DMX REFERENCE

FINE 1700LH ISPOT IP

Fine Art



Manufacturer	Fine Art
GDTF file	Fine_Art_FINE_1700LH_ISPOT_IP_122660.gdtf
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1 About this manual

This document describes the FINE 1700LH ISPOT IP by Fine Art. It was compiled from the GDTF file Fine_Art_FINE_1700LH_ISPOT_IP_122660.gdtf from the GDTF-Share library.

File revision: “FINE 1700LH ISPOT IP”.

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
EXTN 46	46	11	1, 47, 93, 139, ...
16 Bit 42	42	12	1, 43, 85, 127, ...
Stand 34	34	15	1, 35, 69, 103, ...

No light? Check these channels

- EXTN 46: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255
- 16 Bit 42: CH 1 Shutter at 6–10 or 106–110 or 180–185 or 254–255
- Stand 34: 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

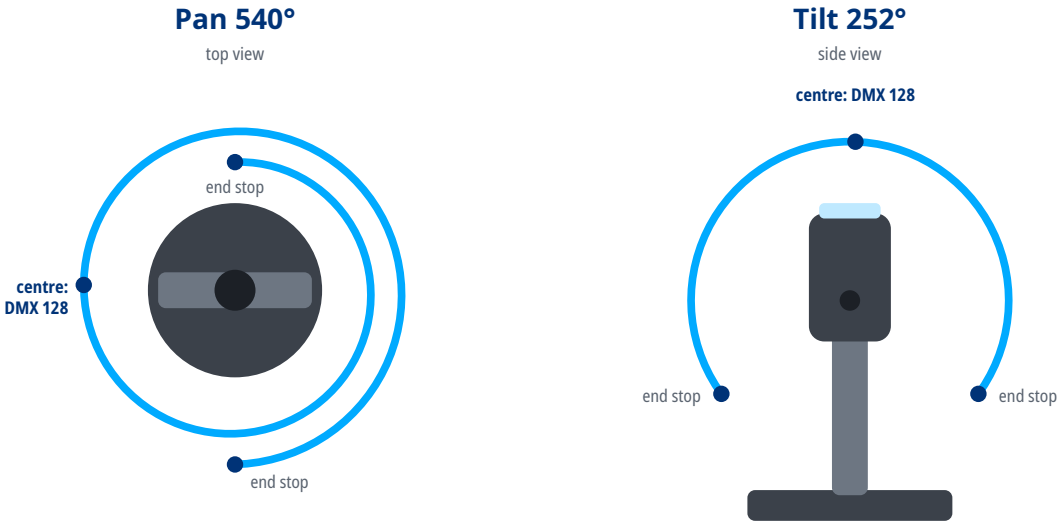
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

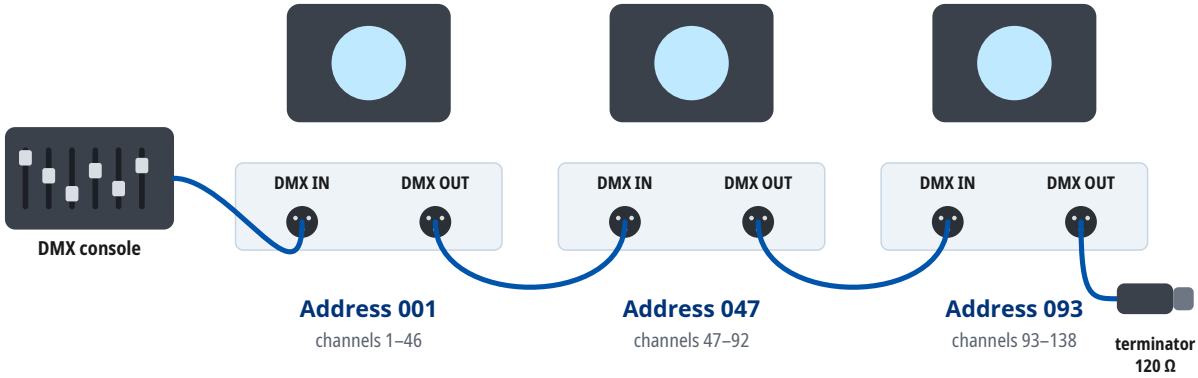
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 40.4 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 EXTN 46: every unit occupies 46 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 46”: 46.
- 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 46”, you can use, for example, the start addresses 1, 47, 93, 139.
- 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

