DMX REFERENCE

TourWash Compact 76 CM plus W Zoom

Expolite TourWash Compact 76 CM plus W Zoom

Expolite



Manufacturer	Expolite
GDTF file	Expolite_TourWash_Compact_76_CM_plus_W_Zoom_19263.gdtf
GDTF revision	1.5.7 out for real world testing - changed Up and Down in Person4 and Person5 · 2021-11-21
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 7
9 DMX channels 9
Mode Person1 (10) 10
Mode Person2 (21) 14
Mode Person3 (8) 17
Mode Person4 (21) 19
Mode Person5 (34) 23
10 Technical specifications 26
11 Maintenance and cleaning 26
12 Troubleshooting 27
13 Disposal 27

1 About this manual

This document describes the Expolite TourWash Compact 76 CM plus W Zoom by Expolite. It was compiled from the GDTF file Expolite_TourWash_Compact_76_CM_plus_W_Zoom_19263.gdtf from the GDTF-Share library.

File revision: “1.5.7 out for real world testing - changed Up and Down in Person4 and Person5”.

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 Expolite; 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	350 W
Weight	10 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Person1 (10)	10	51	1, 11, 21, 31, ...
Person2 (21)	21	24	1, 22, 43, 64, ...
Person3 (8)	8	64	1, 9, 17, 25, ...
Person4 (21)	21	24	1, 22, 43, 64, ...
Person5 (34)	34	15	1, 35, 69, 103, ...

No light? Check these channels

- Person1 (10): CH 8 Shutter at 0–9 “Shutter Open”
- Person2 (21): CH 19 Shutter at 0–9 “Shutter Open”
- Person3 (8): CH 6 Shutter at 0–9 “Shutter Open”
- Person4 (21): CH 7 Shutter at 0–9 “Shutter Open”
- Person5 (34): CH 8 Shutter at 0–9 “Shutter Open”


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: 100–240 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

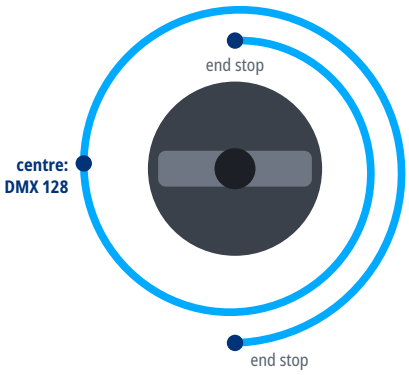
Description in the GDTF file

“LED Moving-Head with RBGW Color-Mixing, Dimmer, Strobe, Zoom and 3 Zone Pixel-Mapping (visible Beam)”

Range of movement

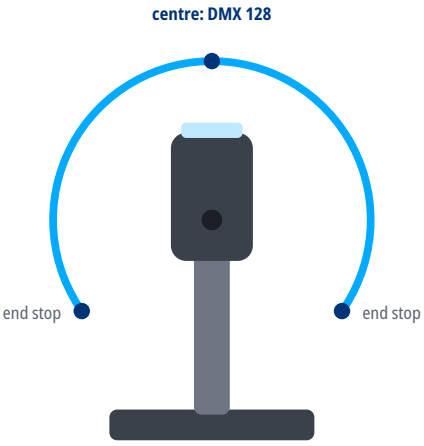
Pan 540°

top view



Tilt 250°

side view



5 Installation

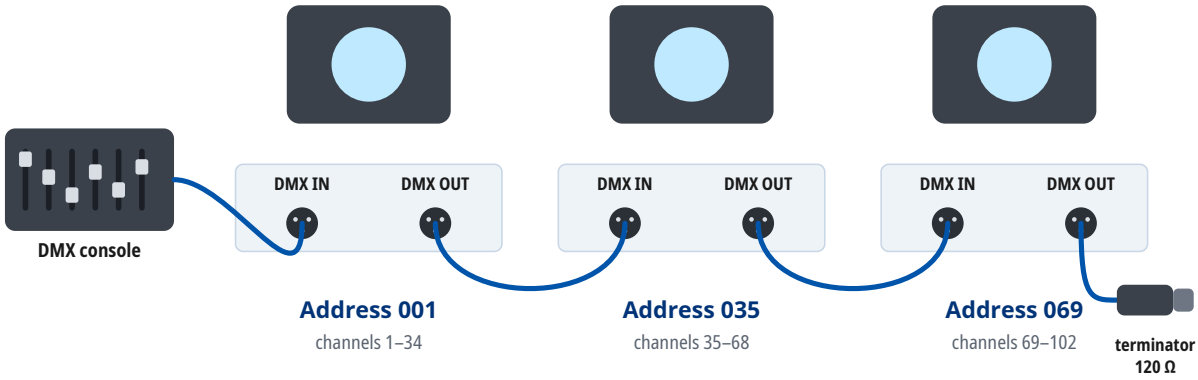
⚠ WARNING

- 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: 10 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 Person5 (34): every unit occupies 34 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 “Person5 (34)”: 34.
- 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 “Person5 (34)”, you can use, for example, the start addresses 1, 35, 69, 103.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

