DMX REFERENCE

F1700Prifile

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_F1700Prifile_31454.gdtf
GDTF revision	2022.12.14 · 2022-12-13
Generated	2026-11-24

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1 About this manual

This document describes the F1700Prifile by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_F1700Prifile_31454.gdtf from the GDTF-Share library.

File revision: “2022.12.14”.

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 LIGHT SKY; 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	41 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
S1700WB-PS	34	15	1, 35, 69, 103, ...
F1700WB-P	32	16	1, 33, 65, 97, ...
F1700WB-YJ	28	18	1, 29, 57, 85, ...
F1700WB	25	20	1, 26, 51, 76, ...
F1700WB-E	17	30	1, 18, 35, 52, ...

No light? Check these channels

- S1700WB-PS: CH 7 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0
- F1700WB-P: CH 7 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0
- F1700WB-YJ: CH 7 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0
- F1700WB: CH 7 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0
- F1700WB-E: CH 7 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 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.

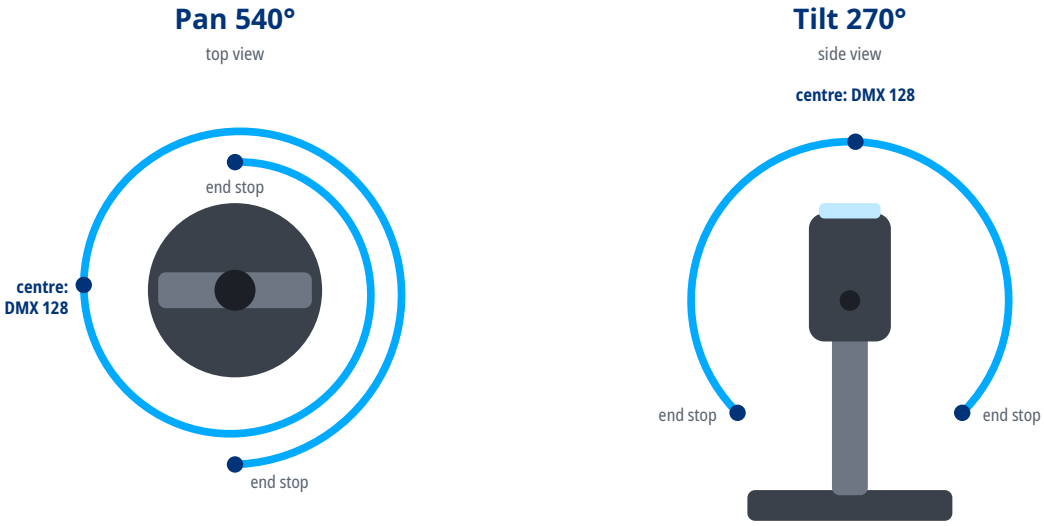
⚠ CAUTION

- 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



5 Installation

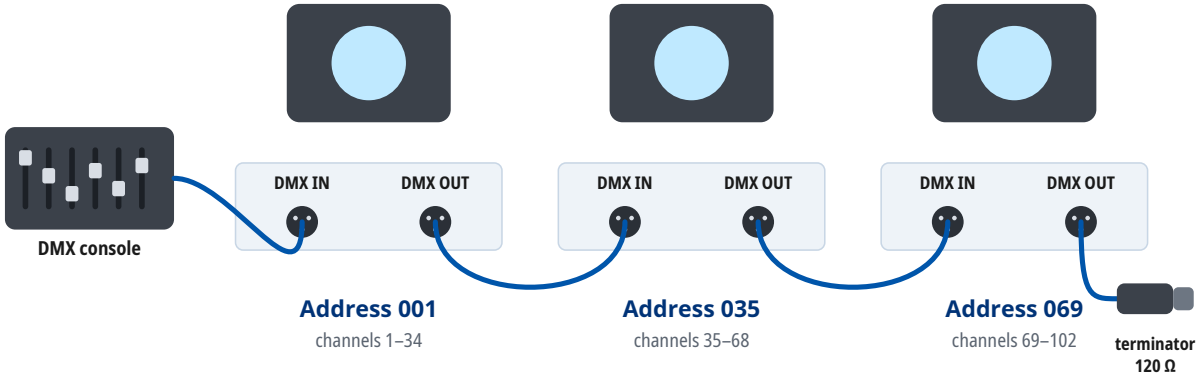
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 41 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 S1700WB-PS: every unit occupies 34 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 “S1700WB-PS”: 34.
- 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 “S1700WB-PS”, you can use, for example, the start addresses 1, 35, 69, 103.
- 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.

