DMX REFERENCE

FA 17C CFC30

Fine Art



Manufacturer	Fine Art
GDTF file	Fine_Art_FA_17C_CFC30_135937.gdtf
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1 About this manual

This document describes the FA 17C CFC30 by Fine Art. It was compiled from the GDTF file Fine_Art_FA_17C_CFC30_135937.gdtf from the GDTF-Share library.

File revision: “FA 17C CFC30”.

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 Fine Art; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	40.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
56CH	56	9	1, 57, 113, 169, ...
16Bit 50CH	50	10	1, 51, 101, 151, ...
Stand 40CH	40	12	1, 41, 81, 121, ...
PERF 50CH	50	10	1, 51, 101, 151, ...

No light? Check these channels

- 56CH: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255
- 16Bit 50CH: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255
- Stand 40CH: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255
- PERF 50CH: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

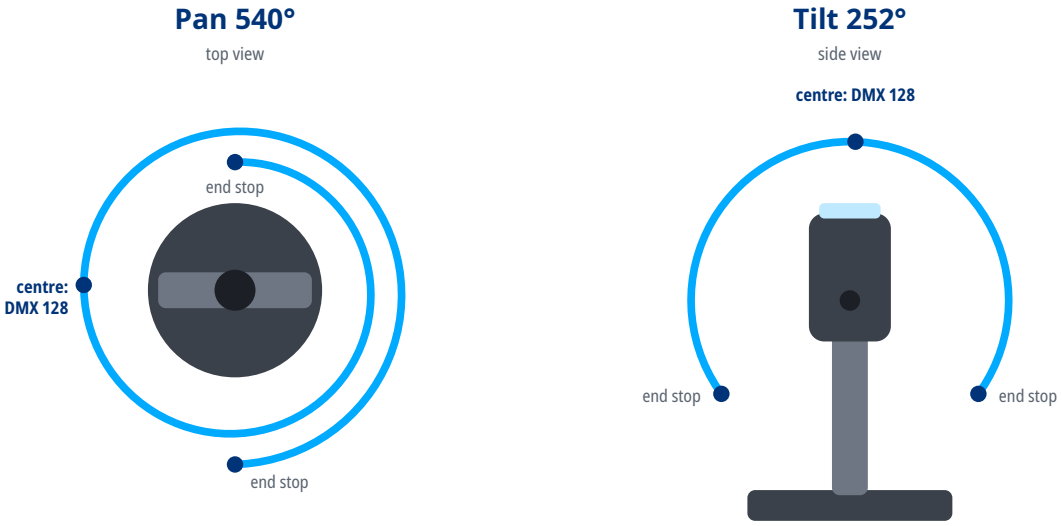
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ **WARNING**

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

⚠ **WARNING**

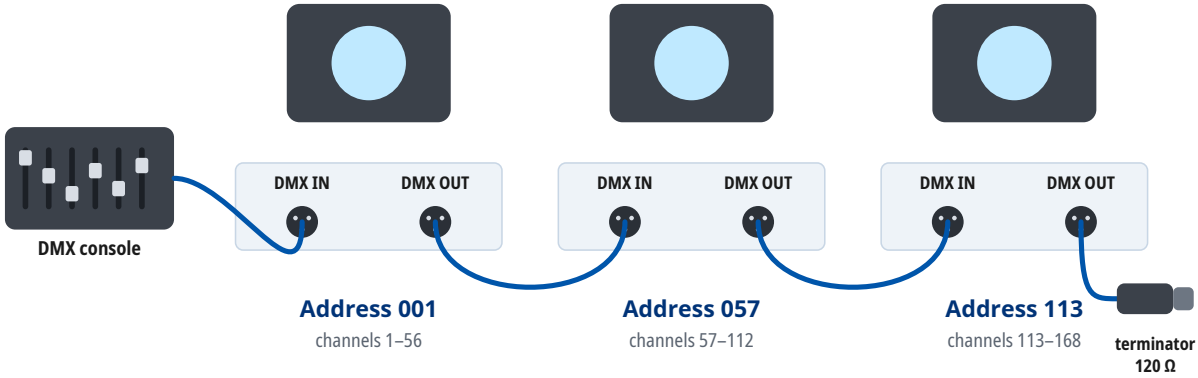
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 40.4 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 56CH: every unit occupies 56 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 “56CH”: 56.
- 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 “56CH”, you can use, for example, the start addresses 1, 57, 113, 169.
- 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

	56CH 56 channels	11 50 channels	16Bit 50CH 50 channels	Stand 40CH 40 channels	PERF 50CH 50 channels
Pan / Tilt	24, 26		18, 20	14, 16	18, 20
Dimmer	2		2	2	2
Shutter / strobe	1		1	1	1
Color mixing	6× (4–14)		4, 6, 8	4–6	
Color temperature	19		13	10	13
Color wheel	16, 18		10, 12	7, 9	10, 12
Gobo wheel	28, 31		22, 25	18, 20	22, 25
Gobo rotation	29, 32		23, 26	19, 21	23, 26
Prism	35, 36		29, 30	23, 24	29, 30
Frost	43, 44		37, 38	27, 28	37, 38
Zoom	39		33	26	33
Focus	37, 41		31, 35	25	31, 35
Iris	45		39	29	39
Animation wheel	34		28	22	28
Effects / macros	55		49	39	49