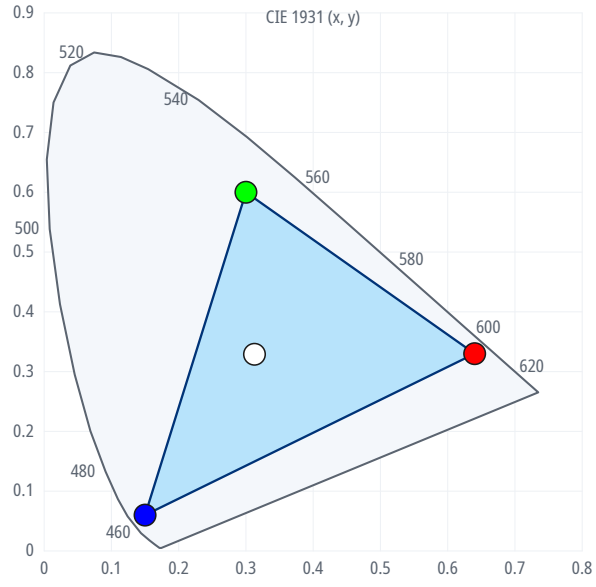
Functions in each DMX mode

	Person1 (10) 10 channels	Person2 (21) 21 channels	Person3 (8) 8 channels	Person4 (21) 21 channels	Person5 (34) 34 channels
Pan / Tilt	1, 2	1, 3	1, 2	1, 3	1, 3
Pan / Tilt resolution	8 bit	16 bit	8 bit	16 bit	16 bit
Dimmer	7	17	✓	6	6
Dimmer resolution	8 bit	16 bit		8 bit	16 bit
Shutter / strobe	8	19	6	7	8
Color mixing	3–6	4× (6–12)		10–21	12× (11–33)
Color wheel		14			
Zoom	9	20	7	8	9
Effects / macros		15, 16			
Pixel control				✓	✓

Color wheel

1 Open
2 No Function
3 Orange
4 Fern Green
5 Sea Green
6 Lavender
7 Violet
8 Pink
9 Medium Red
10 Medium Blue
11 White RGBW
12 White 3200K
13 White 3400K
14 White 4200K
15 White 4900K
16 White 5600K
17 White 5900K
18 White 6500K
19 White 7200K
20 White 8000K
21 White 8500K
22 White 1000K

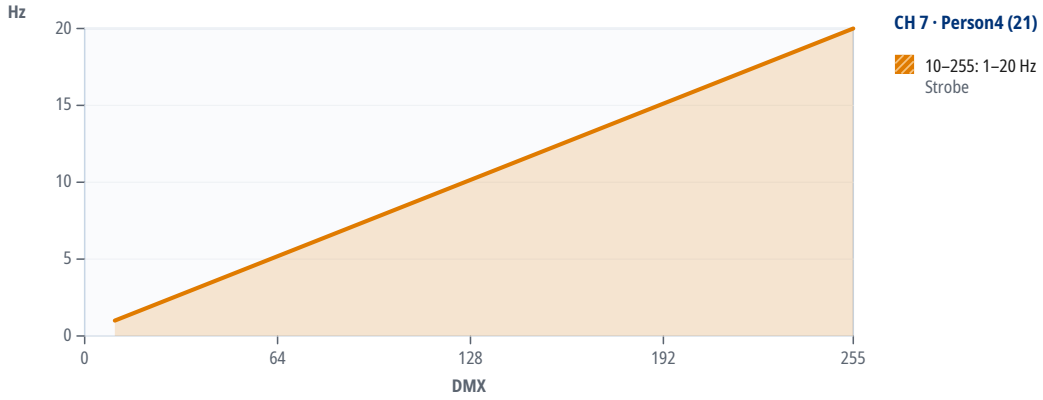
LED colors and the colors they mix



LED	x	y
Red-LED	0.640	0.330
Green-LED	0.300	0.600
Blue-LED	0.150	0.060
White-LED	0.313	0.329

