DMX REFERENCE

SaturaRGB

Satura Profile

Elation(Austin)



Manufacturer	Elation(Austin)
GDTF file	Elation_SaturaRGB_105677.gdtf
GDTF revision	SaturaRGBTest · 2025-07-28
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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 Extend 10
Mode Stand 16
Mode Basic 19
10 Technical specifications 22
11 Maintenance and cleaning 23
12 Troubleshooting 23
13 Disposal 23

1 About this manual

This document describes the Satura Profile by Elation(Austin). It was compiled from the GDTF file Elation_SaturaRGB_105677.gdtf from the GDTF-Share library.

File revision: “SaturaRGBTest”.

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(Austin); 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	34 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extend	54	9	1, 55, 109, 163, ...
Stand	36	14	1, 37, 73, 109, ...
Basic	33	15	1, 34, 67, 100, ...



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.

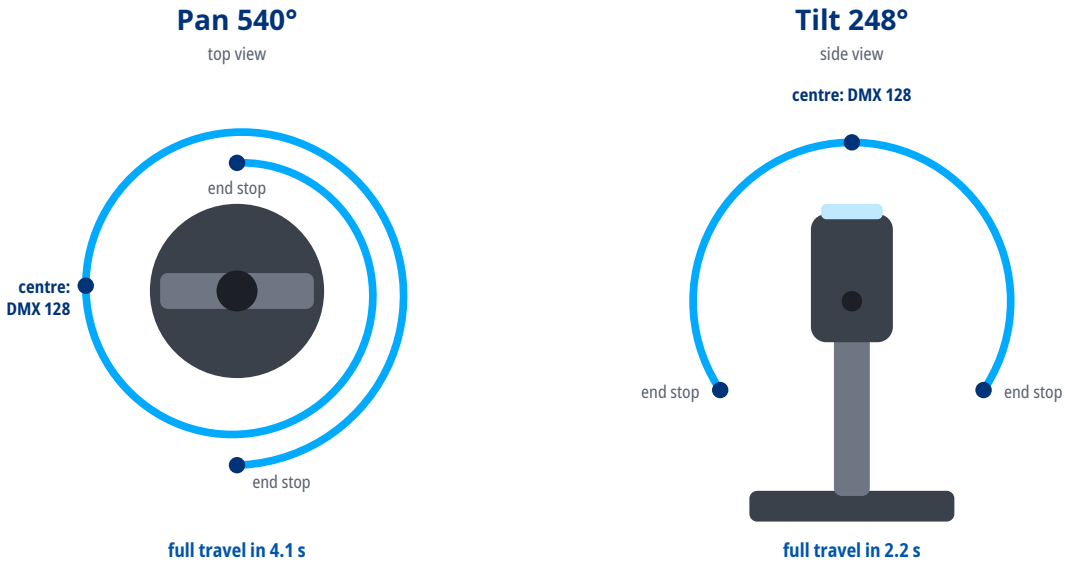
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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 Satura Profile™ features a new 440W LED Cool White LED engine, delivering 15,000 total output lumens, 11° to 38° zoom, full CMY color mixing and CTO, 7 dichroic colors, 6 rotating glass interchangeable gobo wheel, 7 static-stamped metal interchangeable gobo wheel which can be upgraded with an optional 4 static-stamped metal interchangeable gobo / animation effect wheel kit (sold separately), 4-blade framing shutter system, 3-facet rotating prism, frost filter, motorized iris and focus, variable dimming curves, high speed electronic shutter and strobe, hibernation mode, DMX, RDM (Remote Device Management), KlingNET™ and Art-NET support, 5pin XLR, and RJ45 ethernet in/out connections, powerCON in, full color 180° reversible menu display with 6 button touch control panel, battery backup for display power, flicker free operation for TV and FILM, and a multi-voltage universal auto switching power supply (100-240v).”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