Gobo wheel 1



1. Color Index: Open — DMX 0
2. Red — DMX 121–126
3. Green — DMX 127–132
4. Blue — DMX 133–138
5. Orange — DMX 139–144
6. Pink — DMX 145–156

Gobo wheel 2



1. Gobo 2 Pos: Open — DMX 0–9
2. G1 — DMX 10–19
3. G2 — DMX 20–29
4. G3 — DMX 30–39
5. G4 — DMX 40–49
6. G5 — DMX 50–59



7. G6 — DMX 60–69

Gobo wheel 3

1.
Gobo: Open
DMX 0–9

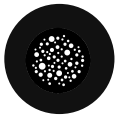
2. 
G1
DMX 10–19

3. 
G2
DMX 20–29

4. 
G3
DMX 30–39

5. 
G4
DMX 40–49

6. 
G5
DMX 50–59

7. 
G6
DMX 60–72

Prism

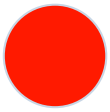
1.
Open
DMX 0–10

2. 
4 facets
Prism 1
DMX 11–138

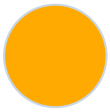
3. 
6 facets
Prism 2
DMX 139–255

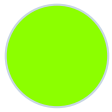
Color wheel

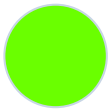
1.
CFC: Open
DMX 0

2. 
104 China Red
DMX 1

3. 
203 Golden Orange
DMX 2

4. 
302 Imperial Yellow
DMX 3

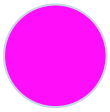
5. 
404 Willow Green
DMX 4

6. 
502 Parrot Green
DMX 5

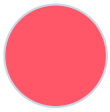
7. 
602 Sparkling Cove
DMX 6

8. 
703 Ultramarine Blue
DMX 7

9. 
803 Dark lavender
DMX 8

10. 
901 Ravishing Purple
DMX 9

11. 
104 Magenta
DMX 10

12. 
114 Ling Xiao
DMX 11

