DMX REFERENCE

POWER WASH 740

JSSL



Manufacturer	JSSL
GDTF file	JSSL_POWER_WASH_740_138836.gdtf
GDTF revision	V3 Tested · 2026-04-15
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1 About this manual

This document describes the POWER WASH 740 by JSSL. It was compiled from the GDTF file JSSL_POWER_WASH_740_138836.gdtf from the GDTF-Share library.

File revision: “V3 Tested”.

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 JSSL; 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.

Note in the GDTF file

“Built for professionals. Designed for impact.”

2 Quick reference

Parameter	Value
Power consumption	850 W
Weight	6.3 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
58CH	58	8	1, 59, 117, 175, ...
30CH	30	17	1, 31, 61, 91, ...
25CH	25	20	1, 26, 51, 76, ...

No light? Check these channels

- 58CH: CH 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 50 Dimmer 2 above 0; CH 51 Shutter 2 at 0 “Open”
- 30CH: CH 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 22 Dimmer 2 above 0; CH 23 Shutter 2 at 0 “Open”
- 25CH: CH 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 22 Dimmer 2 above 0; CH 23 Shutter 2 at 0 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

⚠ WARNING

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

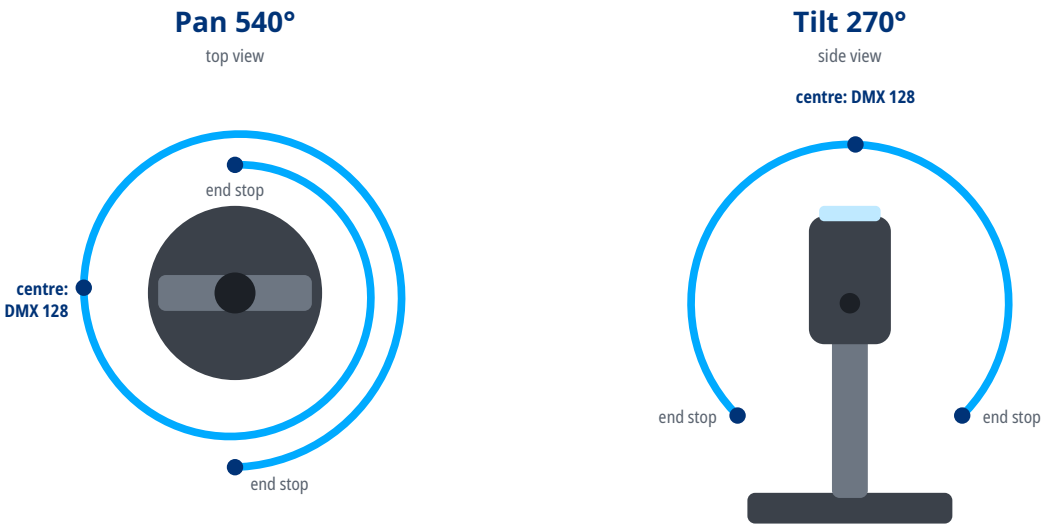
4 Product description

Description in the GDTF file

“JSSL PowerWash 740”

“Betrouwbare kracht in compact formaat. Met 7 × 40W RGBW LED’s, full pixel control en een zoom van 4° tot 60° is deze wash klaar voor elk podium. Voorzien van SignatureGlow pixelring, Lens Shift en nauwkeurige CTO/CTB-presets.”

Range of movement



5 Installation

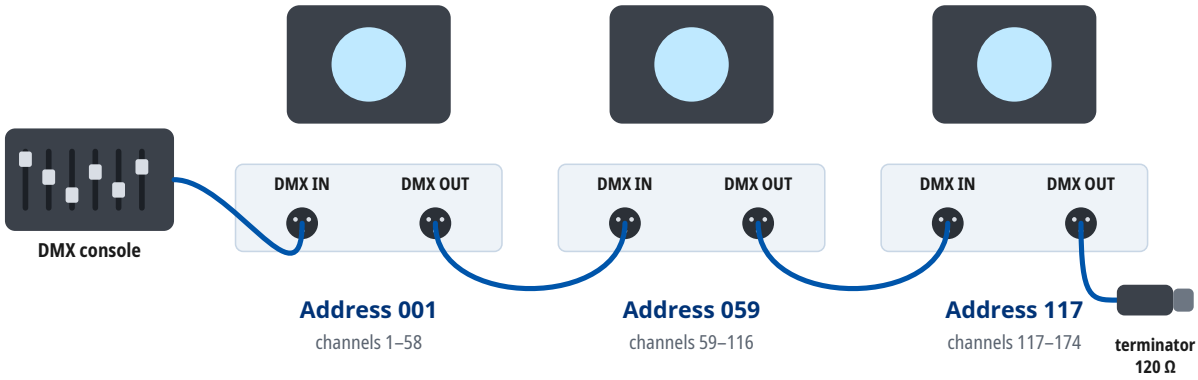
⚠ WARNING

- 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: 6.3 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 58CH: every unit occupies 58 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

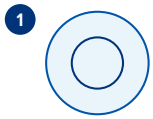
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “58CH”: 58.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “58CH”, you can use, for example, the start addresses 1, 59, 117, 175.
- 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

