DMX REFERENCE

Vader Pro 350

Vader Pro 350 (300W LED,Spot/Beam/Wash， with CMY+CTO)

Favolite



Manufacturer	Favolite
GDTF file	Favolite_Vader_Pro_350_170024.gdtf
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1 About this manual

This document describes the Vader Pro 350 (300W LED,Spot/Beam/Wash, with CMY+CTO) by Favolite. It was compiled from the GDTF file Favolite_Vader_Pro_350_170024.gdtf from the GDTF-Share library.

File revision: “261117”.

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 Favolite; 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	800 W
Weight	15 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic-25CH	25	20	1, 26, 51, 76, ...
Standard-28CH	28	18	1, 29, 57, 85, ...
Extended-31CH	31	16	1, 32, 63, 94, ...

No light? Check these channels

- Basic-25CH: CH 13 Dimmer above 0; CH 14 Shutter at 0–3 “Open” or 4–67 or 100–131
- Standard-28CH: CH 13 Dimmer above 0; CH 15 Shutter at 0–3 “Open” or 4–67 or 100–131
- Extended-31CH: CH 14 Dimmer above 0; CH 17 Shutter at 0–3 “Open” or 4–67 or 100–131


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.

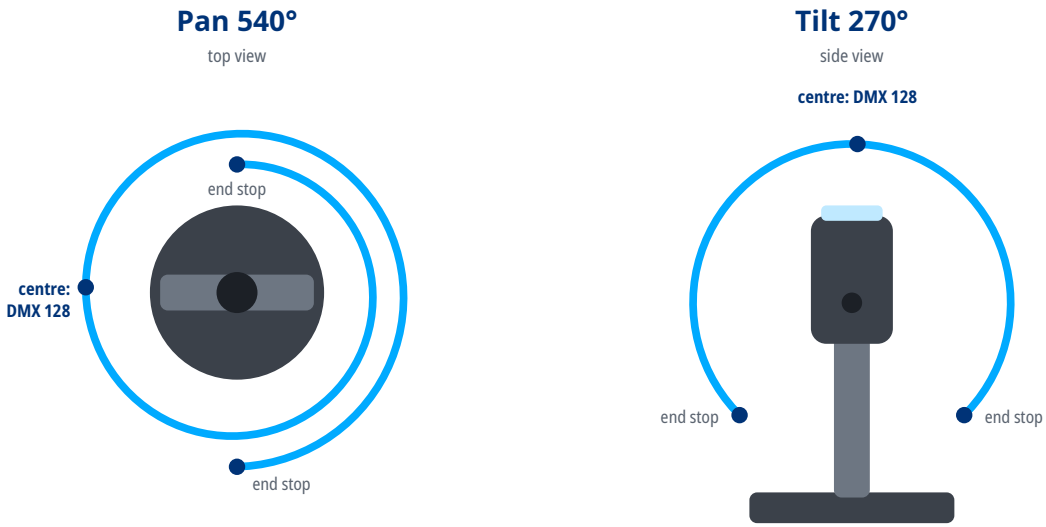
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

- 1. High brightness, 72,600Lux@5m, 5°
- 2. Linear CMY+CTO, super uniform color mixing
- 3. Really quiet, suitable for the noise-sensitive
- application, like theater
- 4. Super smooth dimmer, flicker-free function
- 5. Auto-focus function
- 6. Compact structure and small size: 15KG

Range of movement



5 Installation

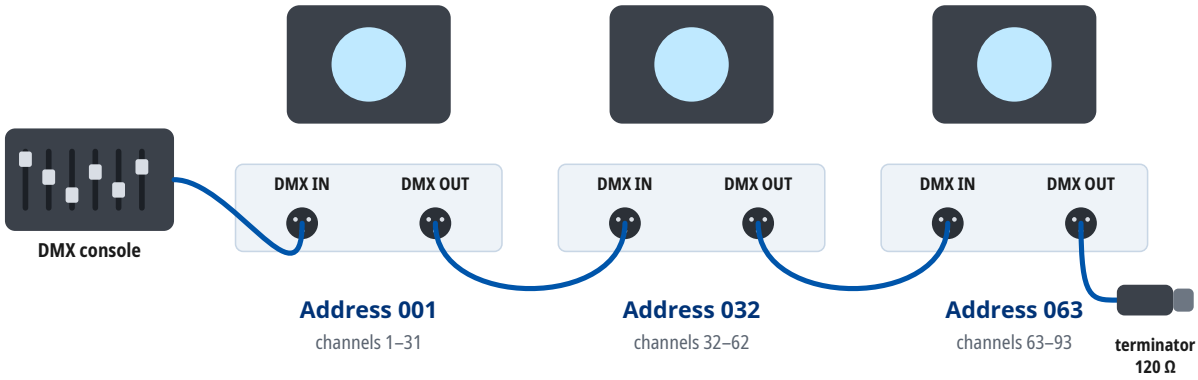
⚠ **WARNING**

- 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 Extended-31CH: every unit occupies 31 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

