DMX REFERENCE

FINE 1400E WASH PERF

FINEART



Manufacturer	FINEART
GDTF file	Fine_Art_FINE_1400E_WASH_PERF_154435.gdtf
GDTF revision	FINE 1400E WASH PERF · 2026-08-07
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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 STND 10
Mode 16BT 13
Mode EXTN 15
10 Technical specifications 18
11 Maintenance and cleaning 18
12 Troubleshooting 19
13 Disposal 19

1 About this manual

This document describes the FINE 1400E WASH PERF by FINEART. It was compiled from the GDTF file Fine_Art_FINE_1400E_WASH_PERF_154435.gdtf from the GDTF-Share library.

File revision: “FINE 1400E WASH PERF”.

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 FINEART; 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
STND	18	28	1, 19, 37, 55, ...
16BT	19	26	1, 20, 39, 58, ...
EXTN	25	20	1, 26, 51, 76, ...

No light? Check these channels

- STND: CH 1 Shutter at 20–49 or 201–210
- 16BT: CH 1 Shutter at 20–49 or 201–210
- EXTN: CH 1 Shutter at 20–49 or 201–210



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

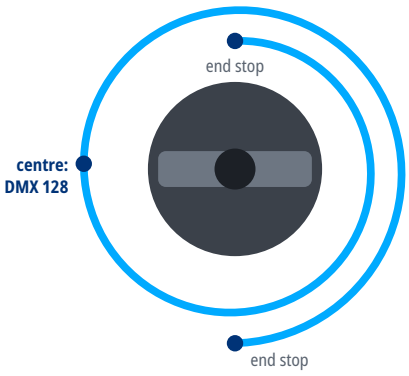
Description in the GDTF file

"FINE 1400E WASH PERF (PC镜)是一款搭载目前最大功率1400W LED高亮光引擎的染色切割电脑摇头灯, Ra≥90(Ra≥95可选), 光源寿命设计20000小时; 整机光通量输出可达50000lm以上; 良好的散热设计辅以智能风扇控制技术, 环境温度越低噪音越小; 采用具有专利技术的散热系统, 常温下持续全功率使用无需降功率。内置第二代色彩标准, 保证整灯出来的颜色与气体放电光源灯具的一致。2个颜色盘分别带6个颜色+白光, CMY无极混色, CTO色温线性调节, 一套可±90度旋转的全程切割系统。产品适用于电视台, 剧院, 演唱会, 大型晚会, 电音节, 车展等高端场所, 尤其适合4K高清演播室以及剧院, 音乐厅等对噪音要求高的场所。"

