DMX REFERENCE

MegaPointe

ILUMINA



Manufacturer	ILUMINA
GDTF file	ILUMINA_MegaPointe_87628.gdtf
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1 About this manual

This document describes the MegaPointe by ILUMINA. It was compiled from the GDTF file ILUMINA_MegaPointe_87628.gdtf from the GDTF-Share library.

File revision: “final prueba”.

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 ILUMINA; 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	670 W
Weight	22 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - Standard 16 bit	39	13	1, 40, 79, 118, ...
Mode 2 - Reduced 34CH	34	15	1, 35, 69, 103, ...

No light? Check these channels

- Mode 1 - Standard 16 bit: CH 37 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 38 Dimmer above 0; CH 39 Dimmer Curve above 0
- Mode 2 - Reduced 34CH: CH 33 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 34 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

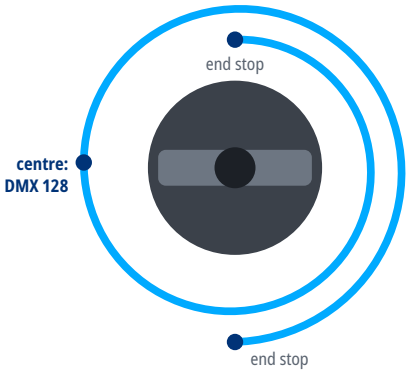
Description in the GDTF file

“MEGA bright with MEGA features and still compact. The MegaPointe from Robe.”

Range of movement

Pan 540°

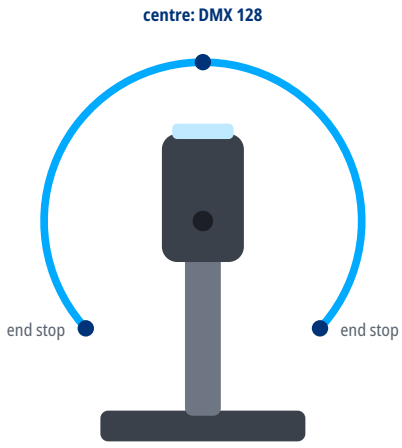
top view



full travel in 3.1 s

Tilt 265°

side view



full travel in 1.8 s

Full-travel times as stated in the GDTF file.

5 Installation

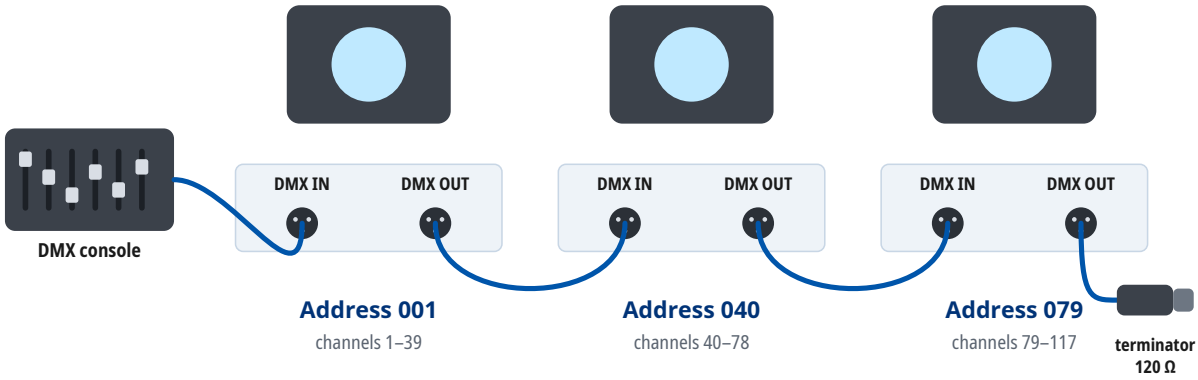
⚠ **WARNING**

- 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: 22 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 1 - Standard 16 bit: every unit occupies 39 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 “Mode 1 - Standard 16 bit”: 39.
- 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 “Mode 1 - Standard 16 bit”, you can use, for example, the start addresses 1, 40, 79, 118.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 - Standard 16 bit 39 channels	Mode 2 - Reduced 34CH 34 channels
Pan / Tilt	1, 3	1, 3
Dimmer	38	34
Shutter / strobe	37	33
Color mixing	7–9	7–9
Color temperature	12	11
Color wheel	10	10
Gobo wheel	19, 20	18, 19
Gobo rotation	19, 21	18, 20
Prism	23–26	21–24
Frost	31	29
Zoom	32	30
Focus	34	31

