DMX REFERENCE

HAVOCH200

Event Lighting



Manufacturer	Event Lighting
GDTF file	Event_Lighting_HAVOCH200_93743.gdtf
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1 About this manual

This document describes the HAVOCH200 by Event Lighting. It was compiled from the GDTF file Event_Lighting_HAVOCH200_93743.gdtf from the GDTF-Share library.

File revision: “Rev 1”.

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	15 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	21	24	1, 22, 43, 64, ...
Basic	17	30	1, 18, 35, 52, ...

No light? Check these channels

- Standard: CH 6 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 7 Dimmer above 0
- Basic: CH 6 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 7 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

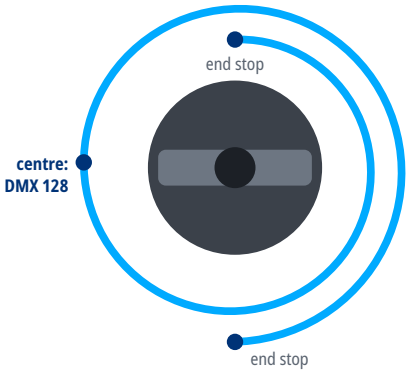
Description in the GDTF file

“The Event Lighting HAVOCH200 is a powerhouse LED Moving Head Hybrid designed for a versatile lighting experience. This single 200W white LED engine powerfully illuminates any space, delivering an engaging light show with 11 + open colours, 17 + open static gobos and 8 + open rotating gobos.”

Range of movement

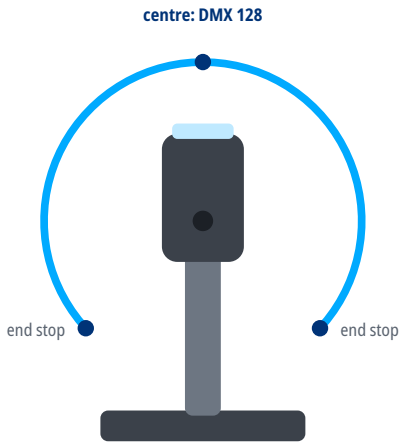
Pan 540°

top view



Tilt 265°

side view



5 Installation

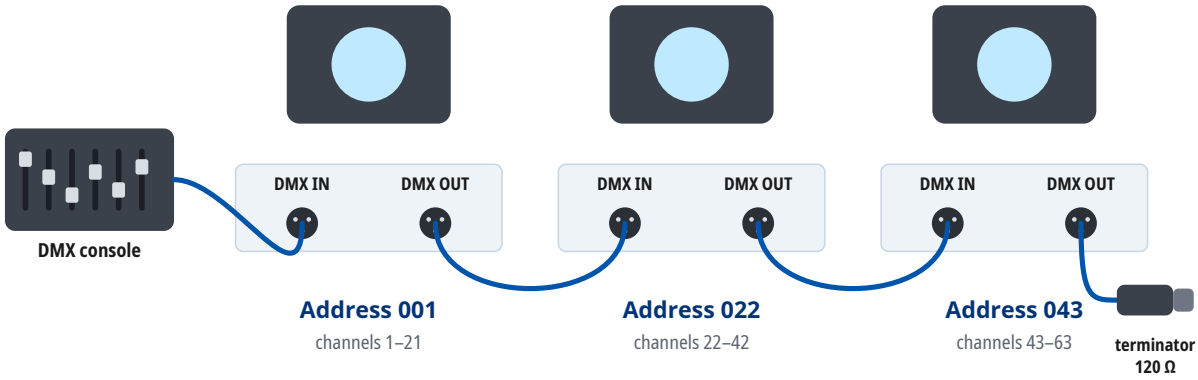
⚠ WARNING

- 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: 15 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 Standard: every unit occupies 21 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

