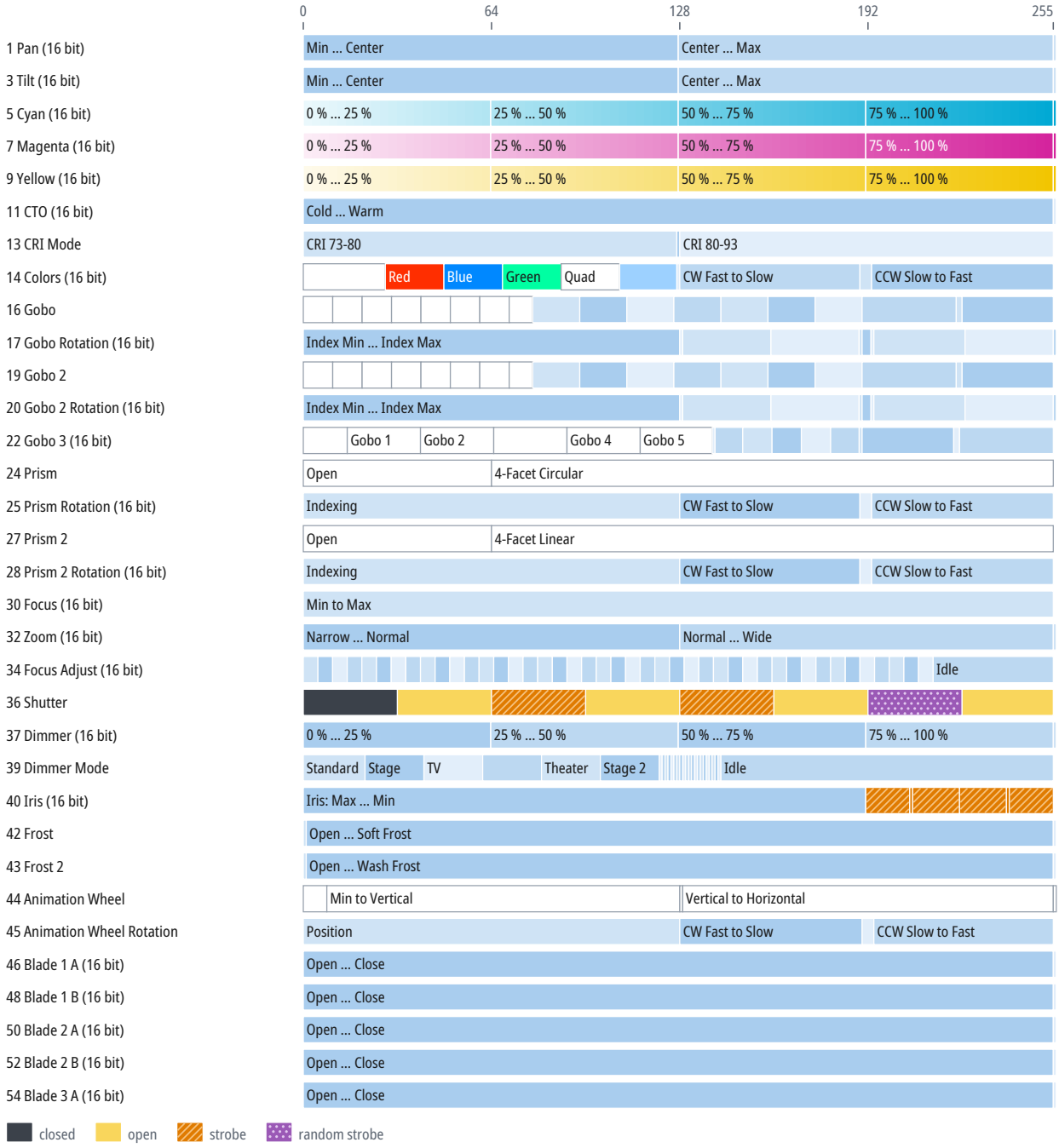
CH	Function	DMX	Description
44	Control (continued)	241–242	Color Correction disable
		243–244	Color Correction enable
		245–246	Quiet Speeds
		247–249	Fastest Speeds
		250–251	Display ON
		252–253	Display OFF
		254–255	Idle

