DMX REFERENCE

FINE II 1500 Spot

Fine Art



Manufacturer	Fine Art
GDTF file	Fine_Art_FINE_II_1500_Spot_123996.gdtf
GDTF revision	Fixed xml escape chars, Uploaded to GDTF Share. · 2026-01-09
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 9
Mode 40 Channel 10
10 Technical specifications 17
11 Maintenance and cleaning 18
12 Troubleshooting 18
13 Disposal 19

1 About this manual

This document describes the FINE II 1500 Spot by Fine Art. It was compiled from the GDTF file Fine_Art_FINE_II_1500_Spot_123996.gdtf from the GDTF-Share library.

File revision: “Fixed xml escape chars, Uploaded to GDTF Share.”.

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
Power consumption	1,890 W
Weight	58.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
40 Channel	40	12	1, 41, 81, 121, …

No light? Check these channels

- 40 Channel: CH 7 Shutter at 103–107, 208–211 or 252–255 “Open”; CH 8 Dimmer above 0


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: 200–240 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

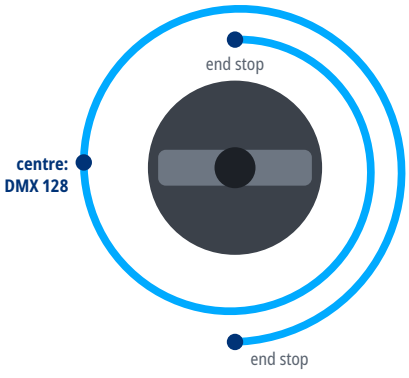
Description in the GDTF file

“1500W Moving Head Spot, CMY+CTO, Color Wheel, 3 Gobo Wheels, 2 Iris, Prism, Animation Wheel”

Range of movement

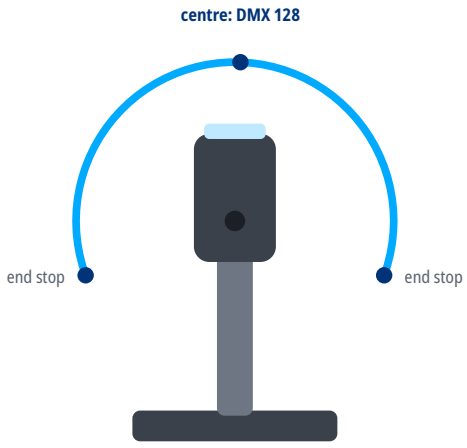
Pan 540°

top view



Tilt 220°

side view



5 Installation

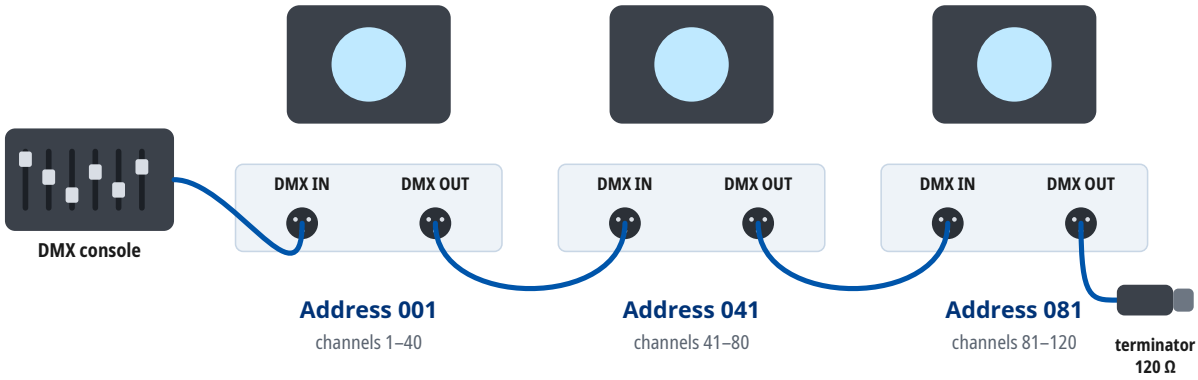
⚠ WARNING

- 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: 58.4 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 40 Channel: every unit occupies 40 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 “40 Channel”: 40.
- 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 “40 Channel”, you can use, for example, the start addresses 1, 41, 81, 121.
- 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