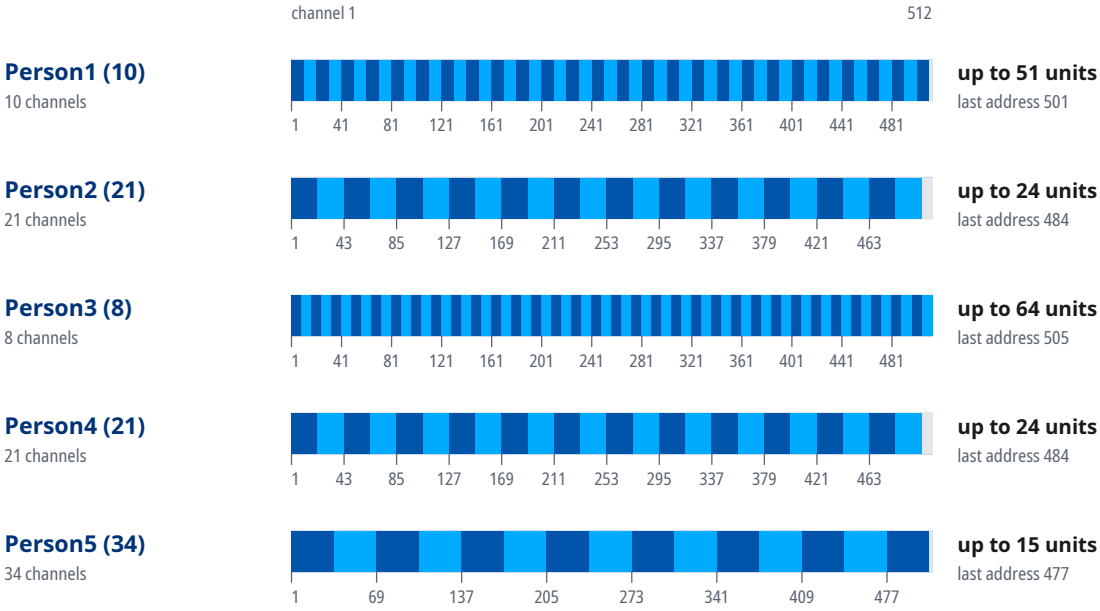
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Person5 (34)”

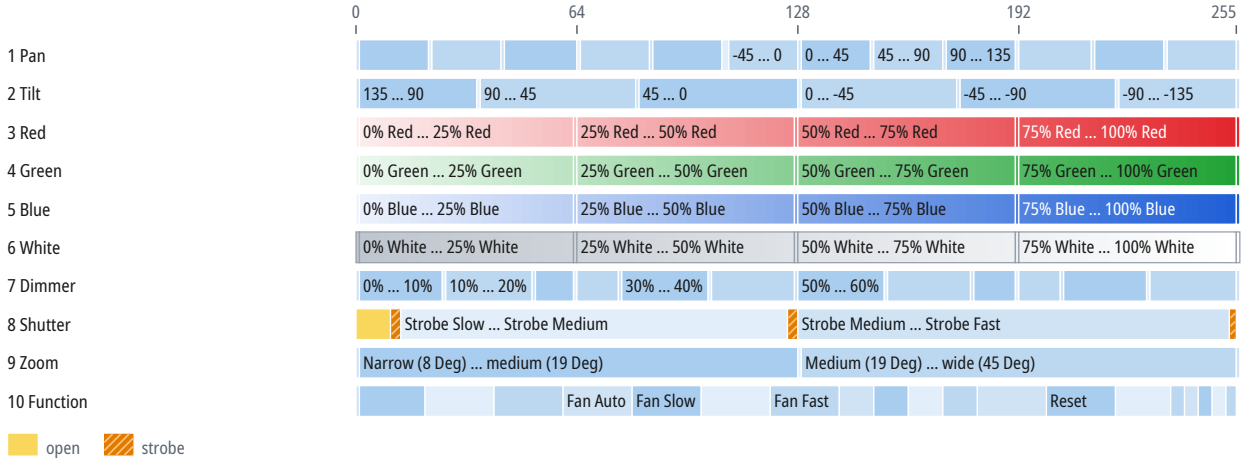
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	171	11	341	16	U2 · 1
2	35	7	205	12	375	17	U2 · 35
3	69	8	239	13	409	18	U2 · 69
4	103	9	273	14	443	19	U2 · 103
5	137	10	307	15	477	20	U2 · 137

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 Person1 (10)

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 0–9 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 White 0, CH 7 Dimmer 255, CH 8 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	-270
		1–20	-270 ... -225
		21	-225
		22–41	-225 ... -180
		42	-180
		43–63	-180 ... -135
		64	-135
		65–84	-135 ... -90
		85	-90
		86–105	-90 ... -45
		106–107	-45
		108–127	-45 ... 0
		128	0
		129–148	0 ... 45
		149	45
		150–169	45 ... 90
		170	90
		171–190	90 ... 135
		191	135
		192–212	135 ... 180
		213	180
		214–233	180 ... 225
		234	225
		235–254	225 ... 270