Mode Extended

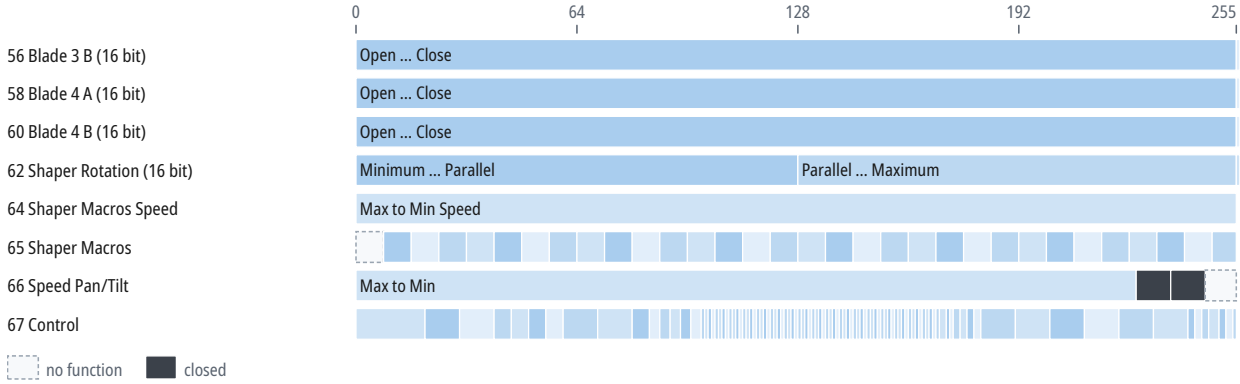
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 36 Shutter 47, CH 37 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 “Standard” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0–63	0 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %
		127	50 %
		128–191	50 % ... 75 %
		191	75 %
		192–255	75 % ... 100 %
		255	100 %
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta	0–63	0 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %
		127	50 %
		128–191	50 % ... 75 %
		191	75 %
		192–255	75 % ... 100 %
		255	100 %
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow	0–63	0 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %
		127	50 %
		128–191	50 % ... 75 %
		191	75 %
		192–255	75 % ... 100 %
		255	100 %

CH	Function	DMX	Description
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	CTO	0–255	Cold ... Warm
		255	Warm
12	CTO Fine	0–255	Fine adjustment of CH 11
13	CRI Mode	0–126	CRI 73-80
		127	CRI 80
		128–255	CRI 80-93
14	Colors	0–27	Color Select: Open
		28–47	Red
		48–67	Blue
		68–87	Green
		88–107	Quad
		108–127	CTB/Color SMoothing
		127–128	Color Select
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Color Scroll: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
15	Colors Fine	0–255	Fine adjustment of CH 14
16	Gobo		Same as CH 11 in the mode “Standard” (p. 14)
17	Gobo Rotation		Same as CH 12 in the mode “Standard” (p. 14)
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 2		Same as CH 14 in the mode “Standard” (p. 15)
20	Gobo 2 Rotation		Same as CH 15 in the mode “Standard” (p. 15)
21	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 20
22	Gobo 3	0–14	Gobo: Open
		15–39	Gobo 1
		40–64	Gobo 2
		65–89	Gobo 3
		90–114	Gobo 4
		115–139	Gobo 5
		139–140	Gobo 3
		140–149	G1 Shake (1–5 Hz)
		150–159	G2 Shake (1–5 Hz)
		160–169	G3 Shake (1–5 Hz)
		170–179	G4 Shake (1–5 Hz)
		180–189	G5 Shake (1–5 Hz)
		189–190	Gobo Shake 3
		190–221	CW Fast to Slow (360–10 °/s)
		222–223	Gobo Wheel Spin: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
23	Gobo 3 Fine	0–255	Fine adjustment of CH 22
24	Prism		Same as CH 18 in the mode “Standard” (p. 16)

CH	Function	DMX	Description
25	Prism Rotation	0–128	Indexing (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Prism 1 Pos Rotate: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
26	Prism Rotation Fine	0–255	Fine adjustment of CH 25
27	Prism 2		Same as CH 20 in the mode “Standard” (p. 16)
28	Prism 2 Rotation	0–128	Indexing (540°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Prism 2 Rotate: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
29	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 28
30	Focus	0–255	Min to Max
31	Focus Fine	0–255	Fine adjustment of CH 30
32	Zoom		Same as CH 24 in the mode “Standard” (p. 16)
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus Adjust		Auto Focus
		0–4	Auto Focus Off
		5–9	5m
		10–14	5_2m
		15–19	5_4m
		20–24	5_6m
		25–29	5_8m
		30–34	6m
		35–39	6_3m
		40–44	6_5m
		45–49	6_8m
		50–54	7m
		55–59	7_3m
		60–64	7_5m
		65–69	7_7m
		70–74	8m
		75–79	8_3m
		80–84	8_5m
		85–89	8_7m
		90–94	9m
		95–99	9_3m
		100–104	9_5m
		105–109	9_8m
		110–114	10m
		115–119	10_5m
		120–124	11m
		125–129	11_5