	40 Channel 40 channels
Pan / Tilt	30, 32
Dimmer	8
Shutter / strobe	7
Color mixing	1–3
Color temperature	4
Color wheel	5
Gobo wheel	12, 13, 16
Gobo rotation	14, 17
Prism	21, 22
Frost	23
Zoom	26
Focus	24
Iris	10, 11
Animation wheel	19, 20
Effects / macros	6, 27–29

Color wheel



Gobo wheel 1

1
Fix Gobo: Open
DMX 0–7

2 
Fix Gobo 1
DMX 8–15

3 
Fix Gobo 2
DMX 16–23

4 
Fix Gobo 3
DMX 24–31

5 
Fix Gobo 4
DMX 32–39

6 
Fix Gobo 5
DMX 40–47

7 
Fix Gobo 6
DMX 48–55

8 
Fix Gobo 7
DMX 56–63

9 
fix Gobo 8
DMX 64–72

Gobo wheel 2

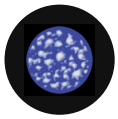
1
Rot Gobo: Open
DMX 0–18

2 
Rot Gobo 1
DMX 19–36

3 
Rot Gobo 2
DMX 37–55

4 
Rot Gobo 3
DMX 56–73

5 
Rot Gobo 4
DMX 74–92

6 
Rot Gobo 5
DMX 93–110

7 
rot Gobo 6
DMX 111–130

Gobo wheel 3

1
Rot Gobo: Open
DMX 0–18

2 
Rot Gobo 1
DMX 19–36

3 
Rot Gobo 2
DMX 37–55

4 
Rot Gobo 3
DMX 56–73

5 
Rot Gobo 4
DMX 74–92

6 
Rot Gobo 5
DMX 93–110

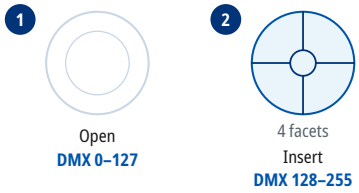
7 
rot Gobo 12
DMX 111–130

Animation wheel

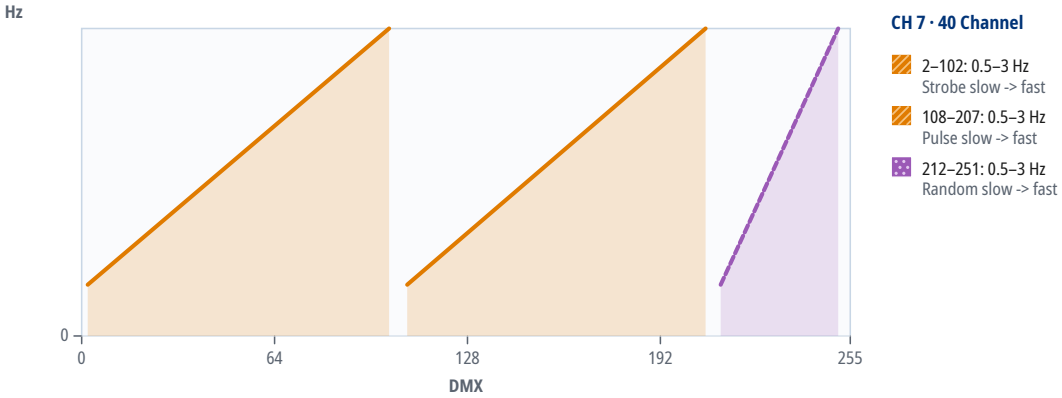
1
Open
DMX 0

2 
Insert Pan
DMX 136

Prism

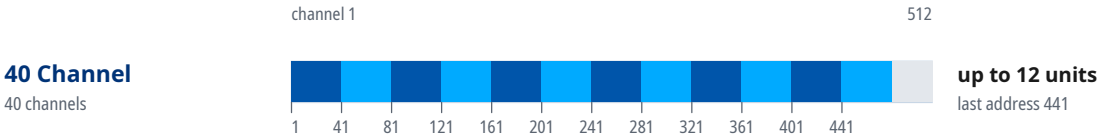


Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “40 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	201	11	401	16	U2 · 121
2	41	7	241	12	441	17	U2 · 161
3	81	8	281	13	U2 · 1	18	U2 · 201
4	121	9	321	14	U2 · 41	19	U2 · 241
5	161	10	361	15	U2 · 81	20	U2 · 281