	58CH 58 channels	30CH 30 channels	25CH 25 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	8, 50	8, 22	8, 22
Shutter / strobe	9, 51	9, 23	9, 23
Color mixing	40 channels (10–54)	10–14, 17–20, 24–26	10–14, 17–20
Gobo wheel	15	15	15
Gobo rotation	16	16	16
Prism	7	7	7
Zoom	6	6	6
Effects / macros	55	27	24
Pixel control	✓		

Prism



1 facet
Prisma

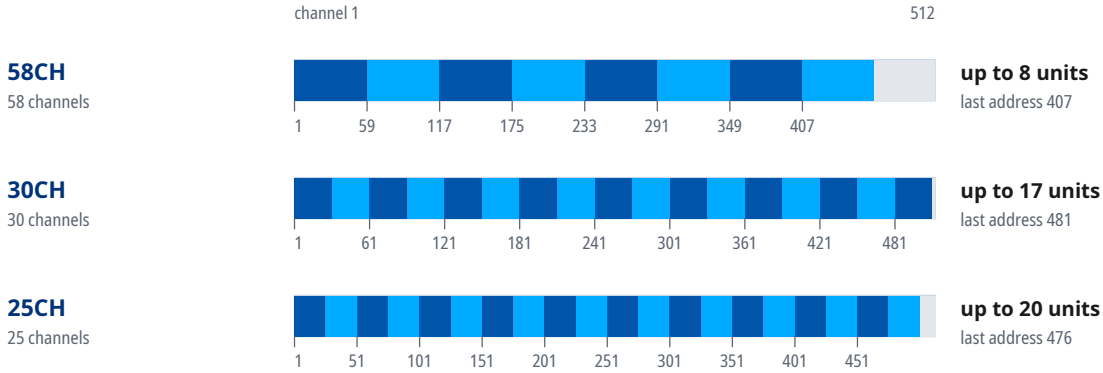
Gobo wheel

1	Open	DMX 0–3	21	2PX Clock	DMX 80–83	41	Up/Down Full	DMX 160–163
2	Color Fade	DMX 4–7	22	2PX Clock RGB	DMX 84–87	42	Up/Down Full RGB	DMX 164–167
3	Color Sin	DMX 8–11	23	Double Clock	DMX 88–91	43	Up/Down Side	DMX 168–171
4	Color Jump	DMX 12–15	24	Double Clock RGB	DMX 92–95	44	up/Down Side RGB	DMX 172–175
5	1PX Ring Jump	DMX 16–19	25	Odd/Even	DMX 96–99	45	Odd/Even/Center	DMX 176–179
6	1PX Ring Jump RGB	DMX 20–23	26	Odd/Even RGB	DMX 100–103	46	Odd/Even/Center RGB	DMX 180–183
7	2PX Ring Jump	DMX 24–27	27	Up/Down Ring (1)	DMX 104–107	47	CFX Fill	DMX 184–187
8	2PX Ring Jump RGB	DMX 28–31	28	Up/Down Ring RGB (1)	DMX 108–111	48	CFX Fill Override	DMX 188–191
9	2PX Ring Jump (1)	DMX 32–35	29	3PX Clock	DMX 112–115	49	CFX RGB Fill	DMX 192–195
10	2PX Ring Jump RGB (1)	DMX 36–39	30	3PX Clock RGB	DMX 116–119	50	CFX RGB Jump Fill	DMX 196–199
11	1PX Jump	DMX 40–43	31	4PX Clock	DMX 120–123	51	CFX RGB CLR Ring	DMX 200–203
12	1PX Jump RGB	DMX 44–47	32	4PX Clock RGB	DMX 124–127	52	CFX Up/Down	DMX 204–207
13	2PX Jump	DMX 48–51	33	5PX Clock	DMX 128–131	53	CFX Half/Half/Center	DMX 208–211
14	2PX Jump RGB	DMX 52–55	34	5PX Clock RGB	DMX 132–135	54	CFX Red/Green	DMX 212–215
15	6PX Jump Ring	DMX 56–59	35	In/Out	DMX 136–139	55	CFX Green/Blue	DMX 216–219
16	6PX Jump Ring RGB	DMX 60–63	36	In/Out RGB	DMX 140–143	56	CFX Blue/White Ring	DMX 220–223
17	6PX Jump	DMX 64–67	37	Odd/Even Ring	DMX 144–147	57	CFX White/Red Ring	DMX 224–227
18	6PX Jump RGB	DMX 68–71	38	Odd/Even Ring RGB	DMX 148–151	58	CFX 3PX Clock	DMX 228–231
19	Up/Down Ring	DMX 72–75	39	Up/Down	DMX 152–155	59	CFX 2PX Clock	DMX 232–235
20	Up/Down Ring RGB	DMX 76–79	40	Up/Down RGB	DMX 156–159	60	CFX Clock Override	DMX 236–239

61	CFX Jump Ring	DMX 240–243	63	CFX Jump Ring 2	DMX 248–251
62	CFX Jump RGB Ring	DMX 244–247	64	CFX Rainbow Fade	DMX 252–255

