DMX REFERENCE

BSW LED 200

BSW 200 LED

Flash Butrym



Manufacturer	Flash Butrym
GDTF file	Flash_Butrym_BSW_LED_200_15875.gdtf
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1 About this manual

This document describes the BSW 200 LED by Flash Butrym. It was compiled from the GDTF file Flash_Butrym_BSW_LED_200_15875.gdtf from the GDTF-Share library.

File revision: “0.0.0.11”.

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 Flash Butrym; 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	300 W
Weight	12.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
18ch	18	28	1, 19, 37, 55, ...

No light? Check these channels

- 18ch: CH 7 Shutter at 0 or 250–255 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

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

⚠ WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

⚠ WARNING

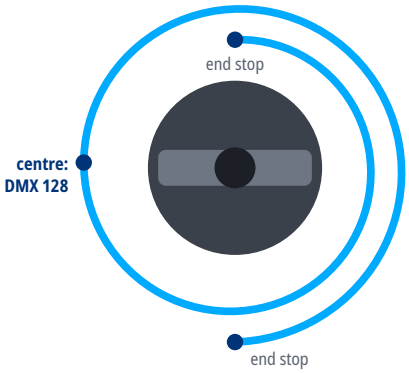
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

4 Product description

Range of movement

Pan 540°

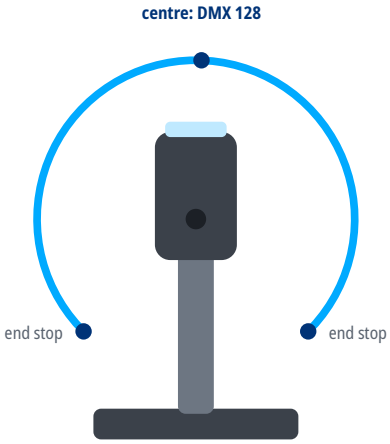
top view



full travel in 2.3 s

Tilt 270°

side view



full travel in 1.8 s

Full-travel times as stated in the GDTF file.

5 Installation

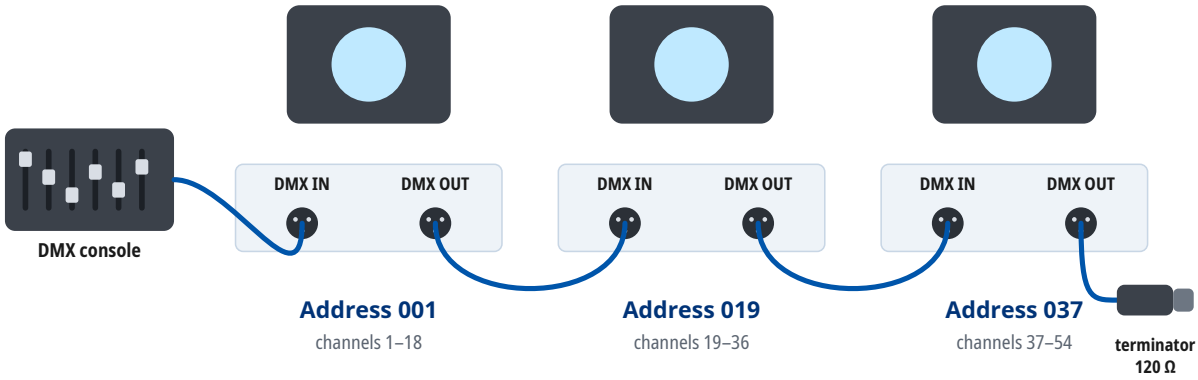
⚠ WARNING

- 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: 12.5 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 18ch: every unit occupies 18 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 “18ch”: 18.
- 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 “18ch”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

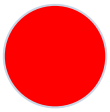
8 Functions at a glance

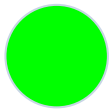
Functions in each DMX mode

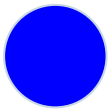
	18ch 18 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color wheel	8
Gobo wheel	9, 10
Gobo rotation	11
Prism	12, 13
Frost	14
Zoom	16
Focus	15