CH	Function	DMX	Description
34	Focus Adjust (continued)	130–134	12m
		135–139	12_5m
		140–144	13m
		145–149	13_5m
		150–154	14m
		155–159	14_5m
		160–164	15m
		165–169	15_5m
		170–174	16m
		175–179	16_5m
		180–184	17m
		185–189	17_5m
		190–194	18m
		195–199	18_5m
		200–204	19m
		205–209	19_5
		210–214	20m
		215–255	Idle
35	Focus Adjust Fine	0–255	Fine adjustment of CH 34
36	Shutter		Same as CH 26 in the mode “Standard” (p. 16)
37	Dimmer		Same as CH 27 in the mode “Standard” (p. 16)
38	Dimmer Fine	0–255	Fine adjustment of CH 37
39	Dimmer Mode		Same as CH 29 in the mode “Standard” (p. 16)
40	Iris	0–191	Iris: Max ... Min
		191	Iris: Min
		192–206	Pulse Close Fast
		207	Pulse Close Med
		208–223	Pulse Close Slow
		224–239	Pulse Open Slow
		240	Pulse Open Med
		241–255	Pulse Open Fast
41	Iris Fine	0–255	Fine adjustment of CH 40
42	Frost		Same as CH 31 in the mode “Standard” (p. 17)
43	Frost 2		Same as CH 32 in the mode “Standard” (p. 17)
44	Animation Wheel	0–7	Open
		8–127	Min to Vertical
		128	Vertical
		129–254	Vertical to Horizontal
		255	Horizontal
45	Animation Wheel Rotation		Same as CH 34 in the mode “Standard” (p. 17)
46	Blade 1 A	0–255	Open ... Close
		255	Close

CH	Function	DMX	Description
47	Blade 1 A Fine	0–255	Fine adjustment of CH 46
48	Blade 1 B	0–255	Open ... Close
		255	Close
49	Blade 1 B Fine	0–255	Fine adjustment of CH 48
50	Blade 2 A	0–255	Open ... Close
		255	Close
51	Blade 2 A Fine	0–255	Fine adjustment of CH 50
52	Blade 2 B	0–255	Open ... Close
		255	Close
53	Blade 2 B Fine	0–255	Fine adjustment of CH 52
54	Blade 3 A	0–255	Open ... Close
		255	Close
55	Blade 3 A Fine	0–255	Fine adjustment of CH 54
56	Blade 3 B	0–255	Open ... Close
		255	Close
57	Blade 3 B Fine	0–255	Fine adjustment of CH 56
58	Blade 4 A	0–255	Open ... Close
		255	Close
59	Blade 4 A Fine	0–255	Fine adjustment of CH 58
60	Blade 4 B	0–255	Open ... Close
		255	Close
61	Blade 4 B Fine	0–255	Fine adjustment of CH 60
62	Shaper Rotation	0–128	Minimum ... Parallel
		128–255	Parallel ... Maximum
		255	Maximum
63	Shaper Rotation Fine	0–255	Fine adjustment of CH 62
64	Shaper Macros Speed		Framing Speed
		0–255	Max to Min Speed
65	Shaper Macros	0–7	OFF
		8–15	Macro 1
		16–23	Macro 2
		24–31	Macro 3
		32–39	Macro 4
		40–47	Macro 5
		48–55	Macro 6
		56–63	Macro 7
		64–71	Macro 8
		72–79	Macro 9
		80–87	Macro 10
		88–95	Macro 11
		96–103	Macro 12
		104–111	Macro 13