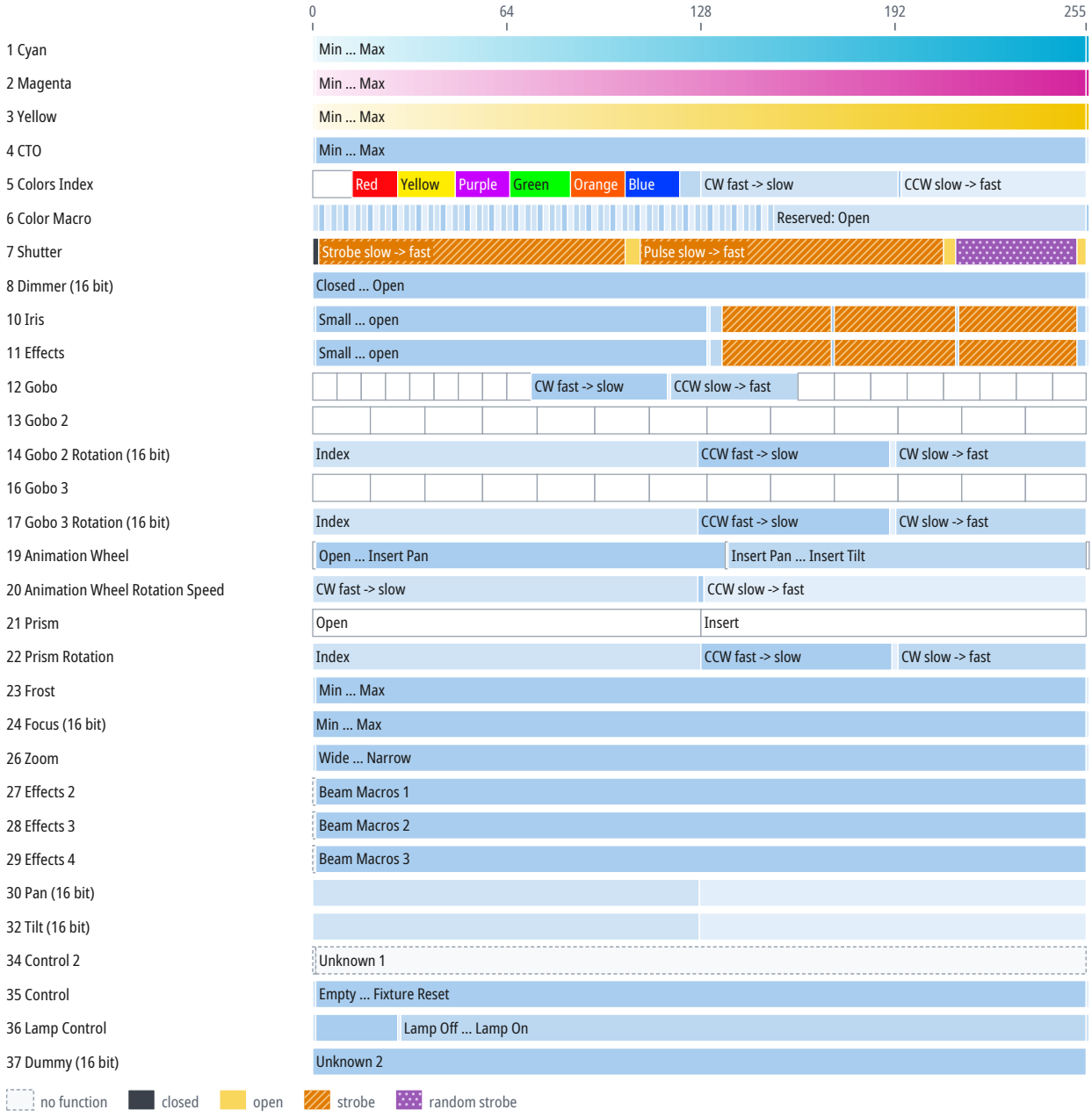
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 40 Channel