CH	Function	DMX	Description
1	Pan (continued)	255	270
2	Tilt	0	135
		1–34	135 … 90
		35	90
		36–80	90 … 45
		81	45
		82–127	45 … 0
		128	0
		129–173	0 … -45
		174	-45
		175–219	-45 … -90
		220	-90
		221–254	-90 … -135
		255	-135
3	Red	0	0% Red
		1–62	0% Red … 25% Red
		63	25% Red
		64–126	25% Red … 50% Red
		127	50% Red
		128–190	50% Red … 75% Red
		191	75% Red
		192–254	75% Red … 100% Red
		255	100% Red
4	Green	0	0% Green
		1–62	0% Green … 25% Green
		63	25% Green
		64–126	25% Green … 50% Green
		127	50% Green
		128–190	50% Green … 75% Green
		191	75% Green
		192–254	75% Green … 100% Green
		255	100% Green
5	Blue	0	0% Blue
		1–62	0% Blue … 25% Blue
		63	25% Blue
		64–126	25% Blue … 50% Blue
		127	50% Blue
		128–190	50% Blue … 75% Blue
		191	75% Blue
		192–254	75% Blue … 100% Blue
		255	100% Blue
6	White	0	0% White

CH	Function	DMX	Description
6	White (continued)	1–62	0% White ... 25% White
		63	25% White
		64–126	25% White ... 50% White
		127	50% White
		128–190	50% White ... 75% White
		191	75% White
		192–254	75% White ... 100% White
		255	100% White
7	Dimmer	0	0%
		1–24	0% ... 10%
		25	10%
		26–50	10% ... 20%
		51	20%
		52–62	20% ... 25%
		63	25%
		64–75	25% ... 30%
		76	30%
		77–101	30% ... 40%
		102	40%
		103–126	40% ... 50%
		127	50%
		128–152	50% ... 60%
		153	60%
		154–177	60% ... 70%
		178	70%
		179–190	70% ... 75%
		191	75%
		192–203	75% ... 80%
		204	80%
		205–228	80% ... 90%
		229	90%
		230–254	90% ... 100%
		255	100%
8	Shutter	0–9	Shutter Open
		10–12	Strobe Slow
		13–124	Strobe Slow ... Strobe Medium
		125–127	Strobe Medium
		128–252	Strobe Medium ... Strobe Fast
		253–255	Strobe Fast
9	Zoom	0	Narrow (8 Deg)
		1–127	Narrow (8 Deg) ... medium (19 Deg)
		128	Medium (19 Deg)

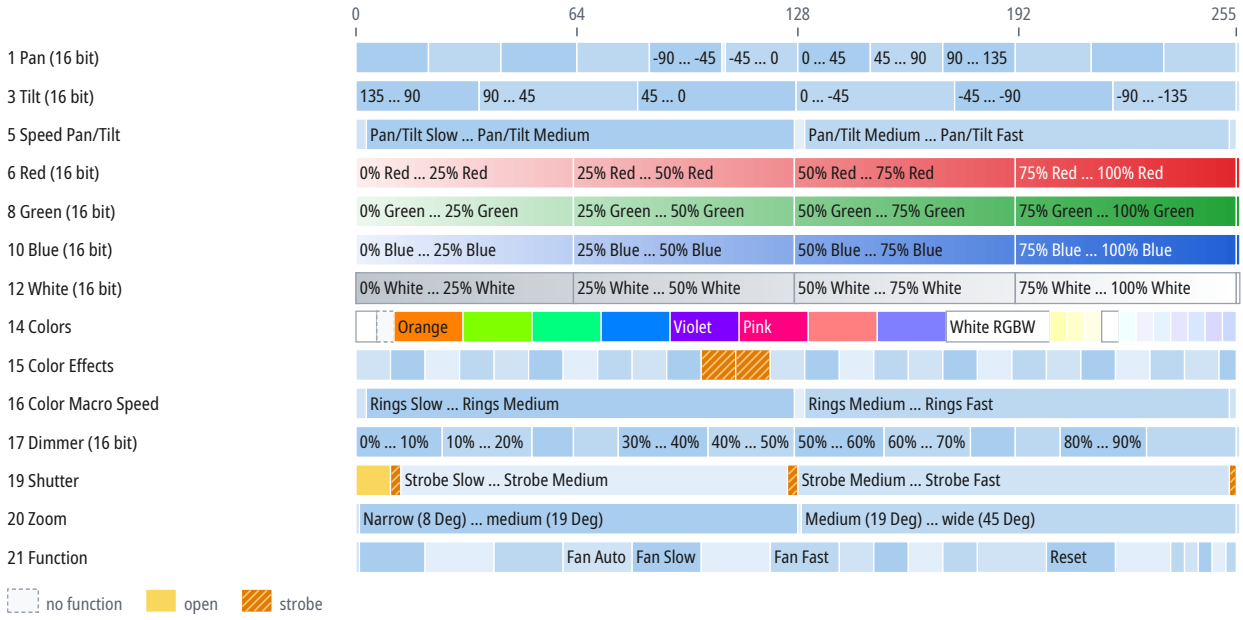
CH	Function	DMX	Description
9	Zoom (continued)	129–254	Medium (19 Deg) ... wide (45 Deg)
		255	Wide (45 Deg)
10	Function	0	No Function (1)
		1–19	Function (1)
		20–39	Pan/Tilt Black enabled
		40–59	Pan/Tilt Black disabled
		60–79	Fan Auto
		80–99	Fan Slow
		100–119	Fan Normal
		120–139	Fan Fast
		140–149	Auto (1)
		150–159	Auto (2)
		160–169	Test
		170–179	Custom
		180–199	No Function (2)
		200–219	Reset
		220–235	No Function (3)
		236–239	Dim 0
		240–243	Dim 1
		244–247	Dim 2
		248–251	Dim 3
		252–255	Dim 4

