DMX REFERENCE

DELUGEM800HF

Event Lighting

Manufacturer	Event Lighting
GDTF file	Event_Lighting_DELUGEM800HF_135224.gdtf
GDTF revision	Final · 2026-03-25
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1 About this manual

This document describes the DELUGEM800HF by Event Lighting. It was compiled from the GDTF file Event_Lighting_DELUGEM800HF_135224.gdtf from the GDTF-Share library.

File revision: “Final”.

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 Event Lighting; 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
Power consumption	276 W
Weight	29 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
23ch Mode	23	22	1, 24, 47, 70, ...
32S Mode	32	16	1, 33, 65, 97, ...
32F Mode	32	16	1, 33, 65, 97, ...
42ch Mode	42	12	1, 43, 85, 127, ...

No light? Check these channels

- 23ch Mode: CH 20 Shutter at 0–3 “Shutter Open” or 250–255 “Open”; CH 21 Dimmer above 0
- 32S Mode: CH 20 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 21 Dimmer above 0
- 32F Mode: CH 29 Strobe at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 30 Dimmer above 0
- 42ch Mode: CH 29 Strobe at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 30 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 90–264 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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

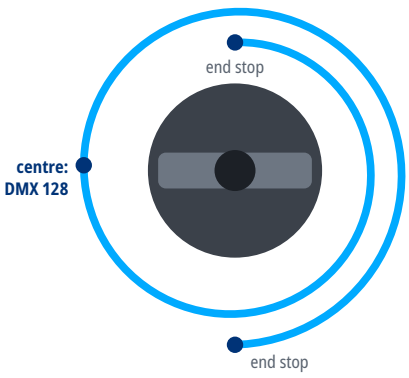
Description in the GDTF file

“Engineered for outdoor performances, the DELUGEM800HF features a powerful 800W white LED source with an impressive 121,000 lux output at 5m (4.5° beam angle) delivering exceptional brightness with a crisp 7,000K colour temperature plus framing to sculpt the beam to create stunning visuals. Versatile colour capabilities include 5-colours colour wheel with CMY colour mixing and CTO colour correction for precise colour control. The rotating gobo wheel plus animation wheel offer extensive pattern options with indexing and shaking functions for dynamic effects. Control options include 3 and 5 pin dmx as well as RJ45 connection capabilities.”

Range of movement

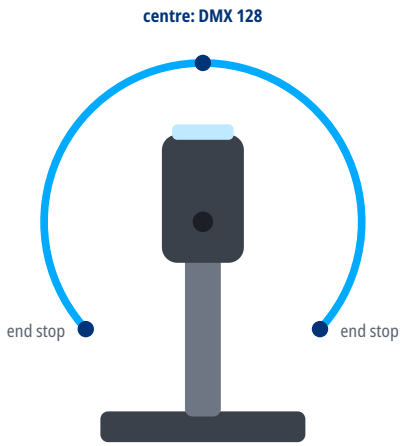
Pan 540°

top view



Tilt 265°

side view



5 Installation

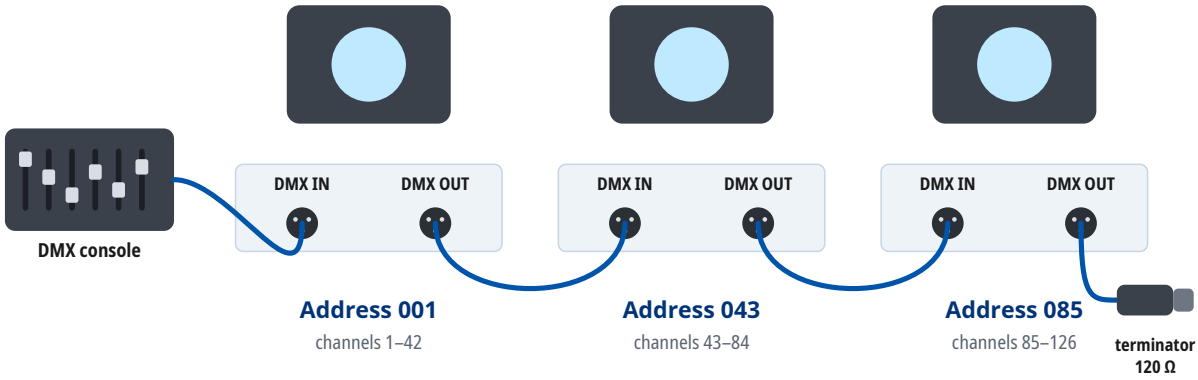
⚠ **WARNING**

- 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 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 42ch Mode: every unit occupies 42 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