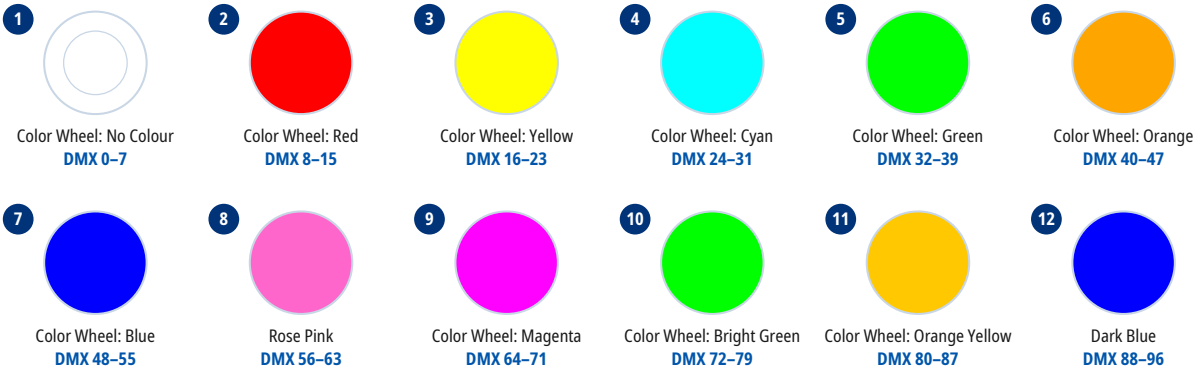
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended-31CH”: 31.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended-31CH”, you can use, for example, the start addresses 1, 32, 63, 94.
- 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

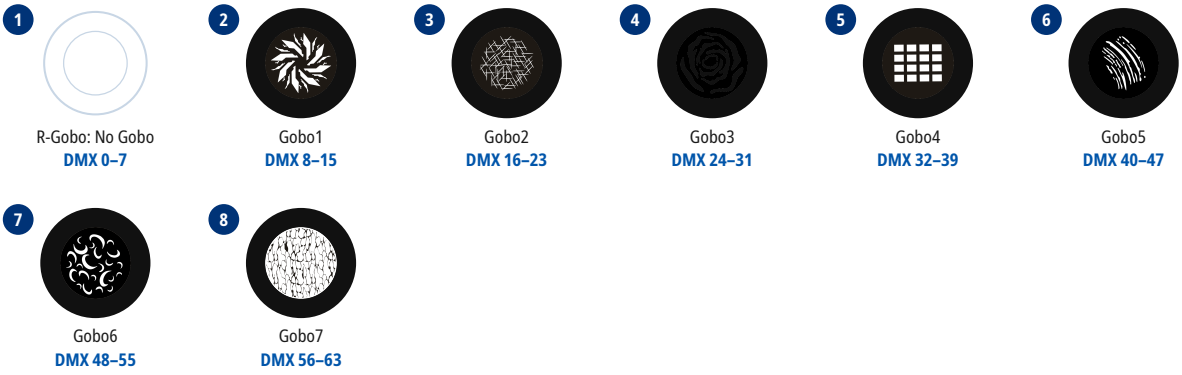
	Basic-25CH 25 channels	Standard-28CH 28 channels	Extended-31CH 31 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	13	13	14
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	14	15	17
Color mixing	6–8	6–8	7–9
Color temperature	9	9	10
Color wheel	5	5	5
Gobo wheel	10, 11	10, 11	11, 12
Gobo rotation	12	12	13
Prism	16, 17	17, 18	19, 20
Frost	23	26	29
Zoom	18	19	22
Focus	19, 20	21, 23	24, 26
Iris	22	25	28

