DMX REFERENCE

EVENT Spot Lite

FLASH



Manufacturer	FLASH
GDTF file	Flash_EVENT_Spot_Lite_53447.gdtf
GDTF revision	FLASH_v1 · 2023-12-21
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1 About this manual

This document describes the EVENT Spot Lite by FLASH. It was compiled from the GDTF file Flash_EVENT_Spot_Lite_53447.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

DMX modes

Mode	Channels	Units in one universe	First start addresses
26ch	26	19	1, 27, 53, 79, ...
22ch	22	23	1, 23, 45, 67, ...

No light? Check these channels

- 26ch: CH 6 Dimmer above 0; CH 7 Shutter at 104–107, 208–212 or 252–255 “Open”
- 22ch: CH 5 Dimmer above 0; CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”



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

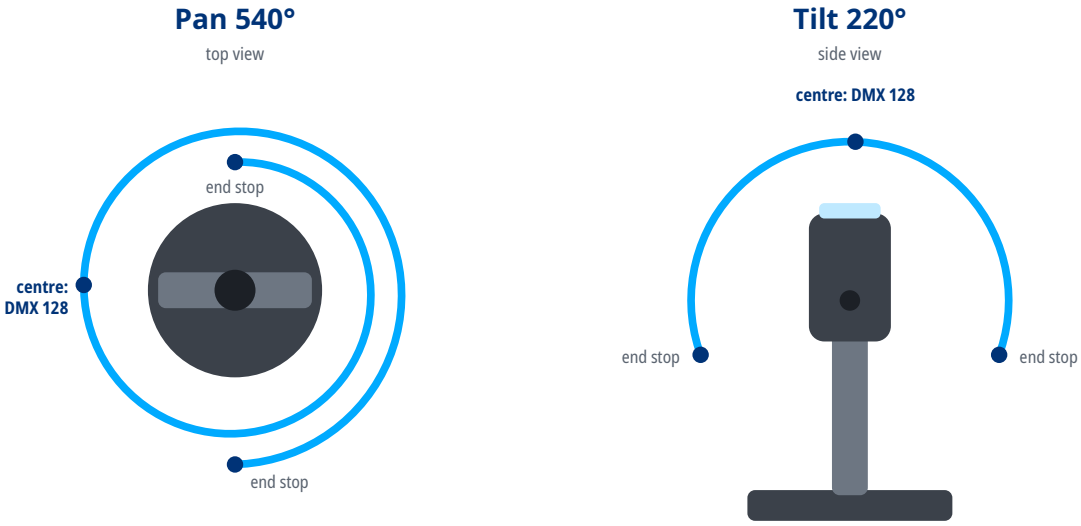
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

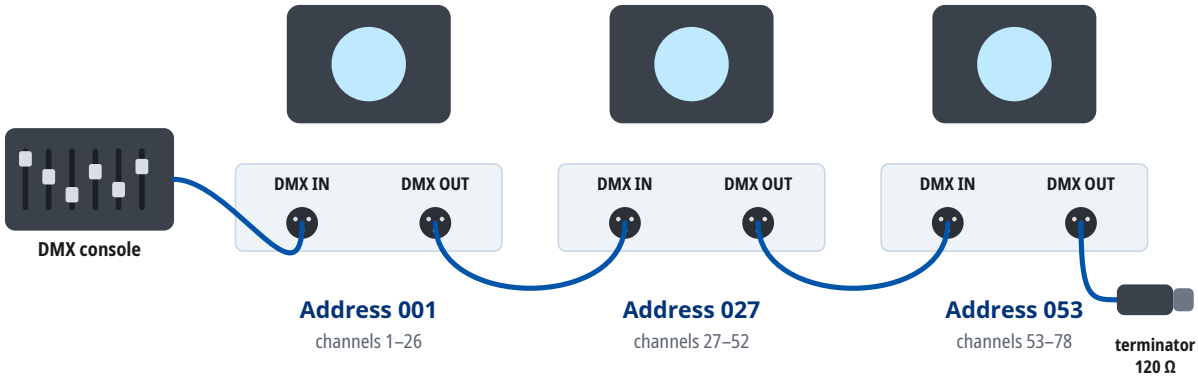
6 Connections

- 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 26ch: every unit occupies 26 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

