DMX REFERENCE

P600

Krypton



Manufacturer	Krypton
GDTF file	Krypton_P600_82676.gdtf
GDTF revision	Release · 2025-01-07
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 6
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode Extended 11
Mode Standard 17
Mode Basic 19
10 Technical specifications 21
11 Maintenance and cleaning 22
12 Troubleshooting 22
13 Disposal 23

1 About this manual

This document describes the P600 by Krypton. It was compiled from the GDTF file Krypton_P600_82676.gdtf from the GDTF-Share library.

File revision: “Release”.

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 Krypton; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	31 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	43	11	1, 44, 87, 130, ...
Standard	38	13	1, 39, 77, 115, ...
Basic	33	15	1, 34, 67, 100, ...

No light? Check these channels

- Extended: CH 39 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 40 Dimmer above 0
- Standard: CH 34 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 35 Dimmer above 0
- Basic: CH 30 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 31 Dimmer above 0


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

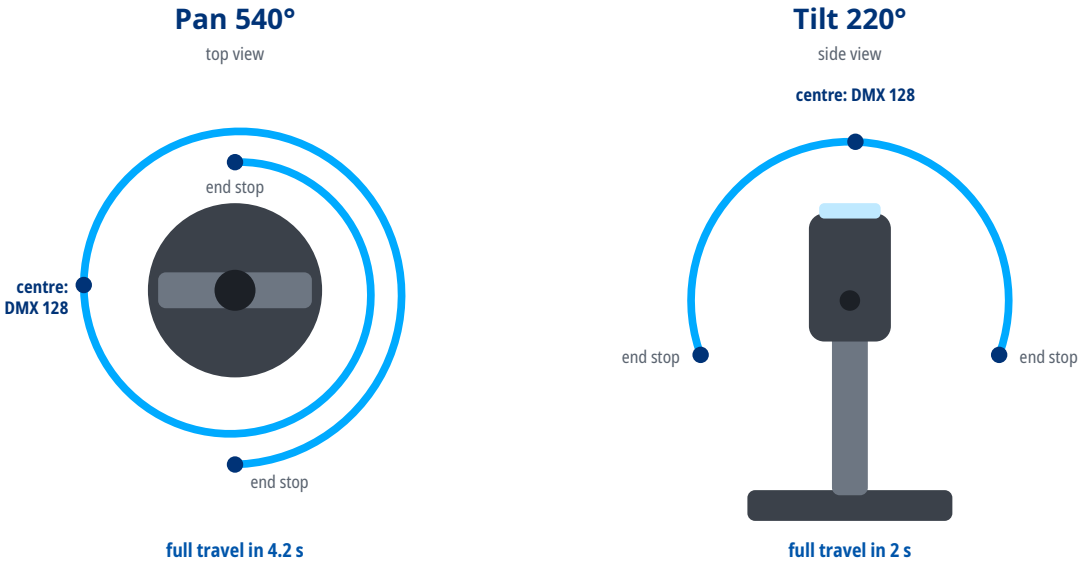
⚠ CAUTION

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

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

4 Product description

Range of movement



Full-travel times as stated in the GDTF file.