13.
208 Realgar
DMX 12

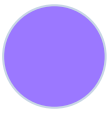
14.
308 Light Yellow
DMX 13

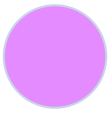
15.
405 Green Mustard
DMX 14

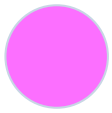
16. 
508 Grass Green
DMX 15

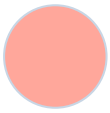
17. 
608 Light Green
DMX 16

18. 
709 Emerald Blue
DMX 17

19. 
808 Dusk Purple
DMX 18

20. 
909 Plum Sauce Purple
DMX 19

21. 
1013 Wild Rose Pink
DMX 20

22. 
120 Begonia Red
DMX 21

23.
212 Light Wheat Yellow
DMX 22

24.
311 Moon White
DMX 23

25 410 Pale Cyan
DMX 24

26 517 Cold Blue
DMX 25

27 618 Light Pale Cyan
DMX 26

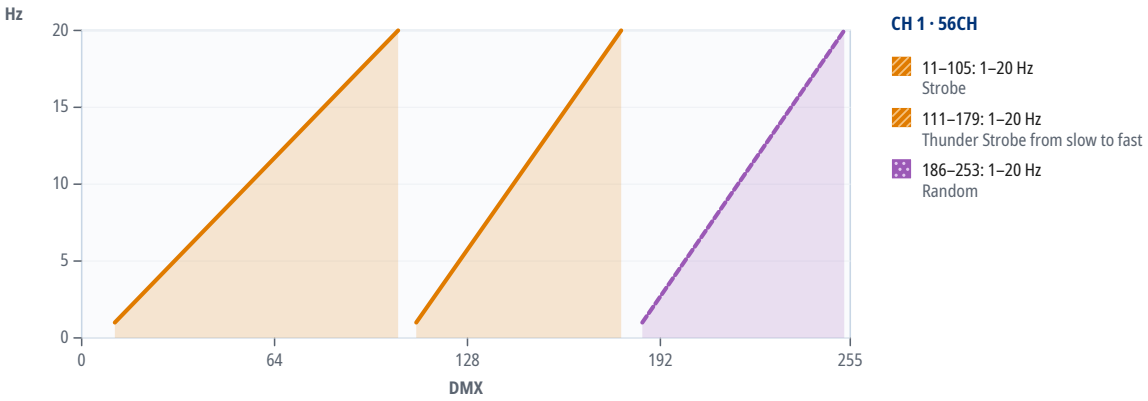
28 715 Cyan Cloud
DMX 27

29 812 Light Wind Chime
DMX 28

30 916 Kao Mauve
DMX 29

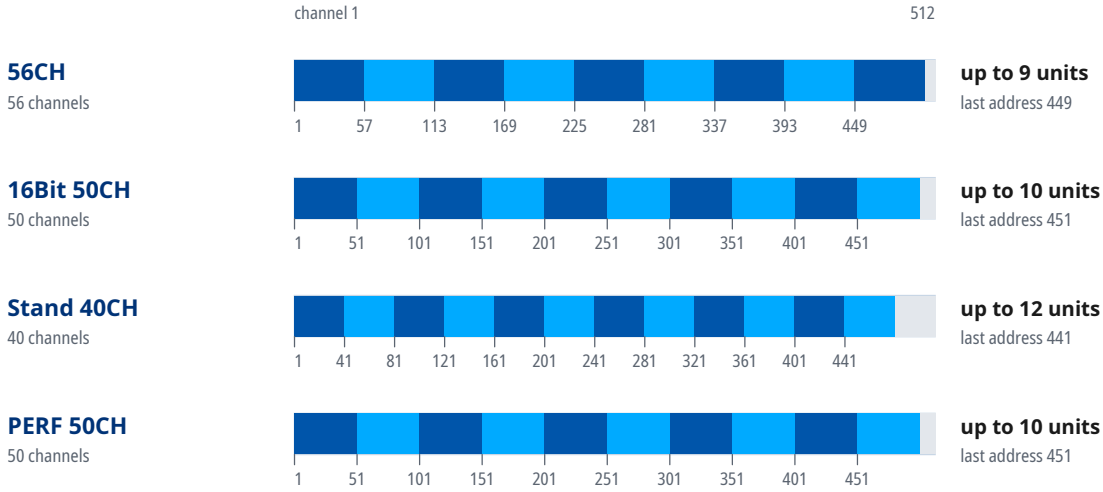
31 1022 Sakura Pink
DMX 30–31

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “56CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	281	11	U2 · 57	16	U2 · 337
2	57	7	337	12	U2 · 113	17	U2 · 393
3	113	8	393	13	U2 · 169	18	U2 · 449
4	169	9	449	14	U2 · 225	19	U3 · 1
5	225	10	U2 · 1	15	U2 · 281	20	U3 · 57

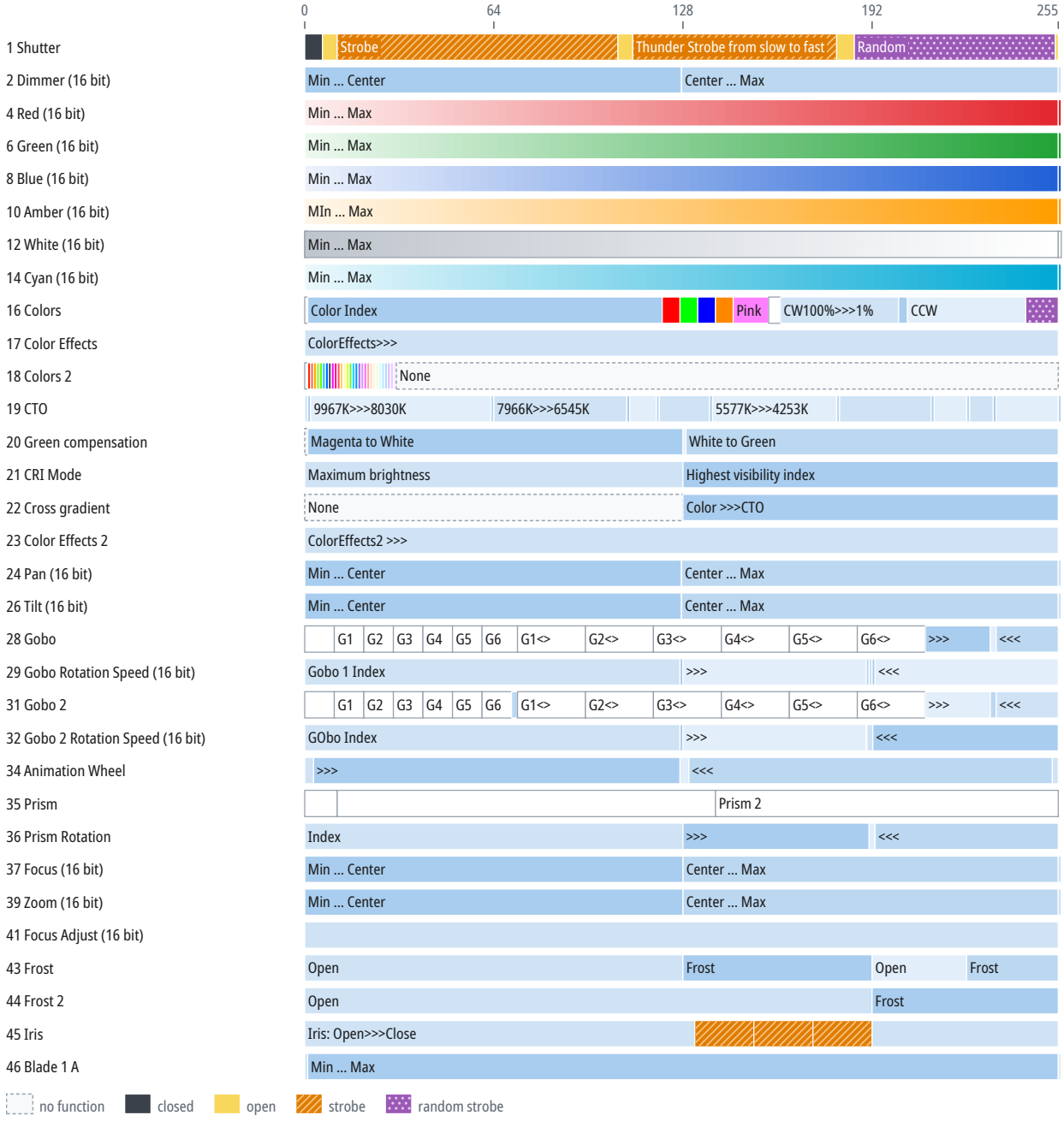
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 56CH

