DMX REFERENCE

REBEL Profile

Elation



Manufacturer	Elation
GDTF file	Elation_REBEL_Profile_110852.gdtf
GDTF revision	25-16-09 Release · 2025-09-16
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 9
Mode Extended 10
Mode Standard 19
10 Technical specifications 23
11 Maintenance and cleaning 24
12 Troubleshooting 24
13 Disposal 25

1 About this manual

This document describes the REBEL Profile by Elation. It was compiled from the GDTF file Elation_REBEL_Profile_110852.gdtf from the GDTF-Share library.

File revision: “25-16-09 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	29.9 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	58	8	1, 59, 117, 175, ...
Standard	42	12	1, 43, 85, 127, ...



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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.

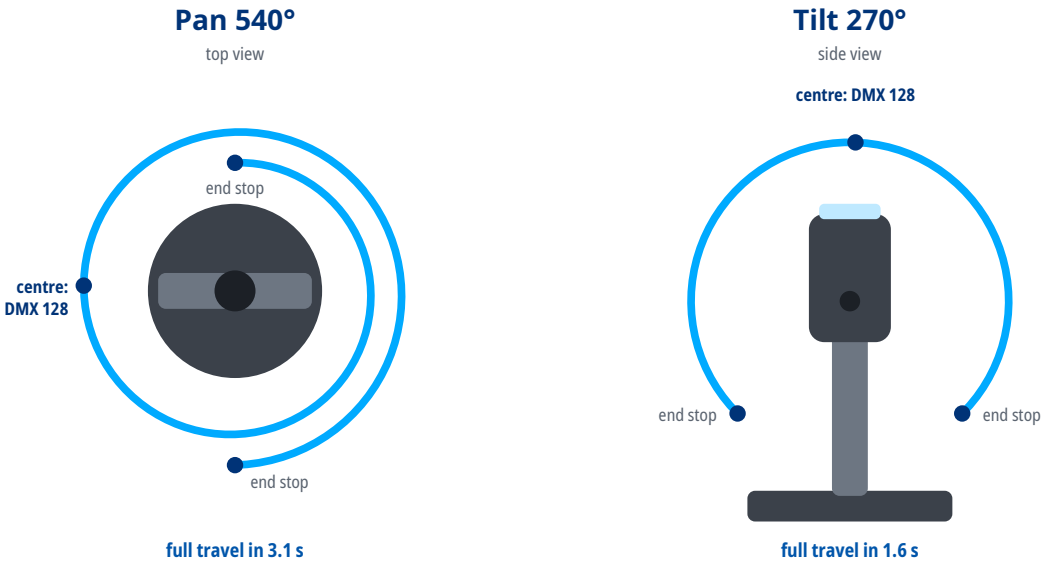
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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 REBEL Profile™ combines power and versatility in a compact IP65-rated design, perfect for indoor and outdoor applications. Its Peak Field 500W 6,500K LED engine produces a dazzling 22,000 lumens, delivering high-intensity beams, sharp projections, and dynamic mid-air effects. A full-featured graphics suite includes 15 glass gobos, a complete animation wheel, dual prisms, dual frost, and a high-speed iris. The indexable framing system ensures precise control with blackout shutter cuts, while a zoom range of 3.5° to 51° enhances its flexibility.Housing 18 carefully designed gobos and a 4.5° to 38° zoom, the FUZE SFX can create stunning mid-air FX as easily as precise image projections. The SFX allows for even stage washes utilizing its variable frost filter while a wide array of beautiful colors is possible from a seamless CMY color-mixing system plus color wheel. Dual independent rotating and overlaying prisms plus a fast iris round out the comprehensive feature set. A truly remarkable compact powerhouse for any application, the FUZE SFX is sure to create amazing effects, outstanding projections and beautiful bright washes on any stage.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

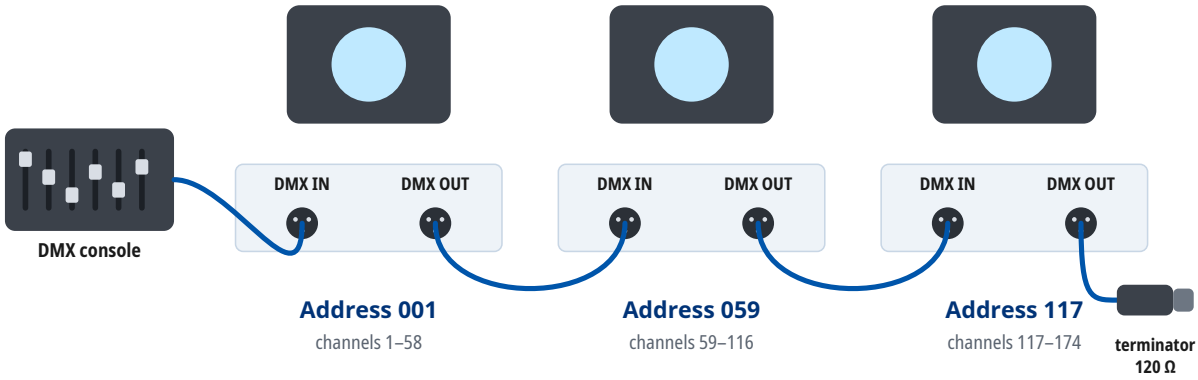
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 29.9 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: every unit occupies 58 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”: 58.
- 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”, you can use, for example, the start addresses 1, 59, 117, 175.
- 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