Mode Person2 (21)

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 19 Shutter at 0–9 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Red 255, CH 8 Green 255, CH 10 Blue 255, CH 12 White 0, CH 14 Colors 0, CH 15 Color Effects 0, CH 17 Dimmer 255, CH 19 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–21	-270 ... -225
		21–42	-225 ... -180
		42–64	-180 ... -135
		64–85	-135 ... -90
		85–106	-90 ... -45
		106–107	-45
		107–128	-45 ... 0
		128–149	0 ... 45
		149–170	45 ... 90
		170–191	90 ... 135
		191–213	135 ... 180
		213–234	180 ... 225
		234–255	225 ... 270
		255	270
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–35	135 ... 90
		35–81	90 ... 45
		81–127	45 ... 0
		127	0

CH	Function	DMX	Description
3	Tilt (continued)	128–174	0 ... -45
		174–220	-45 ... -90
		220–255	-90 ... -135
		255	-135
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Pan / Tilt Speed
		0–2	Pan/Tilt Slow
		3–126	Pan/Tilt Slow ... Pan/Tilt Medium
		127–129	Pan/Tilt Medium
		130–252	Pan/Tilt Medium ... Pan/Tilt Fast
		253–255	Pan/Tilt Fast
6	Red	0–63	0% Red ... 25% Red
		63–127	25% Red ... 50% Red
		127–191	50% Red ... 75% Red
		191–255	75% Red ... 100% Red
		255	100% Red
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–63	0% Green ... 25% Green
		63–127	25% Green ... 50% Green
		127–191	50% Green ... 75% Green
		191–255	75% Green ... 100% Green
		255	100% Green
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–63	0% Blue ... 25% Blue
		63–127	25% Blue ... 50% Blue
		127–191	50% Blue ... 75% Blue
		191–255	75% Blue ... 100% Blue
		255	100% Blue
11	Blue Fine	0–255	Fine adjustment of CH 10
12	White	0–63	0% White ... 25% White
		63–127	25% White ... 50% White
		127–191	50% White ... 75% White
		191–255	75% White ... 100% White
		255	100% White
13	White Fine	0–255	Fine adjustment of CH 12
14	Colors		Virtual Color Wheel
		0–5	Open
		6–10	No Function
		11–30	Orange
		31–50	Fern Green
		51–70	Sea Green
		71–90	Lavender