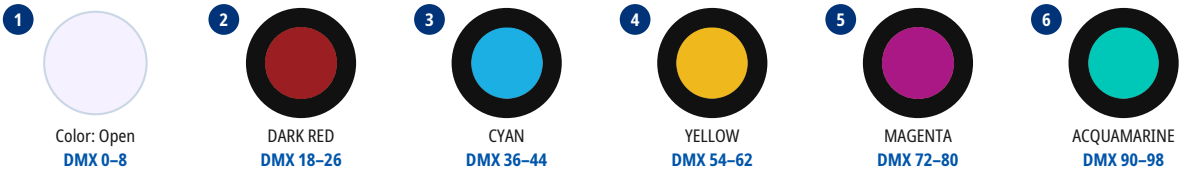
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard”: 21.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Standard”, you can use, for example, the start addresses 1, 22, 43, 64.
- 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

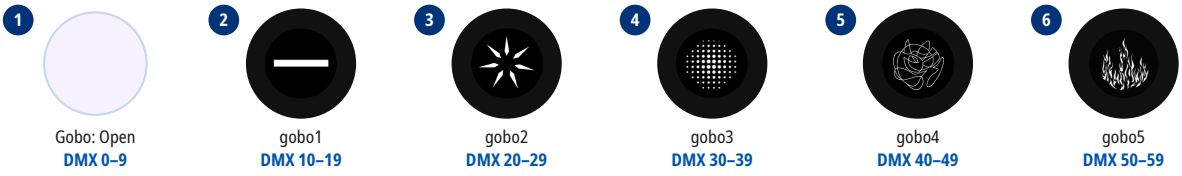
	Standard 21 channels	Basic 17 channels
Pan / Tilt	1, 3	1, 3
Dimmer	7	7
Dimmer resolution	16 bit	8 bit
Shutter / strobe	6	6
Color wheel	9	8
Gobo wheel	10, 13	9, 11
Gobo rotation	11	10
Prism	14, 15	12, 13
Frost	16	14
Zoom	17	15
Focus	19	16

Gobo wheel 1



1. Color: Open — DMX 0–8
2. DARK RED — DMX 18–26
3. CYAN — DMX 36–44
4. YELLOW — DMX 54–62
5. MAGENTA — DMX 72–80
6. ACQUAMARINE — DMX 90–98
7. DEEP ORANGE — DMX 108–116
8. FOREST GREEN — DMX 126–134
9. CTO 3200K — DMX 144–152
10. 6000K — DMX 162–170
11. LAVANDER — DMX 180–188
12. DEEP BLUE — DMX 198–206

Gobo wheel 2



1. Gobo: Open — DMX 0–9
2. gobo1 — DMX 10–19
3. gobo2 — DMX 20–29
4. gobo3 — DMX 30–39
5. gobo4 — DMX 40–49
6. gobo5 — DMX 50–59
7. gobo6 — DMX 60–69
8. gobo7 — DMX 70–79
9. gobo8 — DMX 80–90