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

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Shutter at 103–107, 208–211 or 252–255 “Open”; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors Index 0, CH 6 Color Macro 0, CH 7 Shutter 255, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	Min
		1–254	Min ... Max
		255	Max
2	Magenta	0	Min

CH	Function	DMX	Description
2	Magenta (continued)	1–254	Min ... Max
		255	Max
3	Yellow	0	Min
		1–254	Min ... Max
		255	Max
4	CTO	0	Min
		1–254	Min ... Max
		255	Max
5	Colors Index	0–12	Color Wheel: Open
		13–27	Red
		28–46	Yellow
		47–64	Purple
		65–84	Green
		85–102	Orange
		103–120	Blue
		121–127	Color Wheel
		128–192	CW fast -> slow (120–0 °/s)
		193	Color Wheel Spin: stop
		194–255	CCW slow -> fast (0–120 °/s)
6	Color Macro	0–1	Color Macros: Open
		2–3	Color Macro 1
		4–5	Color Macro 2
		6–7	Color Macro 3
		8–9	Color Macro 4
		10–11	Color Macro 5
		12–13	Color Macro 6
		14–15	Color Macro 7
		16–17	Color Macro 8
		18–19	Color Macro 9
		20–21	Color Macro 10
		22–23	Color Macro 11
		24–25	Color Macro 12
		26–27	Color Macro 13
		28–29	Color Macro 14
		30–31	Color Macro 15
		32–33	Color Macro 16
		34–35	Color Macro 17
		36–37	Color Macro 18
		38–39	Color Macro 19
		40–41	Color Macro 20
		42–43	Color Macro 21
		44–45	Color Macro 22

CH	Function	DMX	Description
6	Color Macro (continued)	46–47	Color Macro 23
		48–49	Color Macro 24
		50–51	Color Macro 25
		52–53	Color Macro 26
		54–55	Color Macro 27
		56–57	Color Macro 28
		58–59	Color Macro 29
		60–61	Color Macro 30
		62–63	Color Macro 31
		64–65	Color Macro 32
		66–67	Color Macro 33
		68–69	Color Macro 34
		70–71	Color Macro 35
		72–73	Color Macro 36
		74–75	Color Macro 37
		76–77	Color Macro 38
		78–79	Color Macro 39
		80–81	Color Macro 40
		82–83	Color Macro 41
		84–85	Color Macro 42
		86–87	Color Macro 43
		88–89	Color Macro 44
		90–91	Color Macro 45
		92–93	Color Macro 46
		94–95	Color Macro 47
		96–97	Color Macro 48
		98–99	Color Macro 49
		100–101	Color Macro 50
		102–103	Color Macro 51
		104–105	Color Macro 52
		106–107	Color Macro 53
		108–109	Color Macro 54
		110–111	Color Macro 55
		112–113	Color Macro 56
		114–115	Color Macro 57
		116–117	Color Macro 58
		118–119	Color Macro 59
		120–121	Color Macro 60
		122–123	Color Macro 61
		124–125	Color Macro 62
		126–127	Color Macro 63
		128–129	Color Macro 64