	Extended 58 channels	Standard 42 channels
Pan / Tilt	1, 3, 5	1, 3, 5
Dimmer	31	25
Shutter / strobe	30	24
Color mixing	6, 8, 10	6–8
Color temperature	12	9
Color wheel	15	11
Gobo wheel	16, 19	12, 15
Gobo rotation	17	13
Prism	20, 21, 23, 24	16–19
Frost	35, 36	28, 29
Zoom	28	22
Focus	26	20
Iris	34	27
Animation wheel	37, 38	30, 31

Gobo wheel 1

1 Color: Open
DMX 0–5

2 Red
DMX 6–15

3 Yellow
DMX 16–31

4 Green
DMX 32–47

5 Quad
DMX 48–63

6 High CRI 80
DMX 64–79

7 High CRI 90
DMX 80–95

8 Blue
DMX 96–111

Gobo wheel 2

1 Rotating Gobo: Open
DMX 0–9

2 Rotating Gobo: Gobo 1
DMX 10–19

3 Rotating Gobo: Gobo 2
DMX 20–29

4 Rotating Gobo: Gobo 3
DMX 30–39

5 Rotating Gobo: Gobo 4
DMX 40–49

6 Rotating Gobo: Gobo 5
DMX 50–59

7 Rotating Gobo: Gobo 6
DMX 60–69

8 Gobo 7
DMX 70–78

Gobo wheel 3

1
Fixed Gobo: Open
DMX 0–5

2 
Fixed Gobo: Gobo 1
DMX 6–12

3 
Fixed Gobo: Gobo 2
DMX 13–19

4 
Fixed Gobo: Gobo 3
DMX 20–26

5 
Gobo 4
DMX 27–33

6 
Fixed Gobo: Gobo 5
DMX 34–40

7 
Fixed Gobo: Gobo 6
DMX 41–47

8 
Fixed Gobo: Gobo 7
DMX 48–54

9 
Gobo 8
DMX 55–62

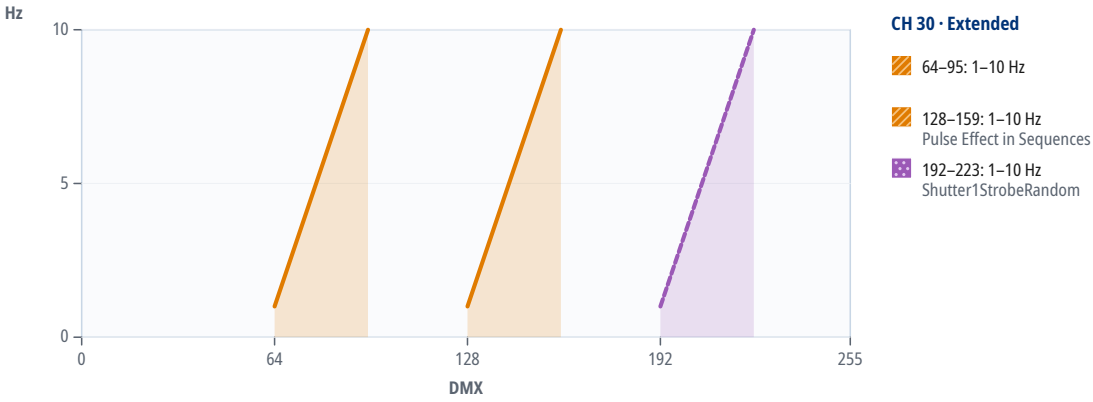
Prism

1
Open
CH 20: DMX 0–5

2 
4 facets
Prism 1 (4 Circular)
CH 20: DMX 6–255

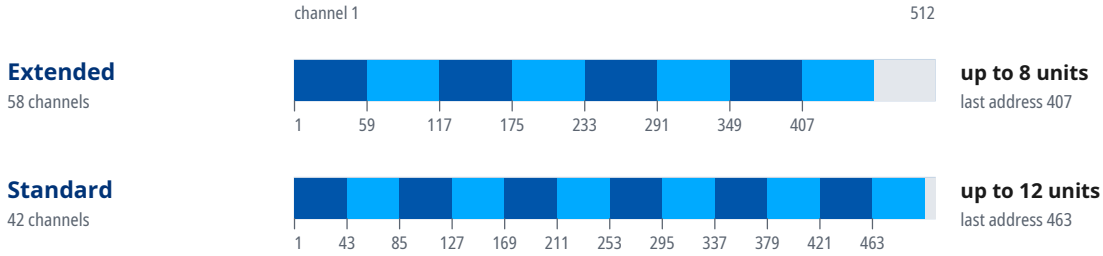
3 
6 facets
Prism 2 (6 Linear)
CH 23: DMX 6–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	291	11	U2 · 117	16	U2 · 407
2	59	7	349	12	U2 · 175	17	U3 · 1
3	117	8	407	13	U2 · 233	18	U3 · 59
4	175	9	U2 · 1	14	U2 · 291	19	U3 · 117
5	233	10	U2 · 59	15	U2 · 349	20	U3 · 175