Gobo wheel 3

1 Gobo: Open
DMX 0–3

2 
Gobo_1
DMX 4–7

3 
Gobo_2
DMX 8–11

4 
Gobo_3
DMX 12–15

5 
Gobo_4
DMX 16–19

6 
Gobo_5
DMX 20–23

7 
Gobo_6
DMX 24–27

8 
Gobo_7
DMX 28–31

9 
Gobo_8
DMX 32–35

10 
Gobo_9
DMX 36–39

11 
Gobo_10
DMX 40–43

12 
Gobo_11
DMX 44–47

13 
Gobo_12
DMX 48–51

14 
Gobo_13
DMX 52–55

15 
Gobo_14
DMX 56–59

16 
Gobo_15
DMX 60–63

17 
Gobo_16
DMX 64–67

18 
gobo17
DMX 68–72

Prism

1 Open
DMX 0–127

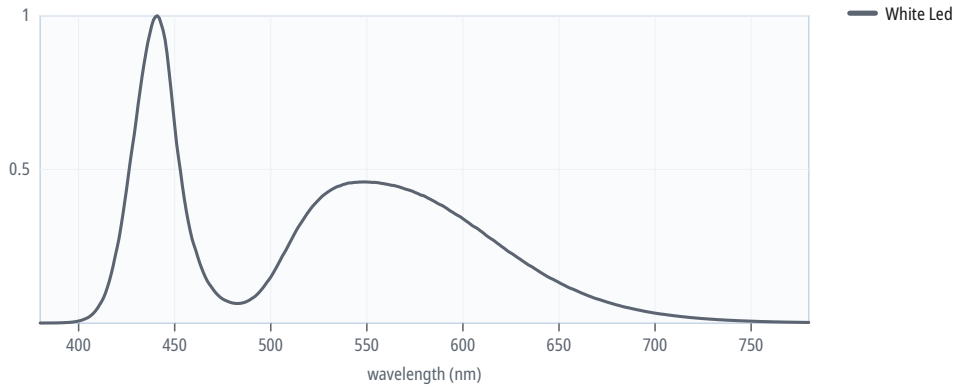
2 8 F Prism
DMX 128–255

Gobo wheel 4

1 Open

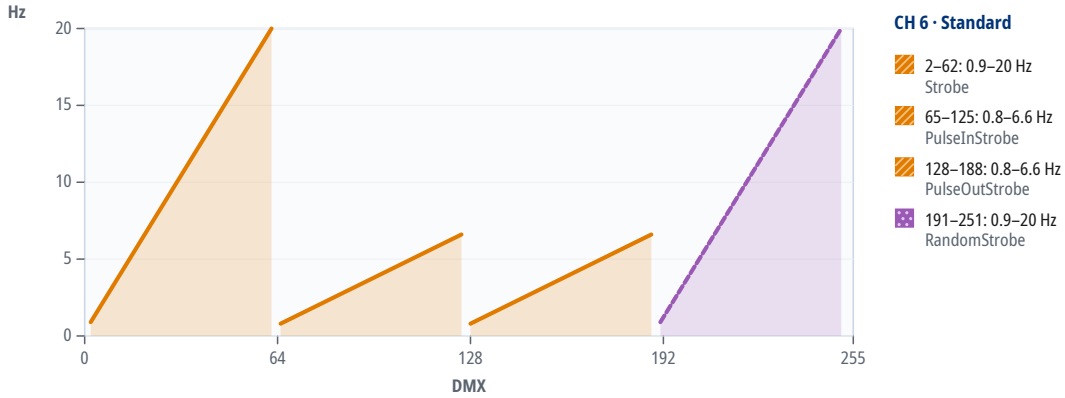
2 
Frost 1

Spectra of the light sources



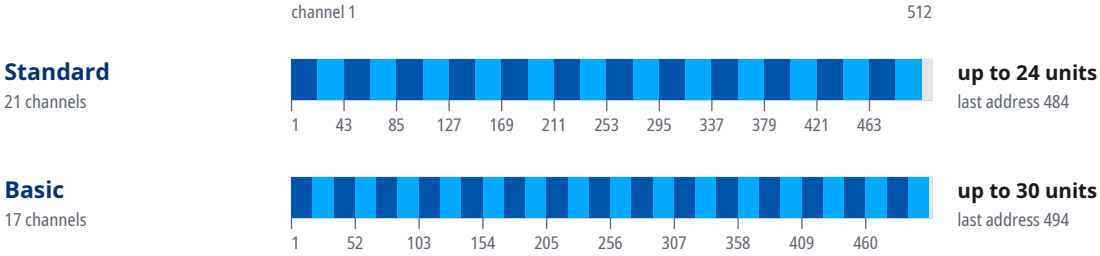
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

