DMX REFERENCE

MAC AURA CHINA - MODO11CLUSTER 16CH - MODO23CLUSTERS 24CH

GUISE_FIXTURES



Manufacturer	GUISE_FIXTURES
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1 About this manual

This document describes the MAC AURA CHINA - MODO1=1CLUSTER 16CH - MODO2=3CLUSTERS 24CH by GUISE_FIXTURES. It was compiled from the GDTF file GUISE_FIXTURES_MAC_AURA_CHINA_-_MODO11CLUSTER_16CH_-_MODO23CLUSTERS_24CH_72263.gdtf from the GDTF-Share library.

File revision: “SERGINHO GUISE”.

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 GUISE_FIXTURES; 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	285 W
Weight	8.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
MODO 1 = 1 CLUSTER 16CH	16	32	1, 17, 33, 49, ...
MODO 2 = 3 CLUSTER 24CH	24	21	1, 25, 49, 73, ...

No light? Check these channels

- MODO 1 = 1 CLUSTER 16CH: CH 6 Dimmer above 0; CH 7 Shutter at 201–210 “Open”
- MODO 2 = 3 CLUSTER 24CH: CH 7 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: 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

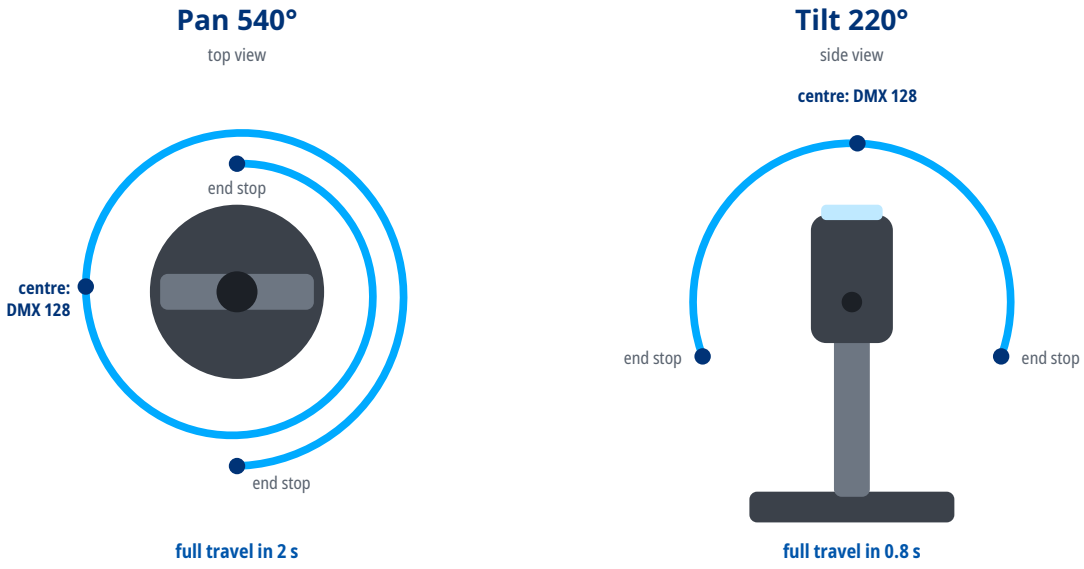
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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



Full-travel times as stated in the GDTF file.

5 Installation

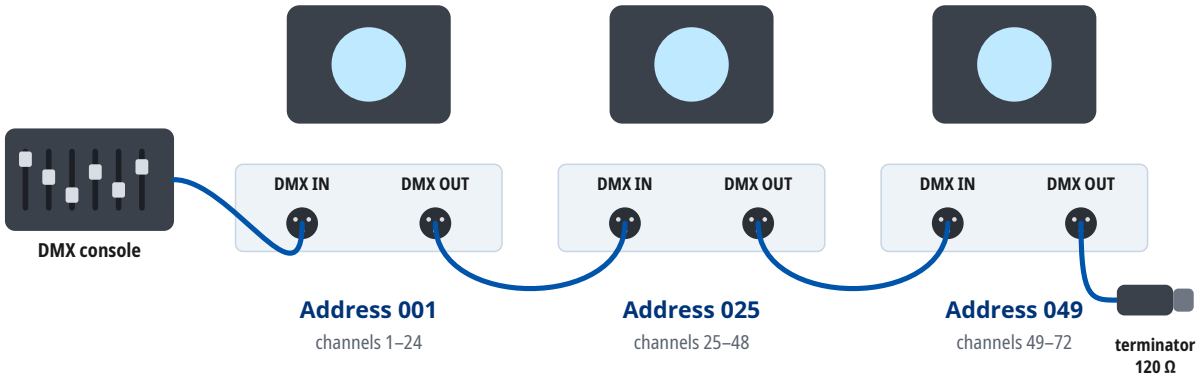
⚠ **WARNING**

- 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: 8.95 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 MODO 2 = 3 CLUSTER 24CH: every unit occupies 24 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

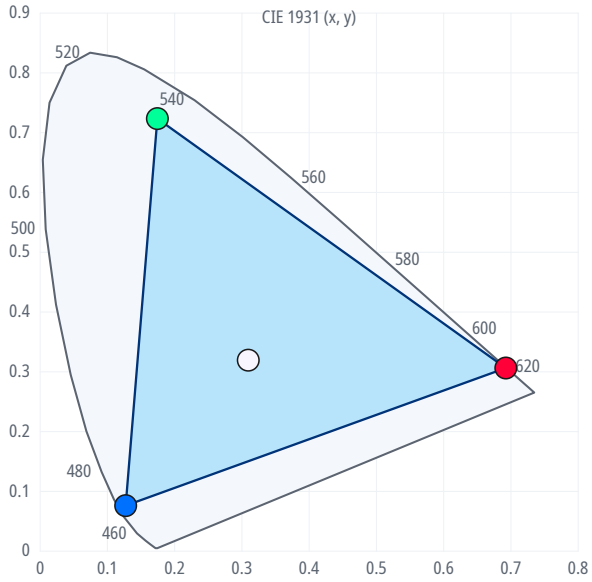
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “MODO 2 = 3 CLUSTER 24CH”: 24.
- Choose start addresses so that the channels of individual devices do not overlap and 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 “MODO 2 = 3 CLUSTER 24CH”, you can use, for example, the start addresses 1, 25, 49, 73.
- 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