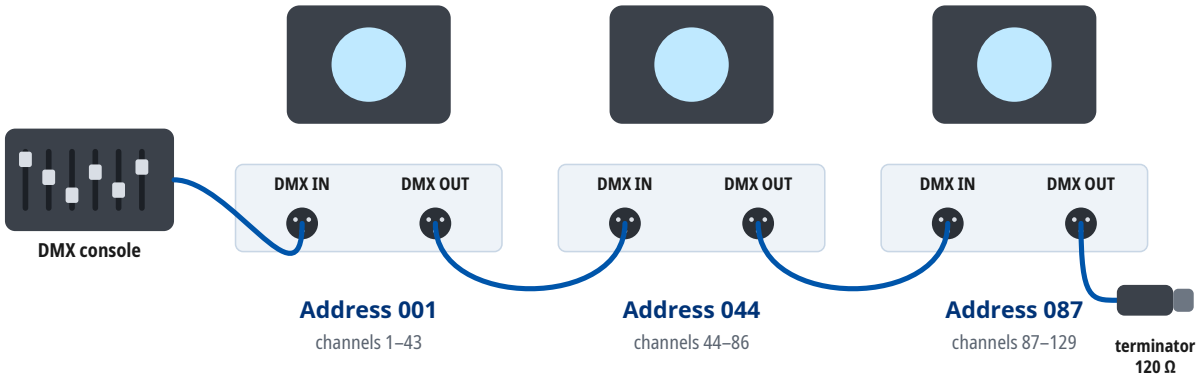
5 Installation

> ⚠ **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: 31 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 Extended: every unit occupies 43 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

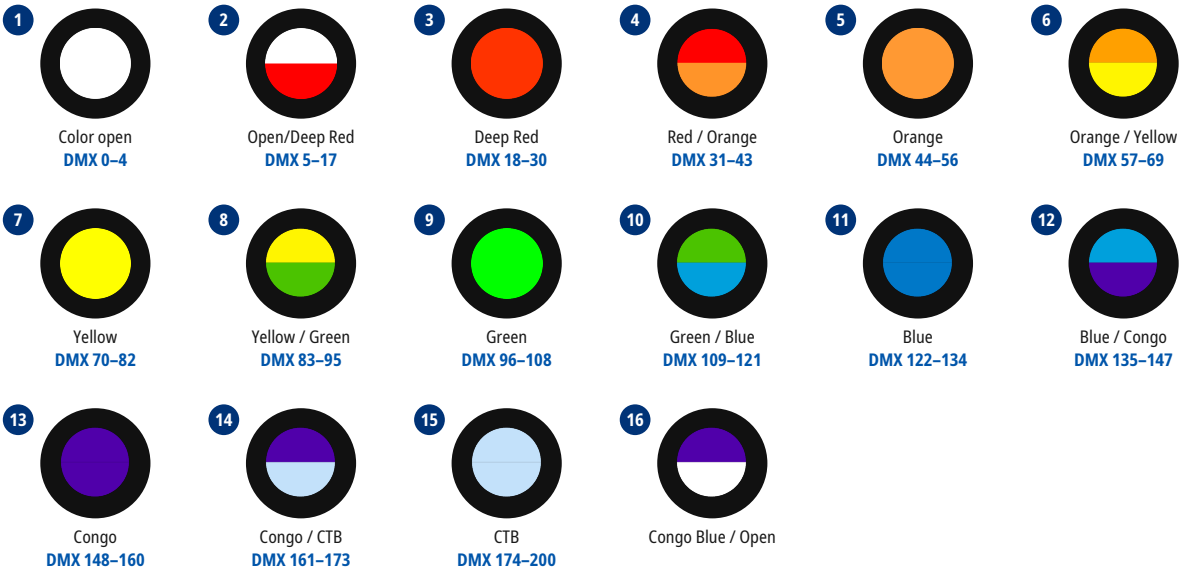
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 43.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Extended”, you can use, for example, the start addresses 1, 44, 87, 130.
- 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

	Extended 43 channels	Standard 38 channels	Basic 33 channels
Pan / Tilt	**1, 3**	**1, 3**	**1, 2**
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	**40**	**35**	**31**
Dimmer resolution	16 bit	16 bit	8 bit
Shutter / strobe	**39**	**34**	**30**
Color mixing	**6, 8, 10**	**6–8**	**4–6**
Color temperature	**12**	**9**	**7**
Color wheel	**16**	**12**	**10**
Gobo wheel	**14, 17**	**10, 13**	**8, 11**
Gobo rotation	**15**	**11**	**9**
Prism	**18–21**	**14–17**	**12–15**
Frost	**22**	**18**	**16**
Zoom	**25**	**20**	**18**
Focus	**27**	**22**	**19**
Iris	**23**	**19**	**17**