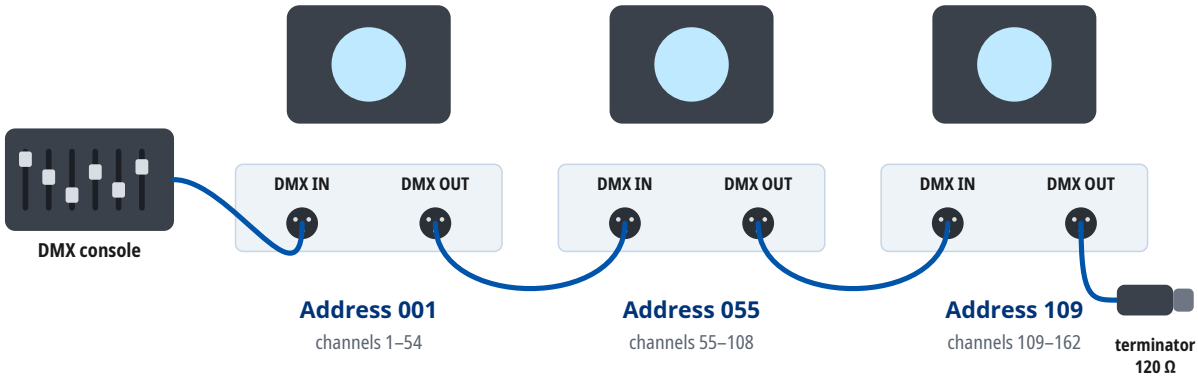
⚠ WARNING

- 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: 34 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 Extend: every unit occupies 54 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 “Extend”: 54.
- 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 “Extend”, you can use, for example, the start addresses 1, 55, 109, 163.
- 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

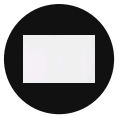
	Extend 54 channels	Stand 36 channels	Basic 33 channels
Pan / Tilt	**1, 3**	**1, 3**	**1, 2**
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	**23**	**17**	**15**
Dimmer resolution	16 bit	8 bit	8 bit
Shutter / strobe	**22**	**16**	**14**
Color mixing	**5, 7, 9**	**5–7**	**3–5**
Color temperature	**11**	**8**	**6**
Color wheel	**14**	**10**	**8**
Gobo wheel	**16, 17, 19**	**11–13**	**9–11**
Gobo rotation	**17**	**12**	**10**
Prism	**20, 21**	**14, 15**	**12, 13**
Frost	**26**	**19**	**17**
Zoom	**31**	**22**	**20**
Focus	**29**	**21**	**19**
Iris	**27**	**20**	**18**
Effects / macros	**13, 20, 52**	**9, 14, 33**	**7, 12, 31**

Color wheel

1. Color Select: Open
   DMX 0–15
2. Red
   DMX 16–31
3. Blue
   DMX 32–47
4. Green
   DMX 48–63
5. Yellow
   DMX 64–79
6. Magenta
   DMX 80–95
7. Orange
   DMX 96–111
8. Light Blue
   DMX 112–128