Gobo wheel 1

1 Open

2 
Gobo 2
DMX 20–29

3 
Gobo5
DMX 50–59

4 
G03 (Cross)
DMX 70–80

5 
Gobo3
DMX 30–39

6 
Gobo1
DMX 10–19

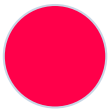
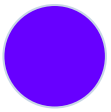
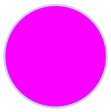
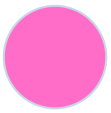
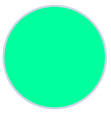
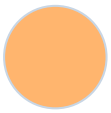
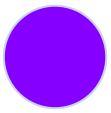
7 
Gobo4
DMX 40–49

8 
G07 (Rugged Isles 2)

9 
G08 (Elipse Line)

10 
Gobo6
DMX 60–69

Color wheel 1

1.
   Open/White - Positioning
   DMX 0–9
2. 
   Red
   DMX 10–19
3. 
   C02 (Deep Blue)
4.
   Yellow
   DMX 30–39
5.
   C04 (Light Green)
6. 
   Magenta
   DMX 40–49
7. 
   Light Blue
   DMX 120–129
8. 
   Pink
   DMX 60–69
9. 
   Dark Green
   DMX 20–29
10. 
    2700K
    DMX 90–99
11. 
    Dark Blue
    DMX 50–59
12. 
    Orange
    DMX 80–89
13.
    3200K
    DMX 110–119
14. 
    UV
    DMX 130–139

Gobo wheel 2

1.
   Open
   DMX 60–65
2. 
   Gobo6
   DMX 25–29
3. 
   Gobo7
   DMX 30–34
4. 
   Gobo3 slow to fast
   DMX 70–74
5. 
   Gobo8
   DMX 35–39
6. 
   Gobo5 slow to fast
   DMX 80–84
7. 
   Gobo9
   DMX 40–44
8. 
   Gobo7 slow to fast
   DMX 90–94
9. 
   Gobo10
   DMX 45–49
10. 
    Gobo11
    DMX 50–54
11. 
    Gobo12
    DMX 55–59
12. 
    Gobo4
    DMX 15–19
13. 
    Gobo3
    DMX 10–14
14. 
    Gobo2
    DMX 5–9
15. 
    Gobo 1
    DMX 0–4

Animation wheel

1.
   Open
2. 
   Animation

Prism 1

1.
Open

2. 
6 facets
P01 (6F Linear)

3. 
1 facet
P02 (Cylindrical)

4. 
8 facets
P03 (8F Circular)

Prism 2

1.
Off
DMX 0–127

2. 
6 facets
P01 (6F Linear)

3. 
32 facets
P02 (32F Multifacet)

4. 
8 facets
P03 (8F Circular)

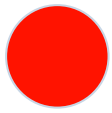
5.
Wheel Slot 1

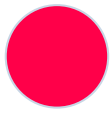
Color wheel 2

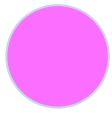
1.
Open

2. 
Filter 4 (Medium Bastard Amber)

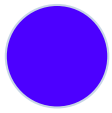
3. 
Filter 10 (Medium Yellow)

4. 
Filter 19 (Fire)

5. 
Filter 26 (Bright Red)

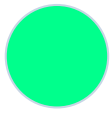
6. 
Filter 58 (Lavender)