Color wheel

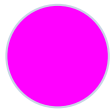
1 White
DMX 0

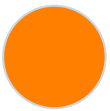
2 
Red
DMX 20

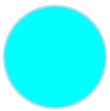
3 
Green
DMX 40

4 
Blue
DMX 60

5
Green
DMX 80

6 
Yellow
DMX 100

7 
Orange
DMX 120

8 
Cyan
DMX 140

9 
Pink
DMX 160

10 
Dark Yellow
DMX 180

Gobo wheel 1

1
Gobo: OPEN
DMX 0–4

2 
Gobo: GF1
DMX 5–9

3 
Gobo: GF2
DMX 10–14

4 
Gobo: GF3
DMX 15–19

5 
Gobo: GF4
DMX 20–24

6 
Gobo: GF5
DMX 25–29

7 
Gobo: GF6
DMX 30–34

8 
Gobo: GF7
DMX 35–39

9 
Gobo: GF8
DMX 40–44

10 
Gobo: GF9
DMX 45–49

11 
GF10
DMX 50–55

Gobo wheel 2

1 Select: Open
DMX 0–9

2 
Select: GR1
DMX 10–19

3 
Select: GR2
DMX 20–29

4 
Select: GR3
DMX 30–39

5 
Select: GR4
DMX 40–49

6 
Select: GR5
DMX 50–59

7 
Select: GR6
DMX 60–69

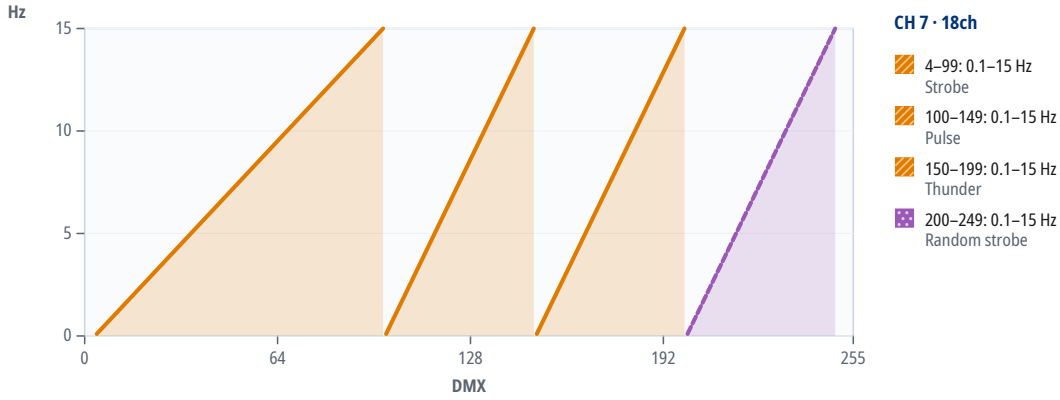
8 
GR7
DMX 70–80

Prism

1 Open
DMX 0–127

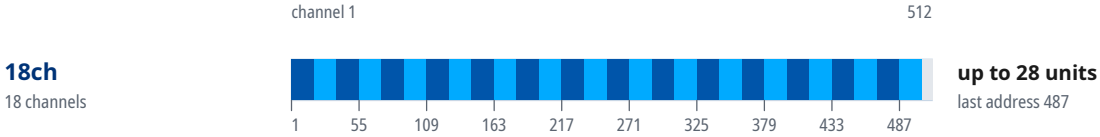
2 
4 facets
4F prism
DMX 128–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “18ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode 18ch

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 0 or 250–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 127.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	ch1+2 (540°)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	ch1+2 (270°)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		PT Speed
		0	Max speed
		1–254	Max speed ... min speed
		255	Min speed
6	Dimmer	0	Open
		1–254	Open ... Closed
		255	Closed
7	Shutter	0	No Function: Open
		1–3	No Function
		4	Min strobe
		5–98	Min strobe ... max strobe
		99	Max strobe
		100	Pulse: min
		101–148	Pulse: min ... max
		149	Pulse: max

CH	Function	DMX	Description
7	Shutter (continued)	150	Thunder: min
		151–198	Thunder: min ... max
		199	Thunder: max
		200	Random strobe: min
		201–248	Random strobe: min ... max
		249	Random strobe: max
		250–255	Open
8	Colors	0	White
		1–19	White/red
		20	Red
		21–39	Red/green
		40	Green
		41–59	Green/blue
		60	Blue
		61–79	Blue/green
		80	Green
		81–99	Green/yellow
		100	Yellow
		101–119	Yellow/magenta
		120	Orange
		121–139	Orange/cyan
		140	Cyan
		141–159	Cyan/pink
		160	Pink
		161–179	Pink/cyan
		180	Dark Yellow
		181–199	Dark Yellow/open
		200–219	<
		220	<<<<
		221–239	0
		240	>>>>
		241–255	>
9	Gobo	0–4	Gobo: OPEN
		5–9	Gobo: GF1
		10–14	Gobo: GF2
		15–19	Gobo: GF3
		20–24	Gobo: GF4
		25–29	Gobo: GF5
		30–34	Gobo: GF6
		35–39	Gobo: GF7
		40–44	Gobo: GF8
		45–49	Gobo: GF9