Gobo wheel 1

1
Beam Open
DMX 0–9

2 
Spot Open

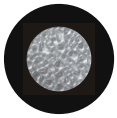
3 
Rotating Gobo 1
DMX 10–19

4 
Rotating Gobo 2
DMX 20–29

5 
Rotating Gobo 3
DMX 30–39

6 
Rotating Gobo 4
DMX 40–49

7 
Rotating Gobo 5
DMX 50–59

8 
Rotating Gobo 6
DMX 60–70

Gobo wheel 2

1
Gobo 2 Select: Open
DMX 0–13

2 
Static Gobo 1
DMX 14–27

3 
Static Gobo 2
DMX 28–41

4 
Static Gobo 3
DMX 42–55

5 
Static Gobo 4
DMX 56–69

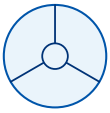
6 
Static Gobo 5
DMX 70–83

7 
Static Gobo 6
DMX 84–97

8 
Static Gobo 7
DMX 98–112

Prism

1
Prism 1 Select: Open
DMX 0–63

2 
3 facets
3 Facet
DMX 64–128

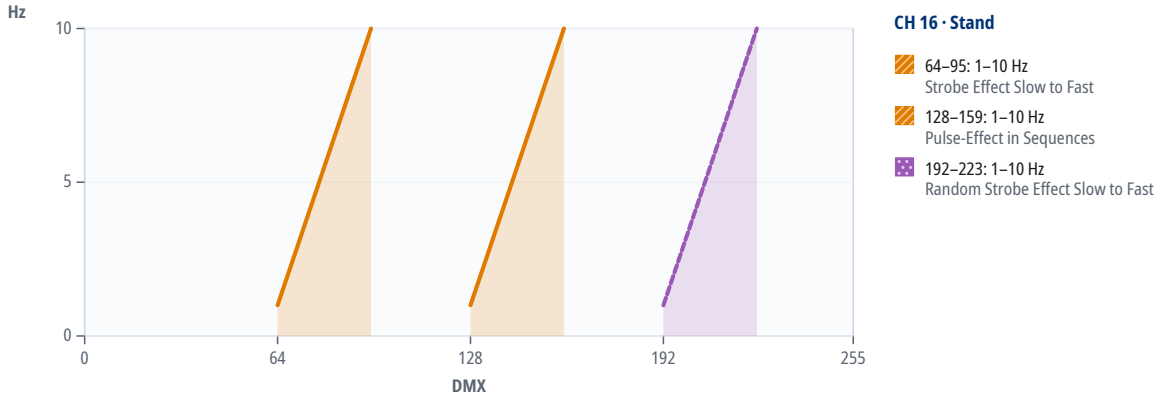
Animation wheel

1
Open

2 
Animation 1

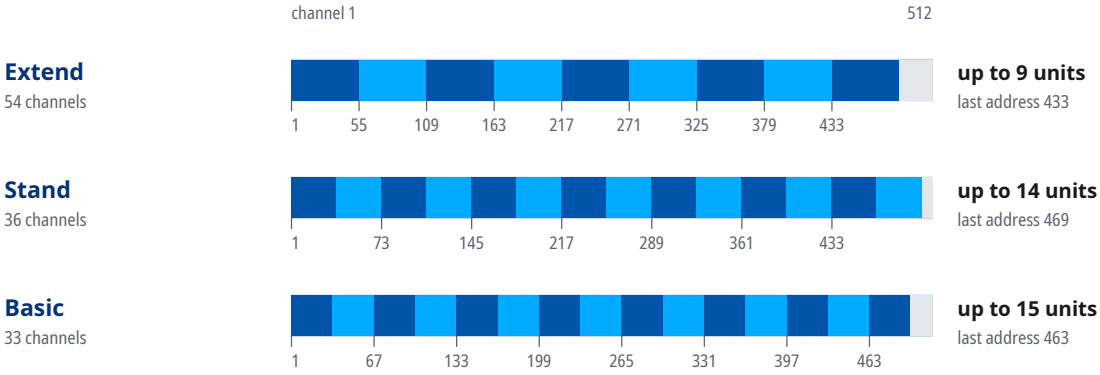
3 
Animation 2

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extend”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

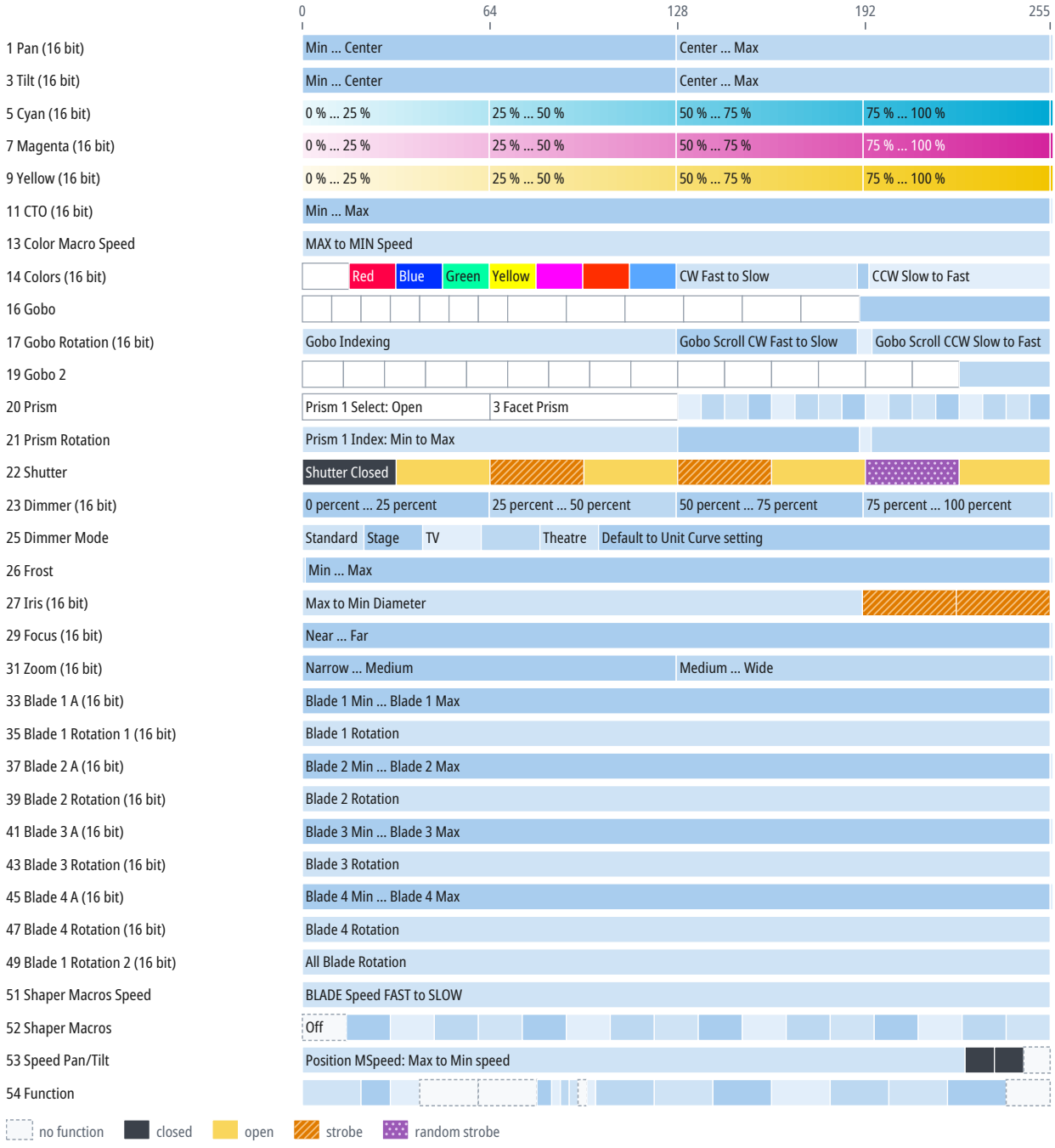
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extend