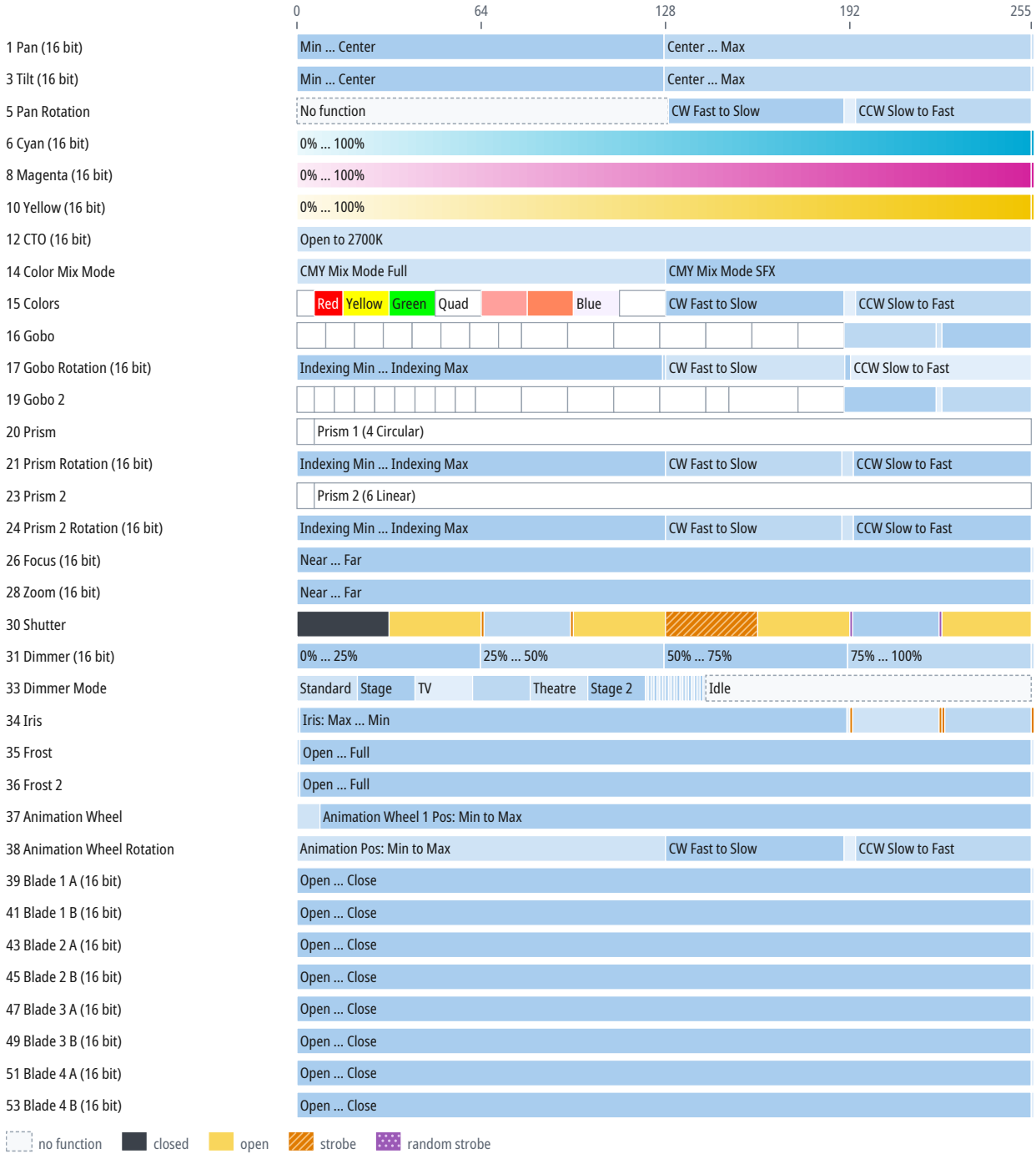
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended

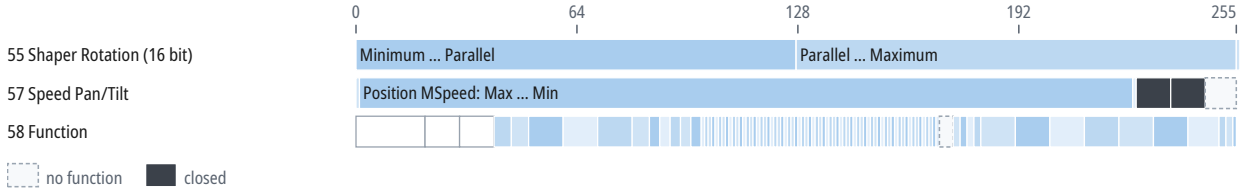
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 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	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation	0–128	No function
		129–189	CW Fast to Slow (up to 360 °/s (60 rpm))
		190–193	Stop
		194–255	CCW Slow to Fast (30–360 °/s)
6	Cyan		When CH 14 is 0–127:
		0–255	0% ... 100%
		255	100%
			When CH 14 is 128–255:
		0–189	0% ... 100%
		189	100%
		190–221	Scroll CW Fast to Slow
		222–223	Cyan Scroll: Stop
		224–255	Scroll CCW Slow to Fast
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta		When CH 14 is 0–127:
		0–255	0% ... 100%
		255	100%
			When CH 14 is 128–255:
		0–189	0% ... 100%
		189	100%
		190–221	Scroll CW Fast to Slow
		222–223	Magenta Scroll: Stop
		224–255	Scroll CCW Slow to Fast
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow		When CH 14 is 0–127:

CH	Function	DMX	Description
10	Yellow (continued)	0–255	0% … 100%
		255	100%
			When CH 14 is 128–255:
		0–189	0% … 100%
		189	100%
		190–221	Scroll CW Fast to Slow
		222–223	Yellow Scroll: Stop
		224–255	Scroll CCW Slow to Fast
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO	0–255	Open to 2700K (6500–2700 K)
13	CTO Fine	0–255	Fine adjustment of CH 12
14	Color Mix Mode		CMY Mix Mode
		0–127	CMY Mix Mode Full
		128–255	CMY Mix Mode SFX
15	Colors	0–5	Color: Open
		6–15	Red
		16–31	Yellow
		32–47	Green
		48–63	Quad
		64–79	High CRI 80
		80–95	High CRI 90
		96–111	Blue
		112–127	Color: Open
		128–189	CW Fast to Slow (360–30 °/s)
		190–193	Color Scroll: Stop
		194–255	CCW Slow to Fast (30–360 °/s)
16	Gobo	0–9	Rotating Gobo: Open
		10–19	Rotating Gobo: Gobo 1
		20–29	Rotating Gobo: Gobo 2
		30–39	Rotating Gobo: Gobo 3
		40–49	Rotating Gobo: Gobo 4
		50–59	Rotating Gobo: Gobo 5
		60–69	Rotating Gobo: Gobo 6
		70–77	Rotating Gobo: Gobo 7
		78–93	Rotating Gobo Shake: Gobo 1 (1–5 Hz)
		94–109	Rotating Gobo Shake: Gobo 2 (1–5 Hz)
		110–125	Rotating Gobo Shake: Gobo 3 (1–5 Hz)
		126–141	Rotating Gobo Shake: Gobo 4 (1–5 Hz)
		142–157	Rotating Gobo Shake: Gobo 5 (1–5 Hz)
		158–173	Rotating Gobo Shake: Gobo 6 (1–5 Hz)
		174–189	Rotating Gobo Shake: Gobo 7 (1–5 Hz)
		190–221	CW Fast to Slow (360–10 °/s)

CH	Function	DMX	Description
16	Gobo (continued)	222–223	Rotating Gobo Scroll: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
17	Gobo Rotation	0–127	Indexing Min … Indexing Max
		127	Indexing Max
		127–128	Rotating Gobo Index
		128–190	CW Fast to Slow (360–30 °/s)
		191–192	No Rotation
		193–255	CCW Slow to Fast (30–360 °/s)
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 2	0–5	Fixed Gobo: Open
		6–12	Fixed Gobo: Gobo 1
		13–19	Fixed Gobo: Gobo 2
		20–26	Fixed Gobo: Gobo 3
		27–33	Gobo 4
		34–40	Fixed Gobo: Gobo 5
		41–47	Fixed Gobo: Gobo 6
		48–54	Fixed Gobo: Gobo 7
		55–61	Fixed Gobo: Gobo 8
		62–77	Fixed Gobo Shake: Gobo 1 (1–5 Hz)
		78–93	Fixed Gobo Shake: Gobo 2 (1–5 Hz)
		94–109	Fixed Gobo Shake: Gobo 3 (1–5 Hz)
		110–125	Gobo 4 (1–5 Hz)
		126–141	Fixed Gobo Shake: Gobo 5 (1–5 Hz)
		142–149	Fixed Gobo Shake: Gobo 6 (1–5 Hz)
		150–173	Fixed Gobo Shake: Gobo 7 (1–5 Hz)
		174–189	Fixed Gobo Shake: Gobo 8 (1–5 Hz)
		190–221	CW Fast to Slow (360–10 °/s)
		222–223	Fixed Gobo Scroll: Stop
		224–255	CCW Slow to Fast (10–360 °/s)
20	Prism	0–5	Open
		6–255	Prism 1 (4 Circular)
21	Prism Rotation	0–128	Indexing Min … Indexing Max
		128	Indexing Max
		128–189	CW Fast to Slow (360–30 °/s)
		190–193	No Rotation
		194–255	CCW Slow to Fast (30–360 °/s)
22	Prism Rotation Fine	0–255	Fine adjustment of CH 21
23	Prism 2	0–5	Open
		6–255	Prism 2 (6 Linear)
24	Prism 2 Rotation	0–128	Indexing Min … Indexing Max
		128	Indexing Max
		128–189	CW Fast to Slow (360–30 °/s)