Gobo wheel 1



Gobo wheel 2

1 
Select: Open
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

6 
Gobo 5
DMX 50–59

7 
Gobo 6
DMX 60–69

8 
Gobo 7
DMX 70–80

Gobo wheel 3

1 
Fixed Gobos: Open
DMX 0–5

2 
Gobo 1
DMX 6–14

3 
Gobo 2
DMX 15–23

4 
Gobo 3
DMX 24–32

5 
Gobo 4
DMX 33–41

6 
Gobo 5
DMX 42–50

7 
Gobo 6
DMX 51–59

8 
Gobo 7
DMX 60–68

9 
Gobo 8
DMX 69–78

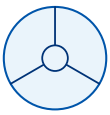
Prism 1

1
Open
DMX 0–31

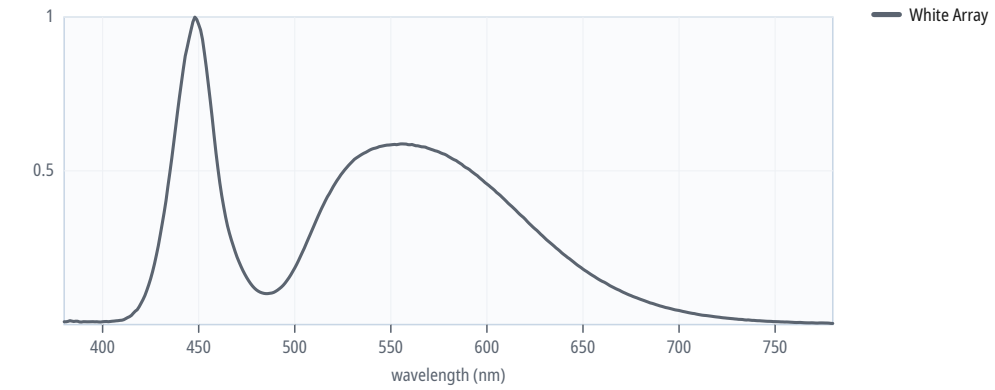
2 
6 facets
5 Facet Linear Prism
DMX 32–255