7. 
Filter 68 (Sky Blue)

8. 
Filter 71 (Tokyo Blue)

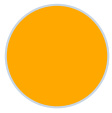
9. 
Filter 79 (Just Blue)

10.
Filter 88 (Lime Green)

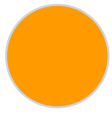
11. 
Filter 90 (Dark Yellow Green)

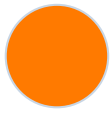
12. 
Filter 100 (Spring Yellow)

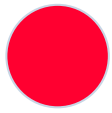
13. 
Filter 101 (Yellow)

14. 
Filter 102 (Light Amber)

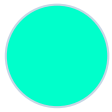
15. 
Filter 103 (Straw)

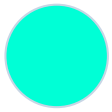
16. 
Filter 104 (Deep Amber)

17. 
Filter 105 (Orange)

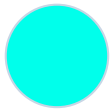
18. 
Filter 106 (Primary Red)

19. 
Filter 111 (Dark Pink)

20. 
Filter 115 (Peacock Blue)

21. 
Filter 116 (Medium Blue - Green)

22.
Filter 117 (Steel Blue)

23. 
Filter 118 (Light Blue)

24. 
Filter 119 (Dark Blue)

25 Filter 120 (Deep Blue)

26 Filter 121 (Filter Green)

27 Filter 128 (Bright Pink)

28 Filter 131 (Marine Blue)

29 Filter 132 (Medium Blue)

30 Filter 134 (Golden Amber)

31 Filter 135 (Deep Golden Amber)

32 Filter 136 (Pale Lavender)

33 Filter 137 (Special Lavender)

34 Filter 138 (Pale Green)

35 Filter 139 (Primary Green)

36 Filter 141 (Bright Blue)

37 Filter 147 (Apricot)

38 Filter 148 (Bright Rose)

39 Filter 152 (Pale Gold)

40 Filter 154 (Pale Rose)

41 Filter 157 (Pink)

42 Filter 158 (Deep Orange)

43 Filter 162 (Bastard Amber)

44 Filter 164 (Flame Red)

45 Filter 165 (Daylight Blue)

46 Filter 169 (Lilac Tint)

47 Filter 170 (Deep Lavender)

48 Filter 172 (Lagoon Blue)

49 Filter 179 (Chrome Orange)

50 Filter 180 (Dark Lavender)

51 Filter 181 (Congo Blue)

52 Filter 197 (Alice Blue)

53 Filter 201 (Full CT Blue)

54 Filter 202 (Half CT Blue)

55 Filter 203 (Quarter CT Blue)

56 Filter 204 (Full CT Orange)

57 Filter 205 (Half CT Orange)

58 Filter 206 (Quarter CT Orange)

59 Filter 247 (Filter Minus Green)

60 Filter 248 (Half Minus Green)

61 Filter 281 (Three Quarter CT Blue)

62 Filter 285 (Three Quarter CT Orange)

63 Filter 352 (Glacier Blue)

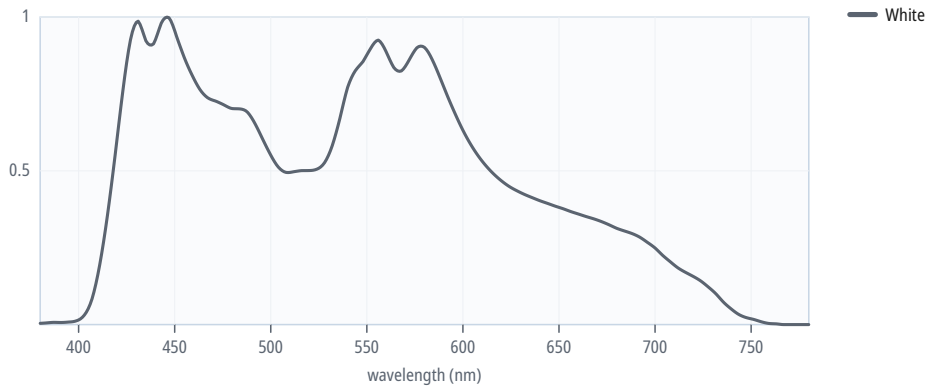
64 Filter 353 (Lighter Blue)