	EXTN 46 46 channels	16 Bit 42 42 channels	Stand 34 34 channels
Pan / Tilt	4, 6	4, 6	4, 6
Dimmer	2	2	2
Shutter / strobe	1	1	1
Color mixing	15–17	15–17	13–15
Color temperature	18	18	16
Color wheel	19	19	17
Gobo wheel	8, 11	8, 11	8, 10
Gobo rotation	9, 12	9, 12	9, 11
Prism	20, 21	20, 21	18, 19
Frost	28, 29	28, 29	22, 23
Zoom	24	24	21
Focus	22, 26	22, 26	20
Animation wheel	14	14	12

Gobo wheel 1

1 Open
DMX 157–161

2 Red
DMX 121–126

3 Green
DMX 127–132

4 Blue
DMX 133–138

5 Orange
DMX 139–144

6 Pink
DMX 145–150

7 CTB
DMX 151–156

Gobo wheel 2

1 Gobo 2: Open
DMX 0–9

2 Gobo 2: G1
DMX 10–19

3 Gobo 2: G2
DMX 20–29

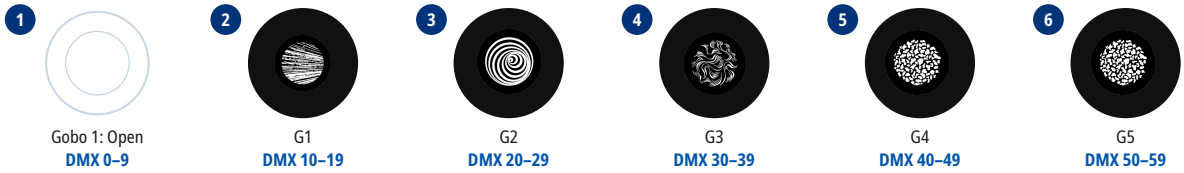
4 Gobo 2: G3
DMX 30–39

5 Gobo 2: G4
DMX 40–49

6 Gobo 2: G5
DMX 50–59

7 G6
DMX 60–72

Gobo wheel 3



1 Gobo 1: Open
DMX 0–9

2 G1
DMX 10–19

3 G2
DMX 20–29

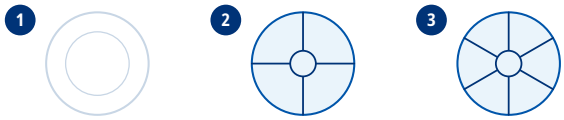
4 G3
DMX 30–39

5 G4
DMX 40–49

6 G5
DMX 50–59

7 G6
DMX 60–72

Prism



1 Open
DMX 0–11

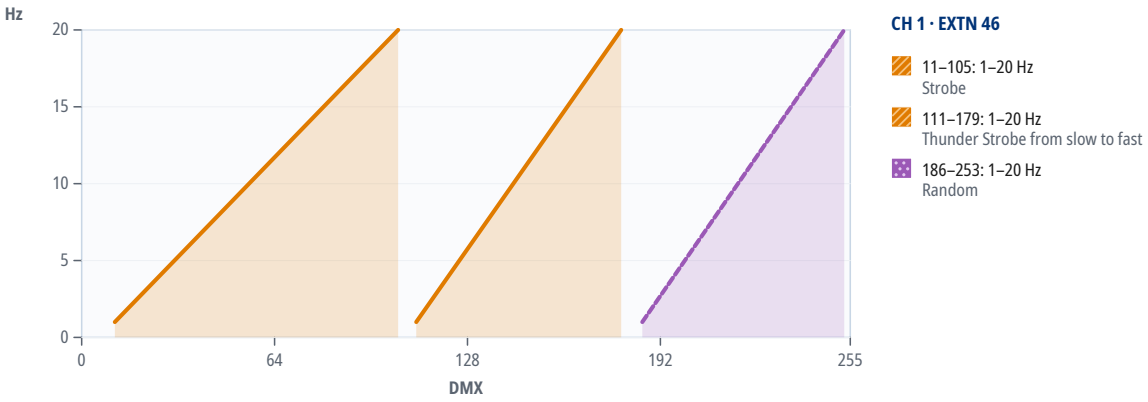
2 4 facets
4 prism (Circyle)
DMX 11–139

3 6 facets
6 Prism
DMX 139–255

Animation wheel

1 Wheel Slot 1 DMX 3–127

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXTN 46”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	231	11	461	16	U2 · 185
2	47	7	277	12	U2 · 1	17	U2 · 231
3	93	8	323	13	U2 · 47	18	U2 · 277
4	139	9	369	14	U2 · 93	19	U2 · 323
5	185	10	415	15	U2 · 139	20	U2 · 369

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 EXTN 46

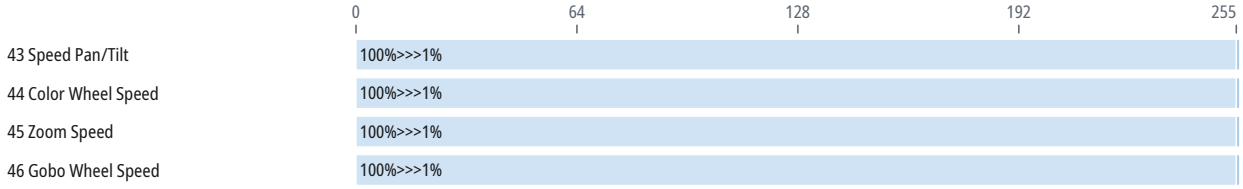
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Gobo	0–9	Gobo 1: Open
		10–19	G1