	MODO 1 = 1 CLUSTER 16CH 16 channels	MODO 2 = 3 CLUSTER 24CH 24 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	7
Shutter / strobe	7	8
Color mixing	8–11	9–20
Zoom	12	6
Effects / macros		21–23
Pixel control		✓

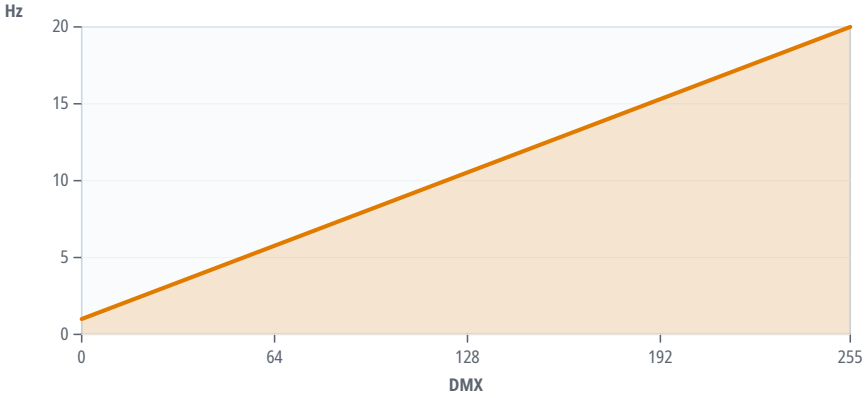
LED colors and the colors they mix



LED	x	y
AuraRed	0.692	0.306
AuraGreen	0.174	0.724
AuraBlue	0.127	0.076
AuraWhite	0.309	0.320

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate

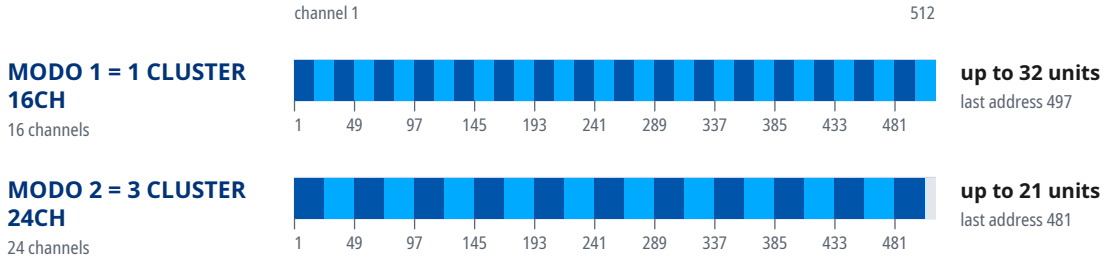


CH 8 · MODO 2 = 3 CLUSTER 24CH

0–255: 1–20 Hz
Strobe

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “MODO 2 = 3 CLUSTER 24CH”

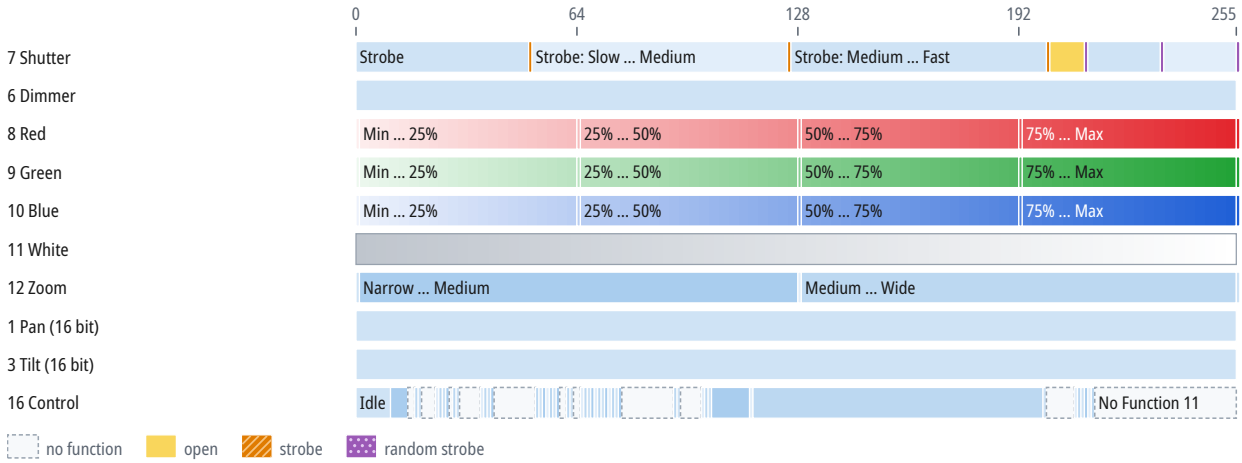
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	121	11	241	16	361
2	25	7	145	12	265	17	385
3	49	8	169	13	289	18	409
4	73	9	193	14	313	19	433
5	97	10	217	15	337	20	457

Mode MODO 1 = 1 CLUSTER 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 6 Dimmer above 0; CH 7 Shutter at 201–210 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 11 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	
4	Tilt Fine	0–255	Fine adjustment of CH 3
6	Dimmer	0–255	