CH	Function	DMX	Description
24	Prism 2 Rotation (continued)	190–193	No Rotation
		194–255	CCW Slow to Fast (30–360 °/s)
25	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	Near … Far
		255	Far
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Zoom	0–255	Near … Far
		255	Far
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Shutter	0–31	Off (Shutter Closed)
		32–63	No Function (Shutter Open)
		64	Shutter 1 Strobe: Slow
		65–94	Shutter 1 Strobe: Slow … Fast
		95	Shutter 1 Strobe: Fast
		96–127	No Function (Shutter Open)
		128–159	Pulse Effect in Sequences (1–10 Hz)
		160–191	No Function (Shutter Open)
		192	Shutter 1 Strobe Random: Slow
		193–222	Shutter 1 Strobe Random: Slow … Fast
		223	Shutter 1 Strobe Random: Fast
		224–255	No Function (Shutter Open)
31	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%
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	Dimmer Delay Time 0s
		122	Dimmer Delay Time 100ms
		123	Dimmer Delay Time 200ms
		124	Dimmer Delay Time 300ms
		125	Dimmer Delay Time 400ms
		126	Dimmer Delay Time 500ms

CH	Function	DMX	Description
33	Dimmer Mode (continued)	127	Dimmer Delay Time 600ms
		128	Dimmer Delay Time 700ms
		129	Dimmer Delay Time 800ms
		130	Dimmer Delay Time 900ms
		131	Dimmer Delay Time 1s
		132	Dimmer Delay Time 1500ms
		133–141	Dimmer Delay Time 2...10s
		142–255	Idle
34	Iris	0	Iris: Max
		1–190	Iris: Max ... Min
		191	Iris: Min
		192	Iris Pulse Opening: Fast
		193–222	Iris Pulse Opening: Fast ... Slow
		223	Iris Pulse Opening: Slow
		224	Iris Pulse Closing: Slow
		225–254	Iris Pulse Closing: Slow ... Fast
		255	Iris Pulse Closing: Fast
35	Frost		Frost (light)
		0	Open
		1–254	Open ... Full
		255	Full
36	Frost 2		Frost (Wash)
		0	Open
		1–254	Open ... Full
		255	Full
37	Animation Wheel	0–7	Animation: Open
		8–255	Animation Wheel 1 Pos: Min to Max (540°)
38	Animation Wheel Rotation	0–127	Animation Pos: Min to Max (540°)
		128–189	CW Fast to Slow (360–30 °/s)
		190–193	Animation Wheel 1 Pos Rotate: Stop
		194–255	CCW Slow to Fast (30–360 °/s)
39	Blade 1 A	0–255	Open ... Close
		255	Close
40	Blade 1 A Fine	0–255	Fine adjustment of CH 39
41	Blade 1 B	0–255	Open ... Close
		255	Close
42	Blade 1 B Fine	0–255	Fine adjustment of CH 41
43	Blade 2 A	0–255	Open ... Close
		255	Close
44	Blade 2 A Fine	0–255	Fine adjustment of CH 43
45	Blade 2 B	0–255	Open ... Close
		255	Close