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “58CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	291	11	U2 · 117	16	U2 · 407
2	59	7	349	12	U2 · 175	17	U3 · 1
3	117	8	407	13	U2 · 233	18	U3 · 59
4	175	9	U2 · 1	14	U2 · 291	19	U3 · 117
5	233	10	U2 · 59	15	U2 · 349	20	U3 · 175

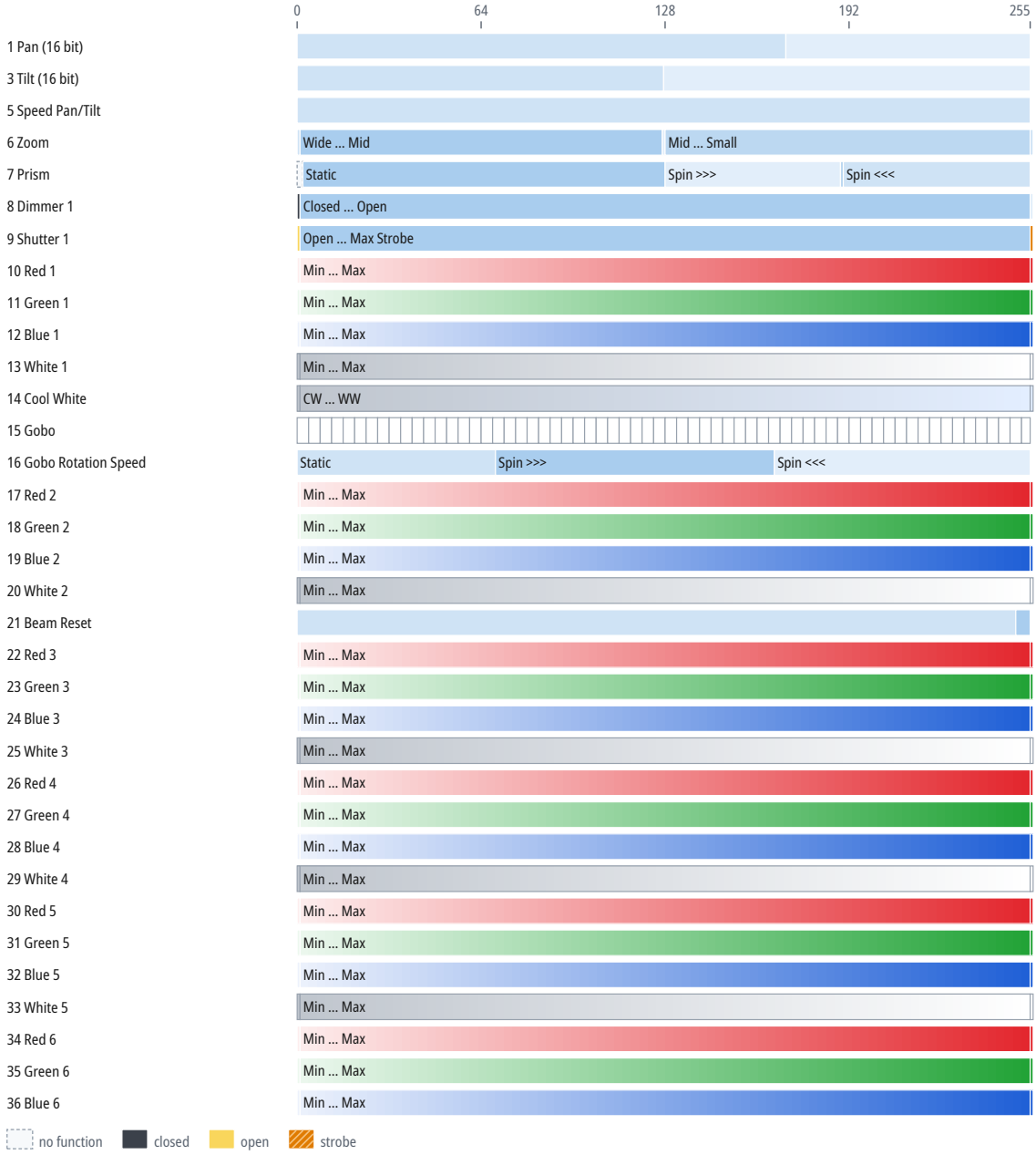
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 58CH