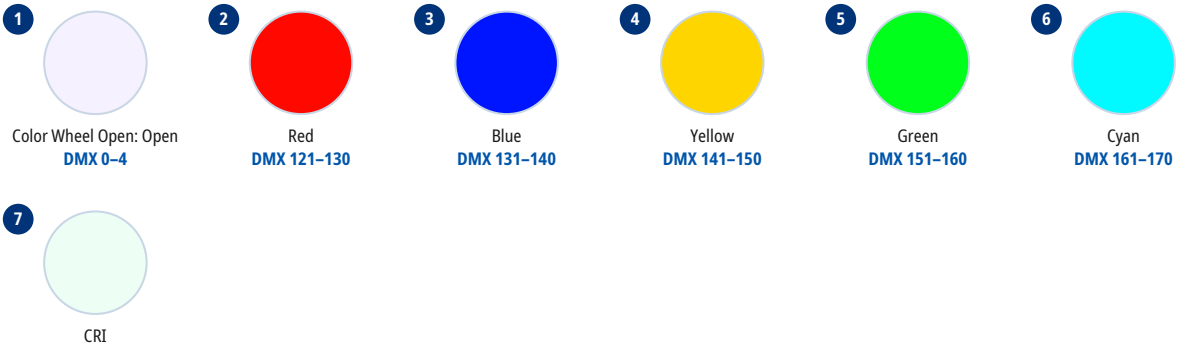
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “42ch Mode”: 42.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “42ch Mode”, you can use, for example, the start addresses 1, 43, 85, 127.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

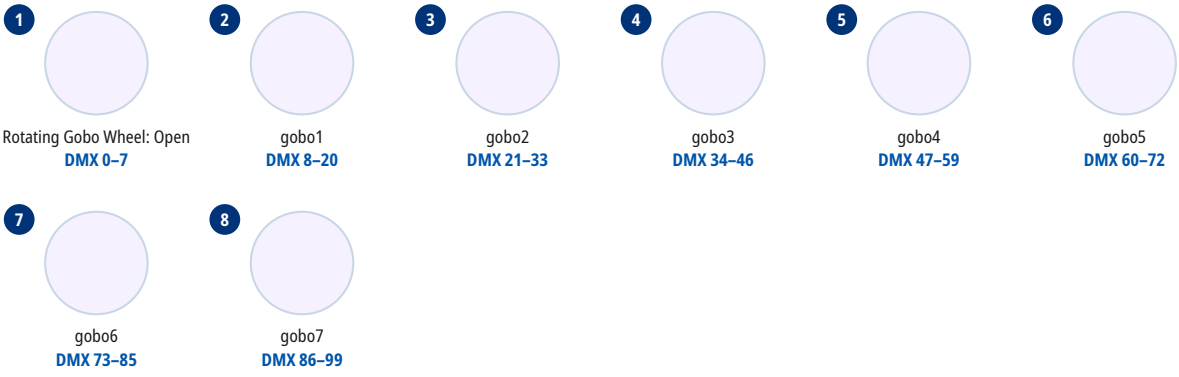
Functions in each DMX mode

	23ch Mode 23 channels	32S Mode 32 channels	32F Mode 32 channels	42ch Mode 42 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	21	21	30	30
Shutter / strobe	20	20	29	29
Color mixing	6–8	6–8	6–8	6–8
Color temperature	9	9	9	9
Color wheel	11	11	11	11
Gobo wheel			13, 16	13, 16
Gobo rotation			13, 14, 16	13, 14, 16
Prism			20–23	20–23
Frost	15	15	24	24
Zoom	16	16	25	25
Focus	18	18	27	27
Iris	13	13	18	18
Animation wheel			17	17