65 Filter 715 (Cabana Blue)

66 Filter 778 (Millennium Gold)

67 Filter 793 (Vanity Fair)

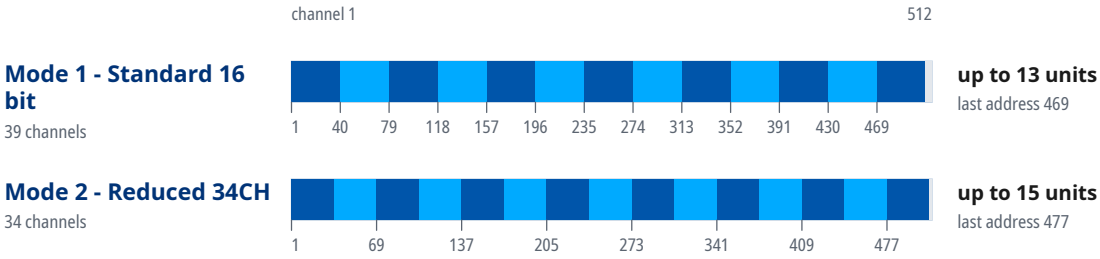
Spectra of the light sources



Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 - Standard 16 bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 1 - Standard 16 bit

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 37 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 38 Dimmer above 0; CH 39 Dimmer Curve above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0, CH 37 Shutter 255, CH 38 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Pan/Tilt Speed/Time
		0	Standard mode
		1	Max Speed Mode
		2–254	Pan/Tilt Speed/Time
		255	Min Speed Mode
6	Control	0–139	No function
		140–149	PositionReset
		150–199	EffectReset
		200–209	FixtureReset
		210–255	No function
7	Cyan	0	Min
		1–254	Min ... Max
		255	Max
8	Magenta	0	Min
		1–254	Min ... Max
		255	Max
9	Yellow	0	Min
		1–254	Min ... Max
		255	Max
10	Colors	0–9	Open/White - Positioning
		10–19	Red
		20–29	Dark Green
		30–39	Yellow
		40–49	Magenta
		50–59	Dark Blue
		60–69	Pink
		70–79	Green
		80–89	Orange
		90–99	2700K
		100–109	Blue
		110–119	3200K
		120–129	Light Blue

CH	Function	DMX	Description
10	Colors (continued)	130–139	UV
		140–147	Color 1 Wheel Spin: Fast to slow 1/5 (600–348.5 °/s)
		148–157	Color 1 Wheel Spin: Fast to slow 2/5 (348.5–214.9 °/s)
		158–167	Color 1 Wheel Spin: Fast to slow 2/5 ... Fast to slow 3/5
		168–177	Color 1 Wheel Spin: Fast to slow 3/5 (214.9–180.9 °/s)
		178–187	Color 1 Wheel Spin: Fast to slow 4/5 (180.9–88 °/s)
		188–197	Color 1 Wheel Spin: Fast to slow 5/5 (88–83.9 °/s)
		198–207	Color 1 Wheel Spin: Slow to fast 1/6 (83.9–48.4 °/s)
		207	Color 1 Wheel Spin: Slow to fast 1/6 ... Slow to fast 2/6
		208–217	Color 1 Wheel Spin: Slow to fast 2/6 ... Slow to fast 3/6
		218–227	Color 1 Wheel Spin: Slow to fast 3/6 (29–13.6 °/s)
		227	Color 1 Wheel Spin: Slow to fast 3/6 ... Slow to fast 4/6
		228–237	Color 1 Wheel Spin: Slow to fast 4/6 (13.6–1.2 °/s)
		237	Color 1 Wheel Spin: Slow to fast 4/6 ... Slow to fast 5/6
		238–247	Color 1 Wheel Spin: Slow to fast 5/6
		247	Color 1 Wheel Spin: Slow to fast 5/6 ... Slow to fast 6/6
		248–255	Color 1 Wheel Spin: Slow to fast 6/6 (1.2–13.6 °/s)
11	Colors Fine	0–255	Fine adjustment of CH 10
12	CTO	0–255	
13	Undefined	0–255	
14	Undefined	0–255	
15	Undefined	0–255	
16	Undefined	0–255	
17	Undefined	0–255	
18	Undefined	0–255	
19	Gobo	0–4	Gobo 1
		5–9	Gobo2
		10–14	Gobo3
		15–19	Gobo4
		20–24	Gobo5
		25–29	Gobo6
		30–34	Gobo7
		35–39	Gobo8
		40–44	Gobo9
		45–49	Gobo10
		50–54	Gobo11
		55–59	Gobo12
		60–64	Gobo: Open
		65–69	Gobo2 slow to fast (1.5–5.46 Hz)
		70–74	Gobo3 slow to fast (1.5–5.46 Hz)
		75–79	Gobo4 slow to fast (1.5–5.46 Hz)