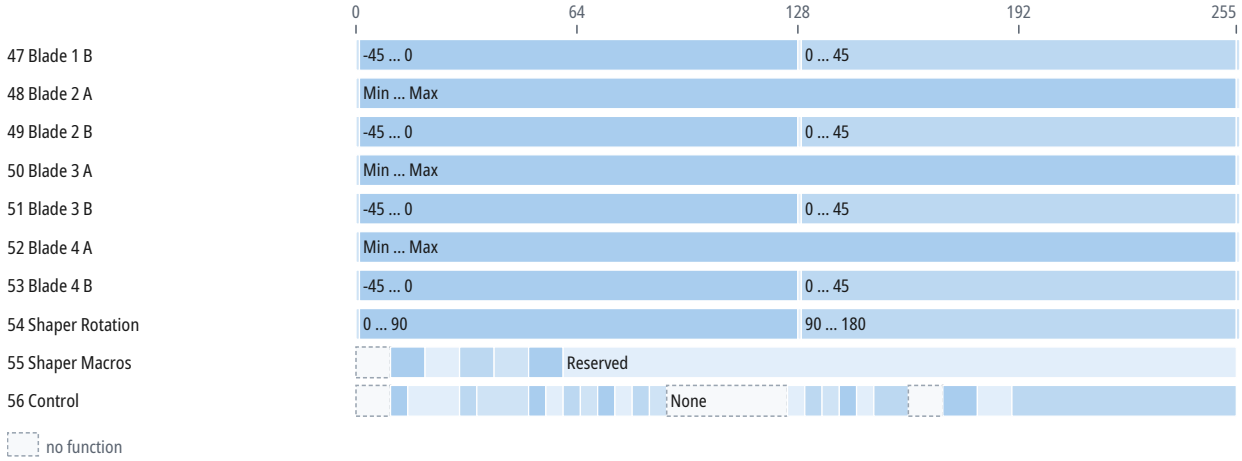
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 8, CH 2 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–5	Close
		6–10	Open 1
		11–105	Strobe (1–20 Hz)
		106–110	Open 2
		111–179	Thunder Strobe from slow to fast (1–20 Hz)
		180–185	Open 3
		186–253	Random (1–20 Hz)
		254–255	Open 4
2	Dimmer	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0–255	Min ... Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	Min ... Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	Min ... Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Amber	0–255	MIn ... Max
		255	Max
11	Amber Fine	0–255	Fine adjustment of CH 10
12	White		Mint White
		0–255	Min ... Max
		255	Max

CH	Function	DMX	Description
13	White Fine	0–255	Fine adjustment of CH 12
14	Cyan	0–255	Min ... Max
		255	Max
15	Cyan Fine	0–255	Fine adjustment of CH 14
16	Colors	0	Color Index: Open
		1–120	Color Index
		121–126	Red
		127–132	Green
		133–138	Blue
		139–144	Orange
		145–156	Pink
		157–160	Color: Open
		161–200	CW100%>>>1%
		201–203	Color 1 Wheel Spin: Stop
		204–243	CCW
		244–255	Random 100>>1% (60–5 Hz)
17	Color Effects	0–255	ColorEffects>>>
18	Colors 2	0	CFC: Open
		1	104 China Red
		2	203 Golden Orange
		3	302 Imperial Yellow
		4	404 Willow Green
		5	502 Parrot Green
		6	602 Sparkling Cove
		7	703 Ultramarine Blue
		8	803 Dark lavender
		9	901 Ravishing Purple
		10	104 Magenta
		11	114 Ling Xiao
		12	208 Realgar
		13	308 Light Yellow
		14	405 Green Mustard
		15	508 Grass Green
		16	608 Light Green
		17	709 Emerald Blue
		18	808 Dusk Purple
		19	909 Plum Sauce Purple
		20	1013 Wild Rose Pink
		21	120 Begonia Red
		22	212 Light Wheat Yellow
		23	311 Moon White
		24	410 Pale Cyan

CH	Function	DMX	Description
18	Colors 2 (continued)	25	517 Cold Blue
		26	618 Light Pale Cyan
		27	715 Cyan Cloud
		28	812 Light Wind Chime
		29	916 Kao Mauve
		30	1022 Sakura Pink
		31–255	None
19	CTO	0	Open
		1	10000K
		2–62	9967K>>>8030K
		63	8000K
		64–108	7966K>>>6545K
		109	6200K
		110–118	6158K>>>5641K
		119	6200K
		120–136	6158K>>>5641K
		137	5600K
		138–179	5577K>>>4253K
		180	4200K
		181–211	4188K>>>3220K
		212	3200K
		213–223	3188K>>>2833K
		224	2800K
		225–232	2768K>>>2510K
		233	2500K
		234–254	2547K>>>1832K
		255	1800K
20	Green compensation	0	None
		1–127	Magenta to White
		128	White
		129–255	White to Green
21	CRI Mode	0–127	Maximum brightness
		128–255	Highest visibility index
22	Cross gradient	0–127	None
		128–255	Color >>>CTO
23	Color Effects 2	0–255	ColorEffects2 >>>
24	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
25	Pan Fine	0–255	Fine adjustment of CH 24
26	Tilt	0–127	Min ... Center