Range of movement

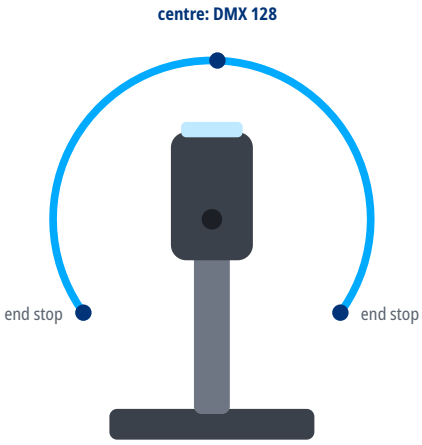
Pan 540°

top view



Tilt 252°

side view



5 Installation

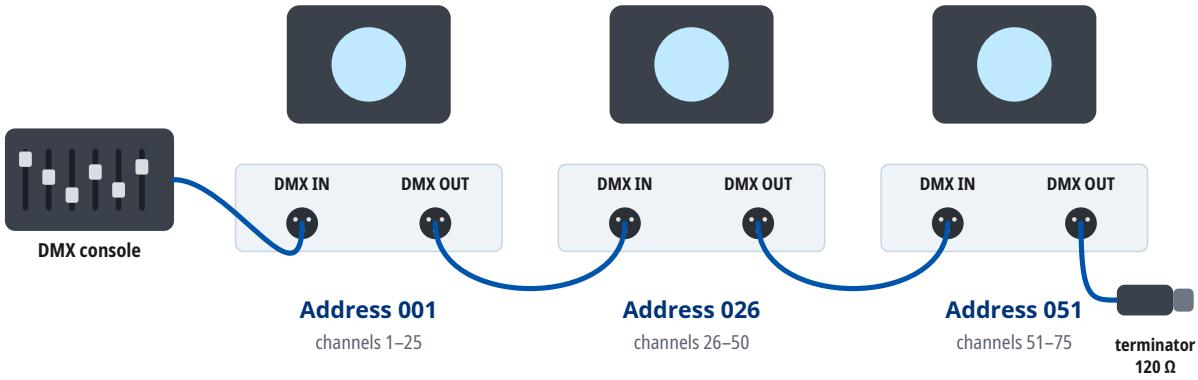
⚠ WARNING

- 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: 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 EXTN: every unit occupies 25 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

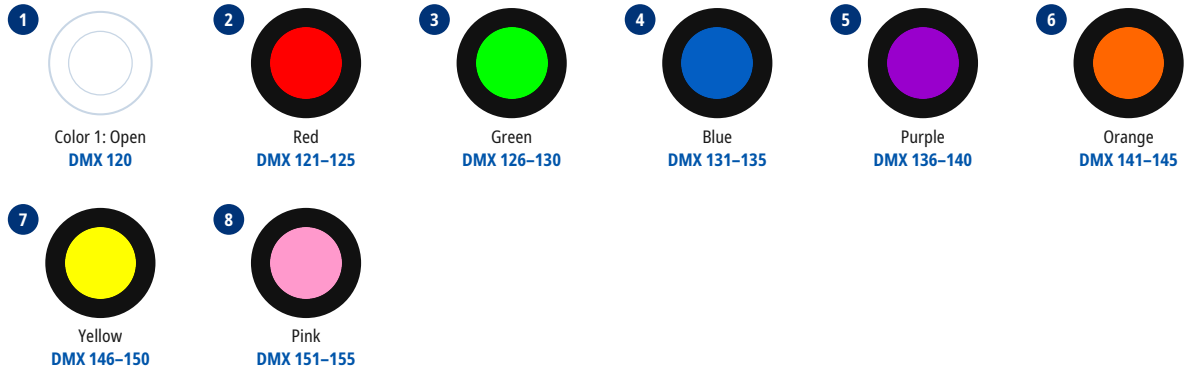
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “EXTN”: 25.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “EXTN”, you can use, for example, the start addresses 1, 26, 51, 76.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

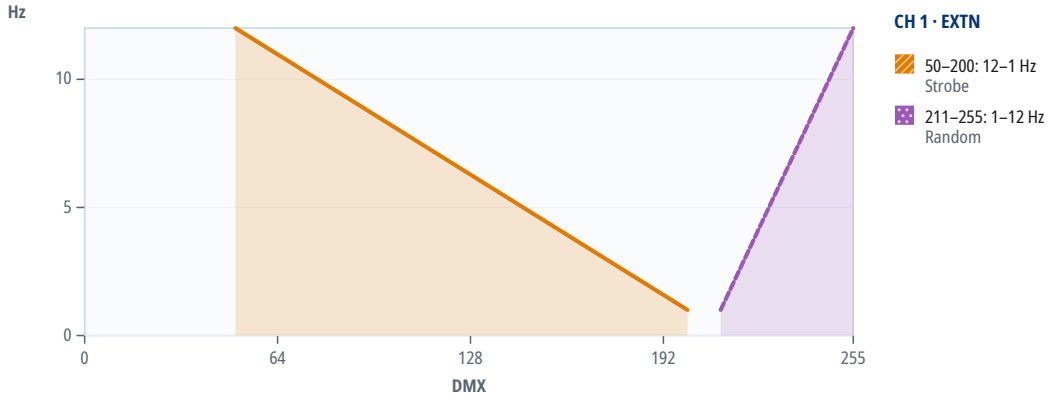
Functions in each DMX mode

	STND 18 channels	16BT 19 channels	EXTN 25 channels
Pan / Tilt	14, 16	15, 17	21, 23
Dimmer	2	2	2
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	1	1	1
Color mixing	3–5	4–6	4–6
Color temperature	6	7	7
Color wheel	7	8	8
Gobo wheel	7		
Zoom	12, 18	13, 19	19, 25
Focus	13	14	20

