DMX REFERENCE

EVENT Moving Head 12R

FLASH



Manufacturer	FLASH
GDTF file	Flash_EVENT_Moving_Head_12R_55573.gdtf
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1 About this manual

This document describes the EVENT Moving Head 12R by FLASH. It was compiled from the GDTF file Flash_EVENT_Moving_Head_12R_55573.gdtf from the GDTF-Share library.

File revision: “FLASH_v1”.

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; 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	12.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16ch	16	32	1, 17, 33, 49, ...

No light? Check these channels

- 16ch: CH 7 Shutter at 6–20 or 231–255 “Open”; CH 8 Dimmer above 0


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

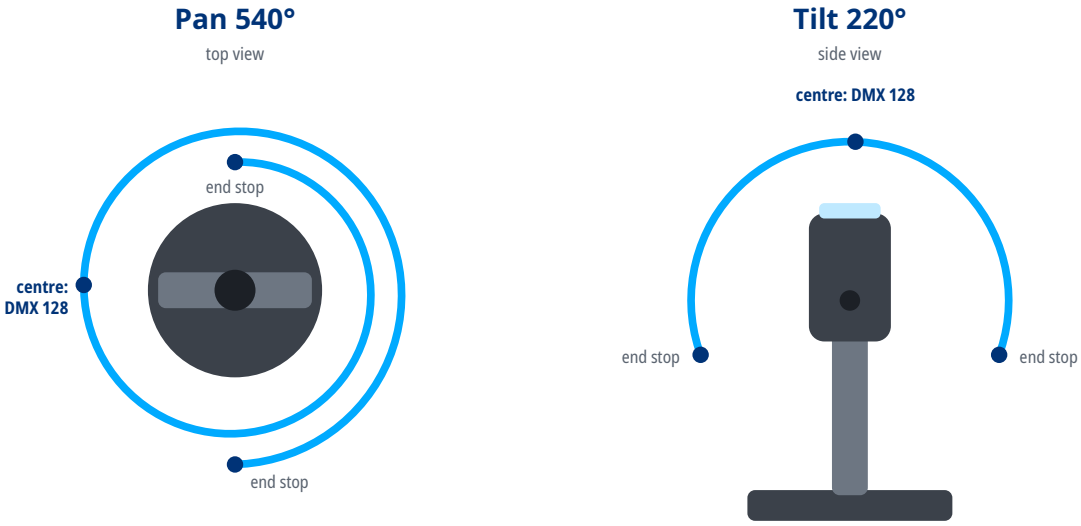
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

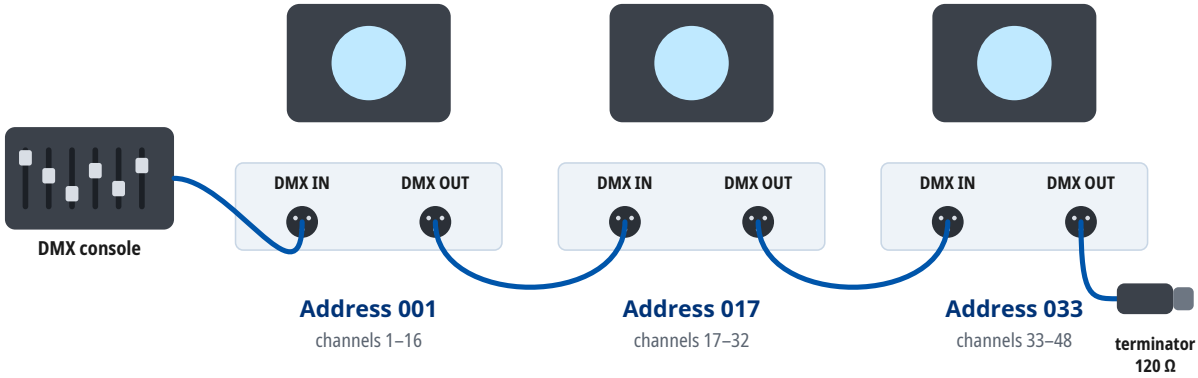
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 12.2 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 16ch: every unit occupies 16 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 “16ch”: 16.
- 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 “16ch”, you can use, for example, the start addresses 1, 17, 33, 49.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