CH	Function	DMX	Description
26	Tilt (continued)	127	Center
		128–255	Center ... Max
		255	Max
27	Tilt Fine	0–255	Fine adjustment of CH 26
28	Gobo	0–9	Gobo: Open
		10–19	G1
		20–29	G2
		30–39	G3
		40–49	G4
		50–59	G5
		60–71	G6
		72–94	G1<>
		95–117	G2<>
		118–140	G3<>
		141–163	G4<>
		164–186	G5<>
		187–209	G6<>
		210–231	>>>
		232–233	Gobo 1 Wheel Spin: Stop
		234–255	<<<
29	Gobo Rotation Speed	0–127	Gobo 1 Index
		127–128	Gobo 1 Wheel Index 1
		128–190	>>>
		190–191	Gobo 1 Pos Rotate: >>> ... Stop
		191–192	Gobo 1 Pos Rotate: Stop
		192–193	Gobo 1 Pos Rotate: Stop ... <<<
		193–255	<<<
30	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 29
31	Gobo 2	0–9	Gobo 2 Pos: Open
		10–19	G1
		20–29	G2
		30–39	G3
		40–49	G4
		50–59	G5
		60–69	G6
		70–71	Gobo 2 Pos 1
		72–94	G1<>
		95–117	G2<>
		118–140	G3<>
		141–163	G4<>
		164–186	G5<>
		187–209	G6<>

CH	Function	DMX	Description
31	Gobo 2 (continued)	210–231	>>>
		232–233	Gobo 2 Wheel Spin: Stop
		234–255	<<<
32	Gobo 2 Rotation Speed	0–127	GObo Index
		127–128	Gobo 2 Pos 1
		128–190	>>>
		190	Gobo 2 Pos Rotate: >>> ... Stop
		191–192	Gobo 2 Pos Rotate: Stop
		193–255	<<<
33	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 32
34	Animation Wheel	0–2	Animation Wheel 1: Open
		3–126	>>>
		127–129	Animation Wheel 1 Select Spin: Stop
		130–252	<<<
		253–255	Animation Wheel 1: Stop 1
35	Prism	0–10	Open
		11–138	Prism 1
		139–255	Prism 2
36	Prism Rotation	0–127	Index (360°)
		128–190	>>>
		191–192	Prism 1 Pos Rotate: Stop
		193–255	<<<
37	Focus	0–128	Min ... Center
		128–255	Center ... Max
		255	Max
38	Focus Fine	0–255	Fine adjustment of CH 37
39	Zoom	0–128	Min ... Center
		128–255	Center ... Max
		255	Max
40	Zoom Fine	0–255	Fine adjustment of CH 39
41	Focus Adjust	0–255	
42	Focus Adjust Fine	0–255	Fine adjustment of CH 41
43	Frost	0–127	Open
		128–191	Frost
		192–223	Open
		224–255	Frost
44	Frost 2	0–191	Open
		192–255	Frost
45	Iris	0–131	Iris: Open>>>Close
		132–151	IrisPulseOpen >>> (0.1–5 Hz)
		152–171	IrisPulseClose (0.1–5 Hz)
		172–191	IrisStrobe >>>

CH	Function	DMX	Description
45	Iris (continued)	192–255	Iris Strobe 4
46	Blade 1 A	0	Min
		1–254	Min … Max
		255	Max
47	Blade 1 B		Blade 1 B 1
		0	-45
		1–127	-45 … 0
		128	0
		129–254	0 … 45
		255	45
48	Blade 2 A	0	Min
		1–254	Min … Max
		255	Max
49	Blade 2 B		Blade 2 B 1
		0	-45
		1–127	-45 … 0
		128	0
		129–254	0 … 45
		255	45
50	Blade 3 A	0	Min
		1–254	Min … Max
		255	Max
51	Blade 3 B		Blade 3 B 1
		0	-45
		1–127	-45 … 0
		128	0
		129–254	0 … 45
		255	45
52	Blade 4 A	0	Min
		1–254	Min … Max
		255	Max
53	Blade 4 B		Blade 4 B 1
		0	-45
		1–127	-45 … 0
		128	0
		129–254	0 … 45
		255	45
54	Shaper Rotation	0	0
		1–127	0 … 90
		128	90
		129–254	90 … 180
		255	180

CH	Function	DMX	Description
55	Shaper Macros	0–9	None
		10–19	Square
		20–29	Rectangle
		30–39	Triangle
		40–49	Rhombus
		50–59	Trapezium
		60–255	Reserved
56	Control	0–9	None
		10–14	Reset
		15–29	Mp Reset
		30–34	PT Reset
		35–49	None 1
		50–54	LED 1200 Hz
		55–59	LED 2400 Hz
		60–64	LED 12 KHz
		65–69	LED 24 KHz
		70–74	S-curve Dimmer curve
		75–79	Square Law Dimming curve
		80–84	Inverse Square Law Dimming curve
		85–89	Linear Dimming Cuve
		90–124	None
		125–129	High light Mode
		130–134	Standard Mode
		135–139	Theater Mode
		140–144	Mix RGB Mode
		145–149	Mix CMY Mode
		150–159	Mix RGBALC Mode
		160–169	None
		170–179	Fast Dim
		180–189	Slow Dim
		190–255	Control 1 1