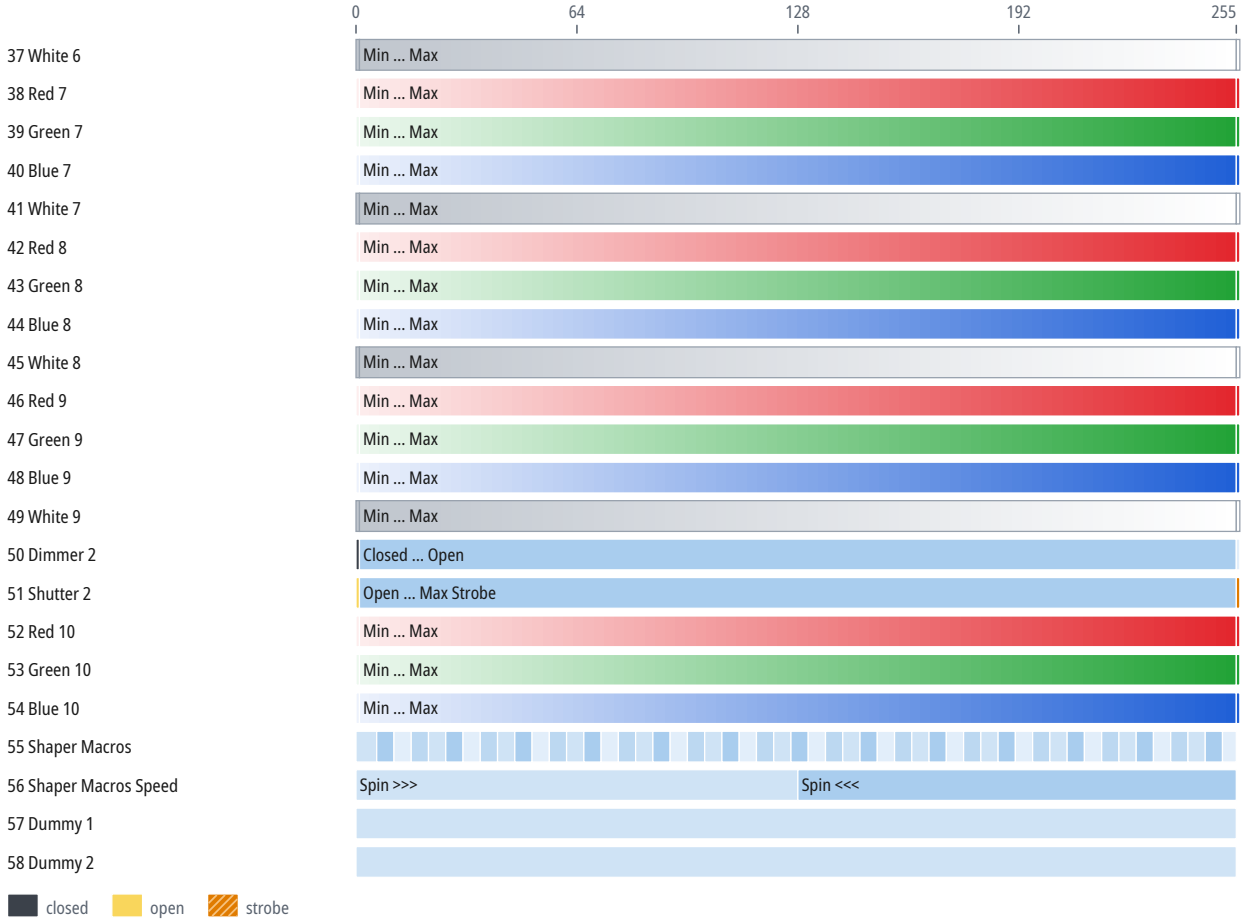
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 50 Dimmer 2 above 0; CH 51 Shutter 2 at 0 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 1 255, CH 9 Shutter 1 0, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255, CH 14 Cool White 0, CH 22 Red 3 255, CH 23 Green 3 255, CH 24 Blue 3 255, CH 25 White 3 255, CH 26 Red 4 255, CH 27 Green 4 255, CH 28 Blue 4 255, CH 29 White 4 255, CH 30 Red 5 255, CH 31 Green 5 255, CH 32 Blue 5 255, CH 33 White 5 255, CH 34 Red 6 255, CH 35 Green 6 255, CH 36 Blue 6 255, CH 37 White 6 255, CH 38 Red 7 255, CH 39 Green 7 255, CH 40 Blue 7 255, CH 41 White 7 255, CH 42 Red 8 255, CH 43 Green 8 255, CH 44 Blue 8 255, CH 45 White 8 255, CH 46 Red 9 255, CH 47 Green 9 255, CH 48 Blue 9 255, CH 49 White 9 255, CH 50 Dimmer 2 255, CH 51 Shutter 2 0, CH 52 Red 10 255, CH 53 Green 10 255, CH 54 Blue 10 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–170	Pan 1
		170	Center
		170–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Zoom	0	Wide
		1–126	Wide ... Mid
		127	Mid
		128–254	Mid ... Small
		255	Small
7	Prism	0–1	None
		2–127	Static
		128–188	Spin >>>
		189	Stop

CH	Function	DMX	Description
7	Prism (continued)	190–255	Spin <<<
8	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
9	Shutter 1	0	Open
		1–254	Open ... Max Strobe
		255	Max Strobe
10	Red 1	0	Min
		1–254	Min ... Max
		255	Max
11	Green 1	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
13	White 1	0	Min
		1–254	Min ... Max
		255	Max
14	Cool White	0	CW
		1–254	CW ... WW
		255	WW
15	Gobo	0–3	Open
		4–7	Color Fade
		8–11	Color Sin
		12–15	Color Jump
		16–19	1PX Ring Jump
		20–23	1PX Ring Jump RGB
		24–27	2PX Ring Jump
		28–31	2PX Ring Jump RGB
		32–35	2PX Ring Jump (1)
		36–39	2PX Ring Jump RGB (1)
		40–43	1PX Jump
		44–47	1PX Jump RGB
		48–51	2PX Jump
		52–55	2PX Jump RGB
		56–59	6PX Jump Ring
		60–63	6PX Jump Ring RGB
		64–67	6PX Jump
		68–71	6PX Jump RGB
		72–75	Up/Down Ring
		76–79	Up/Down Ring RGB