CH	Function	DMX	Description
46	Blade 2 B Fine	0–255	Fine adjustment of CH 45
47	Blade 3 A	0–255	Open ... Close
		255	Close
48	Blade 3 A Fine	0–255	Fine adjustment of CH 47
49	Blade 3 B	0–255	Open ... Close
		255	Close
50	Blade 3 B Fine	0–255	Fine adjustment of CH 49
51	Blade 4 A	0–255	Open ... Close
		255	Close
52	Blade 4 A Fine	0–255	Fine adjustment of CH 51
53	Blade 4 B	0–255	Open ... Close
		255	Close
54	Blade 4 B Fine	0–255	Fine adjustment of CH 53
55	Shaper Rotation		Blade Rot
		0–127	Minimum ... Parallel
		128–255	Parallel ... Maximum
		255	Maximum
56	Shaper Rotation Fine	0–255	Fine adjustment of CH 55
57	Speed Pan/Tilt	0	Position MSpeed: Max
		1–224	Position MSpeed: Max ... Min
		225	Position MSpeed: Min
		226–235	Blackout when pan / tilt move
		236–245	Blackout when all wheels change
		246–255	No Function
58	Function	0–19	Wheel Snap
		20–29	Color Wheel Fade
		30–39	Color/Gobo Wheel Fade
		40–44	Low Noise Mute
		45–49	Low Noise Studio
		50–59	Fan Control Low
		60–69	Fan Control High
		70–79	Fan Control Auto
		80–84	Reset All
		85–87	Reset PanTilt
		88–90	Reset Gobo
		91–93	Reset Focus and Zoom
		94–96	Reset Other Motors
		97–99	Fixture Global Reset: Idle
		100	Refresh Rate 900Hz
		101	Refresh Rate 910Hz
		102	Refresh Rate 920Hz
		103	Refresh Rate 930Hz

CH	Function	DMX	Description
58	Function (continued)	104	Refresh Rate 940Hz
		105	Refresh Rate 950Hz
		106	Refresh Rate 960Hz
		107	Refresh Rate 970Hz
		108	Refresh Rate 980Hz
		109	Refresh Rate 990Hz
		110	Refresh Rate 1000Hz
		111	Refresh Rate 1010Hz
		112	Refresh Rate 1020Hz
		113	Refresh Rate 1030Hz
		114	Refresh Rate 1040Hz
		115	Refresh Rate 1050Hz
		116	Refresh Rate 1060Hz
		117	Refresh Rate 1070Hz
		118	Refresh Rate 1080Hz
		119	Refresh Rate 1090Hz
		120	Refresh Rate 1100Hz
		121	Refresh Rate 1110Hz
		122	Refresh Rate 1120Hz
		123	Refresh Rate 1130Hz
		124	Refresh Rate 1140Hz
		125	Refresh Rate 1150Hz
		126	Refresh Rate 1160Hz
		127	Refresh Rate 1170Hz
		128	Refresh Rate 1180Hz
		129	Refresh Rate 1190Hz
		130	Refresh Rate 1200Hz
		131	Refresh Rate 1210Hz
		132	Refresh Rate 1220Hz
		133	Refresh Rate 1230Hz
		134	Refresh Rate 1240Hz
		135	Refresh Rate 1250Hz
		136	Refresh Rate 1260Hz
		137	Refresh Rate 1270Hz
		138	Refresh Rate 1280Hz
		139	Refresh Rate 1290Hz
		140	Refresh Rate 1300Hz
		141	Refresh Rate 1310Hz
		142	Refresh Rate 1320Hz
		143	Refresh Rate 1330Hz
		144	Refresh Rate 1340Hz
		145	Refresh Rate 1350Hz