Mode 16Bit 50CH

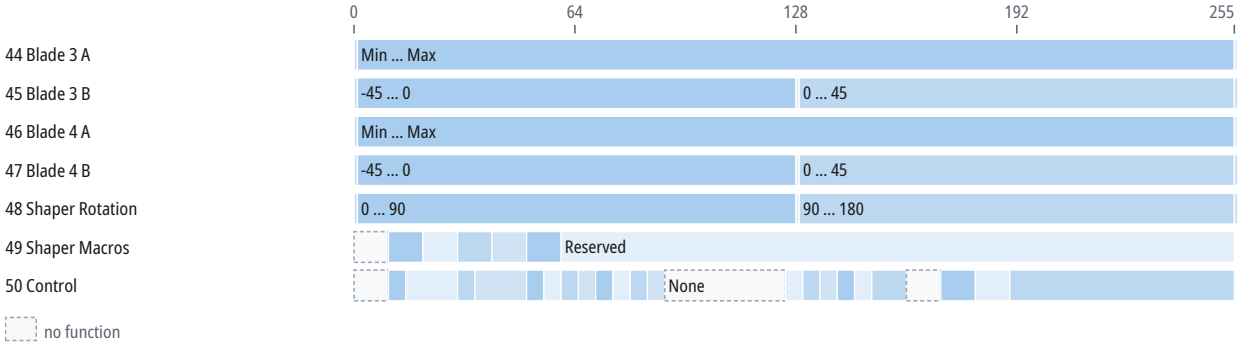
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 8, CH 2 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “56CH” (p. 12)
2	Dimmer		Same as CH 2 in the mode “56CH” (p. 12)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red		Same as CH 4 in the mode “56CH” (p. 12)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “56CH” (p. 12)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “56CH” (p. 12)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Colors		Same as CH 16 in the mode “56CH” (p. 13)
11	Color Effects	0–255	ColorEffects>>>
12	Colors 2		Same as CH 18 in the mode “56CH” (p. 13)
13	CTO		Same as CH 19 in the mode “56CH” (p. 14)
14	Green compensation		Same as CH 20 in the mode “56CH” (p. 14)
15	CRI Mode		Same as CH 21 in the mode “56CH” (p. 14)
16	Cross gradient		Same as CH 22 in the mode “56CH” (p. 14)
17	Color Effects 2	0–255	ColorEffects2 >>>
18	Pan		Same as CH 24 in the mode “56CH” (p. 14)
19	Pan Fine	0–255	Fine adjustment of CH 18
20	Tilt		Same as CH 26 in the mode “56CH” (p. 14)
21	Tilt Fine	0–255	Fine adjustment of CH 20
22	Gobo		Same as CH 28 in the mode “56CH” (p. 15)
23	Gobo Rotation Speed		Same as CH 29 in the mode “56CH” (p. 15)
24	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 23
25	Gobo 2		Same as CH 31 in the mode “56CH” (p. 15)
26	Gobo 2 Rotation Speed		Same as CH 32 in the mode “56CH” (p. 16)
27	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 26
28	Animation Wheel		Same as CH 34 in the mode “56CH” (p. 16)
29	Prism		Same as CH 35 in the mode “56CH” (p. 16)
30	Prism Rotation		Same as CH 36 in the mode “56CH” (p. 16)
31	Focus		Same as CH 37 in the mode “56CH” (p. 16)

CH	Function	DMX	Description
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Zoom		Same as CH 39 in the mode “56CH” (p. 16)
34	Zoom Fine	0–255	Fine adjustment of CH 33
35	Focus Adjust	0–255	
36	Focus Adjust Fine	0–255	Fine adjustment of CH 35
37	Frost		Same as CH 43 in the mode “56CH” (p. 16)
38	Frost 2		Same as CH 44 in the mode “56CH” (p. 16)
39	Iris		Same as CH 45 in the mode “56CH” (p. 16)
40	Blade 1 A		Same as CH 46 in the mode “56CH” (p. 17)
41	Blade 1 B		Same as CH 47 in the mode “56CH” (p. 17)
42	Blade 2 A		Same as CH 48 in the mode “56CH” (p. 17)
43	Blade 2 B		Same as CH 49 in the mode “56CH” (p. 17)
44	Blade 3 A		Same as CH 50 in the mode “56CH” (p. 17)
45	Blade 3 B		Same as CH 51 in the mode “56CH” (p. 17)
46	Blade 4 A		Same as CH 52 in the mode “56CH” (p. 17)
47	Blade 4 B		Same as CH 53 in the mode “56CH” (p. 17)
48	Shaper Rotation		Same as CH 54 in the mode “56CH” (p. 17)
49	Shaper Macros		Same as CH 55 in the mode “56CH” (p. 18)
50	Control		Same as CH 56 in the mode “56CH” (p. 18)