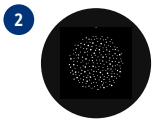
8 Functions at a glance

Functions in each DMX mode

	S1700WB-PS 34 channels	F1700WB-P 32 channels	F1700WB-YJ 28 channels	F1700WB 25 channels	F1700WB-E 17 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	8	8	8	8	8
Shutter / strobe	7	7	7	7	7
Color mixing	10–12	10–12	10–12		
Color temperature	13	13	13	10	10
Color wheel			14	11	
Gobo wheel	14				
Gobo rotation	15				
Frost	33, 34	31, 32	27, 28	24, 25	16, 17
Zoom	27	25	22	19	11
Focus	28, 30, 31	26, 28, 29	23, 25, 26	20, 22, 23	12, 14, 15
Iris	32	30			
Effects / macros	25	23	20	17	

Gobo wheel

1 Gobo 1: White
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



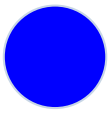
7 Gobo 6
DMX 60–70



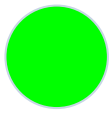
Color wheel

1 White

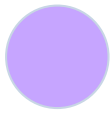
2 Blue



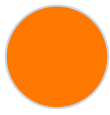
3 Green



4 Minus Green



5 Orange



6 Magenta



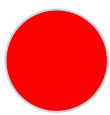
7 CTB



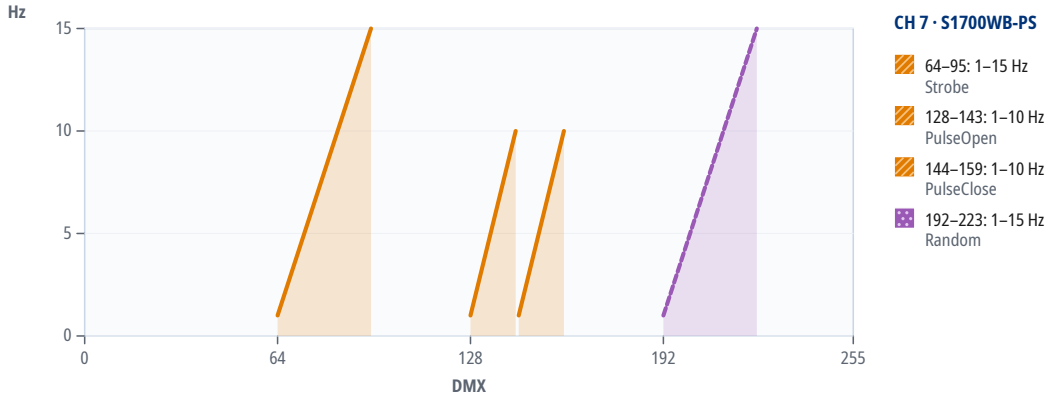
8 Congo



9 Red



Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “S1700WB-PS”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	171	11	341	16	U2 · 1
2	35	7	205	12	375	17	U2 · 35
3	69	8	239	13	409	18	U2 · 69
4	103	9	273	14	443	19	U2 · 103
5	137	10	307	15	477	20	U2 · 137

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 S1700WB-PS

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 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1