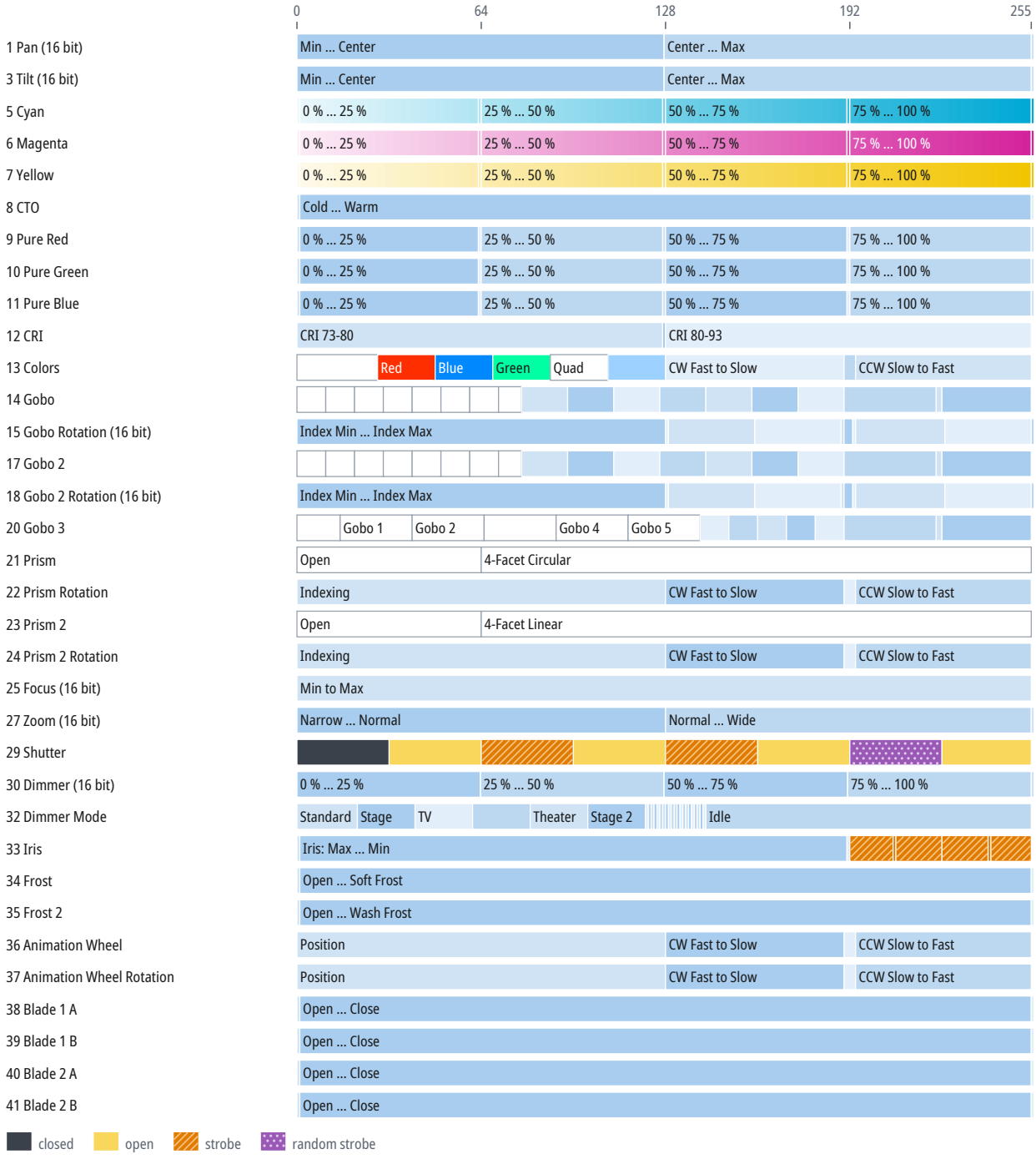
CH	Function	DMX	Description
65	Shaper Macros (continued)	112–119	Macro 14
		120–127	Macro 15
		128–135	Macro 16
		136–143	Macro 17
		144–151	Macro 18
		152–159	Macro 19
		160–167	Macro 20
		168–175	Macro 21
		176–183	Macro 22
		184–191	Macro 23
		192–199	Macro 24
		200–207	Macro 25
		208–215	Macro 26
		216–223	Macro 27
		224–231	Macro 28
		232–239	Macro 29
		240–247	Macro 30
		248–255	Macro 31
66	Speed Pan/Tilt	0–225	Max to Min
		226–235	Blackout By Movement
		236–245	Blackout By All Wheel changes
		246–255	No Function
67	Control		Same as CH 44 in the mode “Standard” (p. 18)