CH	Function	DMX	Description
7	Shutter	0–49	Strobe
		50	Strobe: Slow
		51–124	Strobe: Slow ... Medium
		125	Strobe: Medium
		126–199	Strobe: Medium ... Fast
		200	Strobe: Fast
		201–210	Shutter: Open
		211	Strobe Random: Slow
		212–232	Strobe Random: Slow ... Medium
		233	Strobe Random: Medium
		234–254	Strobe Random: Medium ... Fast
		255	Strobe Random: Fast
8	Red	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
9	Green	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
10	Blue	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
11	White	0–255	
12	Zoom	0	Narrow
		1–127	Narrow ... Medium

CH	Function	DMX	Description
12	Zoom (continued)	128	Medium
		129–254	Medium ... Wide
		255	Wide
16	Control	0–9	Idle
		10–14	Reset Entire Fixture (5s)
		15–16	No Function 1
		17	Reset Beam Only (5s)
		18	Reset Pan and Tilt Only (5s)
		19–22	No Function 2
		23	Linear (1s)
		24	Square (1s)
		25	Inverse Square (1s)
		26	S-Curve (1s)
		27	No Function 3
		28	Pan and Tilt Speed: Fast (1s)
		29	Smooth (1s)
		30–35	No Function 4
		36	Video Tracking ON (1s)
		37	Video Tracking OFF (1s)
		38	Extended Color Mode (1s)
		39	Calibrated Color Mode (1s)
		40–51	No Function 5
		52	Control Panel Display ON (1s)
		53	Control Panel Display OFF (1s)
		54	Regulated Fan Speed (1s)
		55	Full Fan Speed (1s)
		56	Medium Fan Speed (1s)
		57	Low Fan Speed (1s)
		58	Ultra Low Fan Speed (1s)
		59–60	No Function 6
		61	Hibernation ON (5s)
		62	Hibernation OFF (5s)
		63–64	No Function 7
		65	Pan and Tilt Limits ON (5s)
		66	Pan and Tilt Limits OFF (5s)
		67	Store Lower Pan Limit (5s)
		68	Store Upper Pan Limit (5s)
		69	Store Lower Tilt Limit (5s)
		70	Store Upper Tilt Limit (5s)
		71	Reset Pan and Tilt Limits (5s)
		72	Tungsten Emulation ON (1s)
		73	Tungsten Emulation OFF (1s)

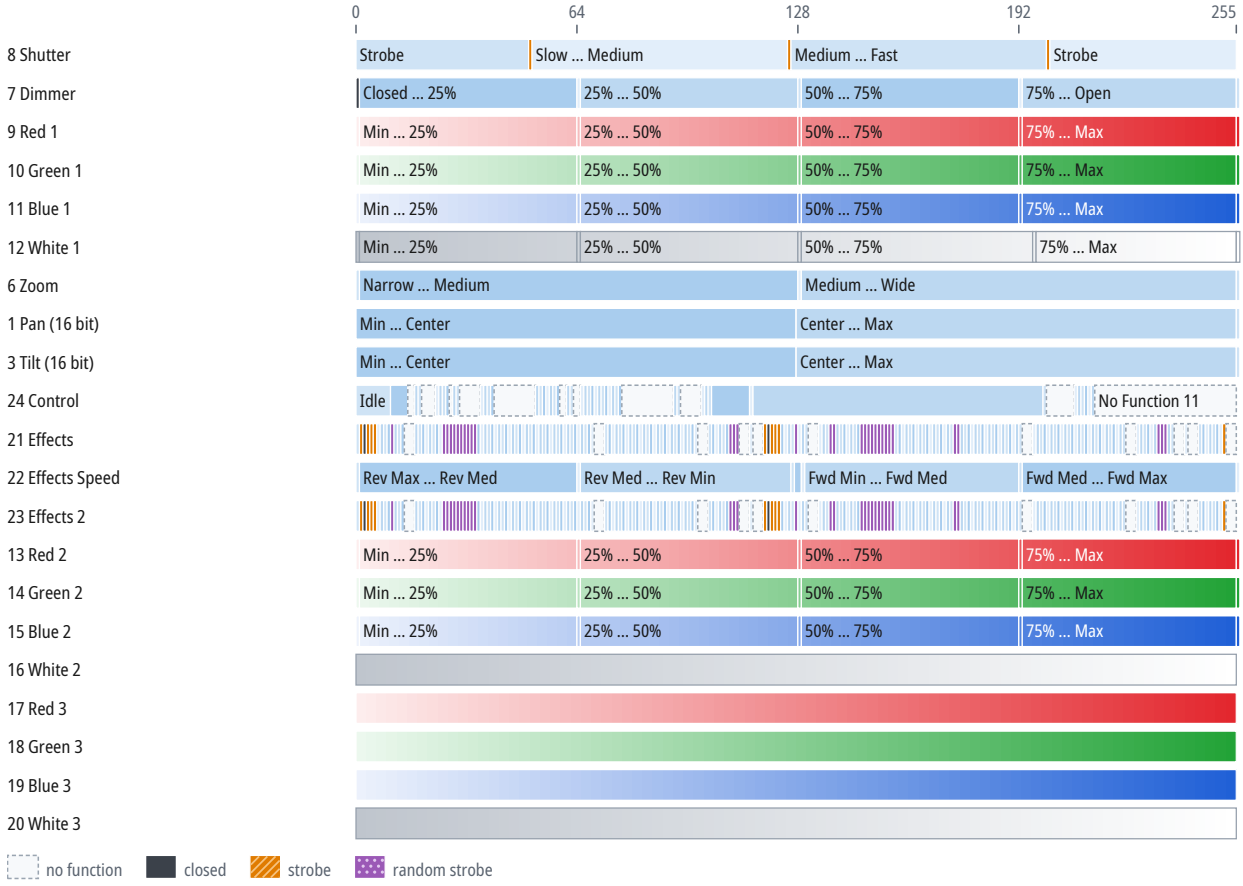
CH	Function	DMX	Description
16	Control (continued)	74	Scenecatch Record (5s)
		75	Scenecatch ON (5s)
		76	Scenecatch OFF (5s)
		77–91	No Function 8
		92	Compact Mode Aura ON (1s)
		93	Compact Mode Aura OFF (1s)
		94–99	No Function 9
		100	Enable Calibration (5s)
		101	Store Pan and Tilt Calibration (5s)
		102	Store Dimmer Calibration (5s)
		103–113	Store Dimmer Calibration (5s) ... Store Zoom Calibration (5s)
		114	Store Zoom Calibration (5s)
		115–198	Store Zoom Calibration (5s) ... Reset All Calibration To Factory Default (5s)
		199	Reset All Calibration To Factory Default (5s)
		200–207	No Function 10
		208	Auto Empty Water ON (1s)
		209	Auto Empty Water OFF (1s)
		210	Outdoor: Stop (1s)
		211	Empty Head (1s)
		212	Dry Off (1s)
		213	Safe Parking (1s)
		214–255	No Function 11