Color wheel



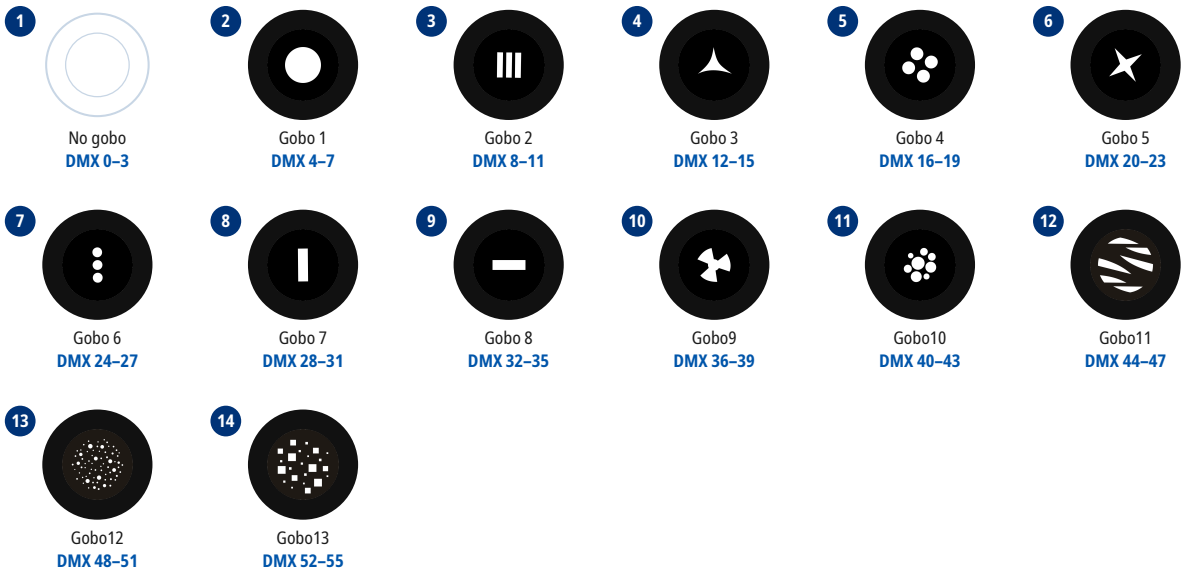
1 Color Wheel: No Colour — DMX 0–7
2 Color Wheel: Red — DMX 8–15
3 Color Wheel: Yellow — DMX 16–23
4 Color Wheel: Cyan — DMX 24–31
5 Color Wheel: Green — DMX 32–39
6 Color Wheel: Orange — DMX 40–47
7 Color Wheel: Blue — DMX 48–55
8 Rose Pink — DMX 56–63
9 Color Wheel: Magenta — DMX 64–71
10 Color Wheel: Bright Green — DMX 72–79
11 Color Wheel: Orange Yellow — DMX 80–87
12 Dark Blue — DMX 88–96

Gobo wheel 1



1 R-Gobo: No Gobo — DMX 0–7
2 Gobo1 — DMX 8–15
3 Gobo2 — DMX 16–23
4 Gobo3 — DMX 24–31
5 Gobo4 — DMX 32–39
6 Gobo5 — DMX 40–47
7 Gobo6 — DMX 48–55
8 Gobo7 — DMX 56–63

Gobo wheel 2



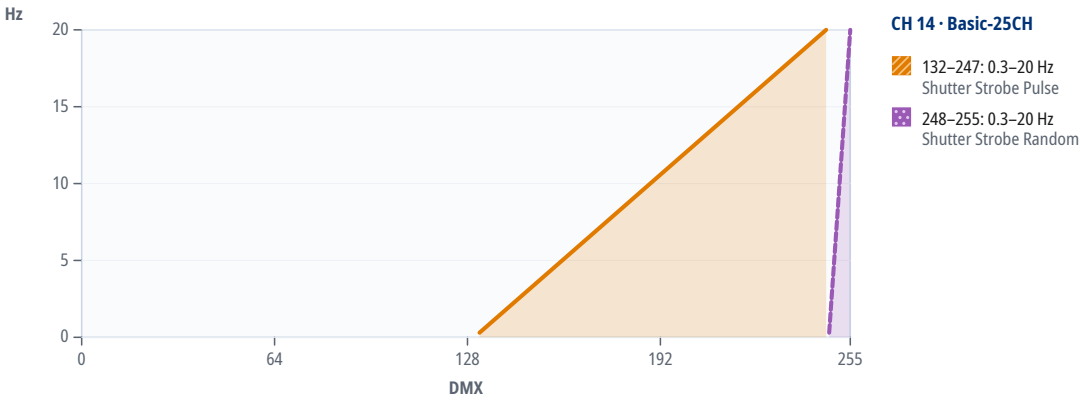
1 No gobo DMX 0–3
2 Gobo 1 DMX 4–7
3 Gobo 2 DMX 8–11
4 Gobo 3 DMX 12–15
5 Gobo 4 DMX 16–19
6 Gobo 5 DMX 20–23
7 Gobo 6 DMX 24–27
8 Gobo 7 DMX 28–31
9 Gobo 8 DMX 32–35
10 Gobo9 DMX 36–39
11 Gobo10 DMX 40–43
12 Gobo11 DMX 44–47
13 Gobo12 DMX 48–51
14 Gobo13 DMX 52–55