Mode RGB Standard

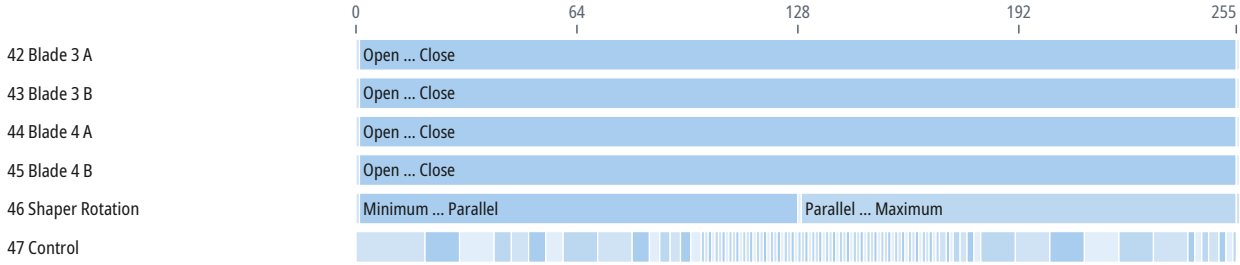
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 29 Shutter 47, CH 30 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 “Standard” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan		Same as CH 5 in the mode “Standard” (p. 13)
6	Magenta		Same as CH 6 in the mode “Standard” (p. 13)
7	Yellow		Same as CH 7 in the mode “Standard” (p. 13)
8	CTO		Same as CH 8 in the mode “Standard” (p. 14)
9	Pure Red	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
10	Pure Green	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
11	Pure Blue	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %

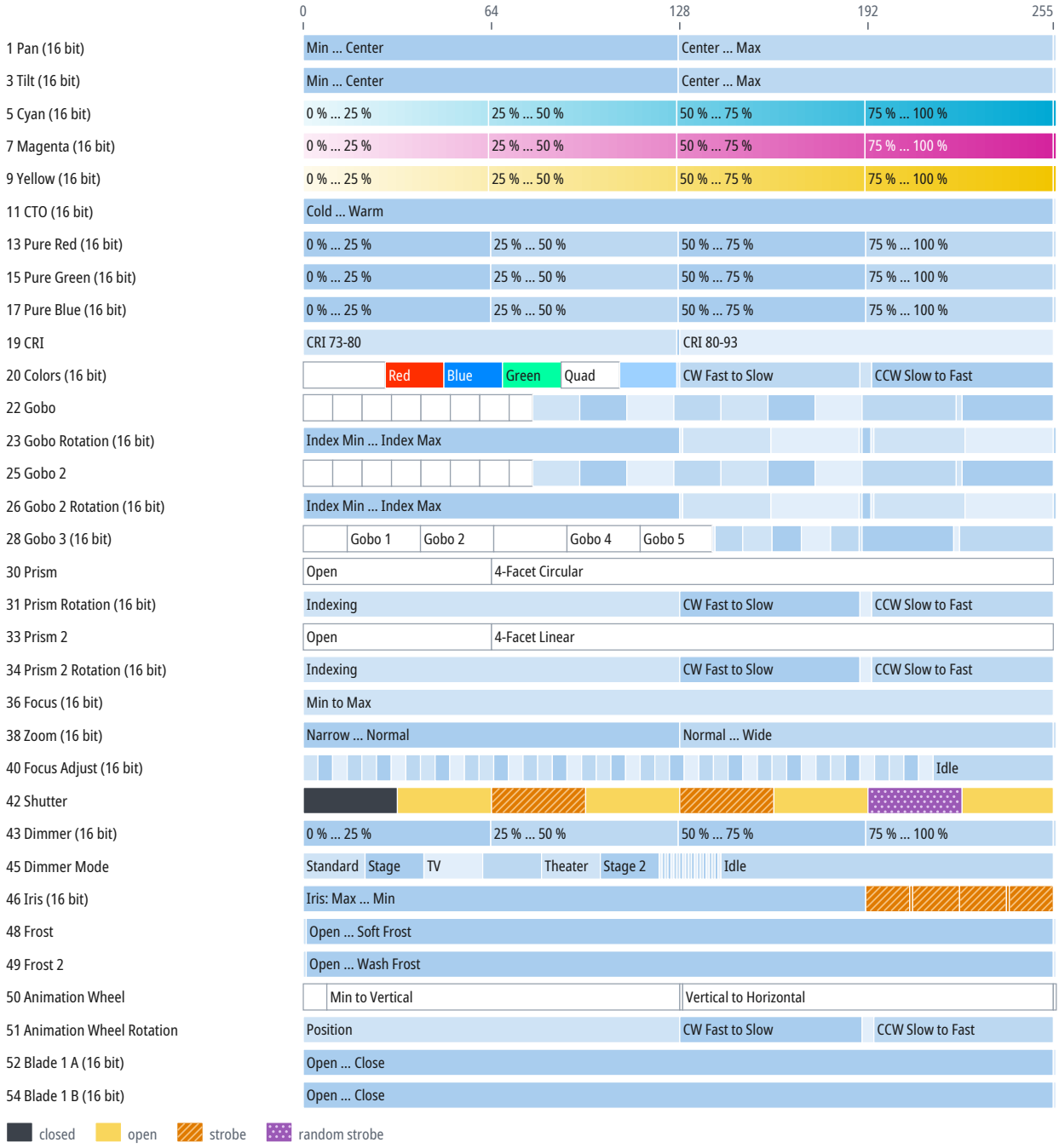
CH	Function	DMX	Description
11	Pure Blue (continued)	192–254	75 % … 100 %
		255	100 %
12	CRI		Same as CH 9 in the mode “Standard” (p. 14)
13	Colors		Same as CH 10 in the mode “Standard” (p. 14)
14	Gobo		Same as CH 11 in the mode “Standard” (p. 14)
15	Gobo Rotation		Same as CH 12 in the mode “Standard” (p. 14)
16	Gobo Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo 2		Same as CH 14 in the mode “Standard” (p. 15)
18	Gobo 2 Rotation		Same as CH 15 in the mode “Standard” (p. 15)
19	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 18
20	Gobo 3		Same as CH 17 in the mode “Standard” (p. 15)
21	Prism		Same as CH 18 in the mode “Standard” (p. 16)
22	Prism Rotation		Same as CH 19 in the mode “Standard” (p. 16)
23	Prism 2		Same as CH 20 in the mode “Standard” (p. 16)
24	Prism 2 Rotation		Same as CH 21 in the mode “Standard” (p. 16)
25	Focus	0–255	Min to Max
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Zoom		Same as CH 24 in the mode “Standard” (p. 16)
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Shutter		Same as CH 26 in the mode “Standard” (p. 16)
30	Dimmer		Same as CH 27 in the mode “Standard” (p. 16)
31	Dimmer Fine	0–255	Fine adjustment of CH 30
32	Dimmer Mode		Same as CH 29 in the mode “Standard” (p. 16)
33	Iris		Same as CH 30 in the mode “Standard” (p. 17)
34	Frost		Same as CH 31 in the mode “Standard” (p. 17)
35	Frost 2		Same as CH 32 in the mode “Standard” (p. 17)
36	Animation Wheel		Same as CH 33 in the mode “Standard” (p. 17)
37	Animation Wheel Rotation		Same as CH 34 in the mode “Standard” (p. 17)
38	Blade 1 A		Same as CH 35 in the mode “Standard” (p. 18)
39	Blade 1 B		Same as CH 36 in the mode “Standard” (p. 18)
40	Blade 2 A		Same as CH 37 in the mode “Standard” (p. 18)
41	Blade 2 B		Same as CH 38 in the mode “Standard” (p. 18)
42	Blade 3 A		Same as CH 39 in the mode “Standard” (p. 18)
43	Blade 3 B		Same as CH 40 in the mode “Standard” (p. 18)
44	Blade 4 A		Same as CH 41 in the mode “Standard” (p. 18)
45	Blade 4 B		Same as CH 42 in the mode “Standard” (p. 18)
46	Shaper Rotation		Same as CH 43 in the mode “Standard” (p. 18)
47	Control		Same as CH 44 in the mode “Standard” (p. 18)