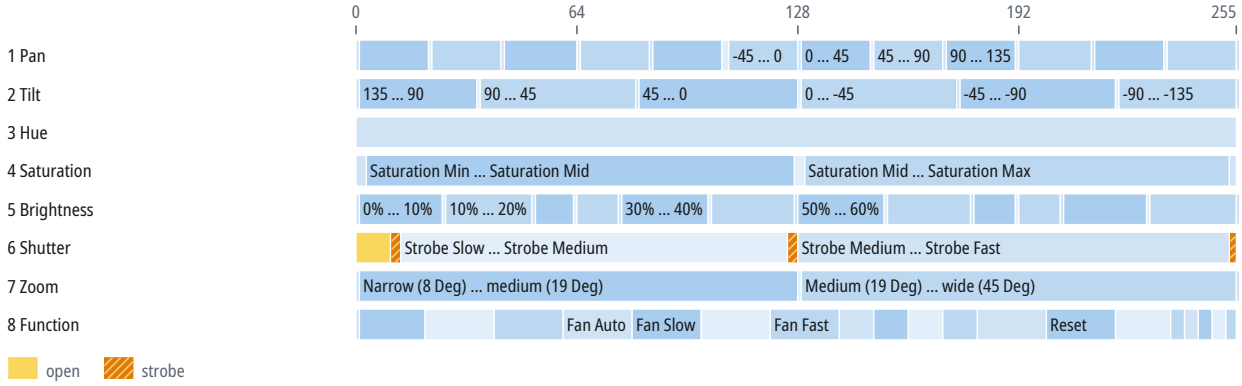
CH	Function	DMX	Description
14	Colors (continued)	91–110	Violet
		111–130	Pink
		131–150	Medium Red
		151–170	Medium Blue
		171–200	White RGBW
		201–205	White 3200K
		206–210	White 3400K
		211–215	White 4200K
		216–220	White 4900K
		221–225	White 5600K
		226–230	White 5900K
		231–235	White 6500K
		236–240	White 7200K
		241–245	White 8000K
		246–250	White 8500K
		251–255	White 1000K
15	Color Effects		Auto Rings
		0–9	All Rings (1)
		10–19	Static Ring 1
		20–29	Static Ring 2u
		30–39	Static Ring 2d
		40–49	Ring-FX 1 (1/1+2u+2d/0)
		50–59	Ring-FX 2 (2u+2d/2u+2d+1/0)
		60–69	Ring-FX 3 (1/2u+2d/0)
		70–79	Ring-FX 4 (2u+2d/1/0)
		80–89	Ring-FX 5 (1/0/1+2u+2d/0)
		90–99	Ring-FX 6 (2u+2d+1/0/1/0)
		100–109	Dot Strobe (1/0)
		110–119	Ring Strobe (2u+2d/0)
		120–129	Lines OneWay (2u/1/2d)
		130–139	Lines OneWay with Black (2u/1/2d/0)
		140–149	Lines TwoWay (2u/1/2d/2d/1/2u)
		150–159	Lines TwoWay with B (2u/1/2d/2d/1/2u/0)
		160–169	Opposite Line (2u/2d)
		170–179	Opposite Ring with B (2u/2d/0)
		180–189	1-Green / 2u+2d-Red
		190–199	1-Blue / 2u+2d-Red
		200–209	1-White / 2u+2d-Red
		210–219	1-Red / 2u+2d-Blue
		220–229	1-Green / 2u+2d-Blue
		230–239	1-White / 2u+2d-Blue
		240–249	1-Red / 2u+2d-Green

CH	Function	DMX	Description
15	Color Effects (continued)	250–255	All Rings (2)
16	Color Macro Speed		Auto Speed
		0–2	Rings Slow
		3–126	Rings Slow ... Rings Medium
		127–129	Rings Medium
		130–252	Rings Medium ... Rings Fast
		253–255	Rings Fast
17	Dimmer	0–25	0% ... 10%
		25–51	10% ... 20%
		51–63	20% ... 25%
		63–76	25% ... 30%
		76–102	30% ... 40%
		102–127	40% ... 50%
		127–153	50% ... 60%
		153–178	60% ... 70%
		178–191	70% ... 75%
		191–204	75% ... 80%
		204–229	80% ... 90%
		229–255	90% ... 100%
		255	100%
18	Dimmer Fine	0–255	Fine adjustment of CH 17
19	Shutter		Same as CH 8 in the mode “Person1 (10)” (p. 12)
20	Zoom		Same as CH 9 in the mode “Person1 (10)” (p. 12)
21	Function		Same as CH 10 in the mode “Person1 (10)” (p. 13)

Mode Person3 (8)

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 0–9 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Person1 (10)” (p. 10)
2	Tilt		Same as CH 2 in the mode “Person1 (10)” (p. 11)
3	Hue	0–255	
4	Saturation	0–2	Saturation Min
		3–126	Saturation Min ... Saturation Mid
		127–129	Saturation Mid
		130–252	Saturation Mid ... Saturation Max
		253–255	Saturation Max
5	Brightness	0	0%
		1–24	0% ... 10%
		25	10%
		26–50	10% ... 20%
		51	20%
		52–62	20% ... 25%
		63	25%
		64–75	25% ... 30%
		76	30%
		77–101	30% ... 40%
		102	40%
		103–126	40% ... 50%
		127	50%
		128–152	50% ... 60%
		153	60%
		154–177	60% ... 70%
		178	70%
		179–190	70% ... 75%
		191	75%
		192–203	75% ... 80%
		204	80%
		205–228	80% ... 90%
		229	90%
		230–254	90% ... 100%
		255	100%
6	Shutter		Same as CH 8 in the mode “Person1 (10)” (p. 12)
7	Zoom		Same as CH 9 in the mode “Person1 (10)” (p. 12)
8	Function		Same as CH 10 in the mode “Person1 (10)” (p. 13)

Mode Person4 (21)