		20–29	G2
		30–39	G3
		40–49	G4
		50–59	G5
		60–71	G6
		72–94	G1<> (0.5–5 Hz)
		95–117	G2<> (0.5–5 Hz)
		118–140	G3<> (0.5–5 Hz)
		141–163	G4<> (0.5–5 Hz)
		164–186	G5<> (0.5–5 Hz)

CH	Function	DMX	Description
8	Gobo (continued)	187–209	G6<> (0.5–5 Hz)
		210–231	100%>>>1% (900–81.8 °/s)
		232–233	Gobo 1 Wheel Spin: Stop
		234–255	1%<<<100% (80–900 °/s)
9	Gobo Rotation	0–63	0 ... 180
		63–127	180 ... 360
		127	360
		127–190	100%>>>1%
		190–191	Gobo 1 Pos Rotate: 100%>>>1% ... Stop
		191–192	Gobo 1 Pos Rotate: Stop
		192	Gobo 1 Pos Rotate: Stop ... 1%<<<100%
		192–255	1%<<<100%
10	Gobo Rotation Fine	0–255	Fine adjustment of CH 9
11	Gobo 2	0–9	Gobo 2: Open
		10–19	Gobo 2: G1
		20–29	Gobo 2: G2
		30–39	Gobo 2: G3
		40–49	Gobo 2: G4
		50–59	Gobo 2: G5
		60–71	Gobo 2: G6
		72–94	Gobo 2 Wheel Shake: G1 (0.1–5 Hz)
		95–117	Gobo 2 Wheel Shake: G2 (0.1–5 Hz)
		118–140	Gobo 2 Wheel Shake: G3 (0.1–5 Hz)
		141–163	Gobo 2 Wheel Shake: G4 (0.1–5 Hz)
		164–186	Gobo 2 Wheel Shake: G5 (0.1–5 Hz)
		187–209	Gobo 2 Wheel Shake: G6 (0.1–5 Hz)
		210–231	100%>>>1%
		232–233	Gobo 2 Wheel Spin: Stop
		234–255	1%<<<100%
12	Gobo 2 Rotation	0–127	0-360
		127–128	Gobo 2 Pos 1
		128–190	100%>>>1% (900–60 °/s)
		191–192	Gobo 2 Pos Rotate: Stop
		193–255	1%<<<100% (60–900 °/s)
13	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 12
14	Animation Wheel Rotation Speed	0–2	Animation Wheel 1 Pos Rotate: Open
		3–126	100%>>>1% (900–0 °/s)
		127–129	Animation Wheel 1: Stop
		130–252	1%<<<100% (0–900 °/s)
		253–255	Animation Wheel 1: Stop 1
15	Cyan	0–255	C 0%>>>100%
16	Magenta	0–255	M 0%>>>100%