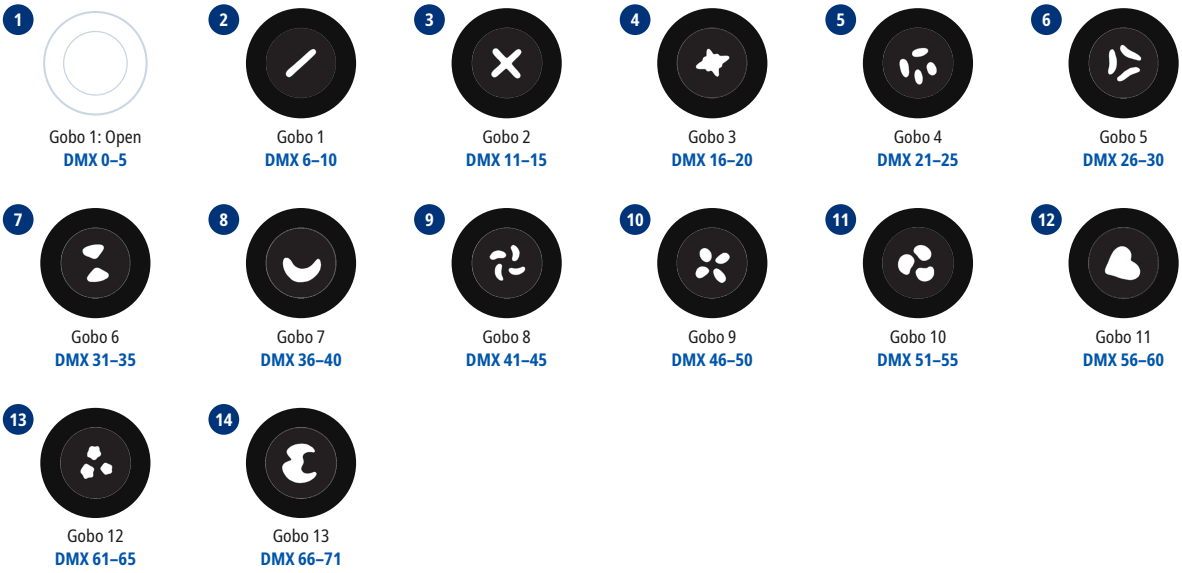
Functions in each DMX mode

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

Color wheel

1. Color 1: Open
   DMX 0–8
2. Red
   DMX 9–17
3. Yellow
   DMX 18–26
4. Cyan
   DMX 27–36
5. Green
   DMX 37–45
6. Orange
   DMX 46–54
7. Light green
   DMX 55–63
8. Light orange
   DMX 64–72
9. Violet
   DMX 73–81
10. Blue
    DMX 82–90
11. Yellow 2
    DMX 91–100
12. CTO
    DMX 101–109
13. CTB
    DMX 110–118
14. UV
    DMX 119–127