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 22 Shutter 47, CH 23 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

CH	Function	DMX	Description
3	Tilt	0–127	Min … Center
		128–255	Center … Max
		255	Max
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 %
10	Yellow Fine	0–255	Fine adjustment of CH 9
11	CTO	0–255	Min … Max
		255	Max
12	CTO Fine	0–255	Fine adjustment of CH 11
13	Color Macro Speed		MAX to MIN Speed
		0–255	MAX to MIN Speed
14	Colors	0–15	Color Select: Open
		16–31	Red
		32–47	Blue
		48–63	Green
		64–79	Yellow
		80–95	Magenta

CH	Function	DMX	Description
14	Colors (continued)	96–111	Orange
		112–127	Light Blue
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Color Wheel Spin: Stop
		194–255	CCW Slow to Fast (up to 360 °/s (60 rpm))
15	Colors Fine	0–255	Fine adjustment of CH 14
16	Gobo	0–9	Beam Open
		10–19	Rotating Gobo 1
		20–29	Rotating Gobo 2
		30–39	Rotating Gobo 3
		40–49	Rotating Gobo 4
		50–59	Rotating Gobo 5
		60–69	Rotating Gobo 6
		70–89	Rotating Gobo 1 Shake (1–5 Hz)
		90–109	Rotating Gobo 2 Shake (1–5 Hz)
		110–129	Rotating Gobo 3 Shake (1–5 Hz)
		130–149	Rotating Gobo 4 Shake (1–5 Hz)
		150–169	Rotating Gobo 5 Shake (1–5 Hz)
		170–189	Rotating Gobo 6 Shake (1–5 Hz)
		190–255	Clockwise Gobo Wheel Rotation from SLOW to FAST (10–360 °/s)
17	Gobo Rotation	0–127	Gobo Indexing (360°)
		128–189	Gobo Scroll CW Fast to Slow (360–30 °/s)
		190–194	No Rotation
		194–255	Gobo Scroll CCW Slow to Fast (up to 360 °/s (60 rpm))
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Gobo 2	0–13	Gobo 2 Select: Open
		14–27	Static Gobo 1
		28–41	Static Gobo 2
		42–55	Static Gobo 3
		56–69	Static Gobo 4
		70–83	Static Gobo 5
		84–97	Static Gobo 6
		98–111	Static Gobo 7
		112–127	Shake Gobo 1 (1–5 Hz)
		128–143	Shake Gobo 2 (1–5 Hz)
		144–159	Shake Gobo 3 (1–5 Hz)
		160–175	Shake Gobo 4 (1–5 Hz)
		176–191	Shake Gobo 5 (1–5 Hz)
		192–207	Shake Gobo 6 (1–5 Hz)
		208–223	Shake Gobo 7 (1–5 Hz)
		224–255	Clockwise Gobo Wheel Rotation from SLOW to FAST (10–360 °/s)

CH	Function	DMX	Description
20	Prism	0–63	Prism 1 Select: Open
		64–127	3 Facet Prism
		128–135	Macro 1
		136–143	Macro 2
		144–151	Macro 3
		152–159	Macro 4
		160–167	Macro 5
		168–175	Macro 6
		176–183	Macro 7
		184–191	Macro 8
		192–199	Macro 9
		200–207	Macro 10
		208–215	Macro 11
		216–223	Macro 12
		224–231	Macro 13
		232–239	Macro 14
		240–247	Macro 15
		248–255	Macro 16
21	Prism Rotation	0–127	Prism 1 Index: Min to Max (540°)
		128–189	Clockwise Linear Prism Rotation from FAST to SLOW (360–10 °/s)
		190–193	NO Rotation
		194–255	Counterclockwise Linear Prism Rotation from SLOW to FAST (10–360 °/s)
22	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)
23	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
24	Dimmer Fine	0–255	Fine adjustment of CH 23
25	Dimmer Mode	0–20	Standard
		21–40	Stage