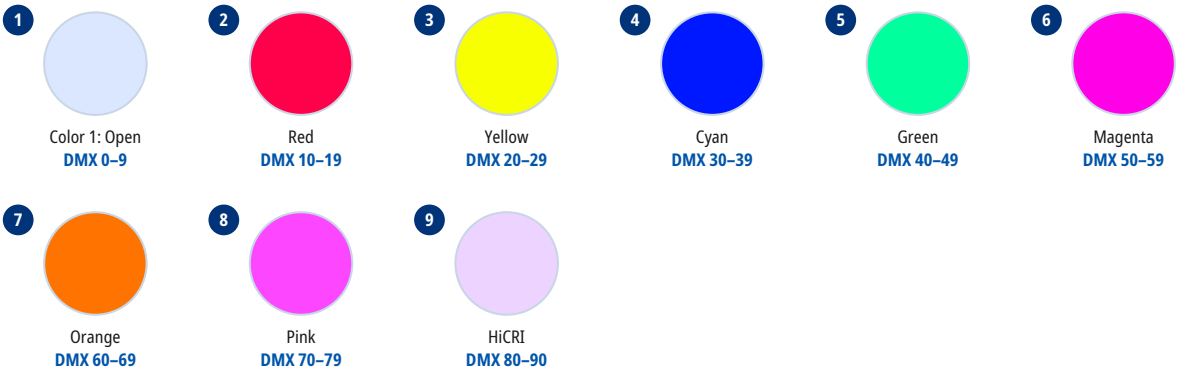
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “26ch”: 26.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “26ch”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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

	26ch 26 channels	22ch 22 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	5
Shutter / strobe	7	6
Color mixing	9–11	8–10
Color temperature	12	11
Color wheel	8	7
Gobo wheel	13, 14	12, 13
Gobo rotation	14, 15	13, 14
Prism	17–20	15–18
Frost	21	19
Zoom	23	20
Focus	22, 24	21

Color wheel



1. Color 1: Open — DMX 0–9
2. Red — DMX 10–19
3. Yellow — DMX 20–29
4. Cyan — DMX 30–39
5. Green — DMX 40–49
6. Magenta — DMX 50–59
7. Orange — DMX 60–69
8. Pink — DMX 70–79
9. HiCRI — DMX 80–90

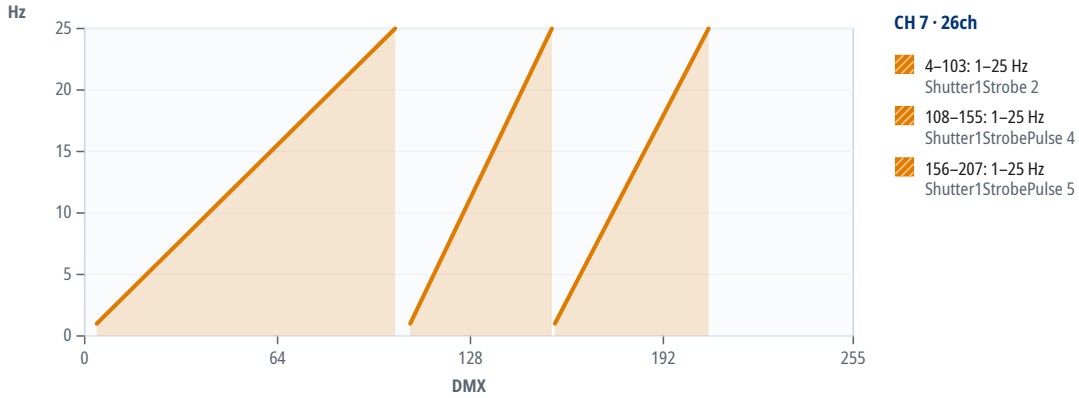
Gobo wheel 1

1	Gobo 1: Open	DMX 0–5	5	Gobo 1: Gobo 4	DMX 24–29	9	Gobo 1: Gobo 8	DMX 48–53
2	Gobo 1	DMX 6–11	6	Gobo 1: Gobo 5	DMX 30–35	10	Gobo 1: Gobo 9	DMX 54–59
3	Gobo 1: Gobo 2	DMX 12–17	7	Gobo 1: Gobo 6	DMX 36–41	11	Gobo 10	DMX 60–66
4	Gobo 1: Gobo 3	DMX 18–23	8	Gobo 1: Gobo 7	DMX 42–47			