Prism 2

1
Open
DMX 0–31

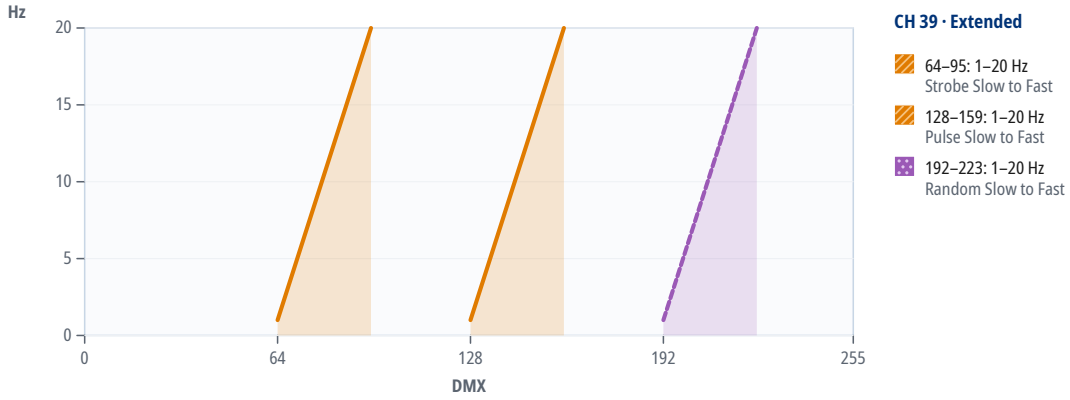
2 
3 facets
3 Facet Prism
DMX 32–255

Spectra of the light sources



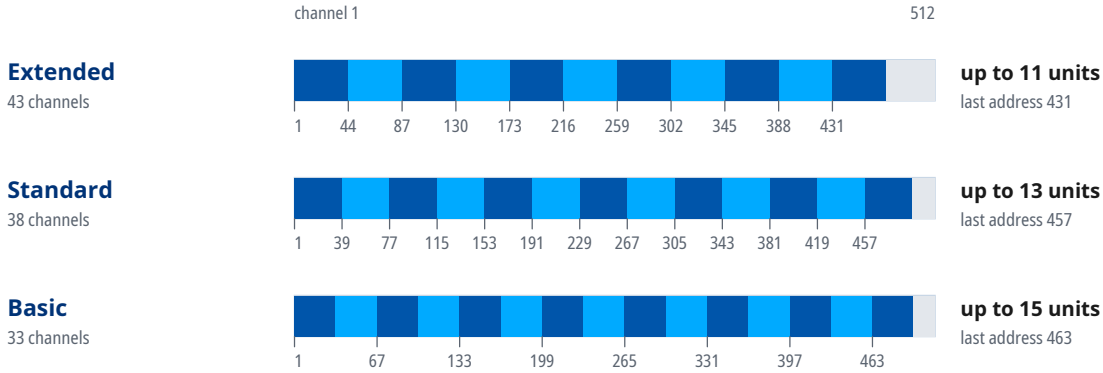
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	216	11	431	16	U2 · 173
2	44	7	259	12	U2 · 1	17	U2 · 216
3	87	8	302	13	U2 · 44	18	U2 · 259
4	130	9	345	14	U2 · 87	19	U2 · 302
5	173	10	388	15	U2 · 130	20	U2 · 345

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 Extended

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 39 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 40 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 8 Magenta 0, CH 10 Yellow 0, CH 12 CTO 0, CH 16 Colors 0, CH 39 Shutter 50, CH 40 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max

CH	Function	DMX	Description
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
5	Speed Pan/Tilt		Pan/Tilt Speed
		0	Fast
		1–254	Fast ... Slow
		255	Slow
6	Cyan	0–255	Cyan
7	Cyan Fine	0–255	Fine adjustment of CH 6
8	Magenta	0–255	Magenta
9	Magenta Fine	0–255	Fine adjustment of CH 8
10	Yellow	0–255	Yellow
11	Yellow Fine	0–255	Fine adjustment of CH 10
12	CTO	0–255	6500K ... 4000K
		255	4000K
13	CTO Fine	0–255	Fine adjustment of CH 12
14	Gobo	0–9	Select: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–94	Shake Gobo 1
		95–109	Shake Gobo 2
		110–124	Shake Gobo 3
		125–139	Shake Gobo 4
		140–154	Shake Gobo 5
		155–169	Shake Gobo 6
		170–189	Shake Gobo 7
		190–221	CW Fast to Slow
		222–223	Wheel rotation: Stop
		224–255	CCW Slow to Fast
15	Gobo Rotation	0–127	Gobo Indexing (540°)
		128–189	CW Fast to slow
		190–193	Gobo Pos Rotate: Stop
		194–255	CCW Slow to Fast
16	Colors	0–4	Color open
		5–17	Open/Deep Red