Prism



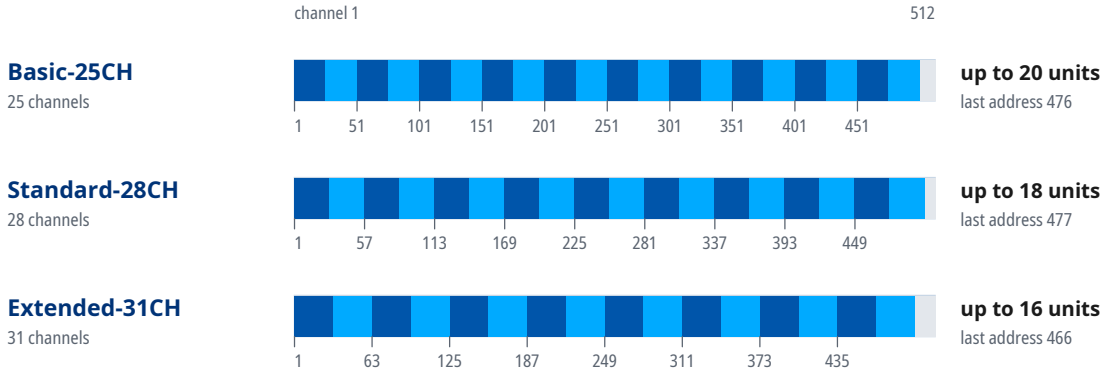
1 1 facet No Prism DMX 0–31
2 3 facets 3 facet prism DMX 32–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended-31CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	156	11	311	16	466
2	32	7	187	12	342	17	U2 · 1
3	63	8	218	13	373	18	U2 · 32
4	94	9	249	14	404	19	U2 · 63
5	125	10	280	15	435	20	U2 · 94

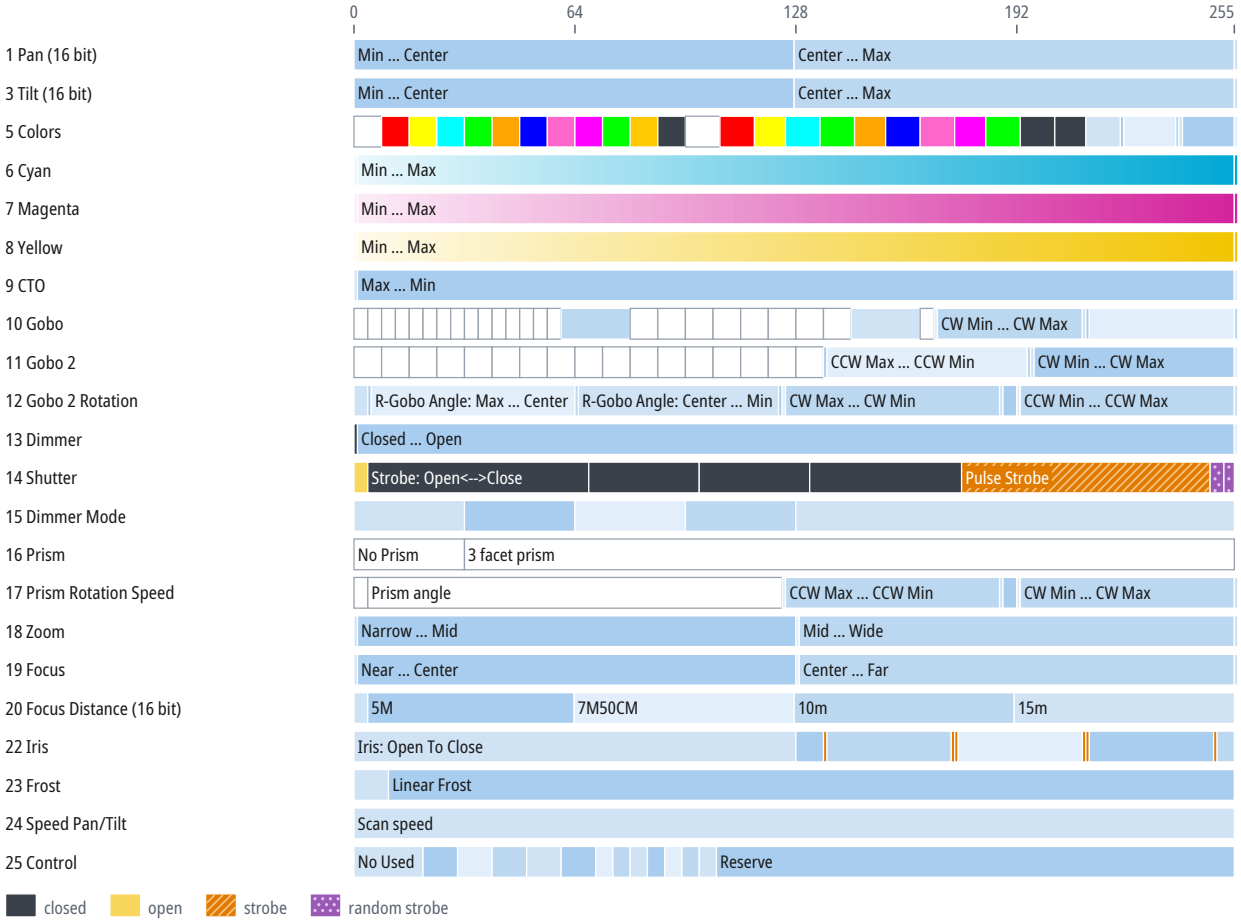
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Basic-25CH