Gobo wheel

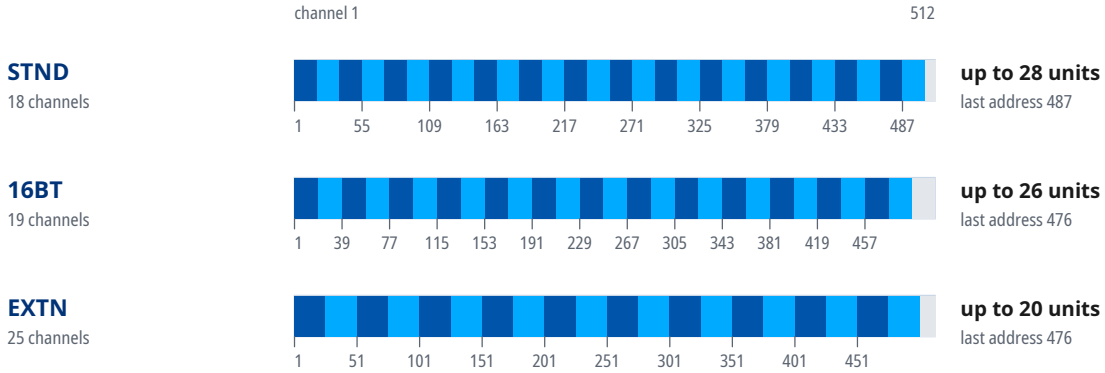


Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXTN”

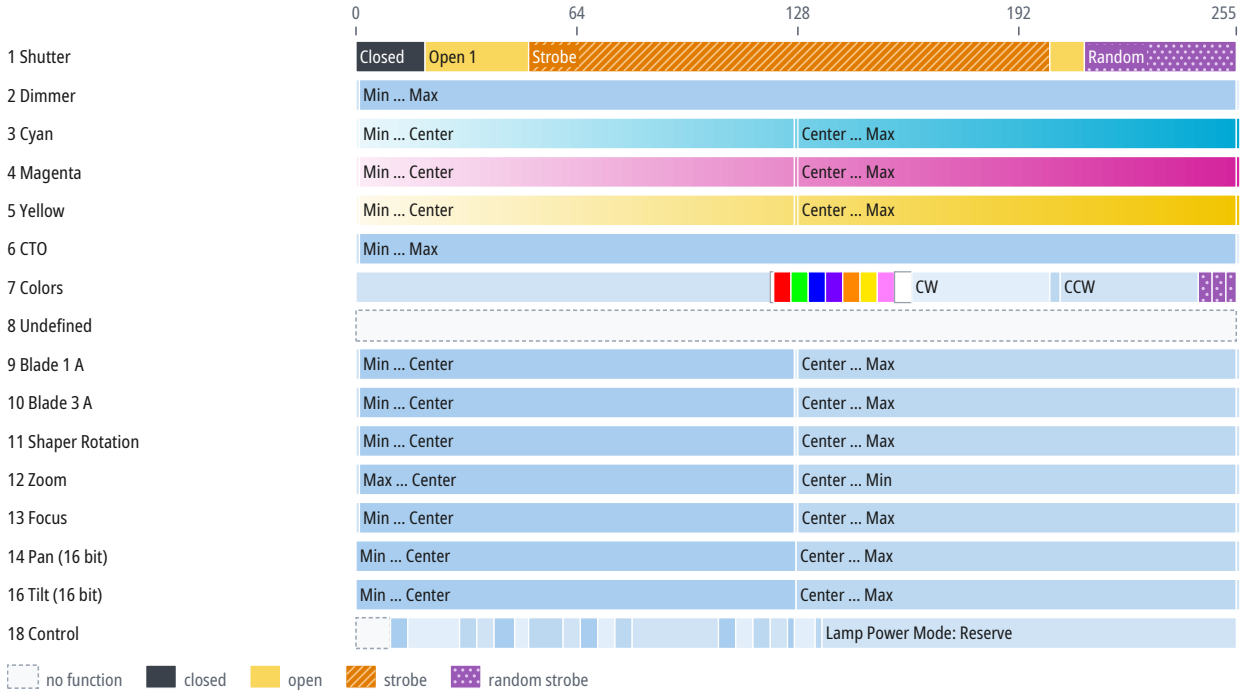
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