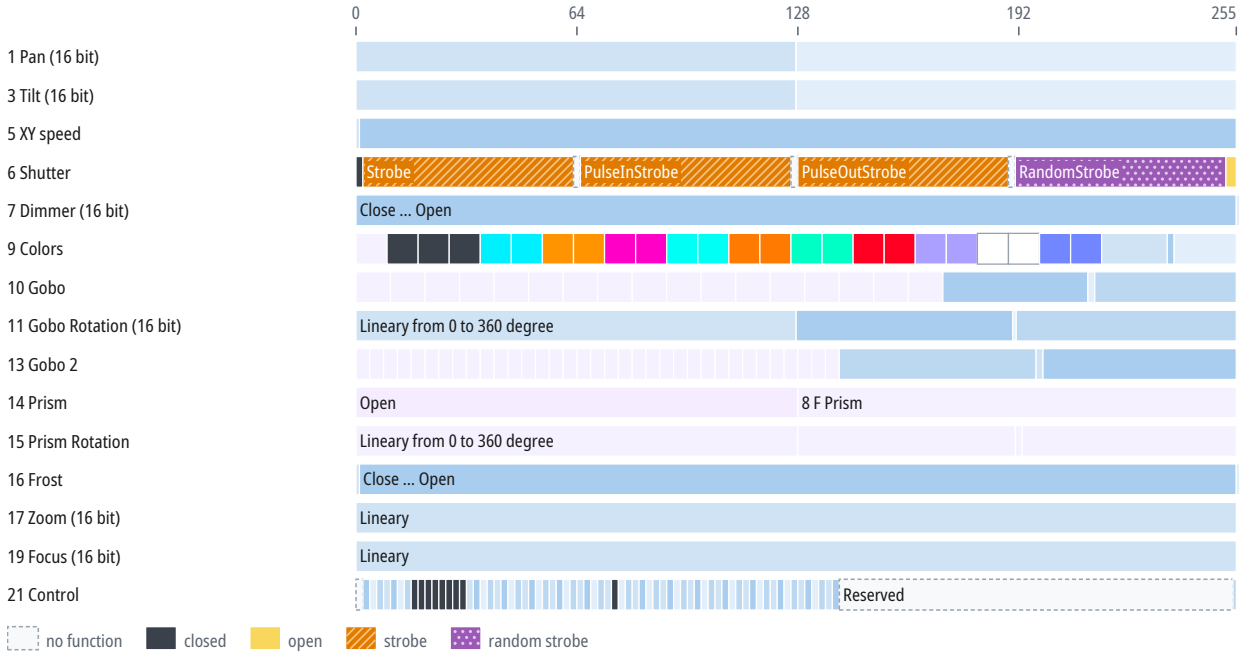
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	106	11	211	16	316
2	22	7	127	12	232	17	337
3	43	8	148	13	253	18	358
4	64	9	169	14	274	19	379
5	85	10	190	15	295	20	400

Mode Standard

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 6 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 255, CH 7 Dimmer 0.

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	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

CH	Function	DMX	Description
7	Dimmer	0–255	Close … Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Colors	0–8	Color: Open
		9–17	Open + DARK RED
		18–26	DARK RED
		27–35	DARK RED + CYAN
		36–44	CYAN
		45–53	CYAN + YELLOW
		54–62	YELLOW
		63–71	YELLOW + MAGENTA
		72–80	MAGENTA
		81–89	MAGENTA + ACQUAMARINE
		90–98	ACQUAMARINE
		99–107	ACQUAMARINE + DEEP ORANGE
		108–116	DEEP ORANGE
		117–125	DEEP ORANGE + FOREST GREEN
		126–134	FOREST GREEN
		135–143	FOREST GREEN + CTO 3200K
		144–152	CTO 3200K
		153–161	CTO 3200K + 6000K
		162–170	6000K
		171–179	6000K + LAVANDER
		180–188	LAVANDER
		189–197	LAVANDER + DEEP BLUE
		198–206	DEEP BLUE
		207–215	DEEP BLUE + Open
		216–234	Color 1 Wheel Spin: From fast to slow
		235–236	Color 1 Wheel Spin: Stop
		237–255	Color 1 Wheel Spin: From slow to fast
10	Gobo	0–9	Gobo: Open
		10–19	gobo1
		20–29	gobo2
		30–39	gobo3
		40–49	gobo4
		50–59	gobo5
		60–69	gobo6
		70–79	gobo7
		80–89	gobo8
		90–99	GOBO 1 from slow to fast
		100–109	GOBO 2 from slow to fast
		110–119	GOBO 3 from slow to fast