CH	Function	DMX	Description
6	Color Macro (continued)	130–131	Color Macro 65
		132–133	Color Macro 66
		134–135	Color Macro 67
		136–137	Color Macro 68
		138–139	Color Macro 69
		140–141	Color Macro 70
		142–143	Color Macro 71
		144–145	Color Macro 72
		146–147	Color Macro 73
		148–149	Color Macro 74
		150–151	Color Macro 75
		152–254	Reserved: Open
		255	Black
7	Shutter	0–1	Closed
		2–102	Strobe slow -> fast (0.5–3 Hz)
		103–107	Open
		108–207	Pulse slow -> fast (0.5–3 Hz)
		208–211	Open
		212–251	Random slow -> fast (0.5–3 Hz)
		252–255	Open
8	Dimmer	0–255	Closed ... Open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Iris	0	Small
		1–129	Small ... open
		130	Iris: open
		131–134	Iris Ramp
		135–170	Ramp slow -> fast
		171	Iris Pulse Open
		172–211	Pulse open slow -> fast
		212	Iris Pulse Open
		213–251	Pulse close slow -> fast (0.5–2 Hz)
		252–254	Iris Open
		255	Iris Open: Open
11	Effects	0	Small
		1–129	Small ... open
		130	Effect Iris: open
		131–134	Effect Iris Ramp
		135–170	Ramp slow -> fast
		171	Effect Iris Pulse Open
		172–211	Pulse open slow -> fast
		212	Effect Iris Pulse Open

CH	Function	DMX	Description
11	Effects (continued)	213–251	Pulse close slow -> fast (0.5–2 Hz)
		252–254	Effect Iris Open
		255	Effect Iris Open: Open
12	Gobo	0–7	Fix Gobo: Open
		8–15	Fix Gobo 1
		16–23	Fix Gobo 2
		24–31	Fix Gobo 3
		32–39	Fix Gobo 4
		40–47	Fix Gobo 5
		48–55	Fix Gobo 6
		56–63	Fix Gobo 7
		64–71	Fix Gobo 8
		72–116	CW fast -> slow (90–0 °/s)
		117	Gobo 1 Wheel Spin: stop
		118–159	CCW slow -> fast (0–90 °/s)
		160–171	Shk Gobo 1 slow -> fast (0.2–2 Hz)
		172–183	Shk Gobo 2 slow -> fast (0.2–2 Hz)
		184–195	Shk Gobo 3 slow -> fast (0.2–2 Hz)
		196–207	Shk Gobo 4 slow -> fast (0.2–2 Hz)
		208–219	Shk Gobo 5 slow -> fast (0.2–2 Hz)
		220–231	Shk Gobo 6 slow -> fast (0.2–2 Hz)
		232–243	Shk Gobo 7 slow -> fast (0.2–2 Hz)
		244–255	Shk Gobo 8 slow -> fast (0.2–2 Hz)
13	Gobo 2	0–18	Rot Gobo: Open
		19–36	Rot Gobo 1
		37–55	Rot Gobo 2
		56–73	Rot Gobo 3
		74–92	Rot Gobo 4
		93–110	Rot Gobo 5
		111–129	Rot Gobo 6
		130–150	Shk Gobo 1 (0.2–2 Hz)
		151–171	Shk Gobo 2 (0.2–2 Hz)
		172–192	Shk Gobo 3 (0.2–2 Hz)
		193–213	Shk Gobo 4 (0.2–2 Hz)
		214–234	Shk Gobo 5 (0.2–2 Hz)
		235–255	Shk Gobo 6 (0.2–2 Hz)
14	Gobo 2 Rotation	0–127	Index (360°)
		127–190	CCW fast -> slow (360–0 °/s)
		191–192	Gobo 2 Rotate: stop
		193–255	CW slow -> fast (0–360 °/s)
15	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 3	0–18	Rot Gobo: Open