CH	Function	DMX	Description
3	Tilt (continued)	128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Function	0–9	White
		10–14	Reset ALL
		15–19	Reset Dim Shutter
		20–24	Reset CMY
		25–29	Reset Gobo
		30–34	Reset Framing
		35–39	Reset Pan/Tilt
		40–44	Reset Zoom
		45–49	Lamp ON
		50–54	Lamp OFF
		55–59	Always
		60–64	Auto (30S)
		65–69	Power Mode 1200W
		70–74	Power Mode 1400W
		75–79	Power Mode 1700W
		80–255	White
7	Shutter	0–31	Shutter Closed: Closed
		32–63	Shutter Open
		64–94	Strobe
		95	Strobe>>>
		96–127	Open 2
		128–142	Pulse Open
		143	PulseOpen>>>
		144–158	Pulse Close
		159	PulseClose>>>
		160–191	Open 3
		192–222	Random
		223	Random>>>
		224–254	Ooen 4
		255	Ooen: Open 4
8	Dimmer	0–255	Closed ... Open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Cyan	0	Min
		1–254	Min ... Max
		255	Max
11	Magenta	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
11	Magenta (continued)	255	Max
12	Yellow	0	Min
		1–254	Min ... Max
		255	Max
13	CTO	0	6500k
		1–254	6500k ... 2700k
		255	2700k
14	Gobo	0–9	Gobo 1: White
		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 1 Shake (1–10 Hz)
		80–89	Gobo 2 Shake (1–10 Hz)
		90–99	Gobo 3 Shake (1–10 Hz)
		100–109	Gobo 4 Shake (1–10 Hz)
		110–119	Gobo 5 Shake (1–10 Hz)
		120–129	Gobo 6 Shake (1–10 Hz)
		130–159	Gobo Shake: White (1–10 Hz)
		160–180	>> (up to 15 °/s (2.5 rpm))
		181–199	>> ... >>>
		200–204	>>> (25–30 °/s)
		205–220	<< (25–30 °/s)
		221–244	<< ... <<<
		245–249	<<< (15–1 °/s)
		250–255	Random
15	Gobo Rotation Speed	0–127	Angle 0-360 (360°)
		128–130	>>> (360–348.7 °/s)
		131–179	>>> ... >>
		180–187	>> (65.2–25.5 °/s)
		188–195	Spot
		196–200	<< (25.5–48.2 °/s)
		201–249	<< ... <<<
		250–255	<<< (331.6–360 °/s)
16	Blade 1 A	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
17	Blade 1 B	0	Min

CH	Function	DMX	Description
17	Blade 1 B (continued)	1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
18	Blade 2 A	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
19	Blade 2 B	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
20	Blade 3 A	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
21	Blade 3 B	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
22	Blade 4 A	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
23	Blade 4 B	0	Min
		1–127	Min ... Middle
		128	Middle
		129–254	Middle ... Max
		255	Max
24	Blade 1 Rotation	0	0
		1–126	0 ... 45
		127	45
		128–254	45 ... 90
		255	90
25	Shaper Macros	0–10	White
		11–20	Square
		21–30	Rectangle