Mode MODO 2 = 3 CLUSTER 24CH

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 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 12 White 1 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
6	Zoom		Same as CH 12 in the mode “MODO 1 = 1 CLUSTER 16CH” (p. 10)
7	Dimmer	0	Closed
		1–63	Closed ... 25%
		64	25%
		65–127	25% ... 50%

CH	Function	DMX	Description
7	Dimmer (continued)	128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Open
		255	Open
8	Shutter	0–49	Strobe
		50	Slow
		51–124	Slow ... Medium
		125	Medium
		126–199	Medium ... Fast
		200	Fast
		201–255	Strobe
9	Red 1	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
10	Green 1	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
11	Blue 1	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
12	White 1	0	Min
		1–63	Min ... 25%
		64	25%

CH	Function	DMX	Description
12	White 1 (continued)	65–127	25% ... 50%
		128	50%
		129–195	50% ... 75%
		196	75%
		197–254	75% ... Max
		255	Max
13	Red 2	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
14	Green 2	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
15	Blue 2	0	Min
		1–63	Min ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Max
		255	Max
16	White 2	0–255	
17	Red 3	0–255	
18	Green 3	0–255	
19	Blue 3	0–255	
20	White 3	0–255	
21	Effects	0	No Effect
		1	Beam Strobe Width
		2	Beam Blackout Strobe
		3	Beam 2x Strobe

CH	Function	DMX	Description
21	Effects (continued)	4	Beam 3x Strobe
		5	Beam 4x Strobe
		6	Beam Up Down Flash
		7	Beam Up Down Flash BiColor
		8	Beam Up Flash Down Flash
		9	Beam Up Flash Down Flash BiColor
		10	Beam Random Levels
		11	Beam Movie Flicker
		12	Beam Atomic Lighting
		13	Beam Thunderstorm
		14–16	No Function
		17	Beam PixelMasks
		18	Beam PixelKiller
		19	Beam Sparkle Stars
		20	Beam Starfield
		21	Beam Fiberoptic
		22	Beam Noise
		23	Beam Build UpDown Step
		24	Beam Build UpDown Fade
		25	Beam Build UpDown Random Step
		26	Beam Build UpDown Random Fade
		27	Beam Random 1 Step
		28	Beam Random 1 Fade
		29	Beam Random 2 Step
		30	Beam Random 2 Fade
		31	Beam Random 3 Step
		32	Beam Random 3 Fade
		33	Beam Random 4 Step
		34	Beam Random 4 Fade
		35	Beam Split Static
		36	Beam Split Rotate Step
		37	Beam Split Rotate Fade
		38	Beam InOut Step
		39	Beam InOut Fade
		40	Beam Waterdrop
		41	Beam Radar Spin Step
		42	Beam Radar Spin Fade
		43	Beam Line Spin Step
		44	Beam Line Spin Fade
		45	Beam Cross Spin Step
		46	Beam Cross Spin Fade
		47	Beam Cross Circle Step

CH	Function	DMX	Description
21	Effects (continued)	48	Beam Cross Circle Fade
		49	Beam Slice Pie Step
		50	Beam Slice Pie Fade
		51	Beam Snake 1 Step
		52	Beam Snake 1 Fade
		53	Beam Snake 2 Step
		54	Beam Snake 2 Fade
		55	Beam Snake 3 Step
		56	Beam Snake 3 Fade
		57	Beam Snake 4 Step
		58	Beam Snake 4 Fade
		59	Beam Vertical Line Step
		60	Beam Vertical Line Fade
		61	Beam Vertical Bounce Step
		62	Beam Vertical Bounce Fade
		63	Beam Horizontal Line Step
		64	Beam Horizontal Line Fade
		65	Beam Horizontal Bounce Step
		66	Beam Horisontal Bounce Fade
		67	Beam HV Bounce Step
		68	Beam HV Bounce Fade
		69–71	No Function 1
		72	Beam ColorLooks
		73	Beam Rainbow Step
		74	Beam Rainbow Fade
		75	Beam RedYellow Step
		76	Beam RedYellow Fade
		77	Beam Yellowgreen Step
		78	Beam YellowGreen Fade
		79	Beam GreenCyan Step
		80	Beam GreenCyan Fade
		81	Beam CyanBlue Step
		82	Beam CyanBlue Fade
		83	Beam BlueMagenta Step
		84	Beam BlueMagenta Fade
		85	Beam MagentaRed Step
		86	Beam MagentaRed Fade
		87	Beam RedWhiteBlue Step
		88	Beam RedWhiteBlue Fade
		89	Beam Fire
		90	Beam Water
		91	Beam Swimming Pool