CH	Function	DMX	Description
17	Yellow	0–255	Y 0%>>>100%
18	CTO	0–255	CTO 0%>>>100% (6500–2700 K)
19	Colors	0–120	Linear
		121–126	Red
		127–132	Green
		133–138	Blue
		139–144	Orange
		145–150	Pink
		151–156	CTB
		157–160	Color 1: Open
		161–200	100%>>>1% (900–43.9 °/s)
		201–203	Color 1 Wheel Spin: Stop
		204–243	1%<<<100% (43.9–900 °/s)
		244–247	100% (35–26 Hz)
		248–251	50% (25–16 Hz)
		252–255	1% (15–5 Hz)
20	Prism	0–10	Prism 1: Open
		11–138	4 Prism
		139–255	6 Prism
21	Prism Rotation Speed	0–127	0-360 (360°)
		128–190	100%>>>1% (900–21.3 °/s)
		191–192	Prism 1 Pos Rotate: Stop
		193–255	1%<<<100% (21.3–900 °/s)
22	Focus	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–127	Max ... Center
		128–255	Center ... Min
		255	Min
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Focus Distance	0	Reserved
		0–255	Focus 1 Distance 1
27	Focus Distance Fine	0–255	Fine adjustment of CH 26
28	Frost	0–127	Open
		128–255	Frost
29	Frost 2	0–255	0%>>>100%
30	Undefined	0–255	
31	Blade 1 A	0	Min
		1–254	Min ... Max
		255	Max
32	Blade 1 B		Blade 1 B 1

CH	Function	DMX	Description
32	Blade 1 B (continued)	0	-45
		1–126	-45 … 0
		127	0
		128–254	0 … 45
		255	45
33	Blade 2 A	0	Min
		1–254	Min … Max
		255	Max
34	Blade 2 B		Blade 2 B 1
		0	-45
		1–126	-45 … 0
		127	0
		128–254	0 … 45
		255	45
35	Blade 3 A	0	Min
		1–254	Min … Max
		255	Max
36	Blade 3 B		Blade 3 B 1
		0	-45
		1–126	-45 … 0
		127	0
		128–254	0 … 45
		255	45
37	Blade 4 A	0	Min
		1–254	Min … Max
		255	Max
38	Blade 4 B		Blade 4 B 1
		0	-45
		1–126	-45 … 0
		127	0
		128–254	0 … 45
		255	45
39	Shaper Rotation	0	0
		1–126	0 … 90
		127	90
		128–254	90 … 180
		255	180
40	Beam Shaper	0–9	None
		10–19	Square
		20–29	Rectangle
		30–39	Triangle
		40–49	Rhombus

CH	Function	DMX	Description
40	Beam Shaper (continued)	50–59	Trapezium
		60–255	Reserved
41	CRI Mode	0–255	Reserved
42	Control	0–9	None
		10–14	Reset
		15–29	MP Reset
		30–34	XY Reset
		35–49	Reserved
		50–54	LED 1200Hz
		55–59	LED 2400Hz
		60–64	LED 12KHz
		65–69	LED 24KHz
		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	Reserved
		125–129	High light Mode
		130–134	Standard Mode
		135–139	Theater Mode
		140–144	CMY Liner
		145–149	CMY parabola
		150–169	Reserved
		170–179	Fast dimmer
		180–189	Slow dimmer
		190–199	Reserved
		200–205	CTB ON
		206–210	CTB OFF
		211–234	Reserved
		235–239	Mode 1: The console controls all attributes except for the XY attributes
		240–244	Mode 2: The console controls all attributes except for the attributes mapped to the gimbal on the joystick and wheeland the XY attributes
		245–249	Mode 3: The console controls all attributesexcept for the attributes of the gimbal mapped to the joystick and the XY attributes
		250–255	Mode 4: The console controls all attributes
43	Speed Pan/Tilt	0–254	100%>>>1%
		255	Follow Cue
44	Color Wheel Speed	0–254	100%>>>1%
		255	Follow Cue
45	Zoom Speed	0–254	100%>>>1%