Color wheel



Gobo wheel 1



Gobo wheel 2

1 Static Gobo Wheel: Open
DMX 0–5

2 gobo1
DMX 6–16

3 gobo2
DMX 17–27

4 gobo3
DMX 28–38

5 gobo4
DMX 39–49

6 gobo5
DMX 50–60

7 gobo6
DMX 61–71

8 gobo7
DMX 72–82

9 gobo8
DMX 83–94

Prism

1 Open
DMX 0–7

2 4 F Prism
DMX 8–255

Wheel

1 Open

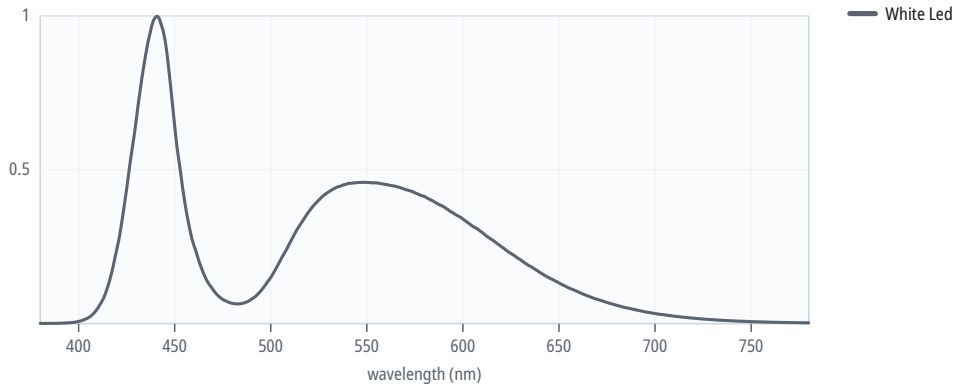
2 Frost 1

Animation wheel

1 Open

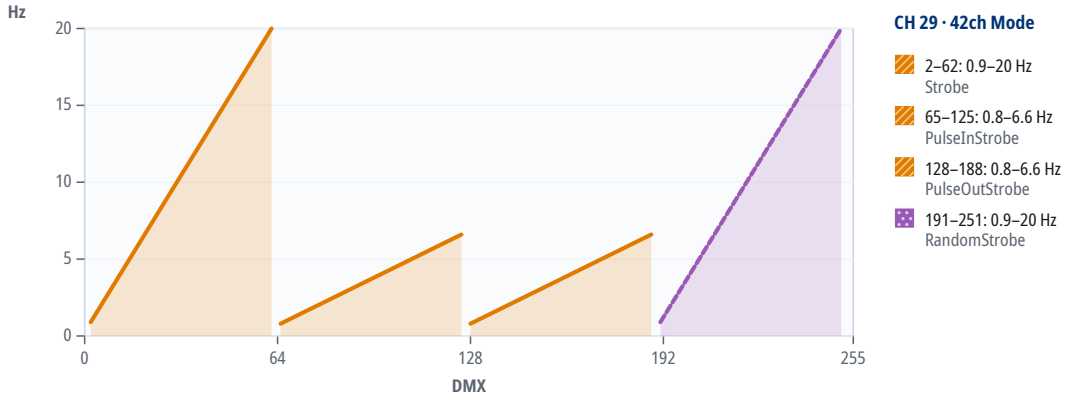
2 Animation Wheel

Spectra of the light sources



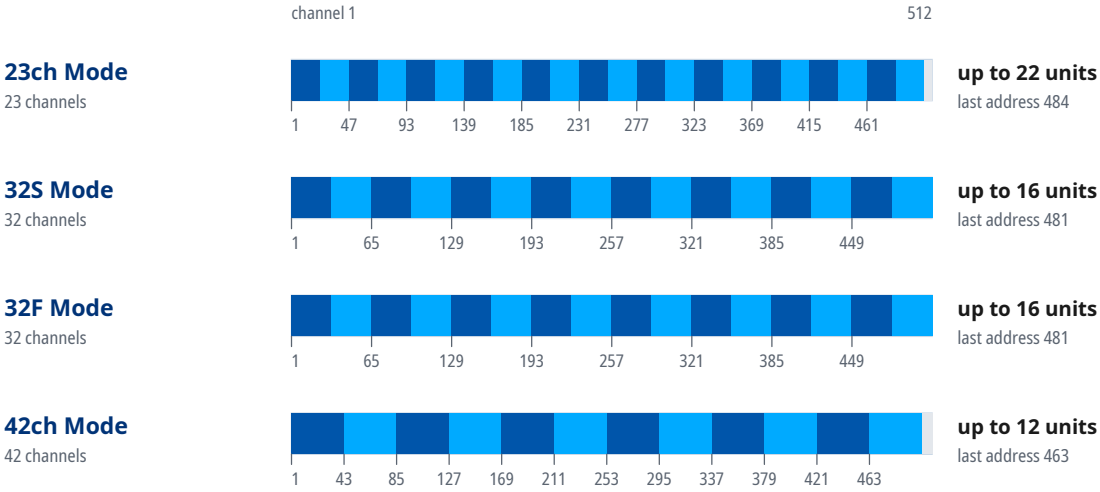
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “42ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	211	11	421	16	U2 · 127
2	43	7	253	12	463	17	U2 · 169
3	85	8	295	13	U2 · 1	18	U2 · 211
4	127	9	337	14	U2 · 43	19	U2 · 253
5	169	10	379	15	U2 · 85	20	U2 · 295