CH	Function	DMX	Description
15	Gobo (continued)	80–83	2PX Clock
		84–87	2PX Clock RGB
		88–91	Double Clock
		92–95	Double Clock RGB
		96–99	Odd/Even
		100–103	Odd/Even RGB
		104–107	Up/Down Ring (1)
		108–111	Up/Down Ring RGB (1)
		112–115	3PX Clock
		116–119	3PX Clock RGB
		120–123	4PX Clock
		124–127	4PX Clock RGB
		128–131	5PX Clock
		132–135	5PX Clock RGB
		136–139	In/Out
		140–143	In/Out RGB
		144–147	Odd/Even Ring
		148–151	Odd/Even Ring RGB
		152–155	Up/Down
		156–159	Up/Down RGB
		160–163	Up/Down Full
		164–167	Up/Down Full RGB
		168–171	Up/Down Side
		172–175	up/Down Side RGB
		176–179	Odd/Even/Center
		180–183	Odd/Even/Center RGB
		184–187	CFX Fill
		188–191	CFX Fill Override
		192–195	CFX RGB Fill
		196–199	CFX RGB Jump Fill
		200–203	CFX RGB CLR Ring
		204–207	CFX Up/Down
		208–211	CFX Half/Half/Center
		212–215	CFX Red/Green
		216–219	CFX Green/Blue
		220–223	CFX Blue/White Ring
		224–227	CFX White/Red Ring
		228–231	CFX 3PX Clock
		232–235	CFX 2PX Clock
		236–239	CFX Clock Override
		240–243	CFX Jump Ring
		244–247	CFX Jump RGB Ring

CH	Function	DMX	Description
15	Gobo (continued)	248–251	CFX Jump Ring 2
		252–255	CFX Rainbow Fade
16	Gobo Rotation Speed	0–68	Static
		69–165	Spin >>>
		166–255	Spin <<<
17	Red 2	0	Min
		1–254	Min ... Max
		255	Max
18	Green 2	0	Min
		1–254	Min ... Max
		255	Max
19	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
20	White 2	0	Min
		1–254	Min ... Max
		255	Max
21	Beam Reset	0–249	Beam Reset 1
		250–255	Reset
22	Red 3	0	Min
		1–254	Min ... Max
		255	Max
23	Green 3	0	Min
		1–254	Min ... Max
		255	Max
24	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
25	White 3	0	Min
		1–254	Min ... Max
		255	Max
26	Red 4	0	Min
		1–254	Min ... Max
		255	Max
27	Green 4	0	Min
		1–254	Min ... Max
		255	Max
28	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
29	White 4	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
29	White 4 (continued)	255	Max
30	Red 5	0	Min
		1–254	Min … Max
		255	Max
31	Green 5	0	Min
		1–254	Min … Max
		255	Max
32	Blue 5	0	Min
		1–254	Min … Max
		255	Max
33	White 5	0	Min
		1–254	Min … Max
		255	Max
34	Red 6	0	Min
		1–254	Min … Max
		255	Max
35	Green 6	0	Min
		1–254	Min … Max
		255	Max
36	Blue 6	0	Min
		1–254	Min … Max
		255	Max
37	White 6	0	Min
		1–254	Min … Max
		255	Max
38	Red 7	0	Min
		1–254	Min … Max
		255	Max
39	Green 7	0	Min
		1–254	Min … Max
		255	Max
40	Blue 7	0	Min
		1–254	Min … Max
		255	Max
41	White 7	0	Min
		1–254	Min … Max
		255	Max
42	Red 8	0	Min
		1–254	Min … Max
		255	Max
43	Green 8	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
43	Green 8 (continued)	255	Max
44	Blue 8	0	Min
		1–254	Min … Max
		255	Max
45	White 8	0	Min
		1–254	Min … Max
		255	Max
46	Red 9	0	Min
		1–254	Min … Max
		255	Max
47	Green 9	0	Min
		1–254	Min … Max
		255	Max
48	Blue 9	0	Min
		1–254	Min … Max
		255	Max
49	White 9	0	Min
		1–254	Min … Max
		255	Max
50	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
51	Shutter 2	0	Open
		1–254	Open … Max Strobe
		255	Max Strobe
52	Red 10	0	Min
		1–254	Min … Max
		255	Max
53	Green 10	0	Min
		1–254	Min … Max
		255	Max
54	Blue 10	0	Min
		1–254	Min … Max
		255	Max
55	Shaper Macros	0–5	Open
		6–10	Red
		11–15	Green
		16–20	Blue
		21–25	Yellow
		26–30	Magenta
		31–35	Cyan
		36–40	White