Mode Stand 40CH

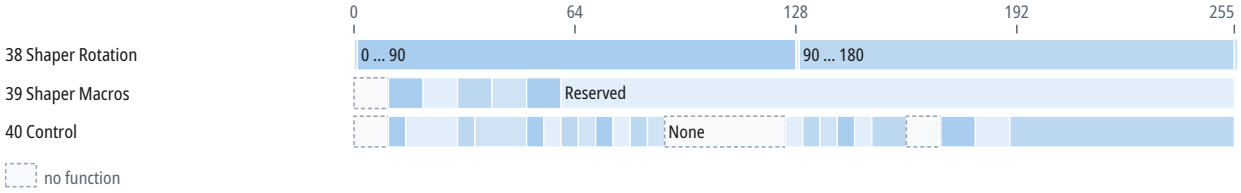
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 8, CH 2 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “56CH” (p. 12)
2	Dimmer		Same as CH 2 in the mode “56CH” (p. 12)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0	Min
		1–254	Min ... Max
		255	Max
5	Green	0	Min
		1–254	Min ... Max
		255	Max
6	Blue	0	Min
		1–254	Min ... Max
		255	Max
7	Colors		Same as CH 16 in the mode “56CH” (p. 13)
8	Color Effects	0–255	ColorEffects>>>
9	Colors 2		Same as CH 18 in the mode “56CH” (p. 13)
10	CTO		Same as CH 19 in the mode “56CH” (p. 14)
11	CRI Mode		Same as CH 21 in the mode “56CH” (p. 14)
12	Cross gradient		Same as CH 22 in the mode “56CH” (p. 14)
13	Color Effects 2	0–255	ColorEffects2 >>>
14	Pan		Same as CH 24 in the mode “56CH” (p. 14)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 26 in the mode “56CH” (p. 14)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Gobo		Same as CH 28 in the mode “56CH” (p. 15)
19	Gobo Rotation Speed	0–127	Gobo 1 Index (360°)
		128–190	>>>
		191–192	Gobo 1 Pos Rotate: Stop
		193–255	<<<
20	Gobo 2		Same as CH 31 in the mode “56CH” (p. 15)
21	Gobo 2 Rotation Speed	0–127	GObo Index (360°)
		128–190	>>>
		191–192	Gobo 2 Pos Rotate: Stop
		193–255	<<<
22	Animation Wheel		Same as CH 34 in the mode “56CH” (p. 16)
23	Prism		Same as CH 35 in the mode “56CH” (p. 16)

CH	Function	DMX	Description
24	Prism Rotation		Same as CH 36 in the mode “56CH” (p. 16)
25	Focus	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
26	Zoom	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
27	Frost		Same as CH 43 in the mode “56CH” (p. 16)
28	Frost 2		Same as CH 44 in the mode “56CH” (p. 16)
29	Iris		Same as CH 45 in the mode “56CH” (p. 16)
30	Blade 1 A		Same as CH 46 in the mode “56CH” (p. 17)
31	Blade 1 B		Same as CH 47 in the mode “56CH” (p. 17)
32	Blade 2 A		Same as CH 48 in the mode “56CH” (p. 17)
33	Blade 2 B		Same as CH 49 in the mode “56CH” (p. 17)
34	Blade 3 A		Same as CH 50 in the mode “56CH” (p. 17)
35	Blade 3 B		Same as CH 51 in the mode “56CH” (p. 17)
36	Blade 4 A		Same as CH 52 in the mode “56CH” (p. 17)
37	Blade 4 B		Same as CH 53 in the mode “56CH” (p. 17)
38	Shaper Rotation		Same as CH 54 in the mode “56CH” (p. 17)
39	Shaper Macros		Same as CH 55 in the mode “56CH” (p. 18)
40	Control		Same as CH 56 in the mode “56CH” (p. 18)

Mode PERF 50CH

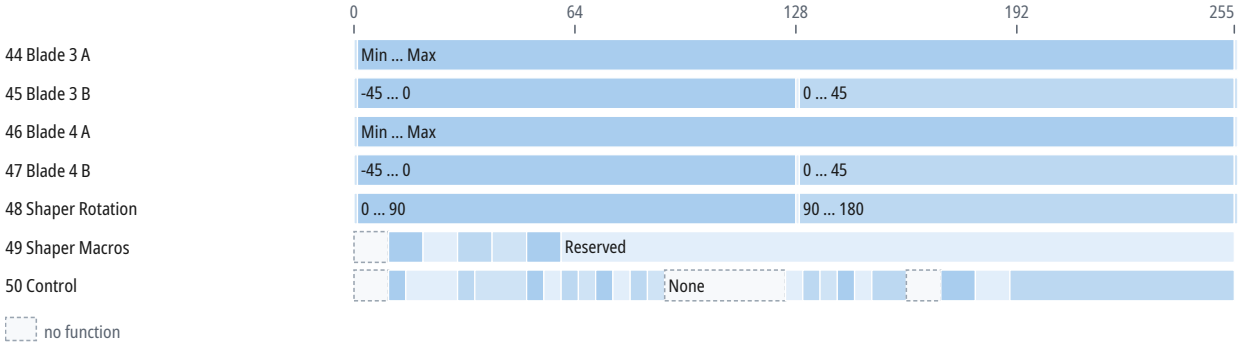
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 8, CH 2 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “56CH” (p. 12)
2	Dimmer		Same as CH 2 in the mode “56CH” (p. 12)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Color Mix X	0–255	Min ... Max
		255	Max
5	Color Mix X Fine	0–255	Fine adjustment of CH 4
6	Color Mix Y	0–255	Min ... Max
		255	Max
7	Color Mix Y Fine	0–255	Fine adjustment of CH 6
8	Color Control	0	None
		0–255	Color Control
9	Color Control Fine	0–255	Fine adjustment of CH 8
10	Colors		Same as CH 16 in the mode “56CH” (p. 13)
11	Color Effects	0–255	ColorEffects>>>
12	Colors 2		Same as CH 18 in the mode “56CH” (p. 13)
13	CTO		Same as CH 19 in the mode “56CH” (p. 14)
14	Green compensation		Same as CH 20 in the mode “56CH” (p. 14)
15	CRI Mode		Same as CH 21 in the mode “56CH” (p. 14)
16	Cross gradient		Same as CH 22 in the mode “56CH” (p. 14)
17	Color Effects 2	0–255	ColorEffects2 >>>
18	Pan		Same as CH 24 in the mode “56CH” (p. 14)
19	Pan Fine	0–255	Fine adjustment of CH 18
20	Tilt		Same as CH 26 in the mode “56CH” (p. 14)
21	Tilt Fine	0–255	Fine adjustment of CH 20
22	Gobo		Same as CH 28 in the mode “56CH” (p. 15)
23	Gobo Rotation Speed		Same as CH 29 in the mode “56CH” (p. 15)
24	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 23
25	Gobo 2		Same as CH 31 in the mode “56CH” (p. 15)
26	Gobo 2 Rotation Speed		Same as CH 32 in the mode “56CH” (p. 16)
27	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 26
28	Animation Wheel		Same as CH 34 in the mode “56CH” (p. 16)