Gobo wheel 2

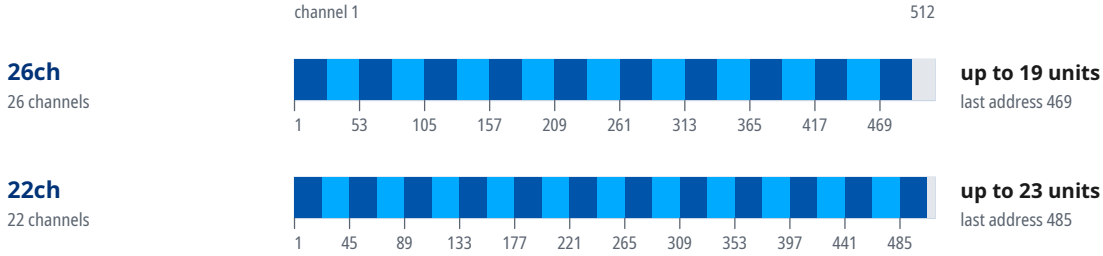
1	Gobo 2: Open	DMX 0–9	4	Gobo 2: Gobo 3	DMX 30–39	7	Gobo 2: Gobo 6	DMX 60–69
2	Gobo 2: Gobo 1	DMX 10–19	5	Gobo 2: Gobo 4	DMX 40–49	8	Gobo 2: Gobo 7	DMX 70–79
3	Gobo 2	DMX 20–29	6	Gobo 2: Gobo 5	DMX 50–59	9	Gobo 8	DMX 80–90

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “26ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

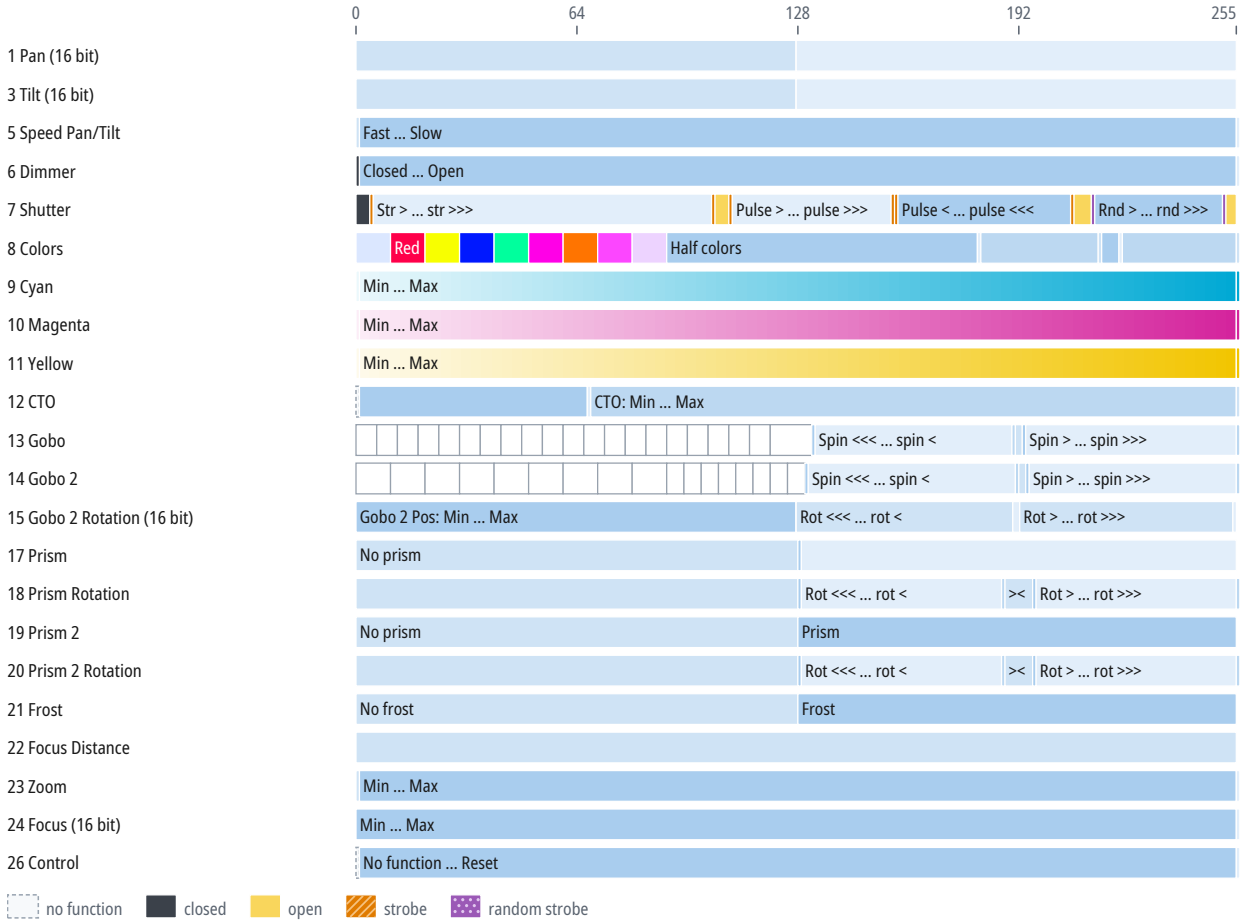
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 26ch