CH	Function	DMX	Description
25	Dimmer Mode (continued)	41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Curve setting
26	Frost	0	Min
		1–254	Min ... Max
		255	Max
27	Iris	0–191	Max to Min Diameter
		191–223	Pulse Opening Fast to Slow
		223–255	Pulse Closing Slow to Fast
28	Iris Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	Near ... Far
		255	Far
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Zoom	0–127	Narrow ... Medium
		128–255	Medium ... Wide
		255	Wide
32	Zoom Fine	0–255	Fine adjustment of CH 31
33	Blade 1 A		Blade 1
		0–255	Blade 1 Min ... Blade 1 Max
		255	Blade 1 Max
34	Blade 1 A Fine	0–255	Fine adjustment of CH 33
35	Blade 1 Rotation 1		Blade 1 Rotation
		0–255	Blade 1 Rotation
36	Blade 1 Rotation 1 Fine	0–255	Fine adjustment of CH 35
37	Blade 2 A		Blade 2
		0–255	Blade 2 Min ... Blade 2 Max
		255	Blade 2 Max
38	Blade 2 A Fine	0–255	Fine adjustment of CH 37
39	Blade 2 Rotation	0–255	Blade 2 Rotation
40	Blade 2 Rotation Fine	0–255	Fine adjustment of CH 39
41	Blade 3 A		Blade 3
		0–255	Blade 3 Min ... Blade 3 Max
		255	Blade 3 Max
42	Blade 3 A Fine	0–255	Fine adjustment of CH 41
43	Blade 3 Rotation	0–255	Blade 3 Rotation
44	Blade 3 Rotation Fine	0–255	Fine adjustment of CH 43
45	Blade 4 A		Blade 4
		0–255	Blade 4 Min ... Blade 4 Max
		255	Blade 4 Max
46	Blade 4 A Fine	0–255	Fine adjustment of CH 45
47	Blade 4 Rotation	0–255	Blade 4 Rotation

CH	Function	DMX	Description
48	Blade 4 Rotation Fine	0–255	Fine adjustment of CH 47
49	Blade 1 Rotation 2		All (4) Blade Rotation
		0–255	All Blade Rotation
50	Blade 1 Rotation 2 Fine	0–255	Fine adjustment of CH 49
51	Shaper Macros Speed		BLADE Speed FAST to SLOW
		0–255	BLADE Speed FAST to SLOW
52	Shaper Macros	0–14	Off
		15–29	Blade Macro 1
		30–44	Blade Macro 2
		45–59	Blade Macro 3
		60–74	Blade Macro 4
		75–89	Blade Macro 5
		90–104	Blade Macro 6
		105–119	Blade Macro 7
		120–134	Blade Macro 8
		135–149	Blade Macro 9
		150–164	Blade Macro 10
		165–179	Blade Macro 11
		180–194	Blade Macro 12
		195–209	Blade Macro 13
		210–224	Blade Macro 14
		225–239	Blade Macro 15
		240–255	Blade Macro 16
53	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
54	Function	0–19	GOBO Change Normal
		20–29	COLOR Change to Any Position
		30–39	GOBO Change to Any Position
		40–79	NO FUNCTION
		80–84	ALL Motors Reset
		85–87	SCAN Motor Reset
		88–90	COLOR Motors Reset
		91–93	GOBO Motors Reset
		94–96	NO FUNCTION
		97–99	OTHER Motors Reset
		100–119	Internal Program 1
		120–139	Internal Program 2
		140–159	Internal Program 3
		160–179	Internal Program 4
		180–199	Internal Program 5