CH	Function	DMX	Description
10	Gobo (continued)	120–129	GOBO 4 from slow to fast
		130–139	GOBO 5 from slow to fast
		140–149	GOBO 6 from slow to fast
		150–159	GOBO 7 from slow to fast
		160–169	GOBO 8 from slow to fast
		170–211	Gobo 1 Select Spin: From fast to slow (360–1 °/s)
		212–213	Gobo 1 Select Spin: Stop
		214–255	Gobo 1 Select Spin: From slow to fast (1–360 °/s)
11	Gobo Rotation	0–127	Lineary from 0 to 360 degree (360°)
		128–190	Gobo 1 Pos Rotate: From fast to slow (360–0 °/s)
		191	Gobo 1 Pos Rotate: Stop
		192–255	Gobo 1 Pos Rotate: From slow to fast (0–360 °/s)
12	Gobo Rotation Fine	0–255	Fine adjustment of CH 11
13	Gobo 2	0–3	Gobo: Open
		4–7	Gobo_1
		8–11	Gobo_2
		12–15	Gobo_3
		16–19	Gobo_4
		20–23	Gobo_5
		24–27	Gobo_6
		28–31	Gobo_7
		32–35	Gobo_8
		36–39	Gobo_9
		40–43	Gobo_10
		44–47	Gobo_11
		48–51	Gobo_12
		52–55	Gobo_13
		56–59	Gobo_14
		60–63	Gobo_15
		64–67	Gobo_16
		68–71	Gobo_17
		72–75	GOBO 1 from slow to fast
		76–79	GOBO 2 from slow to fast
		80–83	GOBO 3 from slow to fast
		84–87	GOBO 4 from slow to fast
		88–91	GOBO 5 from slow to fast
		92–95	GOBO 6 from slow to fast
		96–99	GOBO 7 from slow to fast
		100–103	GOBO 8 from slow to fast
		104–107	GOBO 9 from slow to fast
		108–111	GOBO 10 from slow to fast
		112–115	GOBO 11 from slow to fast

CH	Function	DMX	Description
13	Gobo 2 (continued)	116–119	GOBO 12 from slow to fast
		120–123	GOBO 13 from slow to fast
		124–127	GOBO 14 from slow to fast
		128–131	GOBO 15 from slow to fast
		132–135	GOBO 16 from slow to fast
		136–139	GOBO 17 from slow to fast
		140–196	Gobo 2 Wheel Spin: From fast to slow
		197–198	Stpo
		199–255	Gobo 2 Wheel Spin: From slow to fast
14	Prism		8 F Prism
		0–127	Open
		128–255	8 F Prism
15	Prism Rotation	0–127	Lineary from 0 to 360 degree (360°)
		128–190	Prism 1 Pos Rotate: From fast to slow
		191–192	Prism 1 Pos Rotate: Stop (7.09–177.2 °/s)
		193–255	Prism 1 Pos Rotate: From slow to fast
16	Frost	0	Close
		1–254	Close ... Open
		255	Open
17	Zoom	0–255	Lineary (3.5–40°)
18	Zoom Fine	0–255	Fine adjustment of CH 17
19	Focus	0–255	Lineary
20	Focus Fine	0–255	Fine adjustment of CH 19
21	Control	0–1	No function
		2–3	Pan Reverse ON
		4–5	Pan Resverse OFF
		6–7	Tilt Reverse ON
		8–9	Tilt Reverse OFF
		10–11	P/T Mode Fast
		12–13	P/T Mode Midium
		14–15	P/T Mode Slow
		16–17	MOVEMENT IN BLACKOUT ON
		18–19	MOVEMENT IN BLACKOUT OFF
		20–21	COLOR WHEEL BLACKOUT ON (index)
		22–23	COLOR WHEEL BLACKOUT OFF (index)
		24–25	ROTATING GOBO WHEEL BLACKOUT ON (index)
		26–27	ROTATING GOBO WHEEL BLACKOUT OFF (index)
		28–29	FIXED GOBO WHEEL BLACKOUT ON (index)
		30–31	FIXED GOBO WHEEL BLACKOUT OFF (index)
		32–33	COLOR WHEEL 1 CONTINUOUS MOVEMENT (index)
		34–35	COLOR WHEEL 1 STEP MOVEMENT (index)
		36–37	ROTATING GOBO WHEEL CONTINUOUS MOVEMENT (index)