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 13 Dimmer above 0; CH 14 Shutter at 0–3 “Open” or 4–67 or 100–131. The GDTF file gives these values for a console's Highlight function: CH 13 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
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Color Wheel: No Colour
		8–15	Color Wheel: Red
		16–23	Color Wheel: Yellow
		24–31	Color Wheel: Cyan
		32–39	Color Wheel: Green

CH	Function	DMX	Description
5	Colors (continued)	40–47	Color Wheel: Orange
		48–55	Color Wheel: Blue
		56–63	Rose Pink
		64–71	Color Wheel: Magenta
		72–79	Color Wheel: Bright Green
		80–87	Color Wheel: Orange Yellow
		88–95	Color Wheel: Dark Blue
		96–105	Colour Arbitrary Positioning: No Colour
		106–115	Colour Arbitrary Positioning: Red
		116–124	Colour Arbitrary Positioning: Yellow
		125–134	Colour Arbitrary Positioning: Cyan
		135–144	Colour Arbitrary Positioning: Green
		145–153	Colour Arbitrary Positioning: Orange
		154–163	Colour Arbitrary Positioning: Blue
		164–173	Colour Arbitrary Positioning: Magenta
		174–182	Colour Arbitrary Positioning: Bright Green
		183–192	Colour Arbitrary Positioning: Orange Yellow
		193–211	Colour Arbitrary Positioning: Dark Blue
		212–221	Color Rotate
		222	CCW Max
		223–237	CCW Max ... CCW Min
		238	CCW Min
		239	CW Min
		240–254	CW Min ... CW Max
		255	CW Max
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
		255	Max
9	CTO		Colour Temperature
		0	Max
		1–254	Max ... Min
		255	Min
10	Gobo	0–3	No gobo
		4–7	Gobo 1
		8–11	Gobo 2
		12–15	Gobo 3