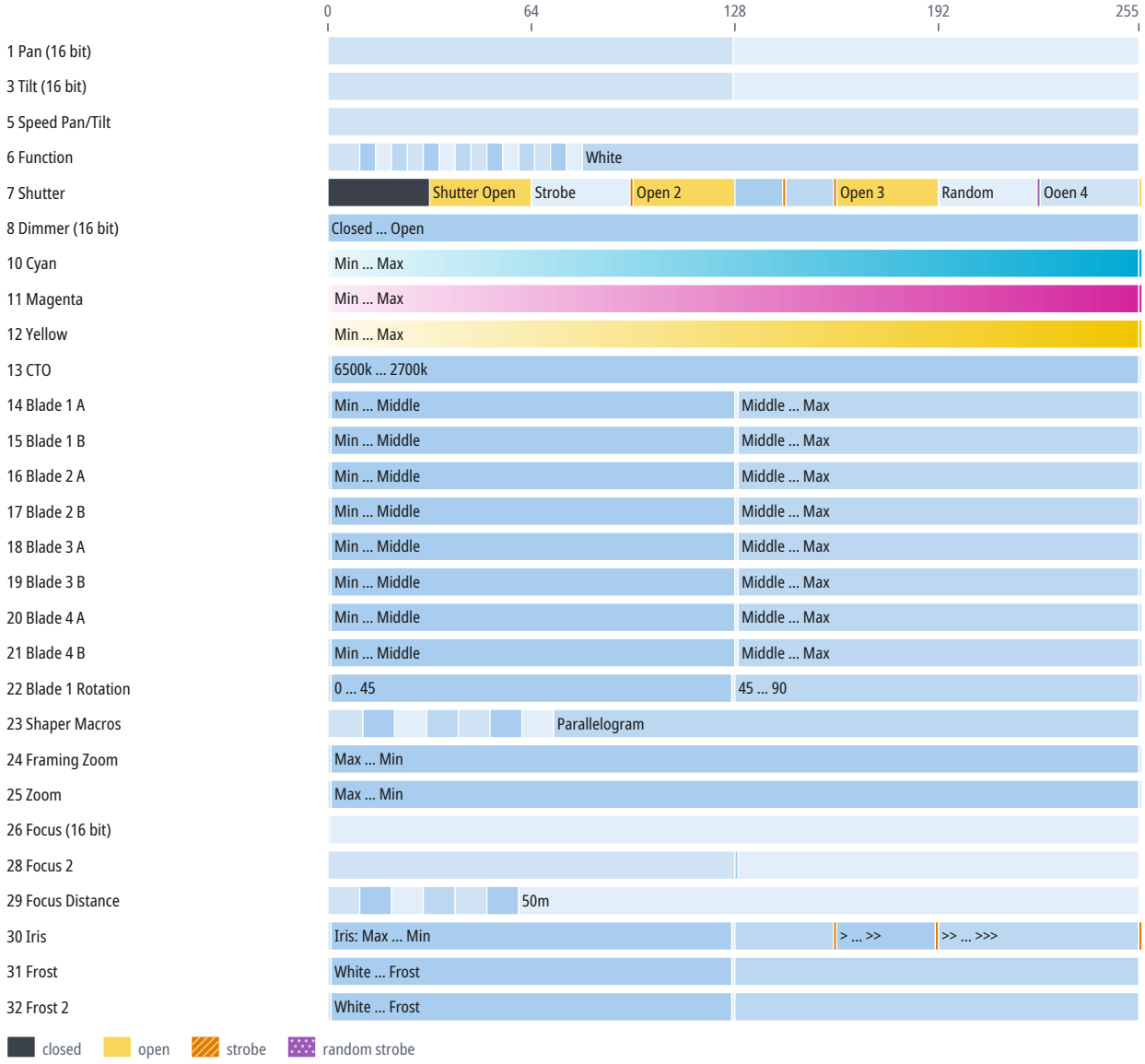
CH	Function	DMX	Description
25	Shaper Macros (continued)	31–40	Triangle
		41–50	Trapezoidal
		51–60	Sector
		61–70	Semicircle
		71–255	Parallelogram
26	Framing Zoom	0	Max
		1–254	Max ... Min
		255	Min
27	Zoom	0	Max
		1–254	Max ... Min
		255	Min
28	Focus	0	Center
		0–255	Focus 1 1
29	Focus Fine	0–255	Fine adjustment of CH 28
30	Focus 2	0–127	Focus 2 1
		128	Auto Focus
		129–255	Focus 2 1
31	Focus Distance	0–9	White
		10–19	10m
		20–29	15m
		30–39	20m
		40–49	30m
		50–59	40m
		60–255	50m
32	Iris	0	Iris: Max
		1–126	Iris: Max ... Min
		127	Iris: Min
		128–158	Iris Strobe 2
		159	>
		160–190	> ... >>
		191	>>
		192–254	>> ... >>>
		255	>>>
33	Frost	0	White
		1–126	White ... Frost
		127	Frost
		128–255	Frost 1 1
34	Frost 2	0	White
		1–126	White ... Frost
		127	Frost
		128–255	Frost 2 1

Mode F1700WB-P

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 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “S1700WB-PS” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “S1700WB-PS” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Function		Same as CH 6 in the mode “S1700WB-PS” (p. 10)
7	Shutter		Same as CH 7 in the mode “S1700WB-PS” (p. 10)
8	Dimmer		Same as CH 8 in the mode “S1700WB-PS” (p. 10)