CH	Function	DMX	Description
21	Control (continued)	38–39	ROTATING GOBO WHEEL STEP MOVEMENT (index)
		40–41	FIXED GOBO WHEEL CONTINUOUS MOVEMENT (index)
		42–43	FIXED GOBO WHEEL STEP MOVEMENT (index)
		44–47	Reserved
		48–49	DISPLAY ON
		50–51	DISPLAY 10S
		52–53	DISPLAY 20S
		54–55	DISPLAY 30S
		56–57	FLIP DISPLAY ON
		58–59	FLIP DISPLAY OFF
		60–61	FLIP DISPLAY AUTO
		62–63	KEY LOCK ON
		64–65	KEY LOCK OFF
		66–67	Fan Mode: AUTO
		68–69	SILENT
		70–71	Fan Mode: HIGH
		72–73	NO SIGNAL HOLD
		74–75	NO SIGNAL BLACKOUT
		76–77	STATUS LED ON
		78–79	STATUS LED OFF
		80–81	LINEAR
		82–83	S-CURVE
		84–85	SQUARE LAW
		86–87	INVERSE SQUARE LAW
		88–89	Dimmer Speed: AUTO
		90–91	Dimmer Speed: FAST
		92–93	MEDIUM
		94–95	Dimmer Speed: SLOW
		96–97	600HZ
		98–99	1200HZ
		100–101	2000HZ
		102–103	4000HZ
		104–105	6000HZ
		106–107	25KHZ
		108–109	50KHZ
		110–111	Invert Zoom OFF
		112–113	Invert Zoom ON
		114–115	RESET ALL
		116–117	RESET PAN/TILT
		118–119	RESET PAN
		120–121	RESET TILT
		122–123	RESET COLOR WHEEL

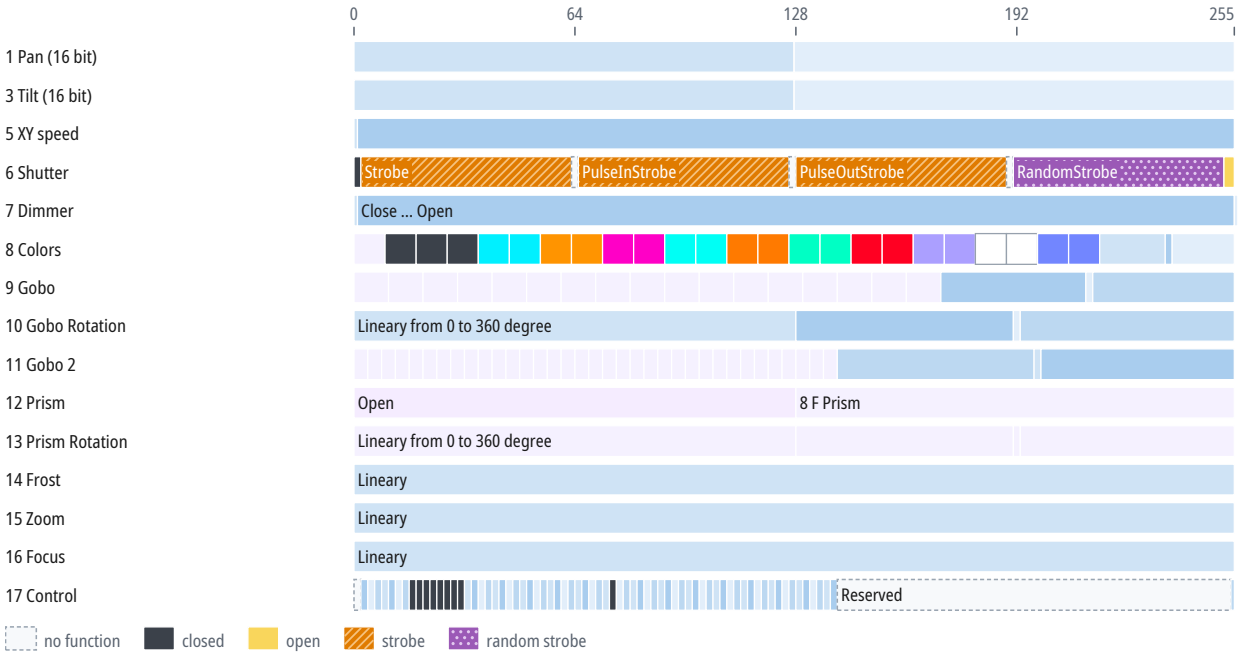
CH	Function	DMX	Description
21	Control (continued)	124–125	RESET ROTATING GOBO
		126–127	RESET GOBO ROTATION
		128–129	RESET FIXED GOBO
		130–131	RESET ZOOM
		132–133	RESET FOCUS
		134–135	RESET PRISM
		136–137	RESET FROST
		138–139	RESET OTHER
		140–253	Reserved
		254–255	FACTORY DEFAULT OF CONTROL FUNCTIONS