CH	Function	DMX	Description
21	Effects (continued)	92	Beam Ice
		93	Beam Hot and Cold
		94	Beam Warm and Fuzzy
		95	Beam Silver and Gold
		96	Beam Gold and Silver
		97	Beam Electric Arc
		98	Beam Plasma
		99–101	No Function 2
		102	Beam Spectrum Shift Static
		103	Beam Spectrum Shift Step
		104	Beam Spectrum Shift Fade
		105	Beam Pix Spectrum Shift Static
		106	Beam Pix Spectrum Shift Step
		107	Beam Pix Spectrum Shift Fade
		108	Beam Pix Spectrum Shift Random Static
		109	Beam Pix Spectrum Shift Random Step
		110	Beam Pix Spectrum Shift Random Fade
		111–113	No Function 3
		114	Beam SloMo
		115–117	No Function 4
		118	Aura Strobe Width
		119	Aura Blackout Strobe
		120	Aura 2x Strobe
		121	Aura 3x Strobe
		122	Aura 4x Strobe
		123	Aura Up Down Flash
		124	Aura Up Down Flash BiColor
		125	Aura Up Flash Down Flash
		126	Aura Up Flash Down Flash BiColor
		127	Aura Random Levels
		128	Aura Movie Flicker
		129	Aura Atomic Lighting
		130	Aura Thunderstorm
		131–133	No Function 5
		134	Aura PixelMasks
		135	Aura PixelKiller
		136	Aura Sparkle Stars
		137	Aura Lightning Random
		138	Aura Heavy Lightning Random
		139	Aura Lightning LeftRight
		140	Aura Lightning TopBottom
		141	Aura Starfield

CH	Function	DMX	Description
21	Effects (continued)	142	Aura Fiberoptic
		143	Aura Noise
		144	Aura Build UpDown Step
		145	Aura Build UpDown Fade
		146	Aura Build UpDown Random Step
		147	Aura Build UpDown Random Fade
		148	Aura Random 1 Step
		149	Aura Random 1 Fade
		150	Aura Random 2 Step
		151	Aura Random 2 Fade
		152	Aura Random 4 Step
		153	Aura Random 4 Fade
		154	Aura Random 8 Step
		155	Aura Random 8 Fade
		156	Aura Split Static
		157	Aura Split Rotate Step
		158	Aura Split Rotate Fade
		159	Aura OddEven Step
		160	Aura OddEven Fade
		161	Aura Radar Spin Step
		162	Aura Radar Spin Fade
		163	Aura Line Spin Step
		164	Aura Line Spin Fade
		165	Aura Cross Spin Step
		166	Aura Cross Spin Fade
		167	Aura Slice Pie 1 Step
		168	Aura Slice Pie 1 Fade
		169	Aura Slice Pie 2 Step
		170	Aura Slice Pie 2 Fade
		171	Aura Slice Pie 3 Step
		172	Aura Slice Pie 3 Fade
		173	Aura Random Slice Pie Step
		174	Aura Random Slice Pie Fade
		175	Aura Snake 1 Step
		176	Aura Snake 1 Fade
		177	Aura Snake 2 Step
		178	Aura Snake 2 Fade
		179	Aura Snake 4 Step
		180	Aura Snake 4 Fade
		181	Aura Snake 8 Step
		182	Aura Snake 8 Fade
		183	Aura Vertical Line Step

CH	Function	DMX	Description
21	Effects (continued)	184	Aura Vertical Line Fade
		185	Aura Vertical Bounce Step
		186	Aura Vertical Bounce Fade
		187	Aura Horizontal Line Step
		188	Aura Horizontal Line Fade
		189	Aura Horizontal Bounce Step
		190	Aura Horisontal Bounce Fade
		191	Aura HV Bounce Step
		192	Aura HV Bounce Fade
		193–195	No Function 6
		196	Aura ColorLooks
		197	Aura Rainbow Step
		198	Aura Rainbow Fade
		199	Aura RedYellow Step
		200	Aura RedYellow Fade
		201	Aura Yellowgreen Step
		202	Aura YellowGreen Fade
		203	Aura GreenCyan Step
		204	Aura GreenCyan Fade
		205	Aura CyanBlue Step
		206	Aura CyanBlue Fade
		207	Aura BlueMagenta Step
		208	Aura BlueMagenta Fade
		209	Aura MagentaRed Step
		210	Aura MagentaRed Fade
		211	Aura RedWhiteBlue Step
		212	Aura RedWhiteBlue Fade
		213	Aura Fire
		214	Aura Water
		215	Aura Swimming Pool
		216	Aura Ice
		217	Aura Hot and Cold
		218	Aura Warm and Fuzzy
		219	Aura Silver and Gold
		220	Aura Gold and Silver
		221	Aura Electric Arc
		222	Aura Plasma
		223–225	No Function 7
		226	Aura Spectrum Shift Static
		227	Aura Spectrum Shift Step
		228	Aura Spectrum Shift Fade
		229	Aura Filament Spectrum Shift Static

CH	Function	DMX	Description
21	Effects (continued)	230	Aura Filament Spectrum Shift Step
		231	Aura Filament Spectrum Shift Fade
		232	Aura Filament Spectrum Shift Random Static
		233	Aura Filament Spectrum Shift Random Step
		234	Aura Filament Spectrum Shift Random Fade
		235	Aura Tungsten
		236	Aura Tungsten Decay
		237–239	No Function 8
		240	Aura SloMo
		241–243	No Function 9
		244	BeamAura ColorLooks
		245	BeamAura Step
		246	BeamAura Fade
		247	Aura Ramp Beam Flash
		248	Beam Ramp Aura Flash
		249	BeamAura Thunderstorm
		250	BeamAura Welding
		251	BeamAura 3 Step Strobe
		252–255	No Function 10
22	Effects Speed		When CH 21 is 0–16:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med
		65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med
		193–254	Fwd Med ... Fwd Max
		255	Fwd Max
			When CH 21 is 17:
		0–4	Mono 1
		5–7	Mono 2
		8–10	Mono 3
		11–13	Mono 4
		14–16	Mono 5
		17–19	Mono 6
		20–22	Mono 7
		23–25	Duo Center 1
		26–28	Duo Center 2
		29–31	Duo Center 3