CH	Function	DMX	Description
55	Shaper Macros (continued)	41–45	CFX Full
		46–50	1PX Cirl Red
		51–55	1PX Cirl Green
		56–60	1PX Cirl Blue
		61–65	1PX Cirl Yellow
		66–70	1PX Cirl Magenta
		71–75	1PX Cirl Cyan
		76–80	1PX Cirl White
		81–85	CFX 1PX Cirl
		86–90	2PX Cirl Red
		91–95	2PX Cirl Green
		96–100	2PX Cirl Blue
		101–105	2PX Cirl Yellow
		106–110	2PX Cirl Magenta
		111–115	2PX Cirl Cyan
		116–120	2PX Cirl White
		121–125	CFX 2PX Cirl
		126–130	2PX Fill Red
		131–135	2PX Fill Green
		136–140	2PX Fill Blue
		141–145	2PX Fill Yellow
		146–150	2PX Fill Magenta
		151–155	2PX Fill Cyan
		156–160	2PX Fill White
		161–165	CFX 2PX Fill
		166–170	1PX Trail Red
		171–175	1PX Trail Green
		176–180	1PX Trail Blue
		181–185	1PX Trail Yellow
		186–190	1PX Trail Magenta
		191–195	1PX Trail Cyan
		196–200	1PX Trail White
		201–205	CFX 2PX Trail
		206–210	CFX Cirl Override
		211–215	CFX Small Pix
		216–220	CFX Pix Trail
		221–225	CFX Ring
		226–230	CFX Ring RGB
		231–235	CFX Red/Blue
		236–240	CFX White
		241–245	CFX Rainbow
		246–250	CFX RGB CMY W

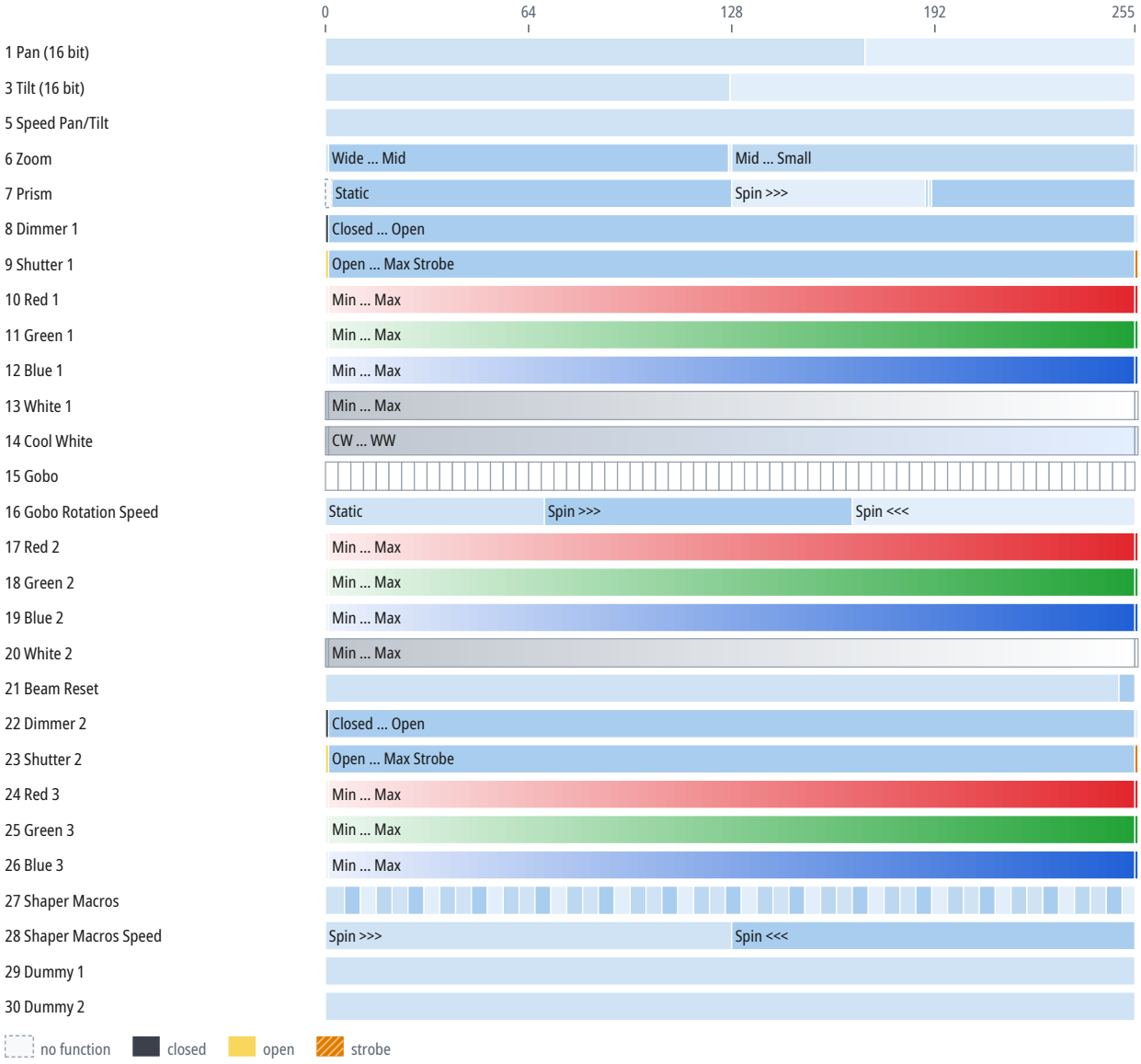
CH	Function	DMX	Description
55	Shaper Macros (continued)	251–255	CFX CMY
56	Shaper Macros Speed	0–127	Spin >>>
		128–255	Spin <<<
57	Dummy 1	0–255	
58	Dummy 2	0–255	