CH	Function	DMX	Description
9	Gobo (continued)	50–54	Gobo: GF10
		55–64	Gobo Shake: GF1 (0.3–5 Hz)
		65–74	Gobo Shake: GF2 (0.3–5 Hz)
		75–84	Gobo Shake: GF3 (0.3–5 Hz)
		85–94	Gobo Shake: GF4 (0.3–5 Hz)
		95–104	Gobo Shake: GF5 (0.3–5 Hz)
		105–114	Gobo Shake: GF6 (0.3–5 Hz)
		115–124	Gobo Shake: GF7 (0.3–5 Hz)
		125–134	Gobo Shake: GF8 (0.3–5 Hz)
		135–144	Gobo Shake: GF9 (0.3–5 Hz)
		145–154	Gobo Shake: GF10 (0.3–5 Hz)
		155	<
		156–201	Gobo Rote: <<< slow to fast (2–254 °/s)
		202	<<<
		203–206	Gobo Rote: stop
		207	>
		208–254	Gobo Rote: >>> slow to fast (254–2 °/s)
		255	>>>
10	Gobo 2	0–9	Select: Open
		10–19	Select: GR1
		20–29	Select: GR2
		30–39	Select: GR3
		40–49	Select: GR4
		50–59	Select: GR5
		60–69	Select: GR6
		70–79	Select: GR7
		80–89	Shake: Open (0.3–5 Hz)
		90–99	Shake: GR1 (0.3–5 Hz)
		100–109	Shake: GR2 (0.3–5 Hz)
		110–119	Shake: GR3 (0.3–5 Hz)
		120–129	Shake: GR4 (0.3–5 Hz)
		130–139	Shake: GR5 (0.3–5 Hz)
		140–149	Shake: GR6 (0.3–5 Hz)
		150–159	Shake: GR7 (0.3–5 Hz)
		160	<
		161–204	Spin: <<< slow to fast (2–254 °/s)
		205	<<<
		206–210	Spin: open
		211	>
		212–254	Spin: >>> slow to fast (254–2 °/s)
		255	>>>
11	Gobo 2 Rotation	0	Min index

CH	Function	DMX	Description
11	Gobo 2 Rotation (continued)	1–62	Min index ... home
		63–64	Home
		65–126	Home ... max index
		127	Max index
		128	>
		129–190	Rotate: >>> slow to fast (359–2 °/s)
		191	>>>
		192–193	Rotate: Stop
		194	<
		195–254	Rotate: <<< slow to fast (2–359 °/s)
		255	<<<
12	Prism	0–127	Open
		128–255	4F prism
13	Prism Rotation	0	Min index
		1–63	Min index ... home
		64	Home
		65–126	Home ... max index
		127	Max index
		128	<
		129–190	Rotate: <<< slow to fast (2–62 °/s)
		191	<<<
		192–193	Rotate: stop
		194	>
		195–254	Rotate: >>> slow to fast (2–62 °/s)
		255	>>>
14	Frost	0–127	Open
		128–255	Frost
15	Focus	0	Far
		1–127	Far ... mid
		128	Mid
		129–254	Mid ... near
		255	Near
16	Zoom	0	Min
		1–127	Min ... mid
		128	Mid
		129–254	Mid ... max
		255	Max

CH	Function	DMX	Description
17	Function	0–50	No function
		51–100	System detection
		101–150	Auto 1
		151–200	Auto 2
		201–255	Sound controlled mode
18	Reset	0–250	No function
		251–255	System reset

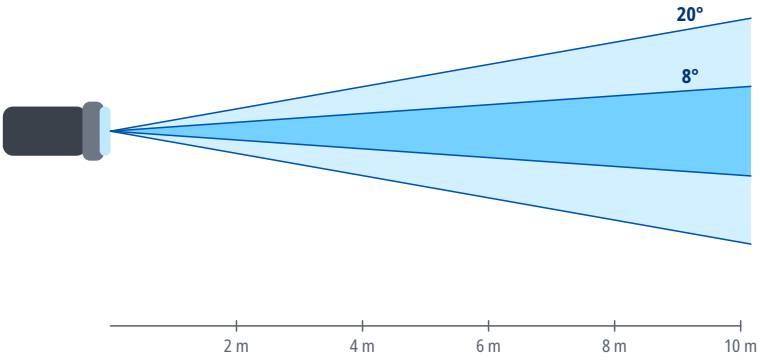
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	200 W
Luminous flux	10,985 lm
Color temperature	7,500 K
Color rendering index (CRI)	75
Optics	
Zoom	8–20°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	300 W
Dimensions and construction	
Weight	12.5 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–15 Hz
Color wheel rotation	up to 255 °/s (42 rpm)
Gobo wheel 1 rotation	up to 255 °/s (42 rpm)
Gobo wheel 2 rotation	up to 255 °/s (42 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 63 °/s (10 rpm)

Spot diameter



Distance	Ø 8°	Ø 20°
2 m	0.28 m	0.71 m
4 m	0.56 m	1.4 m
6 m	0.84 m	2.1 m
8 m	1.1 m	2.8 m
10 m	1.4 m	3.5 m
15 m	2.1 m	5.3 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.