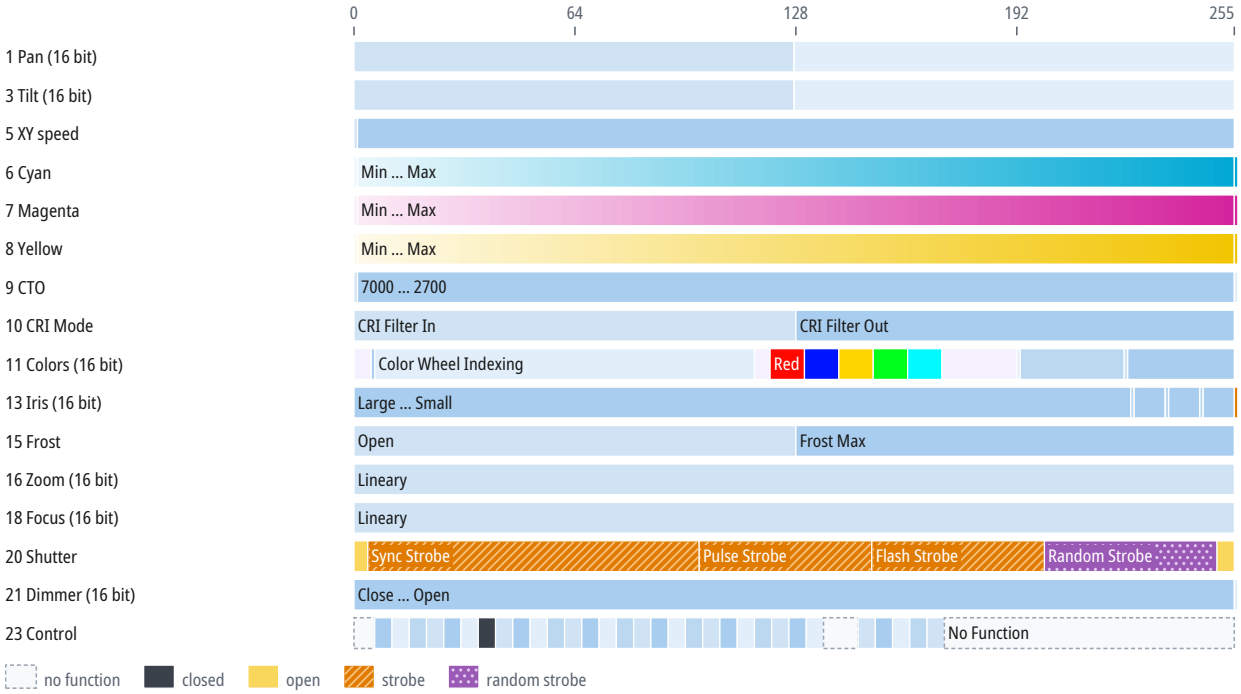
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 23ch Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 20 Shutter at 0–3 “Shutter Open” or 250–255 “Open”; CH 21 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 20 Shutter 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	XY speed	0	Fast to Slow
		1–255	XY speed
6	Cyan	0	Min
		1–254	Min ... Max
		255	Max
7	Magenta	0	Min
		1–254	Min ... Max
		255	Max
8	Yellow	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
8	Yellow (continued)	255	Max
9	CTO	0	7000
		1–254	7000 … 2700
		255	2700
10	CRI Mode	0–127	CRI Filter In
		128–255	CRI Filter Out
11	Colors	0–5	Color Wheel Open: Open
		5–6	Color Wheel Open
		6–116	Color Wheel Indexing
		116–120	Color Wheel: Open
		121–130	Red
		131–140	Blue
		141–150	Yellow
		151–160	Green
		161–170	Cyan
		171–192	Color Wheel: Open
		192–193	Color Wheel
		193–223	Color Wheel Spin: From fast to slow (360–1 °/s)
		224	Color Wheel Spin: Stop
		225–255	Color Wheel Spin: From slow to fast (1–360 °/s)
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Iris	0–225	Large … Small
		225	Small
		225–226	Iris
		226–235	Iris Close: Slow … Fast
		235	Iris Close: Fast
		235–236	Iris Close
		236–245	Iris Open: Slow … Fast
		245	Iris Open: Fast
		245–246	Iris Open
		246–255	Iris Open Close: Slow … Fast
		255	Iris Open Close: Fast
14	Iris Fine	0–255	Fine adjustment of CH 13
15	Frost	0–127	Open
		128–255	Frost Max
16	Zoom	0–255	Lineary (4.5–50°)
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Focus	0–255	Lineary
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter	0–3	Shutter Open
		4–99	Sync Strobe (0.9–20 Hz)
		100–149	Pulse Strobe (0.8–6.6 Hz)