Gobo wheel



1 Gobo 1: Open
DMX 0–5

2 Gobo 1
DMX 6–10

3 Gobo 2
DMX 11–15

4 Gobo 3
DMX 16–20

5 Gobo 4
DMX 21–25

6 Gobo 5
DMX 26–30

7 Gobo 6
DMX 31–35

8 Gobo 7
DMX 36–40

9 Gobo 8
DMX 41–45

10 Gobo 9
DMX 46–50

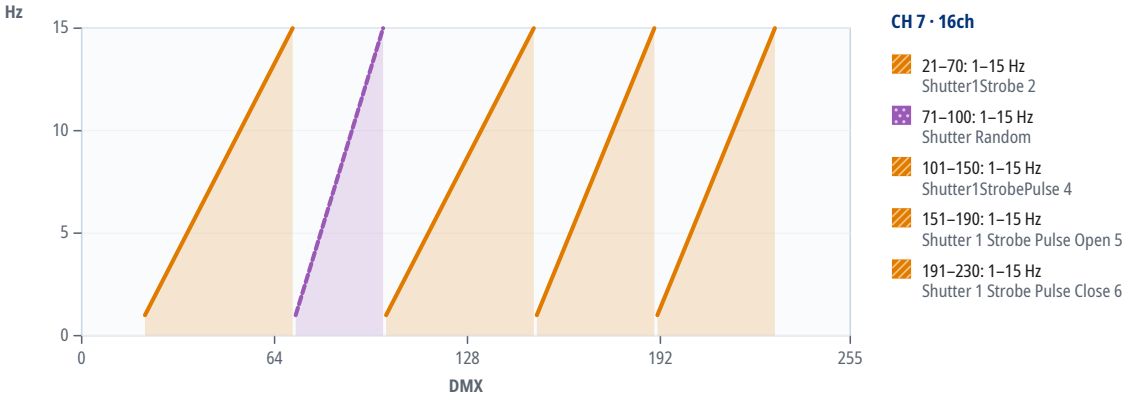
11 Gobo 10
DMX 51–55

12 Gobo 11
DMX 56–60

13 Gobo 12
DMX 61–65

14 Gobo 13
DMX 66–71

Strobe rate

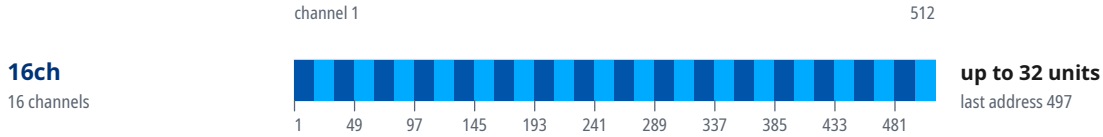


CH 7 · 16ch

- 21–70: 1–15 Hz
  Shutter1Strobe 2
- 71–100: 1–15 Hz
  Shutter Random
- 101–150: 1–15 Hz
  Shutter1StrobePulse 4
- 151–190: 1–15 Hz
  Shutter 1 Strobe Pulse Open 5
- 191–230: 1–15 Hz
  Shutter 1 Strobe Pulse Close 6

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16ch”

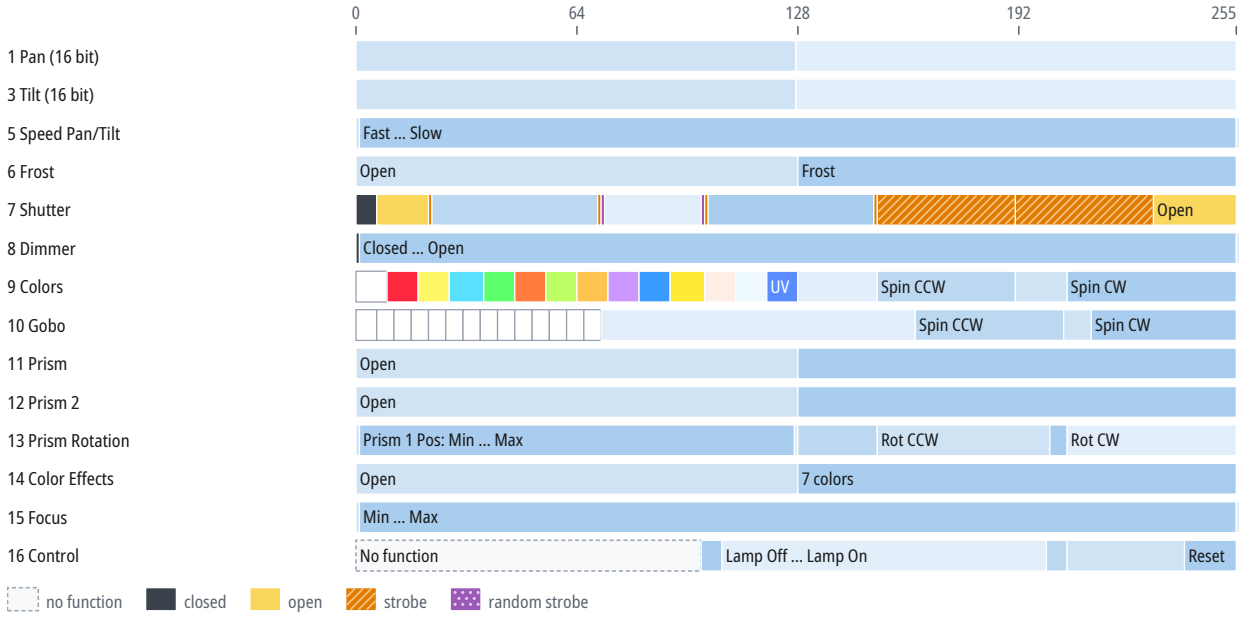
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