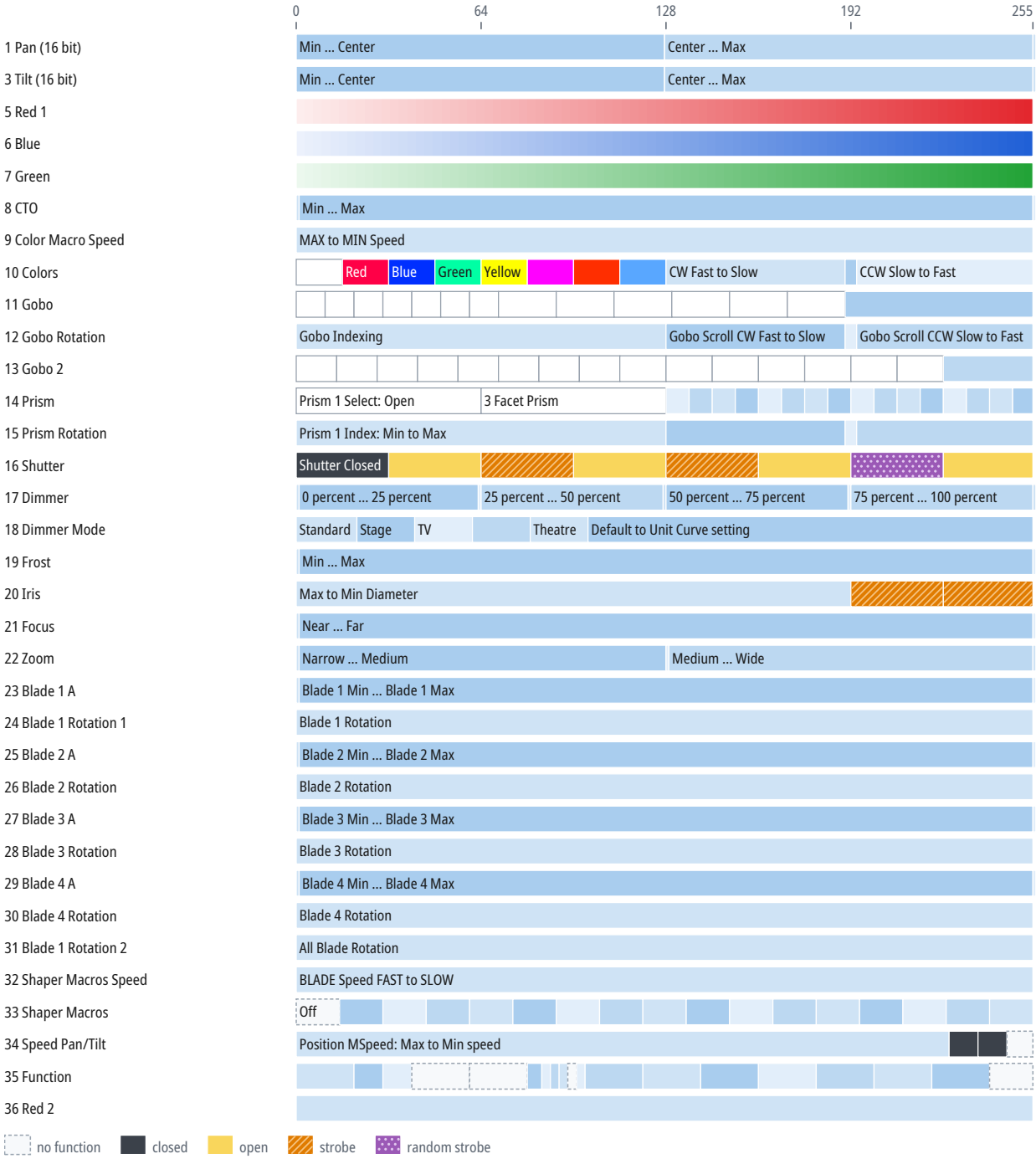
CH	Function	DMX	Description
54	Function (continued)	200–219	Internal Program 6
		220–239	Internal Program 7
		240–255	No Function

Mode Stand

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 16 Shutter 47, CH 17 Dimmer 255.