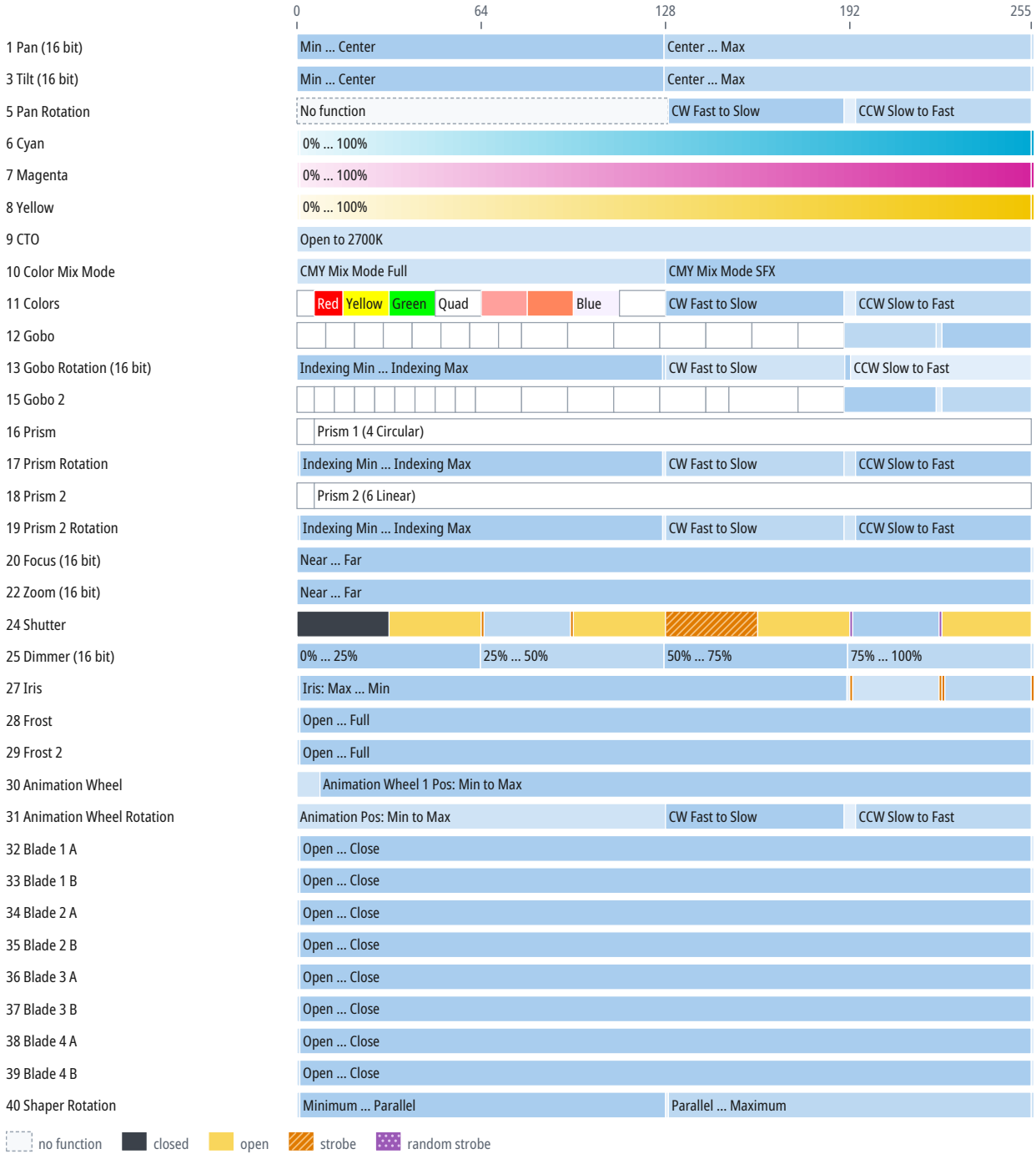
CH	Function	DMX	Description
58	Function (continued)	146	Refresh Rate 1360Hz
		147	Refresh Rate 1370Hz
		148	Refresh Rate 1380Hz
		149	Refresh Rate 1390Hz
		150	Refresh Rate 1400Hz
		151	Refresh Rate 1410Hz
		152	Refresh Rate 1420Hz
		153	Refresh Rate 1430Hz
		154	Refresh Rate 1440Hz
		155	Refresh Rate 1450Hz
		156	Refresh Rate 1460Hz
		157	Refresh Rate 1470Hz
		158	Refresh Rate 1480Hz
		159	Refresh Rate 1490Hz
		160	Refresh Rate 1500Hz
		161	Refresh Rate 2500Hz
		162	Refresh Rate 4000Hz
		163	Refresh Rate 5000Hz
		164	Refresh Rate 6000Hz
		165	Refresh Rate 10000Hz
		166	Refresh Rate 15000Hz
		167	Refresh Rate 20000Hz
		168	Refresh Rate 25000Hz
		169–172	No Feature: Idle
		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 Fast
		201–210	Dimmer Curve Linear
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–249	Display: Idle
		250–251	Display Off
		252–253	Display ON
		254–255	Display: Idle

Mode Standard

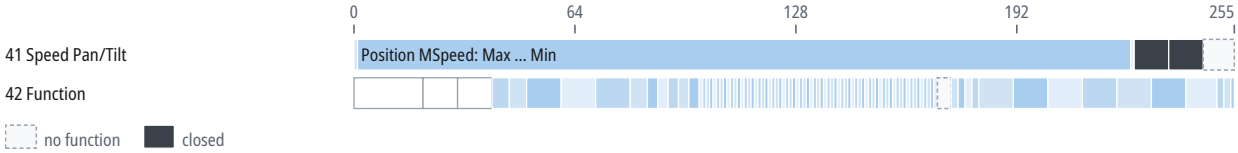
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 24 Shutter 47, CH 25 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” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Extended” (p. 11)
6	Cyan		When CH 10 is 0–127:
		0	0%
		1–254	0% ... 100%
		255	100%
			When CH 10 is 128–255:
		0	0%
		1–188	0% ... 100%
		189	100%
		190–221	Scroll CW Fast to Slow
		222–223	Cyan Scroll: Stop
		224–255	Scroll CCW Slow to Fast
7	Magenta		When CH 10 is 0–127:
		0	0%
		1–254	0% ... 100%
		255	100%
			When CH 10 is 128–255:
		0	0%
		1–188	0% ... 100%
		189	100%
		190–221	Scroll CW Fast to Slow
		222–223	Magenta Scroll: Stop
		224–255	Scroll CCW Slow to Fast
8	Yellow		When CH 10 is 0–127:
		0	0%
		1–254	0% ... 100%
		255	100%
			When CH 10 is 128–255:
		0	0%
		1–188	0% ... 100%
		189	100%