CH	Function	DMX	Description
22	Effects Speed (continued)	32–34	Duo Center 4
		35–37	Duo Center 5
		38–40	Duo Center 6
		41–43	Duo Outer 1
		44–46	Duo Outer 2
		47–49	Duo Outer 3
		50–52	Duo Outer 4
		53–55	Duo Outer 5
		56–58	Duo Outer 6
		59–61	Duo Diag 1
		62–64	Duo Diag 2
		65–67	Duo Diag 3
		68–70	Trio Center 1
		71–73	Trio Center 2
		74–76	Trio Center 3
		77–79	Trio Center 4
		80–82	Trio Center 5
		83–85	Trio Center 6
		86–88	Trio Bend 1
		89–91	Trio Bend 2
		92–94	Trio Bend 3
		95–97	Trio Bend 4
		98–100	Trio Bend 5
		101–103	Trio Bend 6
		104–106	Trio Diag 1
		107–109	Trio Diag 2
		110–112	Trio Diag 3
		113–115	Trio Outer 1
		116–118	Trio Outer 2
		119–121	Trio Outer 3
		122–124	Trio Outer 4
		125–127	Trio Outer 5
		128–130	Trio Outer 6
		131–133	Trio Corners 1
		134–136	Trio Corners 2
		137–139	Quad Center 1
		140–142	Quad Center 2
		143–145	Quad Center 3
		146–148	Quad Center 4
		149–151	Quad Center 5
		152–154	Quad Center 6
		155–157	Quad Corners 1

CH	Function	DMX	Description
22	Effects Speed (continued)	158–160	Quad Corners 2
		161–163	Quad Outer 1
		164–166	Quad Outer 2
		167–169	Quad Outer 3
		170–172	Quad Outer 4
		173–175	Quad Outer 5
		176–178	Quad Outer 6
		179–181	Quad Duos 1
		182–184	Quad Duos 2
		185–187	Quad Duos 3
		188–190	Penta Center 1
		191–193	Penta Center 2
		194–196	Penta Center 3
		197–199	Penta Center 4
		200–202	Penta Center 5
		203–205	Penta Center 6
		206–208	Penta Corners 1
		209–211	Penta Corners 2
		212–214	Penta Corners 3
		215–217	Penta Outer 1
		218–220	Penta Outer 2
		221–223	Penta Outer 3
		224–226	Penta Outer 4
		227–229	Penta Outer 5
		230–232	Penta Outer 6
		233–235	Hexa 1
		236–238	Hexa 2
		239–241	Hexa 3
		242–244	Hexa 4
		245–247	Hexa 5
		248–250	Hexa 6
		251–255	Hexa 7
			When CH 21 is 18–71:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med
		65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med

CH	Function	DMX	Description
22	Effects Speed (continued)	193–254	Fwd Med ... Fwd Max
		255	Fwd Max
			When CH 21 is 72:
		0–255	Look 1...256
			When CH 21 is 73–133:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med
		65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med
		193–254	Fwd Med ... Fwd Max
		255	Fwd Max
			When CH 21 is 134:
		0–38	Mono 1
		39–40	Mono 2
		41–42	Mono 3
		43–44	Mono 4
		45–46	Mono 5
		47–48	Mono 6
		49–50	Mono 7
		51–52	Mono 8
		53–54	Mono 9
		55–56	Mono 10
		57–58	Mono 11
		59–60	Mono 12
		61–62	Duo 1
		63–64	Duo 2
		65–66	Duo 3
		67–68	Duo 4
		69–70	Duo 5
		71–72	Duo 6
		73–74	Duo 7
		75–76	Duo 8
		77–78	Duo 9
		79–80	Duo 10
		81–82	Duo 11
		83–84	Duo 12
		85–86	Duo Diag 1

CH	Function	DMX	Description
22	Effects Speed (continued)	87–88	Duo Diag 2
		89–90	Duo Diag 3
		91–92	Duo Diag 4
		93–94	Duo Diag 5
		95–96	Duo Diag 6
		97–98	Trio 1
		99–100	Trio 2
		101–102	Trio 3
		103–104	Trio 4
		105–106	Trio 5
		107–108	Trio 6
		109–110	Trio 7
		111–112	Trio 8
		113–114	Trio 9
		115–116	Trio 10
		117–118	Trio 11
		119–120	Trio 12
		121–122	Trio Diag 1
		123–124	Trio Diag 2
		125–126	Trio Diag 3
		127–128	Trio Diag 4
		129–130	Quad 1
		131–132	Quad 2
		133–134	Quad 3
		135–136	Quad 4
		137–138	Quad 5
		139–140	Quad 6
		141–142	Quad 7
		143–144	Quad 8
		145–146	Quad 9
		147–148	Quad 10
		149–150	Quad 11
		151–152	Quad 12
		153–154	Quad Diag 1
		155–156	Quad Diag 2
		157–158	Quad Diag 3
		159–160	Quad Duos 1
		161–162	Quad Duos 2
		163–164	Quad Duos 3
		165–166	Quad Duos 4
		167–168	Quad Duos 5
		169–170	Quad Duos 6

CH	Function	DMX	Description
22	Effects Speed (continued)	171–172	Hexa 1
		173–174	Hexa 2
		175–176	Hexa 3
		177–178	Hexa 4
		179–180	Hexa 5
		181–182	Hexa 6
		183–184	Hexa 7
		185–186	Hexa 8
		187–188	Hexa 9
		189–190	Hexa 10
		191–192	Hexa 11
		193–194	Hexa 12
		195–196	Hexa Diag 1
		197–198	Hexa Diag 2
		199–200	Hexa Duos 1
		201–202	Hexa Duos 2
		203–204	Hexa Duos 3
		205–206	Hexa Duos 4
		207–208	Hexa Trios 1
		209–210	Hexa Trios 2
		211–212	Hexa Trios 3
		213–214	Hexa Trios 4
		215–216	Hexa Trios 5
		217–255	Hexa Trios 6
			When CH 21 is 135–195:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med
		65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med
		193–254	Fwd Med ... Fwd Max
		255	Fwd Max
			When CH 21 is 196:
		0–255	Look 1...256
			When CH 21 is 197–243:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med