Mode 30CH

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 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 22 Dimmer 2 above 0; CH 23 Shutter 2 at 0 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 1 255, CH 9 Shutter 1 0, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255, CH 14 Cool White 0, CH 22 Dimmer 2 255, CH 23 Shutter 2 0, CH 24 Red 3 255, CH 25 Green 3 255, CH 26 Blue 3 255.

Channel functions at a glance



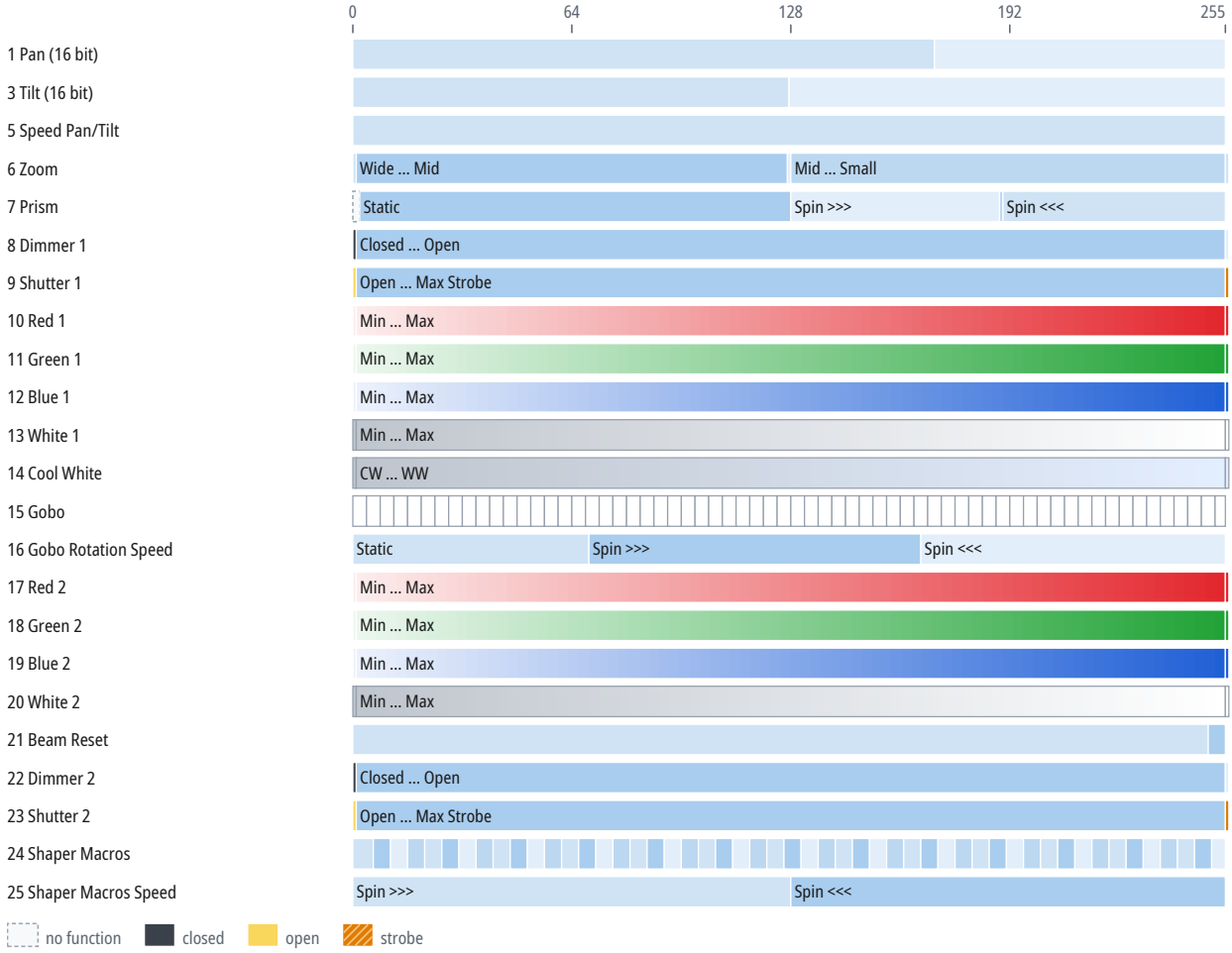
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “58CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “58CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Zoom		Same as CH 6 in the mode “58CH” (p. 11)
7	Prism	0–1	None
		2–127	Static
		128–188	Spin >>>
		189	Stop
		190	Spin <<<
		191–255	Prism 1 1
8	Dimmer 1		Same as CH 8 in the mode “58CH” (p. 12)
9	Shutter 1		Same as CH 9 in the mode “58CH” (p. 12)
10	Red 1		Same as CH 10 in the mode “58CH” (p. 12)
11	Green 1		Same as CH 11 in the mode “58CH” (p. 12)
12	Blue 1		Same as CH 12 in the mode “58CH” (p. 12)
13	White 1		Same as CH 13 in the mode “58CH” (p. 12)
14	Cool White		Same as CH 14 in the mode “58CH” (p. 12)
15	Gobo		Same as CH 15 in the mode “58CH” (p. 12)
16	Gobo Rotation Speed		Same as CH 16 in the mode “58CH” (p. 14)
17	Red 2		Same as CH 17 in the mode “58CH” (p. 14)
18	Green 2		Same as CH 18 in the mode “58CH” (p. 14)
19	Blue 2		Same as CH 19 in the mode “58CH” (p. 14)
20	White 2		Same as CH 20 in the mode “58CH” (p. 14)
21	Beam Reset		Same as CH 21 in the mode “58CH” (p. 14)
22	Dimmer 2		Same as CH 50 in the mode “58CH” (p. 16)
23	Shutter 2		Same as CH 51 in the mode “58CH” (p. 16)
24	Red 3		Same as CH 22 in the mode “58CH” (p. 14)
25	Green 3		Same as CH 23 in the mode “58CH” (p. 14)
26	Blue 3		Same as CH 24 in the mode “58CH” (p. 14)
27	Shaper Macros		Same as CH 55 in the mode “58CH” (p. 16)
28	Shaper Macros Speed		Same as CH 56 in the mode “58CH” (p. 18)
29	Dummy 1	0–255	
30	Dummy 2	0–255	