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 6 Dimmer above 0; CH 7 Shutter at 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 255, CH 8 Colors 0, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 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
		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	Dimmer	0	Closed

CH	Function	DMX	Description
6	Dimmer (continued)	1–254	Closed ... Open
		255	Open
7	Shutter	0–3	Closed
		4	Str >
		5–102	Str > ... str >>>
		103	Str >>>
		104–107	Open
		108	Pulse >
		109–154	Pulse > ... pulse >>>
		155	Pulse >>>
		156	Pulse <
		157–206	Pulse < ... pulse <<<
		207	Pulse <<<
		208–212	Open
		213	Rnd >
		214–250	Rnd > ... rnd >>>
		251	Rnd >>>
		252–255	Open
8	Colors	0–9	Color 1: Open
		10–19	Red
		20–29	Yellow
		30–39	Cyan
		40–49	Green
		50–59	Magenta
		60–69	Orange
		70–79	Pink
		80–89	HiCRI
		90–179	Half colors
		180	Spin >>>
		181–214	Spin >>> ... spin >
		215	Spin >
		216–220	><
		221	Spin <
		222–254	Spin < ... spin <<<
		255	Spin <<<
9	Cyan	0	Min
		1–254	Min ... Max
		255	Max
10	Magenta	0	Min
		1–254	Min ... Max
		255	Max
11	Yellow	0	Min

CH	Function	DMX	Description
11	Yellow (continued)	1–254	Min … Max
		255	Max
12	CTO	0–66	No function
		67	CTO: Min
		68–254	CTO: Min … Max
		255	CTO: Max
13	Gobo	0–5	Gobo 1: Open
		6–11	Gobo 1
		12–17	Gobo 1: Gobo 2
		18–23	Gobo 1: Gobo 3
		24–29	Gobo 1: Gobo 4
		30–35	Gobo 1: Gobo 5
		36–41	Gobo 1: Gobo 6
		42–47	Gobo 1: Gobo 7
		48–53	Gobo 1: Gobo 8
		54–59	Gobo 1: Gobo 9
		60–65	Gobo 10
		66–71	Gobo 1 Select Shake: Gobo 1
		72–77	Gobo 1 Select Shake: Gobo 2
		78–83	Gobo 1 Select Shake: Gobo 3
		84–89	Gobo 1 Select Shake: Gobo 4
		90–95	Gobo 1 Select Shake: Gobo 5
		96–101	Gobo 1 Select Shake: Gobo 6
		102–107	Gobo 1 Select Shake: Gobo 7
		108–113	Gobo 1 Select Shake: Gobo 8
		114–119	Gobo 1 Select Shake: Gobo 9
		120–131	Gobo 1 Select Shake: Gobo 10
		132	Spin <<<
		133–189	Spin <<< … spin <
		190	Spin <
		191–192	><
		193	Spin >
		194–254	Spin > … spin >>>
		255	Spin >>>
14	Gobo 2	0–9	Gobo 2: Open
		10–19	Gobo 2: Gobo 1
		20–29	Gobo 2
		30–39	Gobo 2: Gobo 3
		40–49	Gobo 2: Gobo 4
		50–59	Gobo 2: Gobo 5
		60–69	Gobo 2: Gobo 6
		70–79	Gobo 2: Gobo 7