CH	Function	DMX	Description
10	Gobo (continued)	16–19	Gobo 4
		20–23	Gobo 5
		24–27	Gobo 6
		28–31	Gobo 7
		32–35	Gobo 8
		36–39	Gobo9
		40–43	Gobo10
		44–47	Gobo11
		48–51	Gobo12
		52–55	Gobo13
		56–59	Fix Gobo: No Gobo
		60–79	Gobo Shake
		80–87	Gobo 1 Shake Slow-Fast (1–30 Hz)
		88–95	Gobo 2 Shake Slow-Fast (1–30 Hz)
		96–103	Gobo 3 Shake Slow-Fast (1–30 Hz)
		104–111	Gobo 4 Shake Slow-Fast (1–30 Hz)
		112–119	Gobo 5 Shake Slow-Fast (1–30 Hz)
		120–127	Gobo 6 Shake Slow-Fast (1–30 Hz)
		128–135	Gobo 7 Shake Slow-Fast (1–30 Hz)
		136–143	Gobo 8 Shake Slow-Fast (1–30 Hz)
		144–163	Gobo Shake
		164–167	No Gobo
		168	CW Min
		169–210	CW Min ... CW Max
		211	CW Max
		212	CCW Max
		213–254	CCW Max ... CCW Min
		255	CCW Min
11	Gobo 2	0–7	R-Gobo: No Gobo
		8–15	Gobo1
		16–23	Gobo2
		24–31	Gobo3
		32–39	Gobo4
		40–47	Gobo5
		48–55	Gobo6
		56–63	Gobo7
		64–71	R-Gobo: No Gobo
		72–79	Gobo 1 Shake Slow-Fast (1–30 Hz)
		80–87	Gobo 2 Shake Slow-Fast (1–30 Hz)
		88–95	Gobo 3 Shake Slow-Fast (1–30 Hz)
		96–103	Gobo 4 Shake Slow-Fast (1–30 Hz)
		104–111	Gobo 5 Shake Slow-Fast (1–30 Hz)

CH	Function	DMX	Description
11	Gobo 2 (continued)	112–119	Gobo 6 Shake Slow-Fast (1–30 Hz)
		120–127	Gobo 7 Shake Slow-Fast (1–30 Hz)
		128–135	No Gobo
		136	CCW Max
		137–194	CCW Max ... CCW Min
		195	CCW Min
		196	CW Min
		197–254	CW Min ... CW Max
		255	CW Max
12	Gobo 2 Rotation	0–3	No Effect
		4	R-Gobo Angle: Max
		5–63	R-Gobo Angle: Max ... Center
		64	R-Gobo Angle: Center
		65–122	R-Gobo Angle: Center ... Min
		123	R-Gobo Angle: Min
		124	CW Max
		125–186	CW Max ... CW Min
		187	CW Min
		188–191	Gobo 2 Pos Rotate: Stop
		192	CCW Min
		193–254	CCW Min ... CCW Max
		255	CCW Max
13	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
14	Shutter	0–3	Strobe: Open
		4–67	Strobe: Open<-->Close
		68–99	Strobe: Close->Open
		100–131	Strobe: Open->Close
		132–175	Half Open And Half Close (0.5–1.5 Hz)
		176–247	Pulse Strobe (0.3–20 Hz)
		248–251	Random Strobe1 (0.3–20 Hz)
		252–255	Random Strobe2 (0.3–20 Hz)
15	Dimmer Mode	0–31	Refresh Rate 1200 Auto
		32–63	Refresh Rate 1200 Fast
		64–95	Refresh Rate 13672 Auto
		96–127	Refresh Rate 13672 Fast
		128–255	Dimmer Mode
16	Prism		4-face Prism
		0–31	No Prism
		32–255	3 facet prism
17	Prism Rotation Speed	0–3	Prism Stop

CH	Function	DMX	Description
17	Prism Rotation Speed (continued)	4–123	Prism angle (360°)
		124	CCW Max
		125–186	CCW Max ... CCW Min
		187	CCW Min
		188–191	Prism 1 Pos Rotate: Stop
		192	CW Min
		193–254	CW Min ... CW Max
		255	CW Max
18	Zoom	0	Narrow
		1–127	Narrow ... Mid
		128	Mid
		129–254	Mid ... Wide
		255	Wide
19	Focus	0	Near
		1–127	Near ... Center
		128	Center
		129–254	Center ... Far
		255	Far
20	Focus Distance		Auto focus distance
		0–3	Do Not Use Auto Focus
		4–63	5M
		64–127	7M50CM
		128–191	10m
		192–255	15m
21	Focus Distance Fine	0–255	Fine adjustment of CH 20
22	Iris	0–127	Iris: Open To Close
		128–135	Iris: Close
		136	Iris Movement 1 Min
		137–172	Iris Movement 1 Min ... Iris Movement 1 Max
		173	Iris Movement 1 Max
		174	Iris Movement 2 Min
		175–210	Iris Movement 2 Min ... Iris Movement 2 Max
		211	Iris Movement 2 Max
		212	Iris Movement 3 Min
		213–248	Iris Movement 3 Min ... Iris Movement 3 Max
		249	Iris Movement 3 Max
		250–255	Iris Close: Close
23	Frost		Linear Frost
		0–9	No Effect
		10–255	Linear Frost
24	Speed Pan/Tilt		Scan speed
		0–255	Scan speed