CH	Function	DMX	Description
19	Gobo (continued)	80–84	Gobo5 slow to fast (1.5–5.46 Hz)
		85–89	Gobo6 slow to fast (1.5–5.46 Hz)
		90–94	Gobo7 slow to fast (1.5–5.46 Hz)
		95–99	Gobo8 slow to fast (1.5–5.46 Hz)
		100–104	Gobo9 slow to fast (1.5–5.46 Hz)
		105–109	Gobo10 slow to fast (1.5–5.46 Hz)
		110–114	Gobo11 slow to fast (1.5–5.46 Hz)
		115–119	Gobo12 slow to fast (1.5–5.46 Hz)
		120–127	White
		128–134	Gobo Wheel Spin: Fast to slow - Fast (491.1–228.6 °/s)
		135–183	Gobo Wheel Spin: Fast to slow - Fast ... Fast to slow - Slow (228.6–2.08 °/s)
		184–190	Gobo Wheel Spin: Fast to slow - Slow (2.08–2.07 °/s)
		191–192	Gobo Wheel Spin: Stop (2.07–2.08 °/s)
		193–199	Gobo Wheel Spin: Slow to fast - Slow (2.08–4.29 °/s)
		200–248	Gobo Wheel Spin: Slow to fast - Slow ... Slow to fast - Fast (4.29–491.1 °/s)
		249–255	Gobo Wheel Spin: Slow to fast - Fast (445.3–491.8 °/s)
20	Gobo 2	0–9	Gobo: Open
		10–19	Gobo1
		20–29	Gobo 2
		30–39	Gobo3
		40–49	Gobo4
		50–59	Gobo5
		60–69	Gobo6
		70–79	Gobo7
		80–89	Gobo1 slow to fast
		90–99	Gobo2 slow to fast
		100–109	Gobo3 slow to fast
		110–119	Gobo4 slow to fast
		120–129	Gobo5 slow to fast
		130–139	Gobo6 slow to fast
		140–149	Gobo7 slow to fast
		150–154	Gobo 2 Shake Rot: Fast to slow - fast
		155–194	Gobo 2 Shake Rot: Fast to slow - fast ... Fast to slow - slow
		195–200	Gobo 2 Shake Rot: Fast to slow - slow
		201–205	Gobo 2 Shake Rot: Stop
		206–210	Gobo 2 Shake Rot: Slow to fast - slow
		211–250	Gobo 2 Shake Rot: Slow to fast - slow ... Slow to fast - fast
		251–255	Gobo 2 Shake Rot: Slow to fast - fast
21	Gobo 2 Rotation	0–127	0 ... 360