Mode Basic

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 6 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 255, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	XY speed		Same as CH 5 in the mode “Standard” (p. 11)
6	Shutter		Same as CH 6 in the mode “Standard” (p. 11)
7	Dimmer	0	Close
		1–254	Close ... Open

CH	Function	DMX	Description
7	Dimmer (continued)	255	Open
8	Colors	0–8	Color wheel: Open
		9–17	Open + DARK RED
		18–26	DARK RED
		27–35	DARK RED + CYAN
		36–44	CYAN
		45–53	CYAN + YELLOW
		54–62	YELLOW
		63–71	YELLOW + MAGENTA
		72–80	MAGENTA
		81–89	MAGENTA + ACQUAMARINE
		90–98	ACQUAMARINE
		99–107	ACQUAMARINE + DEEP ORANGE
		108–116	DEEP ORANGE
		117–125	DEEP ORANGE + FOREST GREEN
		126–134	FOREST GREEN
		135–143	FOREST GREEN + CTO 3200K
		144–152	CTO 3200K
		153–161	CTO 3200K + 6000K
		162–170	6000K
		171–179	6000K + LAVANDER
		180–188	LAVANDER
		189–197	LAVANDER + DEEP BLUE
		198–206	DEEP BLUE
		207–215	DEEP BLUE + Open
		216–234	Color 1 Wheel Spin: From fast to slow
		235–236	Color 1 Wheel Spin: Stop
		237–255	Color 1 Wheel Spin: From slow to fast
9	Gobo	0–9	Gobo: Open
		10–19	gobo1
		20–29	gobo2
		30–39	gobo3
		40–49	gobo4
		50–59	gobo5
		60–69	gobo6
		70–79	gobo7
		80–89	gobo8
		90–99	GOBO 1 from slow to fast
		100–109	GOBO 2 from slow to fast
		110–119	GOBO 3 from slow to fast
		120–129	GOBO 4 from slow to fast
		130–139	GOBO 5 from slow to fast