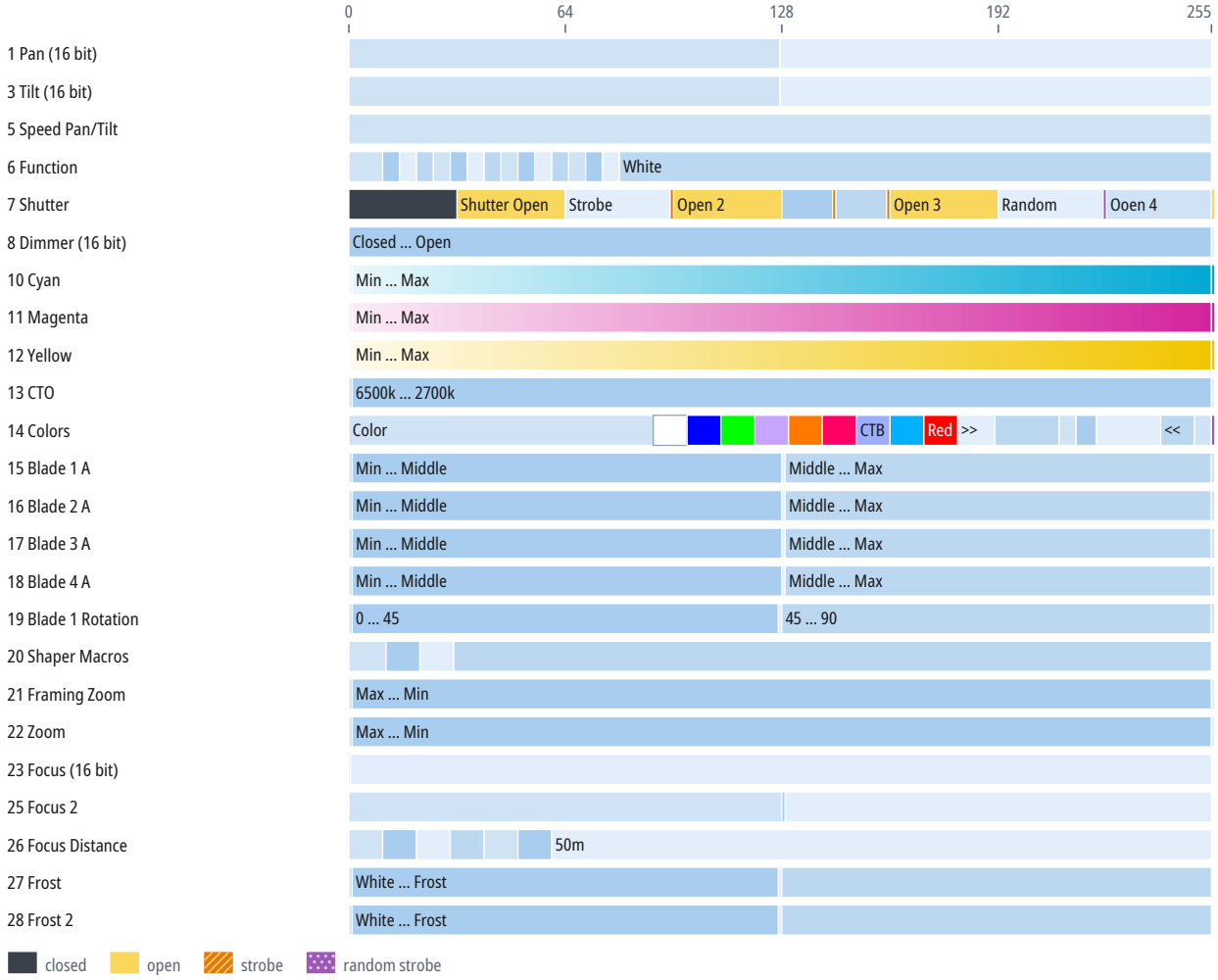
CH	Function	DMX	Description
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Cyan		Same as CH 10 in the mode “S1700WB-PS” (p. 10)
11	Magenta		Same as CH 11 in the mode “S1700WB-PS” (p. 10)
12	Yellow		Same as CH 12 in the mode “S1700WB-PS” (p. 11)
13	CTO		Same as CH 13 in the mode “S1700WB-PS” (p. 11)
14	Blade 1 A		Same as CH 16 in the mode “S1700WB-PS” (p. 11)
15	Blade 1 B		Same as CH 17 in the mode “S1700WB-PS” (p. 11)
16	Blade 2 A		Same as CH 18 in the mode “S1700WB-PS” (p. 12)
17	Blade 2 B		Same as CH 19 in the mode “S1700WB-PS” (p. 12)
18	Blade 3 A		Same as CH 20 in the mode “S1700WB-PS” (p. 12)
19	Blade 3 B		Same as CH 21 in the mode “S1700WB-PS” (p. 12)
20	Blade 4 A		Same as CH 22 in the mode “S1700WB-PS” (p. 12)
21	Blade 4 B		Same as CH 23 in the mode “S1700WB-PS” (p. 12)
22	Blade 1 Rotation		Same as CH 24 in the mode “S1700WB-PS” (p. 12)
23	Shaper Macros		Same as CH 25 in the mode “S1700WB-PS” (p. 12)
24	Framing Zoom		Same as CH 26 in the mode “S1700WB-PS” (p. 13)
25	Zoom		Same as CH 27 in the mode “S1700WB-PS” (p. 13)
26	Focus		Same as CH 28 in the mode “S1700WB-PS” (p. 13)
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Focus 2		Same as CH 30 in the mode “S1700WB-PS” (p. 13)
29	Focus Distance		Same as CH 31 in the mode “S1700WB-PS” (p. 13)
30	Iris		Same as CH 32 in the mode “S1700WB-PS” (p. 13)
31	Frost		Same as CH 33 in the mode “S1700WB-PS” (p. 13)
32	Frost 2		Same as CH 34 in the mode “S1700WB-PS” (p. 13)