CH	Function	DMX	Description
16	Colors (continued)	18–30	Deep Red
		31–43	Red / Orange
		44–56	Orange
		57–69	Orange / Yellow
		70–82	Yellow
		83–95	Yellow / Green
		96–108	Green
		109–121	Green / Blue
		122–134	Blue
		135–147	Blue / Congo
		148–160	Congo
		161–173	Congo / CTB
		174–199	CTB
		200–226	CW Rotation Fast to Slow (10–560 °/s)
		227–228	Spin: Stop
		229–255	CCW Rotation Slow to Fast (560–10 °/s)
17	Gobo 2	0–5	Fixed Gobos: Open
		6–14	Gobo 1
		15–23	Gobo 2
		24–32	Gobo 3
		33–41	Gobo 4
		42–50	Gobo 5
		51–59	Gobo 6
		60–68	Gobo 7
		69–77	Gobo 8
		78–91	Shake Gobo 1
		92–105	Shake Gobo 2
		106–119	Shake Gobo 3
		120–133	Shake Gobo 4
		134–147	Shake Gobo 5
		148–161	Shake Gobo 6
		162–175	Shake Gobo 7
		176–189	Shake Gobo 8
		190–221	CW Fast to Slow
		222–223	Gobo Wheel rotation fwd: Stop
		224–255	CCW Slow to Fast
18	Prism		Prisma select
		0–31	Open
		32–255	5 Facet Linear Prism
19	Prism Rotation	0–127	Prism Position 0 to 540 (540°)
		128–189	Prism Rotation: forward fast to slow
		190–193	Prism Rotation: stop

CH	Function	DMX	Description
19	Prism Rotation (continued)	194–255	Prism Rotation: Backwards slow to fast
20	Prism 2	0–31	Open
		32–255	3 Facet Prism
21	Prism 2 Rotation	0–127	Prism Position 0 to 540 (540°)
		128–189	CW Fast to Slow
		190–193	Prism 2 Pos: Stop
		194–255	CCW Slow to Fast
22	Frost	0–225	Frost 0-100%
		226–235	Pulse Open Fast to Slow
		236–245	Pulse Close Slow to Fast
		246–255	Frost 100%
23	Iris	0–225	Iris Open ... Iris Close
		225	Iris Close
		225–226	Iris
		226–235	Ramp Up Slow to Fast
		235–236	Ramp Up
		236–245	Ramp Down Slow to Fast
		245–246	Ramp Down
		246–255	Iris Ramp Up Down Slow to Fast (0.05–1 Hz)
24	Iris Fine	0–255	Fine adjustment of CH 23
25	Zoom	0–127	Wide ... Mid
		127–255	Mid ... Narrow
		255	Narrow
26	Zoom Fine	0–255	Fine adjustment of CH 25
27	Focus	0–255	Focus
28	Focus Fine	0–255	Fine adjustment of CH 27
29	Shaper Rotation		Blade Modul rotation
		0–127	0 <- ... Mid
		127–255	Mid ... 100 ->
		255	100 ->
30	Shaper Rotation Fine	0–255	Fine adjustment of CH 29
31	Blade 1 A	0	Open
		1–63	Open ... Mid
		64	Mid
		65–254	Mid ... Close
		255	Close
32	Blade 1 B	0	Open
		1–63	Open ... Mid
		64	Mid
		65–254	Mid ... Close
		255	Close
33	Blade 2 A	0	Open

CH	Function	DMX	Description
33	Blade 2 A (continued)	1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
34	Blade 2 B	0	Open
		1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
35	Blade 3 A	0	Open
		1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
36	Blade 3 B	0	Open
		1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
37	Blade 4 A	0	Open
		1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
38	Blade 4 B	0	Open
		1–63	Open … Mid
		64	Mid
		65–254	Mid … Close
		255	Close
39	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64–95	Strobe Slow to Fast (1–20 Hz)
		96–127	Open
		128–159	Pulse Slow to Fast (1–20 Hz)
		160–191	Open
		192–223	Random Slow to Fast (1–20 Hz)
		224–255	Open
40	Dimmer	0–255	
41	Dimmer Fine	0–255	Fine adjustment of CH 40
42	Dimmer Curve	0–20	Standard
		21–40	Stage
		41–60	TV