CH	Function	DMX	Description
22	Effects Speed (continued)	65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med
		193–254	Fwd Med ... Fwd Max
		255	Fwd Max
			When CH 21 is 244:
		0–255	Look 1...256
			When CH 21 is 245–255:
		0	Rev Max
		1–63	Rev Max ... Rev Med
		64	Rev Med
		65–125	Rev Med ... Rev Min
		126	Rev Min
		127–128	Stop
		129	Fwd Min
		130–191	Fwd Min ... Fwd Med
		192	Fwd Med
		193–254	Fwd Med ... Fwd Max
		255	Fwd Max
23	Effects 2	0	No Effect
		1	Beam Strobe Width
		2	Beam Blackout Strobe
		3	Beam 2x Strobe
		4	Beam 3x Strobe
		5	Beam 4x Strobe
		6	Beam Up Down Flash
		7	Beam Up Down Flash BiColor
		8	Beam Up Flash Down Flash
		9	Beam Up Flash Down Flash BiColor
		10	Beam Random Levels
		11	Beam Movie Flicker
		12	Beam Atomic Lighting
		13	Beam Thunderstorm
		14–16	No Function
		17	Beam PixelMasks
		18	Beam PixelKiller
		19	Beam Sparkle Stars
		20	Beam Starfield
		21	Beam Fiberoptic

CH	Function	DMX	Description
23	Effects 2 (continued)	22	Beam Noise
		23	Beam Build UpDown Step
		24	Beam Build UpDown Fade
		25	Beam Build UpDown Random Step
		26	Beam Build UpDown Random Fade
		27	Beam Random 1 Step
		28	Beam Random 1 Fade
		29	Beam Random 2 Step
		30	Beam Random 2 Fade
		31	Beam Random 3 Step
		32	Beam Random 3 Fade
		33	Beam Random 4 Step
		34	Beam Random 4 Fade
		35	Beam Split Static
		36	Beam Split Rotate Step
		37	Beam Split Rotate Fade
		38	Beam InOut Step
		39	Beam InOut Fade
		40	Beam Waterdrop
		41	Beam Radar Spin Step
		42	Beam Radar Spin Fade
		43	Beam Line Spin Step
		44	Beam Line Spin Fade
		45	Beam Cross Spin Step
		46	Beam Cross Spin Fade
		47	Beam Cross Circle Step
		48	Beam Cross Circle Fade
		49	Beam Slice Pie Step
		50	Beam Slice Pie Fade
		51	Beam Snake 1 Step
		52	Beam Snake 1 Fade
		53	Beam Snake 2 Step
		54	Beam Snake 2 Fade
		55	Beam Snake 3 Step
		56	Beam Snake 3 Fade
		57	Beam Snake 4 Step
		58	Beam Snake 4 Fade
		59	Beam Vertical Line Step
		60	Beam Vertical Line Fade
		61	Beam Vertical Bounce Step
		62	Beam Vertical Bounce Fade
		63	Beam Horizontal Line Step

CH	Function	DMX	Description
23	Effects 2 (continued)	64	Beam Horizontal Line Fade
		65	Beam Horizontal Bounce Step
		66	Beam Horisontal Bounce Fade
		67	Beam HV Bounce Step
		68	Beam HV Bounce Fade
		69–71	No Function 1
		72	Beam ColorLooks
		73	Beam Rainbow Step
		74	Beam Rainbow Fade
		75	Beam RedYellow Step
		76	Beam RedYellow Fade
		77	Beam Yellowgreen Step
		78	Beam YellowGreen Fade
		79	Beam GreenCyan Step
		80	Beam GreenCyan Fade
		81	Beam CyanBlue Step
		82	Beam CyanBlue Fade
		83	Beam BlueMagenta Step
		84	Beam BlueMagenta Fade
		85	Beam MagentaRed Step
		86	Beam MagentaRed Fade
		87	Beam RedWhiteBlue Step
		88	Beam RedWhiteBlue Fade
		89	Beam Fire
		90	Beam Water
		91	Beam Swimming Pool
		92	Beam Ice
		93	Beam Hot and Cold
		94	Beam Warm and Fuzzy
		95	Beam Silver and Gold
		96	Beam Gold and Silver
		97	Beam Electric Arc
		98	Beam Plasma
		99–101	No Function 2
		102	Beam Spectrum Shift Static
		103	Beam Spectrum Shift Step
		104	Beam Spectrum Shift Fade
		105	Beam Pix Spectrum Shift Static
		106	Beam Pix Spectrum Shift Step
		107	Beam Pix Spectrum Shift Fade
		108	Beam Pix Spectrum Shift Random Static
		109	Beam Pix Spectrum Shift Random Step

CH	Function	DMX	Description
23	Effects 2 (continued)	110	Beam Pix Spectrum Shift Random Fade
		111–113	No Function 3
		114	Beam SloMo
		115–117	No Function 4
		118	Aura Strobe Width
		119	Aura Blackout Strobe
		120	Aura 2x Strobe
		121	Aura 3x Strobe
		122	Aura 4x Strobe
		123	Aura Up Down Flash
		124	Aura Up Down Flash BiColor
		125	Aura Up Flash Down Flash
		126	Aura Up Flash Down Flash BiColor
		127	Aura Random Levels
		128	Aura Movie Flicker
		129	Aura Atomic Lighting
		130	Aura Thunderstorm
		131–133	No Function 5
		134	Aura PixelMasks
		135	Aura PixelKiller
		136	Aura Sparkle Stars
		137	Aura Lightning Random
		138	Aura Heavy Lightning Random
		139	Aura Lightning LeftRight
		140	Aura Lightning TopBottom
		141	Aura Starfield
		142	Aura Fiberoptic
		143	Aura Noise
		144	Aura Build UpDown Step
		145	Aura Build UpDown Fade
		146	Aura Build UpDown Random Step
		147	Aura Build UpDown Random Fade
		148	Aura Random 1 Step
		149	Aura Random 1 Fade
		150	Aura Random 2 Step
		151	Aura Random 2 Fade
		152	Aura Random 4 Step
		153	Aura Random 4 Fade
		154	Aura Random 8 Step
		155	Aura Random 8 Fade
		156	Aura Split Static
		157	Aura Split Rotate Step