CH	Function	DMX	Description
25	Control	0–19	No Used
		20–29	Reset All
		30–39	Reset Pan Tilt
		40–49	Reset Colour Gobo Cmy Cto
		50–59	Reset Zoom Focus Prism Frost
		60–69	No Effect
		70–74	Display Default
		75–79	Display Off(Don'T Keep After Shutdown)
		80–84	Display On(Don'T Keep After Shutdown)
		85–89	Fan Speed Low(Keep After Shutdown)
		90–94	Fan Speed Medium(Keep After Shutdown)
		95–99	Fan Speed High(Keep After Shutdown)
		100–104	Fan Speed Super Low(Keep After Shutdown)
		105–255	Reserve

Mode Standard-28CH

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 13 Dimmer above 0; CH 15 Shutter at 0–3 “Open” or 4–67 or 100–131. The GDTF file gives these values for a console's Highlight function: CH 13 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Basic-25CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Basic-25CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors		Same as CH 5 in the mode “Basic-25CH” (p. 11)
6	Cyan		Same as CH 6 in the mode “Basic-25CH” (p. 12)
7	Magenta		Same as CH 7 in the mode “Basic-25CH” (p. 12)
8	Yellow		Same as CH 8 in the mode “Basic-25CH” (p. 12)
9	CTO		Same as CH 9 in the mode “Basic-25CH” (p. 12)
10	Gobo		Same as CH 10 in the mode “Basic-25CH” (p. 12)
11	Gobo 2		Same as CH 11 in the mode “Basic-25CH” (p. 13)
12	Gobo 2 Rotation		Same as CH 12 in the mode “Basic-25CH” (p. 14)
13	Dimmer	0–255	Closed ... Open

CH	Function	DMX	Description
13	Dimmer (continued)	255	Open
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Shutter		Same as CH 14 in the mode “Basic-25CH” (p. 14)
16	Dimmer Mode		Same as CH 15 in the mode “Basic-25CH” (p. 14)
17	Prism		Same as CH 16 in the mode “Basic-25CH” (p. 14)
18	Prism Rotation Speed		Same as CH 17 in the mode “Basic-25CH” (p. 14)
19	Zoom	0–127	Narrow ... Mid
		128–255	Mid ... Wide
		255	Wide
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Focus	0–127	Near ... Center
		128–255	Center ... Far
		255	Far
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Focus Distance		Same as CH 20 in the mode “Basic-25CH” (p. 15)
24	Focus Distance Fine	0–255	Fine adjustment of CH 23
25	Iris		Same as CH 22 in the mode “Basic-25CH” (p. 15)
26	Frost		Same as CH 23 in the mode “Basic-25CH” (p. 15)
27	Speed Pan/Tilt		Same as CH 24 in the mode “Basic-25CH” (p. 15)
28	Control		Same as CH 25 in the mode “Basic-25CH” (p. 16)

Mode Extended-31CH

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 14 Dimmer above 0; CH 17 Shutter at 0–3 “Open” or 4–67 or 100–131. The GDTF file gives these values for a console's Highlight function: CH 14 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Basic-25CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Basic-25CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Color Wheel: No Colour
		8–15	Color Wheel: Red
		16–23	Color Wheel: Yellow
		24–31	Color Wheel: Cyan
		32–39	Color Wheel: Green
		40–47	Color Wheel: Orange
		48–55	Color Wheel: Blue
		56–63	Rose Pink
		64–71	Color Wheel: Magenta