CH	Function	DMX	Description
9	Gobo (continued)	140–149	GOBO 6 from slow to fast
		150–159	GOBO 7 from slow to fast
		160–169	GOBO 8 from slow to fast
		170–211	Gobo 1 Select Spin: From fast to slow (up to 360 °/s (60 rpm))
		212–213	Gobo 1 Select Spin: Stop (0.49–0.51 °/s)
		214–255	Gobo 1 Select Spin: From slow to fast
10	Gobo Rotation	0–127	Lineary from 0 to 360 degree (360°)
		128–190	Gobo 1 Pos Rotate: From fast to slow (360–0 °/s)
		191–192	Gobo 1 Pos Rotate: Stop
		193–255	Gobo 1 Pos Rotate: From slow to fast (0–360 °/s)
11	Gobo 2	0–3	Gobo: Open
		4–7	Gobo_1
		8–11	Gobo_2
		12–15	Gobo_3
		16–19	Gobo_4
		20–23	Gobo_5
		24–27	Gobo_6
		28–31	Gobo_7
		32–35	Gobo_8
		36–39	Gobo_9
		40–43	Gobo_10
		44–47	Gobo_11
		48–51	Gobo_12
		52–55	Gobo_13
		56–59	Gobo_14
		60–63	Gobo_15
		64–67	Gobo_16
		68–71	Gobo_17
		72–75	GOBO 1 from slow to fast
		76–79	GOBO 2 from slow to fast
		80–83	GOBO 3 from slow to fast
		84–87	GOBO 4 from slow to fast
		88–91	GOBO 5 from slow to fast
		92–95	GOBO 6 from slow to fast
		96–99	GOBO 7 from slow to fast
		100–103	GOBO 8 from slow to fast
		104–107	GOBO 9 from slow to fast
		108–111	GOBO 10 from slow to fast
		112–115	GOBO 11 from slow to fast
		116–119	GOBO 12 from slow to fast
		120–123	GOBO 13 from slow to fast
		124–127	GOBO 14 from slow to fast

CH	Function	DMX	Description
11	Gobo 2 (continued)	128–131	GOBO 15 from slow to fast
		132–135	GOBO 16 from slow to fast
		136–139	GOBO 17 from slow to fast
		140–196	Gobo 2 Select Spin: From fast to slow
		197–198	Stpo
		199–255	Gobo 2 Select Spin: From slow to fast
12	Prism		Same as CH 14 in the mode “Standard” (p. 14)
13	Prism Rotation		Same as CH 15 in the mode “Standard” (p. 14)
14	Frost	0–255	Lineary
15	Zoom	0–255	Lineary (3.5–40°)
16	Focus	0–255	Lineary
17	Control		Same as CH 21 in the mode “Standard” (p. 14)

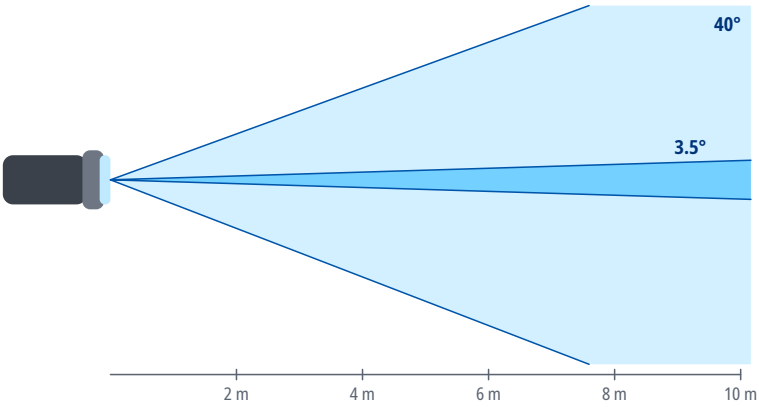
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	200 W
Luminous flux	7,794 lm
Color temperature	7,000 K
Color rendering index (CRI)	68
Optics	
Zoom	3.5–40°
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	15 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.9–20 Hz
LED frequency	600–50000 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 180 °/s (30 rpm)

Spot diameter



Distance	Ø 3.5°	Ø 40°
2 m	0.12 m	1.5 m
4 m	0.24 m	2.9 m
6 m	0.37 m	4.4 m
8 m	0.49 m	5.8 m
10 m	0.61 m	7.3 m
15 m	0.92 m	10.9 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.

Problem	Remedy
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.