CH	Function	DMX	Description
42	Dimmer Curve (continued)	61–80	Architectural
		81–100	Theater
		101–255	Default to Unit Setting
43	Control	0–79	Idle
		80–84	Reset All
		85–87	Reset P/T
		88–90	Reset CMY
		91–93	Reset Gobo
		94–96	Reset Blades
		97–99	Reset Others
		100–119	Internal Program (1-8)
		120–139	Internal Program (9-16)
		140–159	Internal Program (17-24)
		160–179	Internal Program (25-32)
		180–199	Internal Program (33-40)
		200–219	Internal Program (41-48)
		220–239	Internal Program (49-56)
		240–255	Idle

Mode Standard

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 34 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 35 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 9 CTO 0, CH 12 Colors 0, CH 34 Shutter 50, CH 35 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 12)

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 “Extended” (p. 12)
6	Cyan	0–255	Cyan
7	Magenta	0–255	Magenta
8	Yellow	0–255	Yellow
9	CTO	0	6500K
		1–254	6500K ... 4000K
		255	4000K
10	Gobo		Same as CH 14 in the mode “Extended” (p. 12)
11	Gobo Rotation		Same as CH 15 in the mode “Extended” (p. 12)
12	Colors		Same as CH 16 in the mode “Extended” (p. 12)
13	Gobo 2		Same as CH 17 in the mode “Extended” (p. 13)
14	Prism		Same as CH 18 in the mode “Extended” (p. 13)
15	Prism Rotation		Same as CH 19 in the mode “Extended” (p. 13)
16	Prism 2		Same as CH 20 in the mode “Extended” (p. 14)
17	Prism 2 Rotation		Same as CH 21 in the mode “Extended” (p. 14)
18	Frost		Same as CH 22 in the mode “Extended” (p. 14)
19	Iris	0	Iris Open
		1–224	Iris Open ... Iris Close
		225	Iris Close
		226–235	Ramp Up Slow to Fast (0.05–1 Hz)
		236–245	Ramp Down Slow to Fast (0.05–1 Hz)
		246–255	Iris Ramp Up Down Slow to Fast (0.05–1 Hz)
20	Zoom		Same as CH 25 in the mode “Extended” (p. 14)
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Focus	0–255	Focus
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Shaper Rotation		Same as CH 29 in the mode “Extended” (p. 14)
25	Shaper Rotation Fine	0–255	Fine adjustment of CH 24
26	Blade 1 A		Same as CH 31 in the mode “Extended” (p. 14)
27	Blade 1 B		Same as CH 32 in the mode “Extended” (p. 14)
28	Blade 2 A		Same as CH 33 in the mode “Extended” (p. 14)
29	Blade 2 B		Same as CH 34 in the mode “Extended” (p. 15)
30	Blade 3 A		Same as CH 35 in the mode “Extended” (p. 15)
31	Blade 3 B		Same as CH 36 in the mode “Extended” (p. 15)
32	Blade 4 A		Same as CH 37 in the mode “Extended” (p. 15)
33	Blade 4 B		Same as CH 38 in the mode “Extended” (p. 15)
34	Shutter		Same as CH 39 in the mode “Extended” (p. 15)
35	Dimmer	0–255	
36	Dimmer Fine	0–255	Fine adjustment of CH 35
37	Dimmer Curve		Same as CH 42 in the mode “Extended” (p. 15)
38	Control		Same as CH 43 in the mode “Extended” (p. 16)

Mode Basic

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 30 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 31 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 CTO 0, CH 10 Colors 0, CH 30 Shutter 50, CH 31 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Center
		128	Center