CH	Function	DMX	Description
5	Colors (continued)	72–79	Color Wheel: Bright Green
		80–87	Color Wheel: Orange Yellow
		88–95	Color Wheel: Dark Blue
		95–96	Color Wheel
		96–103	Colour Arbitrary Positioning: No Colour
		104–105	No Colour ... Red
		106–115	Colour Arbitrary Positioning: Red
		116–124	Colour Arbitrary Positioning: Yellow
		125–134	Colour Arbitrary Positioning: Cyan
		135–144	Colour Arbitrary Positioning: Green
		145–153	Colour Arbitrary Positioning: Orange
		154–163	Colour Arbitrary Positioning: Blue
		164–173	Colour Arbitrary Positioning: Magenta
		174–182	Colour Arbitrary Positioning: Bright Green
		183–192	Colour Arbitrary Positioning: Orange Yellow
		193–211	Colour Arbitrary Positioning: Dark Blue
		211–212	Colour Arbitrary Positioning
		212–222	Color Rotate
		222–238	CCW Max ... CCW Min
		238–239	CCW Min ... CW Min
		239–255	CW Min ... CW Max
		255	CW Max
6	Colors Fine	0–255	Fine adjustment of CH 5
7	Cyan		Same as CH 6 in the mode “Basic-25CH” (p. 12)
8	Magenta		Same as CH 7 in the mode “Basic-25CH” (p. 12)
9	Yellow		Same as CH 8 in the mode “Basic-25CH” (p. 12)
10	CTO		Same as CH 9 in the mode “Basic-25CH” (p. 12)
11	Gobo		Same as CH 10 in the mode “Basic-25CH” (p. 12)
12	Gobo 2		Same as CH 11 in the mode “Basic-25CH” (p. 13)
13	Gobo 2 Rotation		Same as CH 12 in the mode “Basic-25CH” (p. 14)
14	Dimmer		Same as CH 13 in the mode “Standard-28CH” (p. 17)
15	Dimmer Fine	0–255	Fine adjustment of CH 14
17	Shutter		Same as CH 14 in the mode “Basic-25CH” (p. 14)
18	Dimmer Mode		Same as CH 15 in the mode “Basic-25CH” (p. 14)
19	Prism		Same as CH 16 in the mode “Basic-25CH” (p. 14)
20	Prism Rotation Speed	0–4	Prism Stop
		4–124	Prism angle (360°)
		124–187	CCW Max ... CCW Min
		187–188	CCW Min ... Stop
		188–191	Prism 1 Pos Rotate: Stop
		191–192	Stop ... CW Min
		192–255	CW Min ... CW Max

CH	Function	DMX	Description
20	Prism Rotation Speed (continued)	255	CW Max
21	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 20
22	Zoom		Same as CH 19 in the mode “Standard-28CH” (p. 18)
23	Zoom Fine	0–255	Fine adjustment of CH 22
24	Focus		Same as CH 21 in the mode “Standard-28CH” (p. 18)
25	Focus Fine	0–255	Fine adjustment of CH 24
26	Focus Distance		Same as CH 20 in the mode “Basic-25CH” (p. 15)
27	Focus Distance Fine	0–255	Fine adjustment of CH 26
28	Iris		Same as CH 22 in the mode “Basic-25CH” (p. 15)
29	Frost		Same as CH 23 in the mode “Basic-25CH” (p. 15)
30	Speed Pan/Tilt		Same as CH 24 in the mode “Basic-25CH” (p. 15)
31	Control		Same as CH 25 in the mode “Basic-25CH” (p. 16)

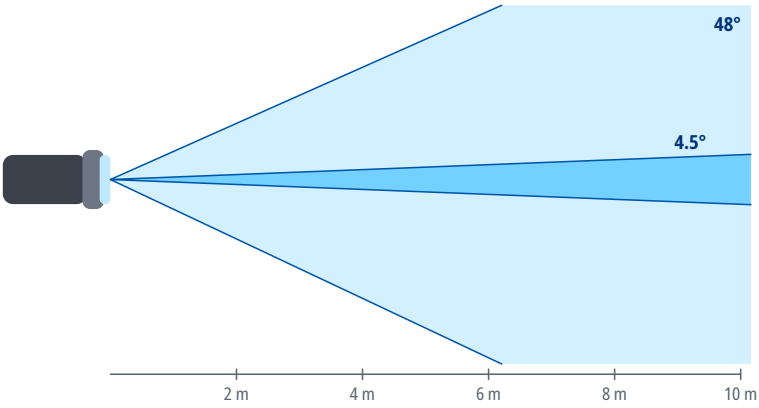
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	550 W
Luminous flux	22,203 lm
Color temperature	6,800 K
Color rendering index (CRI)	70
Optics	
Zoom	4.5–48°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	800 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	15 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6800 K
Color wheel rotation	up to 300 °/s (50 rpm)
Gobo wheel 1 rotation	up to 300 °/s (50 rpm)
Gobo wheel 2 rotation	up to 300 °/s (50 rpm)
Gobo 1 rotation	up to 300 °/s (50 rpm)
Prism rotation	up to 300 °/s (50 rpm)

Spot diameter



Distance	Ø 4.5°	Ø 48°
2 m	0.16 m	1.8 m
4 m	0.31 m	3.6 m
6 m	0.47 m	5.3 m
8 m	0.63 m	7.1 m
10 m	0.79 m	8.9 m
15 m	1.2 m	13.4 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.

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.