Channel functions at a glance



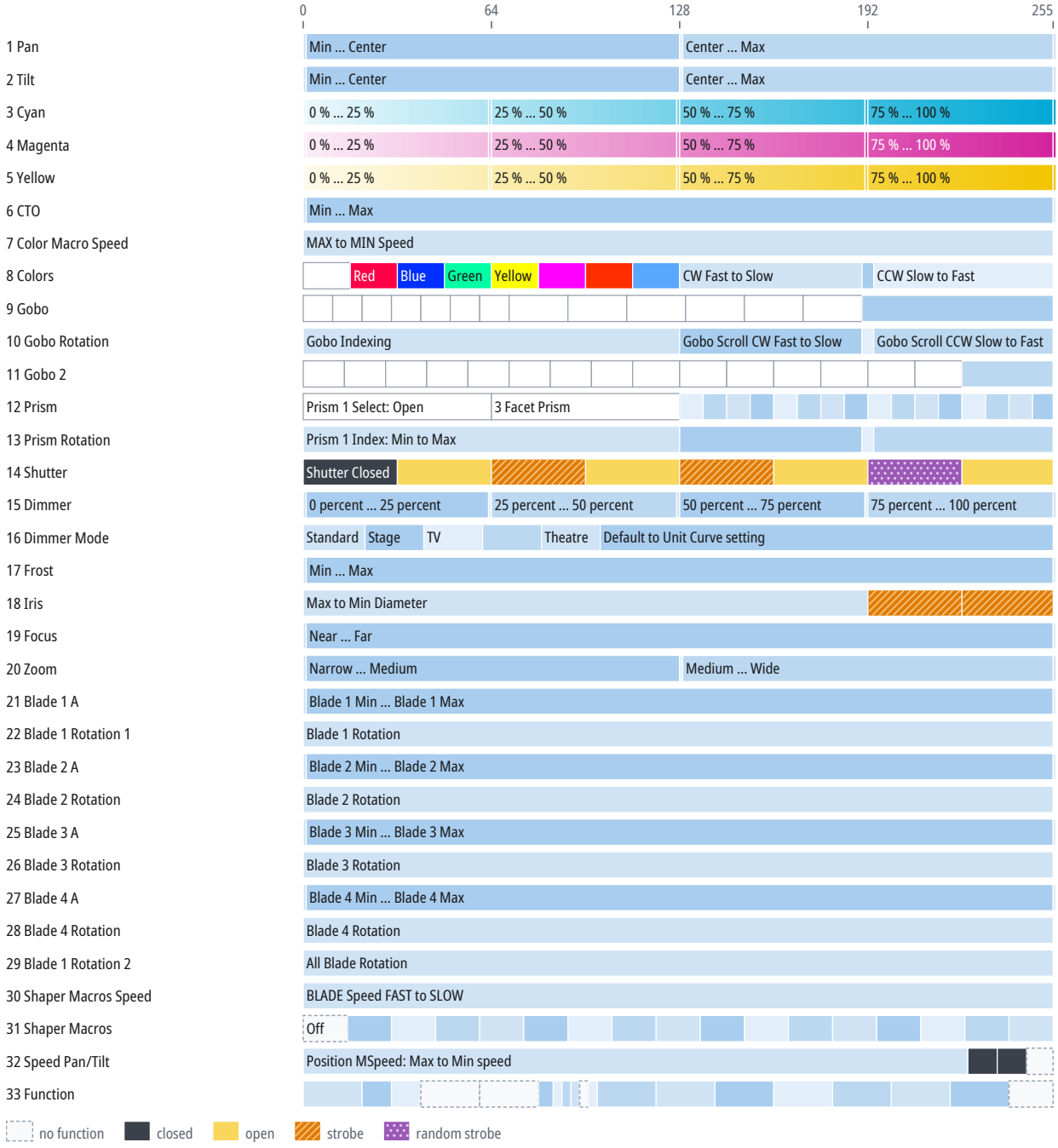
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extend” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extend” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red 1	0–255	
6	Blue	0–255	
7	Green	0–255	
8	CTO	0	Min
		1–254	Min … Max
		255	Max
9	Color Macro Speed		Same as CH 13 in the mode “Extend” (p. 11)
10	Colors		Same as CH 14 in the mode “Extend” (p. 11)
11	Gobo		Same as CH 16 in the mode “Extend” (p. 12)
12	Gobo Rotation	0–127	Gobo Indexing (360°)
		128–189	Gobo Scroll CW Fast to Slow (360–30 °/s)
		190–193	No Rotation
		194–255	Gobo Scroll CCW Slow to Fast (up to 360 °/s (60 rpm))
13	Gobo 2		Same as CH 19 in the mode “Extend” (p. 12)
14	Prism		Same as CH 20 in the mode “Extend” (p. 13)
15	Prism Rotation		Same as CH 21 in the mode “Extend” (p. 13)
16	Shutter		Same as CH 22 in the mode “Extend” (p. 13)
17	Dimmer	0	0 percent
		1–62	0 percent … 25 percent
		63	25 percent
		64–126	25 percent … 50 percent
		127	50 percent
		128–190	50 percent … 75 percent
		191	75 percent
		192–254	75 percent … 100 percent
		255	100 percent
18	Dimmer Mode		Same as CH 25 in the mode “Extend” (p. 13)
19	Frost		Same as CH 26 in the mode “Extend” (p. 14)
20	Iris	0–191	Max to Min Diameter
		192–223	Pulse Opening Fast to Slow
		224–255	Pulse Closing Slow to Fast
21	Focus	0	Near
		1–254	Near … Far
		255	Far
22	Zoom	0	Narrow
		1–127	Narrow … Medium
		128	Medium

CH	Function	DMX	Description
22	Zoom (continued)	129–254	Medium ... Wide
		255	Wide
23	Blade 1 A		Blade 1
		0	Blade 1 Min
		1–254	Blade 1 Min ... Blade 1 Max
		255	Blade 1 Max
24	Blade 1 Rotation 1		Same as CH 35 in the mode “Extend” (p. 14)
25	Blade 2 A		Blade 2
		0	Blade 2 Min
		1–254	Blade 2 Min ... Blade 2 Max
		255	Blade 2 Max
26	Blade 2 Rotation	0–255	Blade 2 Rotation
27	Blade 3 A		Blade 3
		0	Blade 3 Min
		1–254	Blade 3 Min ... Blade 3 Max
		255	Blade 3 Max
28	Blade 3 Rotation	0–255	Blade 3 Rotation
29	Blade 4 A		Blade 4
		0	Blade 4 Min
		1–254	Blade 4 Min ... Blade 4 Max
		255	Blade 4 Max
30	Blade 4 Rotation	0–255	Blade 4 Rotation
31	Blade 1 Rotation 2		Same as CH 49 in the mode “Extend” (p. 15)
32	Shaper Macros Speed		Same as CH 51 in the mode “Extend” (p. 15)
33	Shaper Macros		Same as CH 52 in the mode “Extend” (p. 15)
34	Speed Pan/Tilt		Same as CH 53 in the mode “Extend” (p. 15)
35	Function		Same as CH 54 in the mode “Extend” (p. 15)
36	Red 2	0–255	