CH	Function	DMX	Description
23	Effects 2 (continued)	158	Aura Split Rotate Fade
		159	Aura OddEven Step
		160	Aura OddEven Fade
		161	Aura Radar Spin Step
		162	Aura Radar Spin Fade
		163	Aura Line Spin Step
		164	Aura Line Spin Fade
		165	Aura Cross Spin Step
		166	Aura Cross Spin Fade
		167	Aura Slice Pie 1 Step
		168	Aura Slice Pie 1 Fade
		169	Aura Slice Pie 2 Step
		170	Aura Slice Pie 2 Fade
		171	Aura Slice Pie 3 Step
		172	Aura Slice Pie 3 Fade
		173	Aura Random Slice Pie Step
		174	Aura Random Slice Pie Fade
		175	Aura Snake 1 Step
		176	Aura Snake 1 Fade
		177	Aura Snake 2 Step
		178	Aura Snake 2 Fade
		179	Aura Snake 4 Step
		180	Aura Snake 4 Fade
		181	Aura Snake 8 Step
		182	Aura Snake 8 Fade
		183	Aura Vertical Line Step
		184	Aura Vertical Line Fade
		185	Aura Vertical Bounce Step
		186	Aura Vertical Bounce Fade
		187	Aura Horizontal Line Step
		188	Aura Horizontal Line Fade
		189	Aura Horizontal Bounce Step
		190	Aura Horisontal Bounce Fade
		191	Aura HV Bounce Step
		192	Aura HV Bounce Fade
		193–195	No Function 6
		196	Aura ColorLooks
		197	Aura Rainbow Step
		198	Aura Rainbow Fade
		199	Aura RedYellow Step
		200	Aura RedYellow Fade
		201	Aura Yellowgreen Step

CH	Function	DMX	Description
23	Effects 2 (continued)	202	Aura YellowGreen Fade
		203	Aura GreenCyan Step
		204	Aura GreenCyan Fade
		205	Aura CyanBlue Step
		206	Aura CyanBlue Fade
		207	Aura BlueMagenta Step
		208	Aura BlueMagenta Fade
		209	Aura MagentaRed Step
		210	Aura MagentaRed Fade
		211	Aura RedWhiteBlue Step
		212	Aura RedWhiteBlue Fade
		213	Aura Fire
		214	Aura Water
		215	Aura Swimming Pool
		216	Aura Ice
		217	Aura Hot and Cold
		218	Aura Warm and Fuzzy
		219	Aura Silver and Gold
		220	Aura Gold and Silver
		221	Aura Electric Arc
		222	Aura Plasma
		223–225	No Function 7
		226	Aura Spectrum Shift Static
		227	Aura Spectrum Shift Step
		228	Aura Spectrum Shift Fade
		229	Aura Filament Spectrum Shift Static
		230	Aura Filament Spectrum Shift Step
		231	Aura Filament Spectrum Shift Fade
		232	Aura Filament Spectrum Shift Random Static
		233	Aura Filament Spectrum Shift Random Step
		234	Aura Filament Spectrum Shift Random Fade
		235	Aura Tungsten
		236	Aura Tungsten Decay
		237–239	No Function 8
		240	Aura SloMo
		241–243	No Function 9
		244	BeamAura ColorLooks
		245	BeamAura Step
		246	BeamAura Fade
		247	Aura Ramp Beam Flash
		248	Beam Ramp Aura Flash
		249	BeamAura Thunderstorm

CH	Function	DMX	Description
23	Effects 2 (continued)	250	BeamAura Welding
		251	BeamAura 3 Step Strobe
		252–255	No Function 10
24	Control		Same as CH 16 in the mode “MODO 1 = 1 CLUSTER 16CH” (p. 11)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	6.3–35.3°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	etherCON IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	285 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	8.9 kg
Operating environment	
Operating temperature	5 to 40 °C

Speeds and ranges

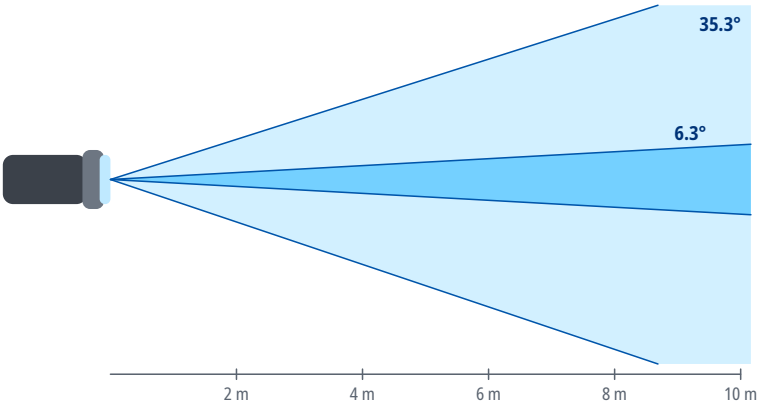
Parameter	Value
Strobe frequency	1–20 Hz

Dimensions

weight 8.9 kg



Spot diameter



Distance	Ø 6.3°	Ø 35.3°
2 m	0.22 m	1.3 m
4 m	0.44 m	2.5 m
6 m	0.66 m	3.8 m
8 m	0.88 m	5.1 m
10 m	1.1 m	6.4 m
15 m	1.7 m	9.5 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.