CH	Function	DMX	Description
20	Shutter (continued)	150–199	Flash Strobe (0.8–6.6 Hz)
		200–249	Random Strobe (0.9–20 Hz)
		250–255	Open
21	Dimmer	0–255	Close … Open
		255	Open
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Control	0–5	No Function
		6–10	Backlight On
		11–15	Backlight Off
		16–20	Pan Reverse On
		21–25	Pan Reverse Off
		26–30	Tilt Reverse On
		31–35	Tilt Reverse Off
		36–40	Blackout In Movement
		41–45	Disable Function
		46–50	Enable Function
		51–55	Disable Function
		56–60	Fan Full
		61–65	Fan Auto
		66–70	Fan Silent
		71–75	Dimmer Curve Linear
		76–80	Dimmer Curve Square
		81–85	Dimmer Curve Inverse Square
		86–90	Dimmer Curve S
		91–95	LED Frequency 900Hz
		96–100	LED Frequency 1200Hz
		101–105	LED Frequency 2500Hz
		106–110	LED Frequency 3600Hz
		111–115	LED Frequency 5000Hz
		116–120	LED Frequency 10KHz
		121–125	LED Frequency 15KHz
		126–130	LED Frequency 20KHz
		131–135	LED Frequency 25KHz
		136–145	No Function
		146–150	Dimmer Speed Smooth
		151–155	Dimmer Speed Fast
		156–160	XY Reset
		161–165	Effect Reset
		166–170	Global Reset
		171–255	No Function

Mode 32S Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 20 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 21 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 20 Shutter 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “23ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “23ch Mode” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	XY speed		Same as CH 5 in the mode “23ch Mode” (p. 11)
6	Cyan		Same as CH 6 in the mode “23ch Mode” (p. 11)
7	Magenta		Same as CH 7 in the mode “23ch Mode” (p. 11)
8	Yellow		Same as CH 8 in the mode “23ch Mode” (p. 11)
9	CTO		Same as CH 9 in the mode “23ch Mode” (p. 12)
10	CRI Mode		Same as CH 10 in the mode “23ch Mode” (p. 12)

CH	Function	DMX	Description
11	Colors		Same as CH 11 in the mode “23ch Mode” (p. 12)
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Iris		Same as CH 13 in the mode “23ch Mode” (p. 12)
14	Iris Fine	0–255	Fine adjustment of CH 13
15	Frost	0–127	Open
		128–255	Frost
16	Zoom	0–255	Lineary (4.5–50°)
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Focus	0–255	Lineary
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter	0–1	Closed
		2–62	Strobe (0.9–20 Hz)
		63–64	Open
		65–125	PulseInStrobe (0.8–6.6 Hz)
		126–127	Open
		128–188	PulseOutStrobe (0.8–6.6 Hz)
		189–190	Open
		191–251	RandomStrobe (0.9–20 Hz)
		252–255	Open
21	Dimmer		Same as CH 21 in the mode “23ch Mode” (p. 13)
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Shaper Rotation	0–127	Left to Center
		128	Center
		129–255	Center To Right
24	Blade 1 A	0	Out
		1–254	Out ... In
		255	In
25	Blade 1 B	0	Out
		1–254	Out ... in
		255	In
26	Blade 2 A	0	Out
		1–254	Out ... In
		255	In
27	Blade 2 B	0	Out
		1–254	Out ... in
		255	In
28	Blade 3 A	0	Out
		1–254	Out ... In
		255	In
29	Blade 3 B	0	Out
		1–254	Out ... in
		255	In

CH	Function	DMX	Description
30	Blade 4 A	0	Out
		1–254	Out ... In
		255	In
31	Blade 4 B	0	Out
		1–254	Out ... in
		255	In
32	Control		Same as CH 23 in the mode “23ch Mode” (p. 13)