CH	Function	DMX	Description
21	Gobo 2 Rotation (continued)	127	360
		127–128	Gobo 2 Pos
		129–134	Gobo 2 Rotate: Fast to slow - fast
		135–184	Gobo 2 Rotate: Fast to slow - fast ... Fast to slow - slow
		185–190	Gobo 2 Rotate: Fast to slow - slow
		191–192	Gobo 2 Rotate: Stop
		193–250	Gobo 2 Rotate: Stop ... Slow to fast - fast
		251–255	Gobo 2 Rotate: Slow to fast - fast
22	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 21
23	Prism	0–255	
24	Prism Rotation		When CH 23 is 0–15:
		0–255	2°
25	Prism 2	0–127	Off
		128–255	Prism 2
26	Prism 2 Rotation		When CH 25 is 0–15:
		0–255	2°
27	Undefined	0–255	
28	Undefined	0–255	
29	Undefined	0–255	
30	Undefined	0–255	
31	Frost	0	Frost
		1–127	Off
		128–255	Frost
32	Zoom	0–255	Max ... min
		255	Min
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus	0–255	Min ... max
		255	Max
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Undefined	0–255	
37	Shutter	0–3	Closed
		4–7	Pulse slow to fast - slow
		8–99	Pulse slow to fast - slow ... Pulse slow to fast - fast
		100–103	Pulse slow to fast - fast
		104–107	Open
		108–111	FadeIn slow to fast - slow
		112–151	FadeIn slow to fast - slow ... FadeIn slow to fast - fast
		152–155	FadeIn slow to fast - fast
		156–159	FadeOut slow to fast - slow
		160–203	FadeOut slow to fast - slow ... FadeOut slow to fast - fast
		204–207	FadeOut slow to fast - fast

CH	Function	DMX	Description
37	Shutter (continued)	208–212	Open
		213–216	Random slow to fast - slow
		217–247	Random slow to fast - slow ... Random slow to fast - fast
		248–251	Random slow to fast - fast
		252–255	Open
38	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
39	Dimmer Curve	0–255	Dimmer Speed

Mode 2 - Reduced 34CH

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 33 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 34 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0, CH 33 Shutter 255, CH 34 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 - Standard 16 bit” (p. 14)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 - Standard 16 bit” (p. 14)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 - Standard 16 bit” (p. 14)
6	Control 2	0–139	No function
		140–149	PositionReset
		150–199	EffectReset
		200–209	FixtureReset
		210–255	No function
7	Cyan		Same as CH 7 in the mode “Mode 1 - Standard 16 bit” (p. 14)
8	Magenta		Same as CH 8 in the mode “Mode 1 - Standard 16 bit” (p. 14)
9	Yellow		Same as CH 9 in the mode “Mode 1 - Standard 16 bit” (p. 14)
10	Colors	0–9	Open/White - Positioning
		10–19	Red
		20–29	Dark Green
		30–39	Yellow
		40–49	Magenta
		50–59	Dark Blue
		60–69	Pink
		70–79	Green
		80–89	Orange
		90–99	2700K
		100–109	Blue
		110–119	3200K
		120–129	Light Blue
		130–139	UV
		140–147	Color 1 Wheel Spin: Fast to slow 1/5 (600–348.5 °/s)
		148–157	Color 1 Wheel Spin: Fast to slow 2/5 (348.5–214.9 °/s)
		158–167	Color 1 Wheel Spin: Fast to slow 2/5 ... Fast to slow 3/5
		168–177	Color 1 Wheel Spin: Fast to slow 3/5 (214.9–180.9 °/s)
		178–187	Color 1 Wheel Spin: Fast to slow 4/5 (180.9–88 °/s)
		188–197	Color 1 Wheel Spin: Fast to slow 5/5 (88–83.9 °/s)
		198–207	Color 1 Wheel Spin: Slow to fast 1/6 (83.9–48.4 °/s)
		208	Color 1 Wheel Spin: Slow to fast 2/6 (48.4–29 °/s)
		209–217	Color 1 Wheel Spin: Slow to fast 2/6 ... Slow to fast 3/6
		218–227	Color 1 Wheel Spin: Slow to fast 3/6 (29–13.6 °/s)
		228–237	Color 1 Wheel Spin: Slow to fast 4/6 (13.6–1.2 °/s)
		238–247	Color 1 Wheel Spin: Slow to fast 5/6
		248–255	Color 1 Wheel Spin: Slow to fast 6/6 (1.2–13.6 °/s)
11	CTO	0–255	
12	Undefined	0–255	
13	Undefined	0–255	
14	Undefined	0–255	
15	Undefined	0–255	