Mode STND

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 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20, CH 2 Dimmer 100, CH 3 Cyan 0, CH 4 Magenta 0, CH 5 Yellow 0, CH 6 CTO 0, CH 7 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Closed
		20–49	Open 1
		50–200	Strobe (12–1 Hz)
		201–210	Open 2
		211–255	Random (1–12 Hz)
2	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
3	Cyan	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
4	Magenta	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max

CH	Function	DMX	Description
5	Yellow	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
6	CTO	0	Min
		1–254	Min ... Max
		255	Max
7	Colors	0–119	Gobo1WheelIndex
		120	Color: Open
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Purple
		141–145	Orange
		146–150	Yellow
		151–155	Pink
		156–160	White
		161–200	CW (720–0.2 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (0.2–720 °/s)
		244–247	>>>
		248–251	>>
		252–255	>
8	Undefined	0–255	
9	Blade 1 A	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
10	Blade 3 A	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
11	Shaper Rotation	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
12	Zoom	0	Max
		1–126	Max ... Center

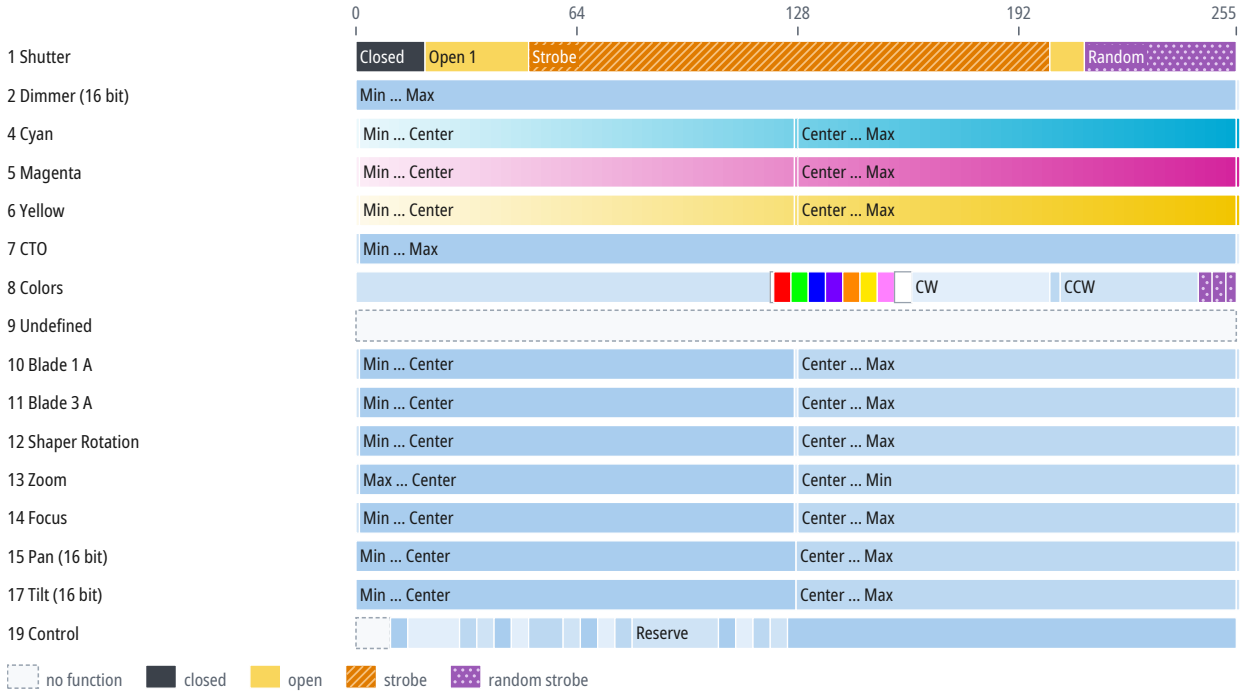
CH	Function	DMX	Description
12	Zoom (continued)	127	Center
		128–254	Center … Min
		255	Min
13	Focus	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
14	Pan	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Control	0–9	None
		10–14	Fixture Reset
		15–29	Beam Reset
		30–34	Position Reset
		35–39	Reserved 1
		40–45	Lamp On
		46–49	Lamp Off
		50–59	Reserved 2
		60–64	Dim Linear
		65–69	Dim Sine
		70–74	Dim Cos
		75–79	Dim S Linear
		80–104	Dimmer Curve: Reserve
		105–109	Zoom Mode Beam: Stop
		110–114	Near
		115–119	Middle
		120–124	Far
		125–126	Full Power
		127–132	Lamp Power Mode: Reserve
		133–134	Half Power
		135–255	Lamp Power Mode: Reserve