Mode 32F Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 29 Strobe at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 30 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 29 Strobe 255, CH 30 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “23ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “23ch Mode” (p. 11)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	XY speed		Same as CH 5 in the mode “23ch Mode” (p. 11)
6	Cyan		Same as CH 6 in the mode “23ch Mode” (p. 11)
7	Magenta		Same as CH 7 in the mode “23ch Mode” (p. 11)
8	Yellow		Same as CH 8 in the mode “23ch Mode” (p. 11)
9	CTO		Same as CH 9 in the mode “23ch Mode” (p. 12)
10	CRI Mode		Same as CH 10 in the mode “23ch Mode” (p. 12)
11	Colors		Same as CH 11 in the mode “23ch Mode” (p. 12)
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Gobo	0–7	Rotating Gobo Wheel: Open
		8–20	gobo1
		21–33	gobo2
		34–46	gobo3
		47–59	gobo4
		60–72	gobo5
		73–85	gobo6
		86–98	gobo7
		99–111	GOBO 1 from slow to fast
		112–124	GOBO 2 from slow to fast
		125–137	GOBO 3 from slow to fast
		138–150	GOBO 4 from slow to fast
		151–163	GOBO 5 from slow to fast
		164–176	GOBO 6 from slow to fast
		177–189	GOBO 7 from slow to fast
		190–221	CCW Slow > Fast
		222–223	Gobo Spin: Stop
		224–255	CW Slow > Fast
14	Gobo Rotation	0–127	Lineary from 0 to 360 degree
		127–128	Gobo Rot
		128–189	CCW Fast > Slow (360–0 °/s)
		190–193	Gobo 1 Pos Rotate: Stop
		194–255	CW Slow > Fast (0–360 °/s)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–5	Static Gobo Wheel: Open
		6–16	gobo1
		17–27	gobo2
		28–38	gobo3
		39–49	gobo4
		50–60	gobo5
		61–71	gobo6
		72–82	gobo7
		83–93	gobo8

CH	Function	DMX	Description
16	Gobo 2 (continued)	94–105	GOBO 1 from slow to fast
		106–117	GOBO 2 from slow to fast
		118–129	GOBO 3 from slow to fast
		130–141	GOBO 4 from slow to fast
		142–153	GOBO 5 from slow to fast
		154–165	GOBO 6 from slow to fast
		166–177	GOBO 7 from slow to fast
		178–189	GOBO 8 from slow to fast
		190–221	CCW Fast > Slow
		222–223	Gobo Spin: Stop
		224–255	CW Slow > Fast
17	Animation Wheel	0–7	Open
		8–129	CCW Fast > Slow
		130–133	Stop
		134–255	CW Slow > Fast
18	Iris		Same as CH 13 in the mode “23ch Mode” (p. 12)
19	Iris Fine	0–255	Fine adjustment of CH 18
20	Prism		4 F Prism
		0–7	Open
		8–255	4 F Prism
21	Prism Rotation	0–127	Lineary from 0 to 360 degree (360°)
		128–189	Prism 1 Pos Rotate: From fast to slow
		190–193	Prism 1 Pos Rotate: Stop (7.09–177.2 °/s)
		194–255	Prism 1 Pos Rotate: From slow to fast
22	Prism 2		4 F Prism
		0–7	Open
		8–255	4 F Prism
23	Prism 2 Rotation Speed	0–127	Lineary from 0 to 360 degree (360°)
		128–189	Prism 1 Pos Rotate: From fast to slow
		190–193	Prism 1 Pos Rotate: Stop (7.09–177.2 °/s)
		194–255	Prism 1 Pos Rotate: From slow to fast
24	Frost	0–127	Open
		128–255	Frost In
25	Zoom	0–255	Lineary (4.5–50°)
26	Zoom Fine	0–255	Fine adjustment of CH 25
27	Focus	0–255	Lineary
28	Focus Fine	0–255	Fine adjustment of CH 27
29	Strobe	0–1	Closed
		2–62	Strobe (0.9–20 Hz)
		63–64	Open
		65–125	PulseInStrobe (0.8–6.6 Hz)
		126–127	Open