CH	Function	DMX	Description
16	Undefined	0–255	
17	Undefined	0–255	
18	Gobo		Same as CH 19 in the mode “Mode 1 - Standard 16 bit” (p. 15)
19	Gobo 2		Same as CH 20 in the mode “Mode 1 - Standard 16 bit” (p. 16)
20	Gobo 2 Rotation	0	0
		1–126	0 ... 360
		127	360
		128	Gobo 2 Pos
		129–134	Gobo 2 Rotate: Fast to slow - fast
		135–184	Gobo 2 Rotate: Fast to slow - fast ... Fast to slow - slow
		185–190	Gobo 2 Rotate: Fast to slow - slow
		191–192	Gobo 2 Rotate: Stop
		193–250	Gobo 2 Rotate: Stop ... Slow to fast - fast
		251–255	Gobo 2 Rotate: Slow to fast - fast
21	Prism	0–127	Off
		128–255	Prism 1
22	Prism Rotation		When CH 21 is 0–15:
		0–255	2°
23	Prism 2		Same as CH 25 in the mode “Mode 1 - Standard 16 bit” (p. 17)
24	Prism 2 Rotation		When CH 23 is 0–15:
		0–255	2°
25	Undefined	0–255	
26	Undefined	0–255	
27	Undefined	0–255	
28	Undefined	0–255	
29	Frost		Same as CH 31 in the mode “Mode 1 - Standard 16 bit” (p. 17)
30	Zoom	0	Max
		1–254	Max ... min
		255	Min
31	Focus	0	Min
		1–254	Min ... max
		255	Max
32	Undefined	0–255	
33	Shutter		Same as CH 37 in the mode “Mode 1 - Standard 16 bit” (p. 17)
34	Dimmer		Same as CH 38 in the mode “Mode 1 - Standard 16 bit” (p. 18)

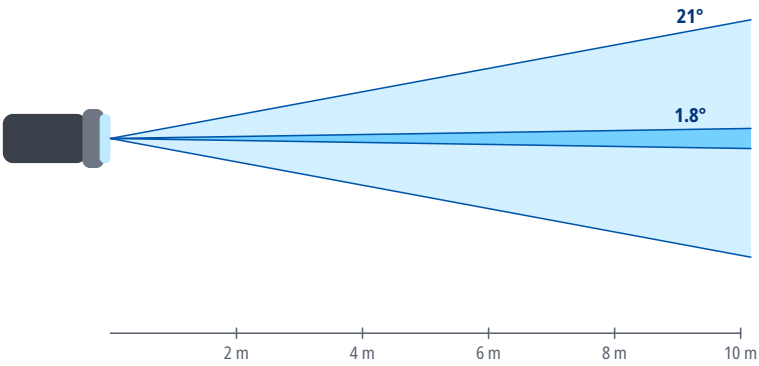
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	470 W
Luminous flux	20,375 lm
Color temperature	6,300 K
Color rendering index (CRI)	80
Optics	
Zoom	1.8–21°
Movement	
Pan	540°
Tilt	265°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x5253, device model ID 0x00E2)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	670 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	22 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color wheel 1 rotation	up to 470.3 °/s (78 rpm)
Gobo wheel 2 rotation	up to 491.8 °/s (82 rpm)
Gobo 1 rotation	up to 537.3 °/s (90 rpm)

Spot diameter



Distance	Ø 1.8°	Ø 21°
2 m	0.06 m	0.74 m
4 m	0.13 m	1.5 m
6 m	0.19 m	2.2 m
8 m	0.25 m	3 m
10 m	0.31 m	3.7 m
15 m	0.47 m	5.6 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.