CH	Function	DMX	Description
45	Zoom Speed (continued)	255	Follow Cue
46	Gobo Wheel Speed	0–254	100%>>>1%
		255	Follow Cue

Mode 16 Bit 42

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



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “EXTN 46” (p. 11)
2	Dimmer		Same as CH 2 in the mode “EXTN 46” (p. 11)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Pan		Same as CH 4 in the mode “EXTN 46” (p. 11)
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt		Same as CH 6 in the mode “EXTN 46” (p. 11)
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Gobo		Same as CH 8 in the mode “EXTN 46” (p. 11)
9	Gobo Rotation		Same as CH 9 in the mode “EXTN 46” (p. 12)
10	Gobo Rotation Fine	0–255	Fine adjustment of CH 9
11	Gobo 2		Same as CH 11 in the mode “EXTN 46” (p. 12)
12	Gobo 2 Rotation		Same as CH 12 in the mode “EXTN 46” (p. 12)
13	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 12
14	Animation Wheel Rotation Speed		Same as CH 14 in the mode “EXTN 46” (p. 12)
15	Cyan	0–255	C 0%>>>100%
16	Magenta	0–255	M 0%>>>100%
17	Yellow	0–255	Y 0%>>>100%
18	CTO	0–255	CTO 0%>>>100% (6500–2700 K)
19	Colors		Same as CH 19 in the mode “EXTN 46” (p. 13)
20	Prism		Same as CH 20 in the mode “EXTN 46” (p. 13)
21	Prism Rotation Speed		Same as CH 21 in the mode “EXTN 46” (p. 13)
22	Focus		Same as CH 22 in the mode “EXTN 46” (p. 13)
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom		Same as CH 24 in the mode “EXTN 46” (p. 13)
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Focus Distance		Same as CH 26 in the mode “EXTN 46” (p. 13)
27	Focus Distance Fine	0–255	Fine adjustment of CH 26
28	Frost		Same as CH 28 in the mode “EXTN 46” (p. 13)
29	Frost 2	0–255	0%>>>100%
30	Undefined	0–255	
31	Blade 1 A		Same as CH 31 in the mode “EXTN 46” (p. 13)
32	Blade 1 B		Same as CH 32 in the mode “EXTN 46” (p. 13)
33	Blade 2 A		Same as CH 33 in the mode “EXTN 46” (p. 14)
34	Blade 2 B		Same as CH 34 in the mode “EXTN 46” (p. 14)
35	Blade 3 A		Same as CH 35 in the mode “EXTN 46” (p. 14)
36	Blade 3 B		Same as CH 36 in the mode “EXTN 46” (p. 14)
37	Blade 4 A		Same as CH 37 in the mode “EXTN 46” (p. 14)
38	Blade 4 B		Same as CH 38 in the mode “EXTN 46” (p. 14)
39	Shaper Rotation		Same as CH 39 in the mode “EXTN 46” (p. 14)

CH	Function	DMX	Description
40	Beam Shaper		Same as CH 40 in the mode “EXTN 46” (p. 14)
41	CRI Mode	0–255	Reserved
42	Control		Same as CH 42 in the mode “EXTN 46” (p. 15)

Mode Stand 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 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