Mode 16BT

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 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20, CH 2 Dimmer 255, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 CTO 0, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “STND” (p. 10)
2	Dimmer	0–255	Min ... Max
		255	Max
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan		Same as CH 3 in the mode “STND” (p. 10)
5	Magenta		Same as CH 4 in the mode “STND” (p. 10)
6	Yellow		Same as CH 5 in the mode “STND” (p. 11)
7	CTO		Same as CH 6 in the mode “STND” (p. 11)
8	Colors	0–119	Color1WheelIndex
		120	Color: Open
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Purple
		141–145	Orange
		146–150	Yellow
		151–155	Pink
		156–160	White

CH	Function	DMX	Description
8	Colors (continued)	161–200	CW (720–0.2 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (0.2–720 °/s)
		244–247	>>>
		248–251	>>
		252–255	>
9	Undefined	0–255	
10	Blade 1 A		Same as CH 9 in the mode “STND” (p. 11)
11	Blade 3 A		Same as CH 10 in the mode “STND” (p. 11)
12	Shaper Rotation		Same as CH 11 in the mode “STND” (p. 11)
13	Zoom		Same as CH 12 in the mode “STND” (p. 11)
14	Focus		Same as CH 13 in the mode “STND” (p. 12)
15	Pan		Same as CH 14 in the mode “STND” (p. 12)
16	Pan Fine	0–255	Fine adjustment of CH 15
17	Tilt		Same as CH 16 in the mode “STND” (p. 12)
18	Tilt Fine	0–255	Fine adjustment of CH 17
19	Control	0–9	None
		10–14	Reset
		15–29	Beam Reset
		30–34	Pan/Tilt reset
		35–39	Reserved 1
		40–44	Lamp On
		45–49	Lamp Off
		50–59	Reserved 2
		60–64	Dim Linear
		65–69	Dim Sine
		70–74	Dim Cos
		75–79	Dim S Linear
		80–104	Reserve
		105–109	Zoom Mode Beam: Stop
		110–114	Near
		115–119	Middle
		120–124	Far
		125–255	Lamp Power Mode 10

Mode EXTN

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 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20, CH 2 Dimmer 255, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 CTO 0, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “STND” (p. 10)
2	Dimmer		Same as CH 2 in the mode “16BT” (p. 13)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan		Same as CH 3 in the mode “STND” (p. 10)
5	Magenta		Same as CH 4 in the mode “STND” (p. 10)
6	Yellow		Same as CH 5 in the mode “STND” (p. 11)
7	CTO		Same as CH 6 in the mode “STND” (p. 11)
8	Colors	0–119	Color1WheelIndex
		120	Color 1: Open
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Purple