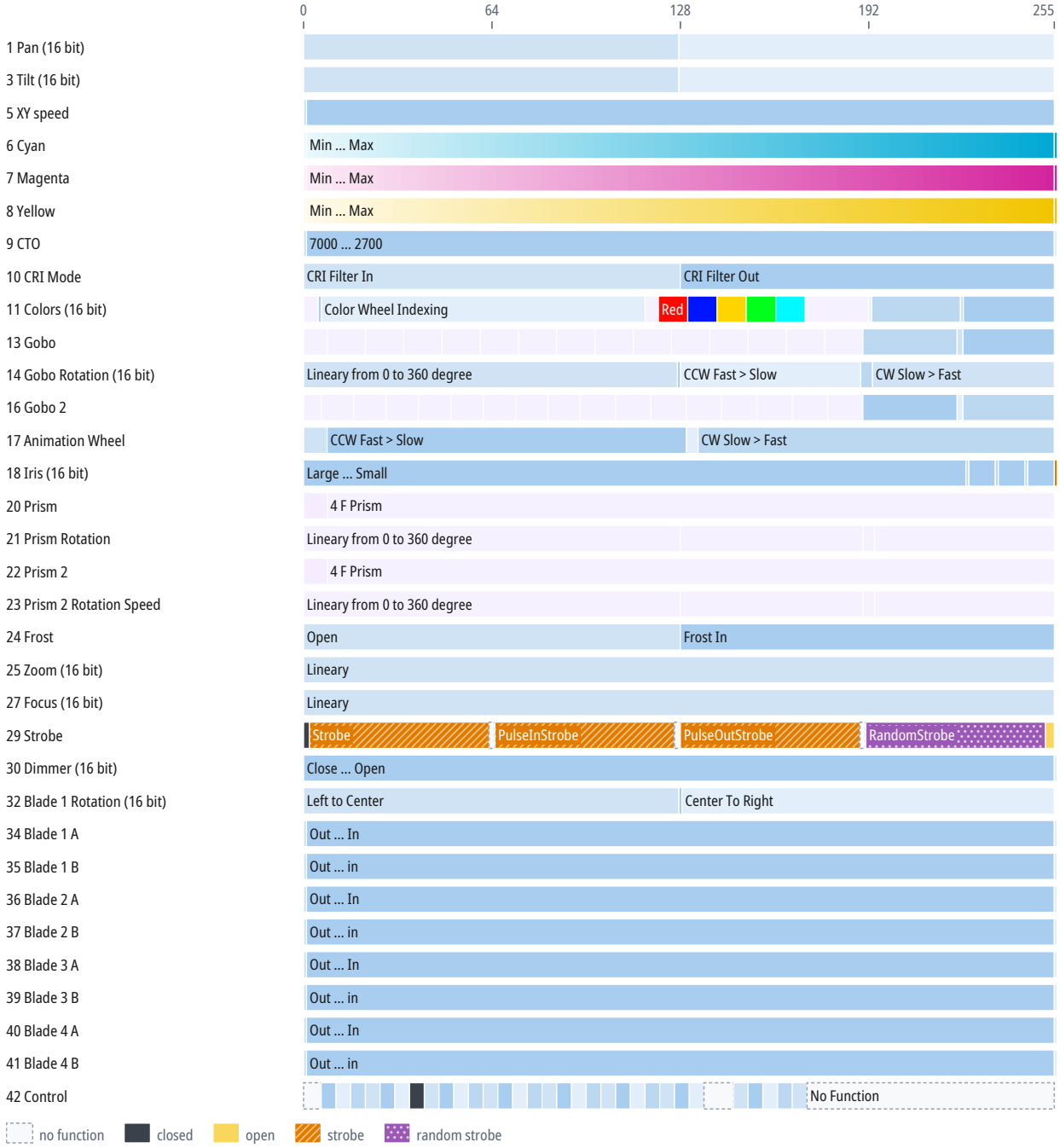
CH	Function	DMX	Description
29	Strobe (continued)	128–188	PulseOutStrobe (0.8–6.6 Hz)
		189–190	Open
		191–251	RandomStrobe (0.9–20 Hz)
		252–255	Open
30	Dimmer		Same as CH 21 in the mode “23ch Mode” (p. 13)
31	Dimmer Fine	0–255	Fine adjustment of CH 30
32	Control		Same as CH 23 in the mode “23ch Mode” (p. 13)