CH	Function	DMX	Description
1	Pan (continued)	129–254	Center … Max
		255	Max
2	Tilt	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
3	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 12)
4	Cyan	0–255	Cyan
5	Magenta	0–255	Magenta
6	Yellow	0–255	Yellow
7	CTO		Same as CH 9 in the mode “Standard” (p. 18)
8	Gobo		Same as CH 14 in the mode “Extended” (p. 12)
9	Gobo Rotation		Same as CH 15 in the mode “Extended” (p. 12)
10	Colors		Same as CH 16 in the mode “Extended” (p. 12)
11	Gobo 2		Same as CH 17 in the mode “Extended” (p. 13)
12	Prism		Same as CH 18 in the mode “Extended” (p. 13)
13	Prism Rotation		Same as CH 19 in the mode “Extended” (p. 13)
14	Prism 2		Same as CH 20 in the mode “Extended” (p. 14)
15	Prism 2 Rotation		Same as CH 21 in the mode “Extended” (p. 14)
16	Frost		Same as CH 22 in the mode “Extended” (p. 14)
17	Iris		Same as CH 19 in the mode “Standard” (p. 18)
18	Zoom	0	Wide
		1–126	Wide … Mid
		127	Mid
		128–254	Mid … Narrow
		255	Narrow
19	Focus	0–255	Focus
20	Shaper Rotation		Same as CH 29 in the mode “Extended” (p. 14)
21	Shaper Rotation Fine	0–255	Fine adjustment of CH 20
22	Blade 1 A		Same as CH 31 in the mode “Extended” (p. 14)
23	Blade 1 B		Same as CH 32 in the mode “Extended” (p. 14)
24	Blade 2 A		Same as CH 33 in the mode “Extended” (p. 14)
25	Blade 2 B		Same as CH 34 in the mode “Extended” (p. 15)
26	Blade 3 A		Same as CH 35 in the mode “Extended” (p. 15)
27	Blade 3 B		Same as CH 36 in the mode “Extended” (p. 15)
28	Blade 4 A		Same as CH 37 in the mode “Extended” (p. 15)
29	Blade 4 B		Same as CH 38 in the mode “Extended” (p. 15)
30	Shutter		Same as CH 39 in the mode “Extended” (p. 15)
31	Dimmer	0–255	
32	Dimmer Curve		Same as CH 42 in the mode “Extended” (p. 15)
33	Control		Same as CH 43 in the mode “Extended” (p. 16)

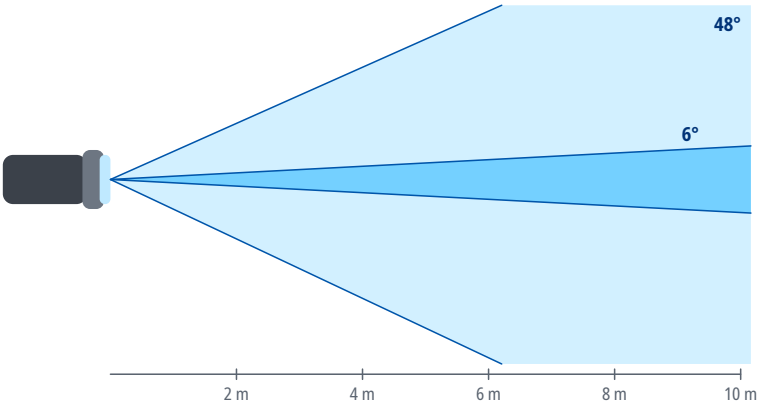
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	550 W
Luminous flux	33,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	72
Optics	
Zoom	6–48°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	31 kg
Operating environment	
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	4000–6500 K
Strobe frequency	1–20 Hz
Color wheel 1 rotation	up to 560 °/s (93 rpm)
Gobo wheel 2 rotation	up to 800 °/s (133 rpm)
Gobo wheel 3 rotation	up to 800 °/s (133 rpm)
Gobo 2 rotation	up to 800 °/s (133 rpm)
Prism 1 rotation	up to 500 °/s (83 rpm)
Prism 2 rotation	up to 500 °/s (83 rpm)

Spot diameter



Distance	Ø 6°	Ø 48°
2 m	0.21 m	1.8 m
4 m	0.42 m	3.6 m
6 m	0.63 m	5.3 m
8 m	0.84 m	7.1 m
10 m	1 m	8.9 m
15 m	1.6 m	13.4 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.