CH	Function	DMX	Description
14	Gobo 2 (continued)	80–89	Gobo 2: Gobo 8
		90–94	Gobo 2 Wheel Shake: Gobo 1
		95–99	Gobo 2 Wheel Shake: Gobo 2
		100–104	Gobo 2 Wheel Shake: Gobo 3
		105–109	Gobo 2 Wheel Shake: Gobo 4
		110–114	Gobo 2 Wheel Shake: Gobo 5
		115–119	Gobo 2 Wheel Shake: Gobo 6
		120–124	Gobo 2 Wheel Shake: Gobo 7
		125–129	Gobo 2 Wheel Shake: Gobo 8
		130	Spin <<<
		131–190	Spin <<< ... spin <
		191	Spin <
		192–193	><
		194	Spin >
		195–254	Spin > ... spin >>>
		255	Spin >>>
15	Gobo 2 Rotation	0–127	Gobo 2 Pos: Min ... Max
		127	Gobo 2 Pos: Max
		128–190	Rot <<< ... rot <
		190	Rot <
		191–192	><
		193–254	Rot > ... rot >>>
		255	Rot >>>
16	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 15
17	Prism	0–127	No prism
		128	Prism
		129–255	Prism 1 1
18	Prism Rotation	0–127	Prism 1 Pos 1
		128	Rot <<<
		129–186	Rot <<< ... rot <
		187	Rot <
		188–195	><
		196	Rot >
		197–254	Rot > ... rot >>>
		255	Rot >>>
19	Prism 2	0–127	No prism
		128–255	Prism
20	Prism 2 Rotation	0–127	Prism 2 Pos 1
		128	Rot <<<
		129–186	Rot <<< ... rot <
		187	Rot <
		188–195	><

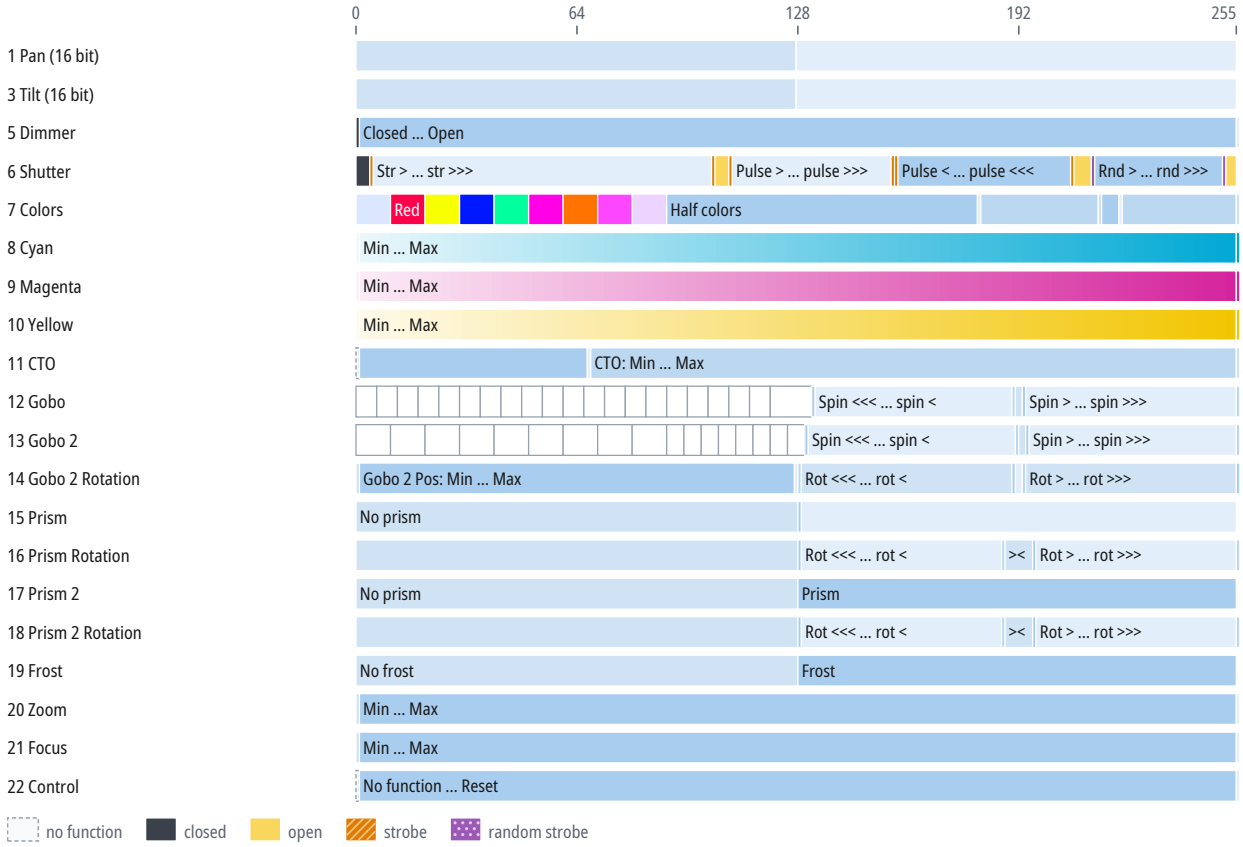
CH	Function	DMX	Description
20	Prism 2 Rotation (continued)	196	Rot >
		197–254	Rot > ... rot >>>
		255	Rot >>>
21	Frost	0–127	No frost
		128–255	Frost
22	Focus Distance	0–255	
23	Zoom	0	Min
		1–254	Min ... Max
		255	Max
24	Focus	0–255	Min ... Max
		255	Max
25	Focus Fine	0–255	Fine adjustment of CH 24
26	Control	0	No function
		1–254	No function ... Reset
		255	Reset