Mode 16ch

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 6–20 or 231–255 “Open”; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 255, CH 8 Dimmer 255, CH 9 Colors 0, CH 14 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1

CH	Function	DMX	Description
3	Tilt (continued)	128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Fast
		1–254	Fast ... Slow
		255	Slow
6	Frost	0–127	Open
		128–255	Frost
7	Shutter	0–5	Closed
		6–20	Closed: Open
		21	Shutter 1 Strobe: Min
		22–69	Shutter 1 Strobe: Min ... Max
		70	Shutter 1 Strobe: Max
		71	Shutter Random: Min
		72–99	Shutter Random: Min ... Max
		100	Shutter Random: Max
		101	Shutter 1 Strobe Pulse: Min
		102–149	Shutter 1 Strobe Pulse: Min ... Max
		150	Shutter 1 Strobe Pulse: Max
		151–190	Shutter 1 Strobe Pulse Open 5 (1–15 Hz)
		191–230	Shutter 1 Strobe Pulse Close 6 (1–15 Hz)
		231–255	Open
8	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
9	Colors	0–8	Color 1: Open
		9–17	Red
		18–26	Yellow
		27–36	Cyan
		37–45	Green
		46–54	Orange
		55–63	Light green
		64–72	Light orange
		73–81	Violet
		82–90	Blue
		91–100	Yellow 2
		101–109	CTO
		110–118	CTB
		119–127	UV
		128–150	Color 1 1
		151–190	Spin CCW
		191–205	Spin stop

CH	Function	DMX	Description
9	Colors (continued)	206–255	Spin CW
10	Gobo	0–5	Gobo 1: Open
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–45	Gobo 8
		46–50	Gobo 9
		51–55	Gobo 10
		56–60	Gobo 11
		61–65	Gobo 12
		66–70	Gobo 13
		71–161	Gobo 1 Wheel Shake 2
		162–204	Spin CCW
		205–212	Spin stop
		213–255	Spin CW
11	Prism	0–127	Open
		128–255	Prism 1
12	Prism 2	0–127	Open
		128–255	Prism 2
13	Prism Rotation	0	Prism 1 Pos: Min
		1–126	Prism 1 Pos: Min ... Max
		127	Prism 1 Pos: Max
		128–150	Prism 1 Pos 1
		151–200	Rot CCW
		201–205	Rot stop
		206–255	Rot CW
14	Color Effects	0–127	Open
		128–255	7 colors
15	Focus	0	Min
		1–254	Min ... Max
		255	Max
16	Control	0–99	No function
		100–105	Lamp Off
		106–199	Lamp Off ... Lamp On
		200–205	Lamp On
		206–239	Lamp Control 2
		240–255	Reset

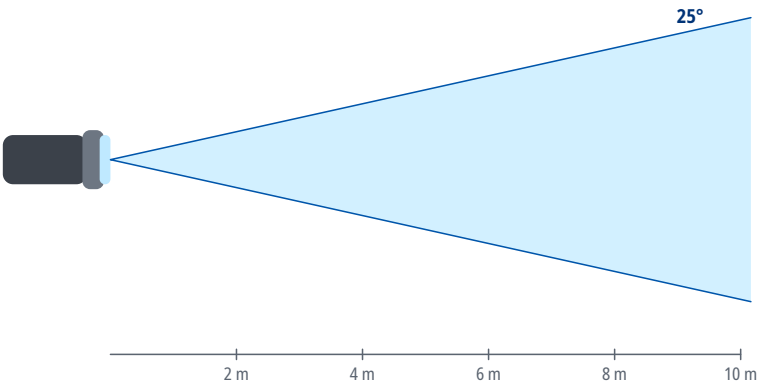
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	220°
Dimensions and construction	
Weight	12.2 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–15 Hz

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.