CH	Function	DMX	Description
29	Prism		Same as CH 35 in the mode “56CH” (p. 16)
30	Prism Rotation		Same as CH 36 in the mode “56CH” (p. 16)
31	Focus		Same as CH 37 in the mode “56CH” (p. 16)
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Zoom		Same as CH 39 in the mode “56CH” (p. 16)
34	Zoom Fine	0–255	Fine adjustment of CH 33
35	Focus Adjust	0–255	
36	Focus Adjust Fine	0–255	Fine adjustment of CH 35
37	Frost		Same as CH 43 in the mode “56CH” (p. 16)
38	Frost 2		Same as CH 44 in the mode “56CH” (p. 16)
39	Iris		Same as CH 45 in the mode “56CH” (p. 16)
40	Blade 1 A		Same as CH 46 in the mode “56CH” (p. 17)
41	Blade 1 B		Same as CH 47 in the mode “56CH” (p. 17)
42	Blade 2 A		Same as CH 48 in the mode “56CH” (p. 17)
43	Blade 2 B		Same as CH 49 in the mode “56CH” (p. 17)
44	Blade 3 A		Same as CH 50 in the mode “56CH” (p. 17)
45	Blade 3 B		Same as CH 51 in the mode “56CH” (p. 17)
46	Blade 4 A		Same as CH 52 in the mode “56CH” (p. 17)
47	Blade 4 B		Same as CH 53 in the mode “56CH” (p. 17)
48	Shaper Rotation		Same as CH 54 in the mode “56CH” (p. 17)
49	Shaper Macros		Same as CH 55 in the mode “56CH” (p. 18)
50	Control		Same as CH 56 in the mode “56CH” (p. 18)

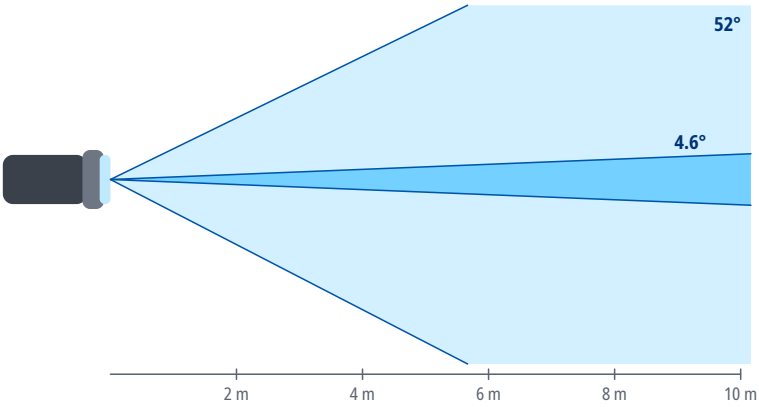
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	2,000 W
Luminous flux	60,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	90
Optics	
Zoom	4.6–52°
Movement	
Pan	540°
Tilt	252°
Dimensions and construction	
Weight	40.4 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–10000 K
Strobe frequency	1–20 Hz
Color wheel 1 rotation	up to 280.2 °/s (47 rpm)
Gobo wheel 2 rotation	up to 93.6 °/s (16 rpm)
Gobo wheel 3 rotation	up to 93.6 °/s (16 rpm)
Gobo 2 rotation	up to 870 °/s (145 rpm)
Gobo 3 rotation	up to 870 °/s (145 rpm)
Prism rotation	up to 900 °/s (150 rpm)
Animation wheel rotation	up to 450 °/s (75 rpm)

Spot diameter



Distance	Ø 4.6°	Ø 52°
2 m	0.16 m	2 m
4 m	0.32 m	3.9 m
6 m	0.48 m	5.9 m
8 m	0.64 m	7.8 m
10 m	0.8 m	9.8 m
15 m	1.2 m	14.6 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.