Mode Basic

The GDTF file gives these values for a console's Highlight function: CH 3 Cyan 0, CH 4 Magenta 0, CH 5 Yellow 0, CH 14 Shutter 47, CH 15 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max

CH	Function	DMX	Description
2	Tilt	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
3	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 %
4	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 %
5	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 %
		255	100 %
6	CTO		Same as CH 8 in the mode “Stand” (p. 17)
7	Color Macro Speed		Same as CH 13 in the mode “Extend” (p. 11)
8	Colors		Same as CH 14 in the mode “Extend” (p. 11)
9	Gobo		Same as CH 16 in the mode “Extend” (p. 12)
10	Gobo Rotation		Same as CH 12 in the mode “Stand” (p. 17)
11	Gobo 2		Same as CH 19 in the mode “Extend” (p. 12)
12	Prism		Same as CH 20 in the mode “Extend” (p. 13)
13	Prism Rotation		Same as CH 21 in the mode “Extend” (p. 13)
14	Shutter		Same as CH 22 in the mode “Extend” (p. 13)
15	Dimmer		Same as CH 17 in the mode “Stand” (p. 17)

CH	Function	DMX	Description
16	Dimmer Mode		Same as CH 25 in the mode “Extend” (p. 13)
17	Frost		Same as CH 26 in the mode “Extend” (p. 14)
18	Iris		Same as CH 20 in the mode “Stand” (p. 17)
19	Focus		Same as CH 21 in the mode “Stand” (p. 17)
20	Zoom		Same as CH 22 in the mode “Stand” (p. 17)
21	Blade 1 A		Same as CH 23 in the mode “Stand” (p. 18)
22	Blade 1 Rotation 1		Same as CH 35 in the mode “Extend” (p. 14)
23	Blade 2 A		Same as CH 25 in the mode “Stand” (p. 18)
24	Blade 2 Rotation	0–255	Blade 2 Rotation
25	Blade 3 A		Same as CH 27 in the mode “Stand” (p. 18)
26	Blade 3 Rotation	0–255	Blade 3 Rotation
27	Blade 4 A		Same as CH 29 in the mode “Stand” (p. 18)
28	Blade 4 Rotation	0–255	Blade 4 Rotation
29	Blade 1 Rotation 2		Same as CH 49 in the mode “Extend” (p. 15)
30	Shaper Macros Speed		Same as CH 51 in the mode “Extend” (p. 15)
31	Shaper Macros		Same as CH 52 in the mode “Extend” (p. 15)
32	Speed Pan/Tilt		Same as CH 53 in the mode “Extend” (p. 15)
33	Function		Same as CH 54 in the mode “Extend” (p. 15)

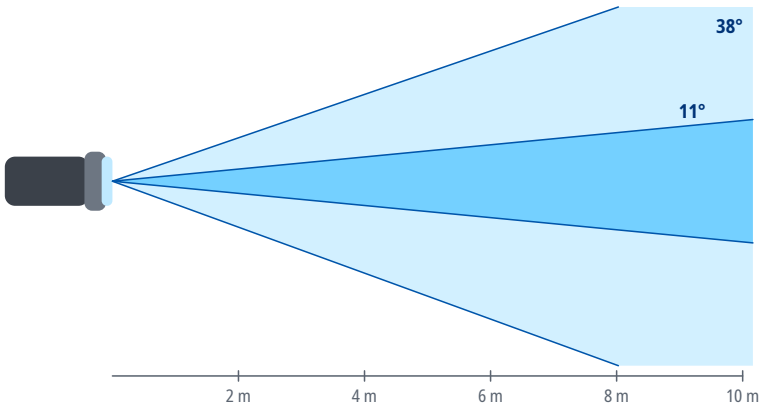
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	440 W
Luminous flux	15,000 lm
Color temperature	6,017 K
Color rendering index (CRI)	100
Optics	
Zoom	11–38°
Movement	
Pan	540°
Tilt	248°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x0024)
Dimensions and construction	
Weight	34 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

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

Spot diameter



Distance	Ø 11°	Ø 38°
2 m	0.39 m	1.4 m
4 m	0.77 m	2.8 m
6 m	1.2 m	4.1 m
8 m	1.5 m	5.5 m
10 m	1.9 m	6.9 m
15 m	2.9 m	10.3 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.
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.