CH	Function	DMX	Description
16	Gobo 3 (continued)	19–36	Rot Gobo 1
		37–55	Rot Gobo 2
		56–73	Rot Gobo 3
		74–92	Rot Gobo 4
		93–110	Rot Gobo 5
		111–129	Rot Gobo 6
		130–150	Shk Gobo 1 (0.2–2 Hz)
		151–171	Shk Gobo 2 (0.2–2 Hz)
		172–192	Shk Gobo 3 (0.2–2 Hz)
		193–213	Shk Gobo 4 (0.2–2 Hz)
		214–234	Shk Gobo 5 (0.2–2 Hz)
		235–255	Shk Gobo 6 (0.2–2 Hz)
17	Gobo 3 Rotation	0–127	Index (360°)
		127–190	CCW fast -> slow (360–0 °/s)
		191–192	Gobo 3 Rotate: stop
		193–255	CW slow -> fast (0–360 °/s)
18	Gobo 3 Rotation Fine	0–255	Fine adjustment of CH 17
19	Animation Wheel	0	Open
		1–135	Open ... Insert Pan
		136	Insert Pan
		137–254	Insert Pan ... Insert Tilt
		255	Insert Tilt
20	Animation Wheel Rotation Speed		Animation Wheel Rotate
		0–126	CW fast -> slow (180–0 °/s)
		127–128	Stop
		129–255	CCW slow -> fast (0–180 °/s)
21	Prism	0–127	Open
		128–255	Insert
22	Prism Rotation	0–127	Index (360°)
		128–190	CCW fast -> slow (180–0 °/s)
		191–192	Prism Rotate: stop
		193–255	CW slow -> fast (0–180 °/s)
23	Frost	0	Min
		1–254	Min ... Max
		255	Max
24	Focus	0–255	Min ... Max
		255	Max
25	Focus Fine	0–255	Fine adjustment of CH 24
26	Zoom	0	Wide
		1–254	Wide ... Narrow
		255	Narrow
27	Effects 2		Beam Macros 1

CH	Function	DMX	Description
27	Effects 2 (continued)	0	Off
		1–255	Beam Macros 1
28	Effects 3		Beam Macros 2
		0	Off
		1–255	Beam Macros 2
29	Effects 4		Beam Macros 3
		0	Off
		1–255	Beam Macros 3
30	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
31	Pan Fine	0–255	Fine adjustment of CH 30
32	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
33	Tilt Fine	0–255	Fine adjustment of CH 32
34	Control 2		Unknown 1
		0	Empty
		1–255	Unknown 1
35	Control	0	Empty
		1–254	Empty … Fixture Reset
		255	Fixture Reset
36	Lamp Control	0	Empty
		1–27	Empty … Lamp Off
		28	Lamp Off
		29–254	Lamp Off … Lamp On
		255	Lamp On
37	Dummy		Unknown 2
		0	Empty
		0–255	Unknown 2
38	Dummy Fine	0–255	Fine adjustment of CH 37
39	Dummy Fine 2	0–255	
40	Dummy Fine 3	0–255	

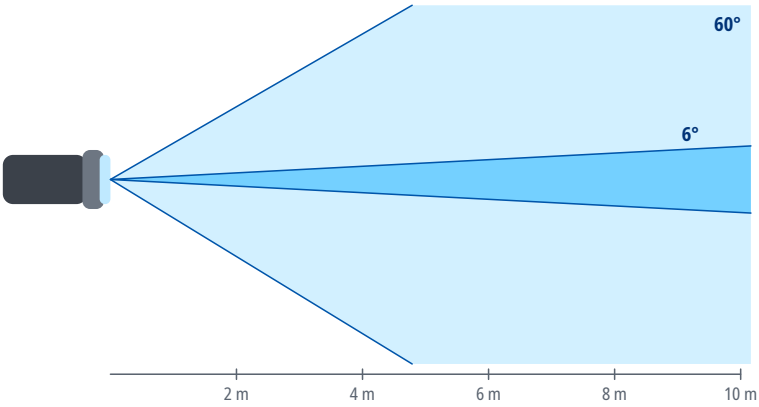
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,500 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Zoom	6–60°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	200–240 V, 50/60 Hz
Power consumption	1,890 W
Power connectors	PowerConBlue IN
Dimensions and construction	
Weight	58.4 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3200–6000 K
Strobe frequency	0.5–3 Hz
Color wheel rotation	up to 120 °/s (20 rpm)
Gobo wheel 1 rotation	up to 90 °/s (15 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Gobo 3 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 180 °/s (30 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 6°	Ø 60°
2 m	0.21 m	2.3 m
4 m	0.42 m	4.6 m
6 m	0.63 m	6.9 m
8 m	0.84 m	9.2 m
10 m	1 m	11.5 m
15 m	1.6 m	17.3 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.