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 7 Shutter at 0–9 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 0, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 0, CH 14 Red 2 255, CH 15 Green 2 255, CH 16 Blue 2 255, CH 17 White 2 0, CH 18 Red 3 255, CH 19 Green 3 255, CH 20 Blue 3 255, CH 21 White 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Person2 (21)” (p. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Person2 (21)” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Person2 (21)” (p. 15)
6	Dimmer		Same as CH 7 in the mode “Person1 (10)” (p. 12)
7	Shutter		Same as CH 8 in the mode “Person1 (10)” (p. 12)
8	Zoom		Same as CH 9 in the mode “Person1 (10)” (p. 12)
9	Function		Same as CH 10 in the mode “Person1 (10)” (p. 13)
10	Red 1	0	0% Red
		1–62	0% Red ... 25% Red
		63	25% Red
		64–126	25% Red ... 50% Red
		127	50% Red

CH	Function	DMX	Description
10	Red 1 (continued)	128–190	50% Red … 75% Red
		191	75% Red
		192–254	75% Red … 100% Red
		255	100% Red
11	Green 1	0	0% Green
		1–62	0% Green … 25% Green
		63	25% Green
		64–126	25% Green … 50% Green
		127	50% Green
		128–190	50% Green … 75% Green
		191	75% Green
		192–254	75% Green … 100% Green
		255	100% Green
12	Blue 1	0	0% Blue
		1–62	0% Blue … 25% Blue
		63	25% Blue
		64–126	25% Blue … 50% Blue
		127	50% Blue
		128–190	50% Blue … 75% Blue
		191	75% Blue
		192–254	75% Blue … 100% Blue
		255	100% Blue
13	White 1	0	0% White
		1–62	0% White … 25% White
		63	25% White
		64–126	25% White … 50% White
		127	50% White
		128–190	50% White … 75% White
		191	75% White
		192–254	75% White … 100% White
		255	100% White
14	Red 2	0	0% Red
		1–62	0% Red … 25% Red
		63	25% Red
		64–126	25% Red … 50% Red
		127	50% Red
		128–190	50% Red … 75% Red
		191	75% Red
		192–254	75% Red … 100% Red
		255	100% Red
15	Green 2	0	0% Green
		1–62	0% Green … 25% Green

CH	Function	DMX	Description
15	Green 2 (continued)	63	25% Green
		64–126	25% Green ... 50% Green
		127	50% Green
		128–190	50% Green ... 75% Green
		191	75% Green
		192–254	75% Green ... 100% Green
		255	100% Green
16	Blue 2	0	0% Blue
		1–62	0% Blue ... 25% Blue
		63	25% Blue
		64–126	25% Blue ... 50% Blue
		127	50% Blue
		128–190	50% Blue ... 75% Blue
		191	75% Blue
		192–254	75% Blue ... 100% Blue
		255	100% Blue
17	White 2	0	0% White
		1–62	0% White ... 25% White
		63	25% White
		64–126	25% White ... 50% White
		127	50% White
		128–190	50% White ... 75% White
		191	75% White
		192–254	75% White ... 100% White
		255	100% White
18	Red 3	0	0% Red
		1–62	0% Red ... 25% Red
		63	25% Red
		64–126	25% Red ... 50% Red
		127	50% Red
		128–190	50% Red ... 75% Red
		191	75% Red
		192–254	75% Red ... 100% Red
		255	100% Red
19	Green 3	0	0% Green
		1–62	0% Green ... 25% Green
		63	25% Green
		64–126	25% Green ... 50% Green
		127	50% Green
		128–190	50% Green ... 75% Green
		191	75% Green
		192–254	75% Green ... 100% Green

CH	Function	DMX	Description
19	Green 3 (continued)	255	100% Green
20	Blue 3	0	0% Blue
		1–62	0% Blue … 25% Blue
		63	25% Blue
		64–126	25% Blue … 50% Blue
		127	50% Blue
		128–190	50% Blue … 75% Blue
		191	75% Blue
		192–254	75% Blue … 100% Blue
		255	100% Blue
21	White 3	0	0% White
		1–62	0% White … 25% White
		63	25% White
		64–126	25% White … 50% White
		127	50% White
		128–190	50% White … 75% White
		191	75% White
		192–254	75% White … 100% White
		255	100% White

Mode Person5 (34)

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 8 Shutter at 0–9 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 0, CH 11 Red 1 255, CH 13 Green 1 255, CH 15 Blue 1 255, CH 17 White 1 0, CH 19 Red 2 255, CH 21 Green 2 255, CH 23 Blue 2 255, CH 25 White 2 0, CH 27 Red 3 255, CH 29 Green 3 255, CH 31 Blue 3 255, CH 33 White 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Person2 (21)” (p. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Person2 (21)” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Person2 (21)” (p. 15)
6	Dimmer		Same as CH 17 in the mode “Person2 (21)” (p. 17)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “Person1 (10)” (p. 12)
9	Zoom		Same as CH 9 in the mode “Person1 (10)” (p. 12)
10	Function		Same as CH 10 in the mode “Person1 (10)” (p. 13)
11	Red 1	0–63	0% Red ... 25% Red
		63–127	25% Red ... 50% Red
		127–191	50% Red ... 75% Red
		191–255	75% Red ... 100% Red