Mode 25CH

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 8 Dimmer 1 above 0; CH 9 Shutter 1 at 0 “Open”; CH 22 Dimmer 2 above 0; CH 23 Shutter 2 at 0 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 1 255, CH 9 Shutter 1 0, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255, CH 14 Cool White 0, CH 22 Dimmer 2 255, CH 23 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “58CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “58CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Zoom		Same as CH 6 in the mode “58CH” (p. 11)
7	Prism		Same as CH 7 in the mode “58CH” (p. 11)
8	Dimmer 1		Same as CH 8 in the mode “58CH” (p. 12)
9	Shutter 1		Same as CH 9 in the mode “58CH” (p. 12)
10	Red 1		Same as CH 10 in the mode “58CH” (p. 12)

CH	Function	DMX	Description
11	Green 1		Same as CH 11 in the mode “58CH” (p. 12)
12	Blue 1		Same as CH 12 in the mode “58CH” (p. 12)
13	White 1		Same as CH 13 in the mode “58CH” (p. 12)
14	Cool White		Same as CH 14 in the mode “58CH” (p. 12)
15	Gobo		Same as CH 15 in the mode “58CH” (p. 12)
16	Gobo Rotation Speed		Same as CH 16 in the mode “58CH” (p. 14)
17	Red 2		Same as CH 17 in the mode “58CH” (p. 14)
18	Green 2		Same as CH 18 in the mode “58CH” (p. 14)
19	Blue 2		Same as CH 19 in the mode “58CH” (p. 14)
20	White 2		Same as CH 20 in the mode “58CH” (p. 14)
21	Beam Reset		Same as CH 21 in the mode “58CH” (p. 14)
22	Dimmer 2		Same as CH 50 in the mode “58CH” (p. 16)
23	Shutter 2		Same as CH 51 in the mode “58CH” (p. 16)
24	Shaper Macros		Same as CH 55 in the mode “58CH” (p. 16)
25	Shaper Macros Speed		Same as CH 56 in the mode “58CH” (p. 18)

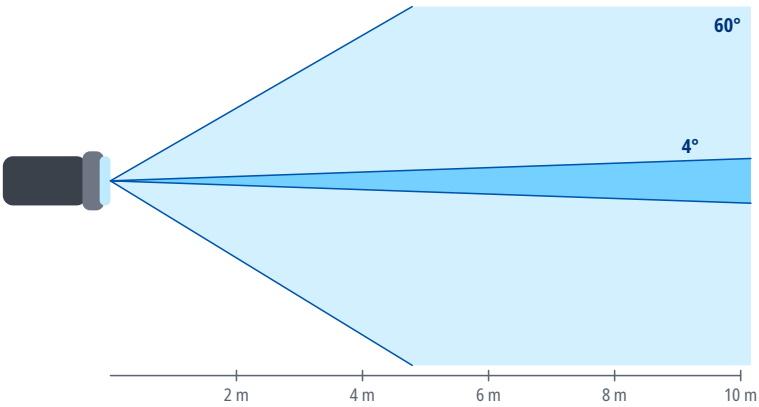
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4–60°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	6.3 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Gobo rotation	up to 4 °/s (0.7 rpm)

Spot diameter



Distance	Ø 4°	Ø 60°
2 m	0.14 m	2.3 m
4 m	0.28 m	4.6 m
6 m	0.42 m	6.9 m
8 m	0.56 m	9.2 m
10 m	0.7 m	11.5 m
15 m	1 m	17.3 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.