Mode 42ch Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 29 Strobe at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 30 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 29 Strobe 255, CH 30 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “23ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “23ch Mode” (p. 11)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	XY speed		Same as CH 5 in the mode “23ch Mode” (p. 11)
6	Cyan		Same as CH 6 in the mode “23ch Mode” (p. 11)
7	Magenta		Same as CH 7 in the mode “23ch Mode” (p. 11)
8	Yellow		Same as CH 8 in the mode “23ch Mode” (p. 11)
9	CTO		Same as CH 9 in the mode “23ch Mode” (p. 12)
10	CRI Mode		Same as CH 10 in the mode “23ch Mode” (p. 12)
11	Colors		Same as CH 11 in the mode “23ch Mode” (p. 12)
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Gobo		Same as CH 13 in the mode “32F Mode” (p. 17)
14	Gobo Rotation		Same as CH 14 in the mode “32F Mode” (p. 17)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2		Same as CH 16 in the mode “32F Mode” (p. 17)
17	Animation Wheel		Same as CH 17 in the mode “32F Mode” (p. 18)
18	Iris		Same as CH 13 in the mode “23ch Mode” (p. 12)
19	Iris Fine	0–255	Fine adjustment of CH 18
20	Prism		Same as CH 20 in the mode “32F Mode” (p. 18)
21	Prism Rotation		Same as CH 21 in the mode “32F Mode” (p. 18)
22	Prism 2		Same as CH 22 in the mode “32F Mode” (p. 18)
23	Prism 2 Rotation Speed		Same as CH 23 in the mode “32F Mode” (p. 18)
24	Frost		Same as CH 24 in the mode “32F Mode” (p. 18)
25	Zoom	0–255	Lineary (4.5–50°)
26	Zoom Fine	0–255	Fine adjustment of CH 25
27	Focus	0–255	Lineary
28	Focus Fine	0–255	Fine adjustment of CH 27
29	Strobe		Same as CH 29 in the mode “32F Mode” (p. 18)
30	Dimmer		Same as CH 21 in the mode “23ch Mode” (p. 13)
31	Dimmer Fine	0–255	Fine adjustment of CH 30
32	Blade 1 Rotation	0–127	Left to Center
		128	Center
		129–255	Center To Right
33	Blade 1 Rotation Fine	0–255	Fine adjustment of CH 32
34	Blade 1 A		Same as CH 24 in the mode “32S Mode” (p. 15)
35	Blade 1 B		Same as CH 25 in the mode “32S Mode” (p. 15)
36	Blade 2 A		Same as CH 26 in the mode “32S Mode” (p. 15)
37	Blade 2 B		Same as CH 27 in the mode “32S Mode” (p. 15)
38	Blade 3 A		Same as CH 28 in the mode “32S Mode” (p. 15)
39	Blade 3 B		Same as CH 29 in the mode “32S Mode” (p. 15)
40	Blade 4 A		Same as CH 30 in the mode “32S Mode” (p. 16)
41	Blade 4 B		Same as CH 31 in the mode “32S Mode” (p. 16)
42	Control		Same as CH 23 in the mode “23ch Mode” (p. 13)

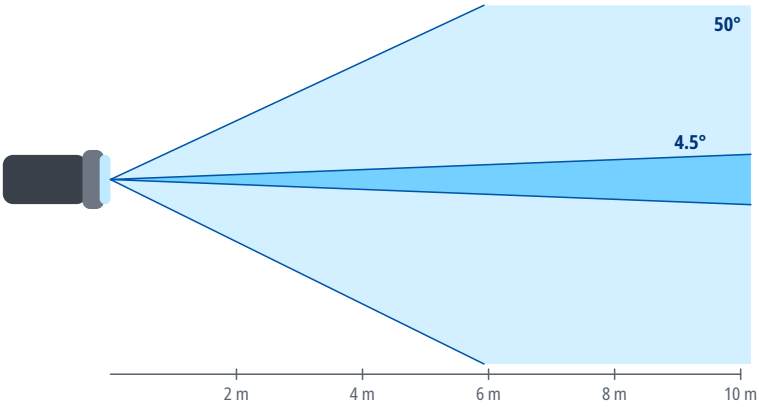
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	640 W
Luminous flux	83,800 lm
Color temperature	7,500 K
Color rendering index (CRI)	70
Optics	
Zoom	4.5–50°
Movement	
Pan	540°
Tilt	265°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	90–264 V, 50/60 Hz
Power consumption	276 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	29 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.8–20 Hz
Color wheel rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 4.5°	Ø 50°
2 m	0.16 m	1.9 m
4 m	0.31 m	3.7 m
6 m	0.47 m	5.6 m
8 m	0.63 m	7.5 m
10 m	0.79 m	9.3 m
15 m	1.2 m	14 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.