CH	Function	DMX	Description
11	Red 1 (continued)	255	100% Red
12	Red 1 Fine	0–255	Fine adjustment of CH 11
13	Green 1	0–63	0% Green ... 25% Green
		63–127	25% Green ... 50% Green
		127–191	50% Green ... 75% Green
		191–255	75% Green ... 100% Green
		255	100% Green
14	Green 1 Fine	0–255	Fine adjustment of CH 13
15	Blue 1	0–63	0% Blue ... 25% Blue
		63–127	25% Blue ... 50% Blue
		127–191	50% Blue ... 75% Blue
		191–255	75% Blue ... 100% Blue
		255	100% Blue
16	Blue 1 Fine	0–255	Fine adjustment of CH 15
17	White 1	0–63	0% White ... 25% White
		63–127	25% White ... 50% White
		127–191	50% White ... 75% White
		191–255	75% White ... 100% White
		255	100% White
18	White 1 Fine	0–255	Fine adjustment of CH 17
19	Red 2	0–63	0% Red ... 25% Red
		63–127	25% Red ... 50% Red
		127–191	50% Red ... 75% Red
		191–255	75% Red ... 100% Red
		255	100% Red
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Green 2	0–63	0% Green ... 25% Green
		63–127	25% Green ... 50% Green
		127–191	50% Green ... 75% Green
		191–255	75% Green ... 100% Green
		255	100% Green
22	Green 2 Fine	0–255	Fine adjustment of CH 21
23	Blue 2	0–63	0% Blue ... 25% Blue
		63–127	25% Blue ... 50% Blue
		127–191	50% Blue ... 75% Blue
		191–255	75% Blue ... 100% Blue
		255	100% Blue
24	Blue 2 Fine	0–255	Fine adjustment of CH 23
25	White 2	0–63	0% White ... 25% White
		63–127	25% White ... 50% White
		127–191	50% White ... 75% White

CH	Function	DMX	Description
25	White 2 (continued)	191–255	75% White … 100% White
		255	100% White
26	White 2 Fine	0–255	Fine adjustment of CH 25
27	Red 3	0–63	0% Red … 25% Red
		63–127	25% Red … 50% Red
		127–191	50% Red … 75% Red
		191–255	75% Red … 100% Red
		255	100% Red
28	Red 3 Fine	0–255	Fine adjustment of CH 27
29	Green 3	0–63	0% Green … 25% Green
		63–127	25% Green … 50% Green
		127–191	50% Green … 75% Green
		191–255	75% Green … 100% Green
		255	100% Green
30	Green 3 Fine	0–255	Fine adjustment of CH 29
31	Blue 3	0–63	0% Blue … 25% Blue
		63–127	25% Blue … 50% Blue
		127–191	50% Blue … 75% Blue
		191–255	75% Blue … 100% Blue
		255	100% Blue
32	Blue 3 Fine	0–255	Fine adjustment of CH 31
33	White 3	0–63	0% White … 25% White
		63–127	25% White … 50% White
		127–191	50% White … 75% White
		191–255	75% White … 100% White
		255	100% White
34	White 3 Fine	0–255	Fine adjustment of CH 33

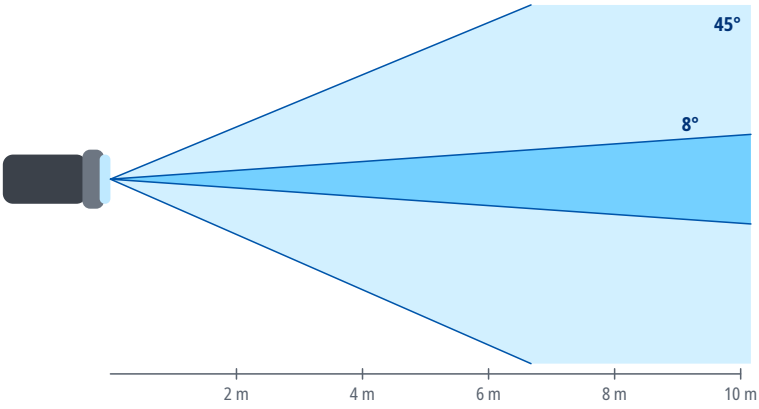
10 Technical specifications

Parameter	Value
Optics	
Zoom	8–45°
Movement	
Pan	540°
Tilt	250°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	350 W
Dimensions and construction	
Weight	10 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

Spot diameter



Distance	Ø 8°	Ø 45°
2 m	0.28 m	1.7 m
4 m	0.56 m	3.3 m
6 m	0.84 m	5 m
8 m	1.1 m	6.6 m
10 m	1.4 m	8.3 m
15 m	2.1 m	12.4 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a

service center.

- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.