Mode RGB Extended

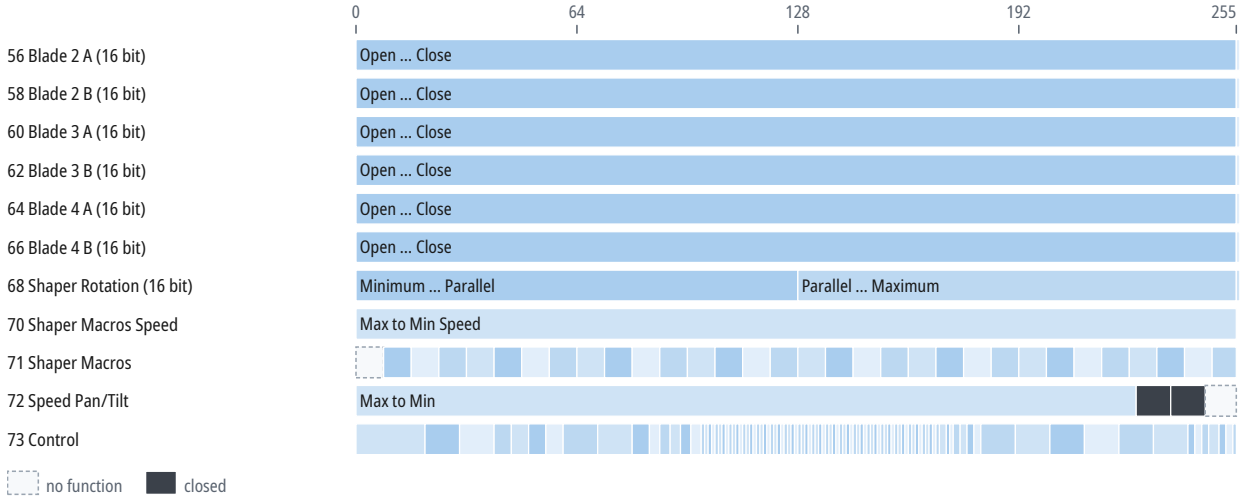
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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 42 Shutter 47, CH 43 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 “Standard” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0–63	0 % ... 25 %
		63–127	25 % ... 50 %
		127–191	50 % ... 75 %
		191–255	75 % ... 100 %
		255	100 %
6	Cyan Fine	0–255	Fine adjustment of CH 5
7	Magenta	0–63	0 % ... 25 %
		63–127	25 % ... 50 %
		127–191	50 % ... 75 %
		191–255	75 % ... 100 %
		255	100 %
8	Magenta Fine	0–255	Fine adjustment of CH 7
9	Yellow	0–63	0 % ... 25 %
		63–127	25 % ... 50 %
		127–191	50 % ... 75 %
		191–255	75 % ... 100 %
		255	100 %
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	CTO		Same as CH 11 in the mode “Extended” (p. 24)
12	CTO Fine	0–255	Fine adjustment of CH 11
13	Pure Red	0–63	0 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %

CH	Function	DMX	Description
13	Pure Red (continued)	127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %
		255	100 %
14	Pure Red Fine	0–255	Fine adjustment of CH 13
15	Pure Green	0–63	0 % … 25 %
		63	25 %
		64–127	25 % … 50 %
		127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %
		255	100 %
16	Pure Green Fine	0–255	Fine adjustment of CH 15
17	Pure Blue	0–63	0 % … 25 %
		63	25 %
		64–127	25 % … 50 %
		127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %
		255	100 %
18	Pure Blue Fine	0–255	Fine adjustment of CH 17
19	CRI		Same as CH 9 in the mode “Standard” (p. 14)
20	Colors		Same as CH 14 in the mode “Extended” (p. 24)
21	Colors Fine	0–255	Fine adjustment of CH 20
22	Gobo		Same as CH 11 in the mode “Standard” (p. 14)
23	Gobo Rotation		Same as CH 12 in the mode “Standard” (p. 14)
24	Gobo Rotation Fine	0–255	Fine adjustment of CH 23
25	Gobo 2		Same as CH 14 in the mode “Standard” (p. 15)
26	Gobo 2 Rotation		Same as CH 15 in the mode “Standard” (p. 15)
27	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 26
28	Gobo 3		Same as CH 22 in the mode “Extended” (p. 24)
29	Gobo 3 Fine	0–255	Fine adjustment of CH 28
30	Prism		Same as CH 18 in the mode “Standard” (p. 16)
31	Prism Rotation		Same as CH 25 in the mode “Extended” (p. 25)
32	Prism Rotation Fine	0–255	Fine adjustment of CH 31
33	Prism 2		Same as CH 20 in the mode “Standard” (p. 16)
34	Prism 2 Rotation		Same as CH 28 in the mode “Extended” (p. 25)
35	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 34