Mode 22ch

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 5 Dimmer above 0; CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 6 Shutter 255, CH 7 Colors 0, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 11 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “26ch” (p. 8)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “26ch” (p. 8)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 6 in the mode “26ch” (p. 8)
6	Shutter		Same as CH 7 in the mode “26ch” (p. 9)
7	Colors		Same as CH 8 in the mode “26ch” (p. 9)
8	Cyan		Same as CH 9 in the mode “26ch” (p. 9)
9	Magenta		Same as CH 10 in the mode “26ch” (p. 9)
10	Yellow		Same as CH 11 in the mode “26ch” (p. 9)
11	CTO		Same as CH 12 in the mode “26ch” (p. 10)
12	Gobo		Same as CH 13 in the mode “26ch” (p. 10)
13	Gobo 2		Same as CH 14 in the mode “26ch” (p. 10)

CH	Function	DMX	Description
14	Gobo 2 Rotation	0	Gobo 2 Pos: Min
		1–126	Gobo 2 Pos: Min ... Max
		127	Gobo 2 Pos: Max
		128	Rot <<<
		129–189	Rot <<< ... rot <
		190	Rot <
		191–192	><
		193	Rot >
		194–254	Rot > ... rot >>>
		255	Rot >>>
15	Prism		Same as CH 17 in the mode “26ch” (p. 11)
16	Prism Rotation		Same as CH 18 in the mode “26ch” (p. 11)
17	Prism 2		Same as CH 19 in the mode “26ch” (p. 11)
18	Prism 2 Rotation		Same as CH 20 in the mode “26ch” (p. 11)
19	Frost		Same as CH 21 in the mode “26ch” (p. 12)
20	Zoom		Same as CH 23 in the mode “26ch” (p. 12)
21	Focus	0	Min
		1–254	Min ... Max
		255	Max
22	Control		Same as CH 26 in the mode “26ch” (p. 12)

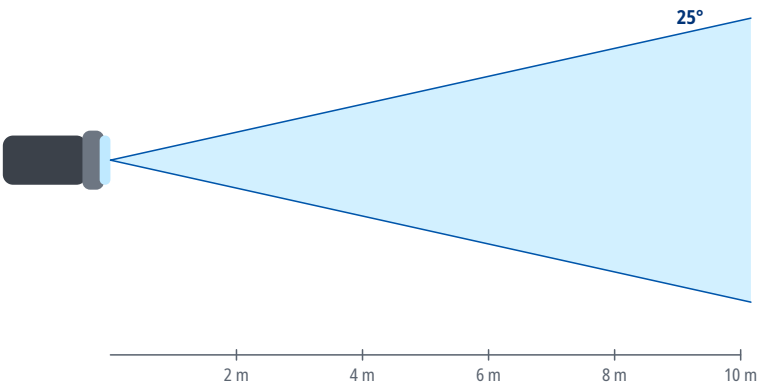
10 Technical specifications

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°
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3880–6320 K
Strobe frequency	1–30 Hz
Color wheel rotation	up to 500 °/s (83 rpm)
Gobo wheel 1 rotation	up to 500 °/s (83 rpm)

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.