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “EXTN 46” (p. 11)
2	Dimmer		Same as CH 2 in the mode “EXTN 46” (p. 11)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Pan		Same as CH 4 in the mode “EXTN 46” (p. 11)
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt		Same as CH 6 in the mode “EXTN 46” (p. 11)
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Gobo		Same as CH 8 in the mode “EXTN 46” (p. 11)
9	Gobo Rotation	0	0
		1–62	0 ... 180
		63	180
		64–126	180 ... 360
		127	360
		128–190	100%>>>1%
		191–192	Gobo 1 Pos Rotate: Stop
		193–255	1%<<<100%
10	Gobo 2		Same as CH 11 in the mode “EXTN 46” (p. 12)
11	Gobo 2 Rotation	0–127	0-360 (360°)
		128–190	100%>>>1% (900–60 °/s)
		191–192	Gobo 2 Pos Rotate: Stop
		193–255	1%<<<100% (60–900 °/s)
12	Animation Wheel Rotation Speed		Same as CH 14 in the mode “EXTN 46” (p. 12)
13	Cyan	0–255	C 0%>>>100%
14	Magenta	0–255	M 0%>>>100%
15	Yellow	0–255	Y 0%>>>100%
16	CTO	0–255	CTO 0%>>>100% (6500–2700 K)
17	Colors		Same as CH 19 in the mode “EXTN 46” (p. 13)
18	Prism		Same as CH 20 in the mode “EXTN 46” (p. 13)
19	Prism Rotation Speed		Same as CH 21 in the mode “EXTN 46” (p. 13)
20	Focus	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
21	Zoom	0	Max
		1–127	Max ... Center
		128	Center
		129–254	Center ... Min
		255	Min
22	Frost		Same as CH 28 in the mode “EXTN 46” (p. 13)
23	Frost 2	0–255	0%>>>100%

CH	Function	DMX	Description
24	Undefined	0–255	
25	Blade 1 A		Same as CH 31 in the mode “EXTN 46” (p. 13)
26	Blade 1 B		Same as CH 32 in the mode “EXTN 46” (p. 13)
27	Blade 2 A		Same as CH 33 in the mode “EXTN 46” (p. 14)
28	Blade 2 B		Same as CH 34 in the mode “EXTN 46” (p. 14)
29	Blade 3 A		Same as CH 35 in the mode “EXTN 46” (p. 14)
30	Blade 3 B		Same as CH 36 in the mode “EXTN 46” (p. 14)
31	Blade 4 A		Same as CH 37 in the mode “EXTN 46” (p. 14)
32	Blade 4 B		Same as CH 38 in the mode “EXTN 46” (p. 14)
33	Shaper Rotation		Same as CH 39 in the mode “EXTN 46” (p. 14)
34	Control		Same as CH 42 in the mode “EXTN 46” (p. 15)

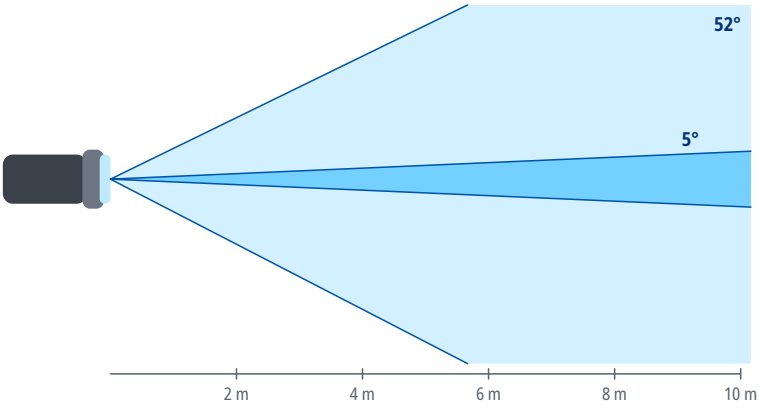
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	900 W
Luminous flux	35,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	90
Optics	
Zoom	5–52°
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	2700–6500 K
Strobe frequency	1–20 Hz
Color wheel 1 rotation	up to 900 °/s (150 rpm)
Gobo wheel 2 rotation	up to 900 °/s (150 rpm)
Gobo wheel 3 rotation	up to 900 °/s (150 rpm)
Gobo 2 rotation	up to 900 °/s (150 rpm)
Gobo 3 rotation	up to 900 °/s (150 rpm)
Prism rotation	up to 900 °/s (150 rpm)
Animation wheel rotation	up to 900 °/s (150 rpm)

Spot diameter



Distance	Ø 5°	Ø 52°
2 m	0.17 m	2 m
4 m	0.35 m	3.9 m
6 m	0.52 m	5.9 m
8 m	0.7 m	7.8 m
10 m	0.87 m	9.8 m
15 m	1.3 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.