CH	Function	DMX	Description
36	Focus	0–255	Min to Max
37	Focus Fine	0–255	Fine adjustment of CH 36
38	Zoom		Same as CH 24 in the mode “Standard” (p. 16)
39	Zoom Fine	0–255	Fine adjustment of CH 38
40	Focus Adjust		Same as CH 34 in the mode “Extended” (p. 25)
41	Focus Adjust Fine	0–255	Fine adjustment of CH 40
42	Shutter		Same as CH 26 in the mode “Standard” (p. 16)
43	Dimmer		Same as CH 27 in the mode “Standard” (p. 16)
44	Dimmer Fine	0–255	Fine adjustment of CH 43
45	Dimmer Mode		Same as CH 29 in the mode “Standard” (p. 16)
46	Iris		Same as CH 40 in the mode “Extended” (p. 26)
47	Iris Fine	0–255	Fine adjustment of CH 46
48	Frost		Same as CH 31 in the mode “Standard” (p. 17)
49	Frost 2		Same as CH 32 in the mode “Standard” (p. 17)
50	Animation Wheel		Same as CH 44 in the mode “Extended” (p. 26)
51	Animation Wheel Rotation		Same as CH 34 in the mode “Standard” (p. 17)
52	Blade 1 A		Same as CH 46 in the mode “Extended” (p. 26)
53	Blade 1 A Fine	0–255	Fine adjustment of CH 52
54	Blade 1 B		Same as CH 48 in the mode “Extended” (p. 27)
55	Blade 1 B Fine	0–255	Fine adjustment of CH 54
56	Blade 2 A		Same as CH 50 in the mode “Extended” (p. 27)
57	Blade 2 A Fine	0–255	Fine adjustment of CH 56
58	Blade 2 B		Same as CH 52 in the mode “Extended” (p. 27)
59	Blade 2 B Fine	0–255	Fine adjustment of CH 58
60	Blade 3 A		Same as CH 54 in the mode “Extended” (p. 27)
61	Blade 3 A Fine	0–255	Fine adjustment of CH 60
62	Blade 3 B		Same as CH 56 in the mode “Extended” (p. 27)
63	Blade 3 B Fine	0–255	Fine adjustment of CH 62
64	Blade 4 A		Same as CH 58 in the mode “Extended” (p. 27)
65	Blade 4 A Fine	0–255	Fine adjustment of CH 64
66	Blade 4 B		Same as CH 60 in the mode “Extended” (p. 27)
67	Blade 4 B Fine	0–255	Fine adjustment of CH 66
68	Shaper Rotation		Same as CH 62 in the mode “Extended” (p. 27)
69	Shaper Rotation Fine	0–255	Fine adjustment of CH 68
70	Shaper Macros Speed		Same as CH 64 in the mode “Extended” (p. 27)
71	Shaper Macros		Same as CH 65 in the mode “Extended” (p. 27)
72	Speed Pan/Tilt		Same as CH 66 in the mode “Extended” (p. 28)
73	Control		Same as CH 44 in the mode “Standard” (p. 18)

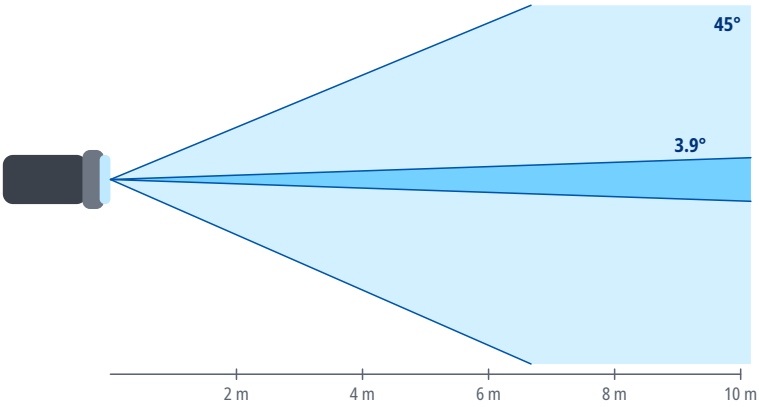
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,300 W
Luminous flux	50,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	78
Optics	
Zoom	3.9–45°
Movement	
Pan	540°
Tilt	263°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x22A6, device model ID 0x1915)
Electrical	
Power connectors	powerCON TRUE1
Dimensions and construction	
Weight	43.5 kg
Operating environment	
Ingress protection	IP54
Meaning of the IP code (IEC 60529)	Dust-protected (dust may enter only in amounts that do not impair operation); protected against splashing water from any direction
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–18 Hz
Color 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 wheel 4 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Gobo 3 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 3.9°	Ø 45°
2 m	0.14 m	1.7 m
4 m	0.27 m	3.3 m
6 m	0.41 m	5 m
8 m	0.54 m	6.6 m
10 m	0.68 m	8.3 m
15 m	1 m	12.4 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.