CH	Function	DMX	Description
8	Yellow (continued)	190–221	Scroll CW Fast to Slow
		222–223	Yellow Scroll: Stop
		224–255	Scroll CCW Slow to Fast
9	CTO	0–255	Open to 2700K (6500–2700 K)
10	Color Mix Mode		Same as CH 14 in the mode “Extended” (p. 12)
11	Colors		Same as CH 15 in the mode “Extended” (p. 12)
12	Gobo		Same as CH 16 in the mode “Extended” (p. 12)
13	Gobo Rotation		Same as CH 17 in the mode “Extended” (p. 13)
14	Gobo Rotation Fine	0–255	Fine adjustment of CH 13
15	Gobo 2		Same as CH 19 in the mode “Extended” (p. 13)
16	Prism		Same as CH 20 in the mode “Extended” (p. 13)
17	Prism Rotation	0	Indexing Min
		1–126	Indexing Min ... Indexing Max
		127	Indexing Max
		128–189	CW Fast to Slow (360–30 °/s)
		190–193	No Rotation
		194–255	CCW Slow to Fast (30–360 °/s)
18	Prism 2		Same as CH 23 in the mode “Extended” (p. 13)
19	Prism 2 Rotation	0	Indexing Min
		1–126	Indexing Min ... Indexing Max
		127	Indexing Max
		128–189	CW Fast to Slow (360–30 °/s)
		190–193	No Rotation
		194–255	CCW Slow to Fast (30–360 °/s)
20	Focus		Same as CH 26 in the mode “Extended” (p. 14)
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Zoom		Same as CH 28 in the mode “Extended” (p. 14)
23	Zoom Fine	0–255	Fine adjustment of CH 22
24	Shutter		Same as CH 30 in the mode “Extended” (p. 14)
25	Dimmer		Same as CH 31 in the mode “Extended” (p. 14)
26	Dimmer Fine	0–255	Fine adjustment of CH 25
27	Iris		Same as CH 34 in the mode “Extended” (p. 15)
28	Frost		Same as CH 35 in the mode “Extended” (p. 15)
29	Frost 2		Same as CH 36 in the mode “Extended” (p. 15)
30	Animation Wheel		Same as CH 37 in the mode “Extended” (p. 15)
31	Animation Wheel Rotation		Same as CH 38 in the mode “Extended” (p. 15)
32	Blade 1 A	0	Open
		1–254	Open ... Close
		255	Close
33	Blade 1 B	0	Open
		1–254	Open ... Close
		255	Close

CH	Function	DMX	Description
34	Blade 2 A	0	Open
		1–254	Open ... Close
		255	Close
35	Blade 2 B	0	Open
		1–254	Open ... Close
		255	Close
36	Blade 3 A	0	Open
		1–254	Open ... Close
		255	Close
37	Blade 3 B	0	Open
		1–254	Open ... Close
		255	Close
38	Blade 4 A	0	Open
		1–254	Open ... Close
		255	Close
39	Blade 4 B	0	Open
		1–254	Open ... Close
		255	Close
40	Shaper Rotation		Blade Rot
		0	Minimum
		1–127	Minimum ... Parallel
		128	Parallel
		129–254	Parallel ... Maximum
		255	Maximum
41	Speed Pan/Tilt		Same as CH 57 in the mode “Extended” (p. 16)
42	Function		Same as CH 58 in the mode “Extended” (p. 16)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	500 W
Luminous flux	22,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	3.5–51°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x005A)
Dimensions and construction	
Weight	29.9 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

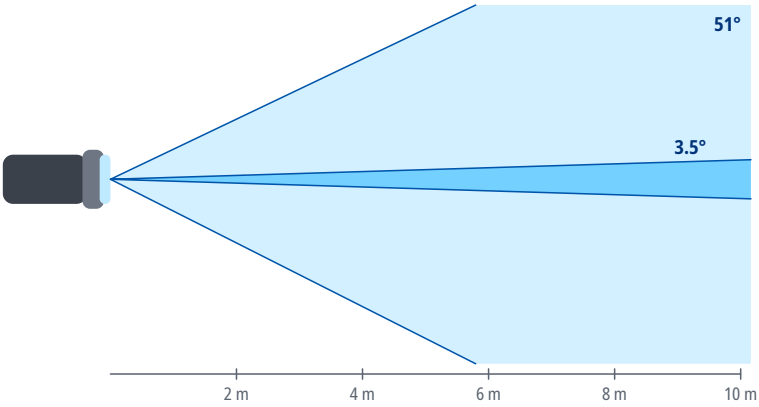
Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	1–10 Hz
Color wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo wheel 3 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Dimensions

weight 29.9 kg



Spot diameter



Distance	Ø 3.5°	Ø 51°
2 m	0.12 m	1.9 m
4 m	0.24 m	3.8 m
6 m	0.37 m	5.7 m
8 m	0.49 m	7.6 m
10 m	0.61 m	9.5 m
15 m	0.92 m	14.3 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.

Problem	Remedy
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.