CH	Function	DMX	Description
8	Colors (continued)	141–145	Orange
		146–150	Yellow
		151–155	Pink
		156–160	White
		161–200	CW (720–0.2 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (0.2–720 °/s)
		244–247	>>>
		248–251	>>
		252–255	>
9	Undefined	0–255	
10	Blade 1 A	0	Min
		1–254	Min ... Max
		255	Max
11	Blade 1 Rotation	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
12	Blade 2 A	0	Min
		1–254	Min ... Max
		255	Max
13	Blade 2 Rotation	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
14	Blade 3 A	0	Min
		1–254	Min ... Max
		255	Max
15	Blade 3 Rotation	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
16	Blade 4 A	0	Min
		1–254	Min ... Max
		255	Max
17	Blade 4 Rotation	0	Min
		1–126	Min ... Center
		127	Center

CH	Function	DMX	Description
17	Blade 4 Rotation (continued)	128–254	Center ... Max
		255	Max
18	Shaper Rotation		Same as CH 11 in the mode “STND” (p. 11)
19	Zoom		Same as CH 12 in the mode “STND” (p. 11)
20	Focus		Same as CH 13 in the mode “STND” (p. 12)
21	Pan		Same as CH 14 in the mode “STND” (p. 12)
22	Pan Fine	0–255	Fine adjustment of CH 21
23	Tilt		Same as CH 16 in the mode “STND” (p. 12)
24	Tilt Fine	0–255	Fine adjustment of CH 23
25	Control	0–9	None
		10–14	Reset
		15–29	Beam Reset
		30–34	Position Reset
		35–39	Reserved 1
		40–44	Lamp On
		45–49	Lamp Off
		50–59	Reserved 2
		60–64	Dim Linear
		65–69	Dim Sine
		70–74	Dim Cos
		75–79	Dim S Linear
		80–104	Reserve
		105–109	Zoom Mode Beam: Stop
		110–114	Near
		115–119	Middle
		120–124	Far
		125–255	Lamp Power Mode 10

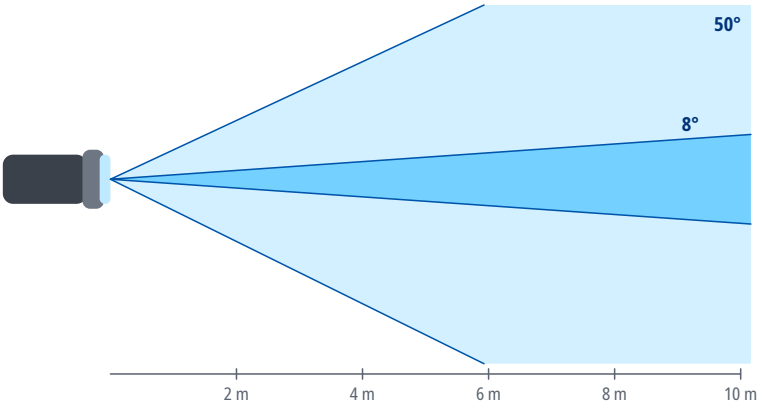
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,800 W
Luminous flux	35,000 lm
Color temperature	6,200 K
Color rendering index (CRI)	90
Optics	
Zoom	8–50°
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	2700–6500 K
Strobe frequency	1–12 Hz
Color wheel rotation	up to 720 °/s (120 rpm)

Spot diameter



Distance	Ø 8°	Ø 50°
2 m	0.28 m	1.9 m
4 m	0.56 m	3.7 m
6 m	0.84 m	5.6 m
8 m	1.1 m	7.5 m
10 m	1.4 m	9.3 m
15 m	2.1 m	14 m

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

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

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

13 Disposal

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

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

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

Recycle the packaging materials according to their type.