Mode F1700WB-YJ

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 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “S1700WB-PS” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “S1700WB-PS” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Function		Same as CH 6 in the mode “S1700WB-PS” (p. 10)
7	Shutter		Same as CH 7 in the mode “S1700WB-PS” (p. 10)
8	Dimmer		Same as CH 8 in the mode “S1700WB-PS” (p. 10)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Cyan		Same as CH 10 in the mode “S1700WB-PS” (p. 10)
11	Magenta		Same as CH 11 in the mode “S1700WB-PS” (p. 10)

CH	Function	DMX	Description
12	Yellow		Same as CH 12 in the mode “S1700WB-PS” (p. 11)
13	CTO		Same as CH 13 in the mode “S1700WB-PS” (p. 11)
14	Colors	0–89	Color
		90–99	White
		100–109	Blue
		110–119	Green
		120–129	Minus Green
		130–139	Orange
		140–149	Magenta
		150–159	CTB
		160–169	Congo
		170–179	Red
		180–190	>> (30–22 °/s)
		191–209	>> ... >>>
		210–214	>>> (6–2.8 °/s)
		215–220	<<< (up to 2 °/s (0.3 rpm))
		221–239	<<< ... <<
		240–249	<< (18–25.2 °/s)
		250–255	Random (1–10 Hz)
15	Blade 1 A		Same as CH 16 in the mode “S1700WB-PS” (p. 11)
16	Blade 2 A		Same as CH 18 in the mode “S1700WB-PS” (p. 12)
17	Blade 3 A		Same as CH 20 in the mode “S1700WB-PS” (p. 12)
18	Blade 4 A		Same as CH 22 in the mode “S1700WB-PS” (p. 12)
19	Blade 1 Rotation		Same as CH 24 in the mode “S1700WB-PS” (p. 12)
20	Shaper Macros	0–10	White
		11–20	Square
		21–30	Rectangle
		31–255	Shaper Macros 1
21	Framing Zoom		Same as CH 26 in the mode “S1700WB-PS” (p. 13)
22	Zoom		Same as CH 27 in the mode “S1700WB-PS” (p. 13)
23	Focus		Same as CH 28 in the mode “S1700WB-PS” (p. 13)
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Focus 2		Same as CH 30 in the mode “S1700WB-PS” (p. 13)
26	Focus Distance		Same as CH 31 in the mode “S1700WB-PS” (p. 13)
27	Frost		Same as CH 33 in the mode “S1700WB-PS” (p. 13)
28	Frost 2		Same as CH 34 in the mode “S1700WB-PS” (p. 13)

Mode F1700WB

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 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “S1700WB-PS” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “S1700WB-PS” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Function		Same as CH 6 in the mode “S1700WB-PS” (p. 10)
7	Shutter		Same as CH 7 in the mode “S1700WB-PS” (p. 10)
8	Dimmer		Same as CH 8 in the mode “S1700WB-PS” (p. 10)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 13 in the mode “S1700WB-PS” (p. 11)
11	Colors		Same as CH 14 in the mode “F1700WB-YJ” (p. 17)
12	Blade 1 A		Same as CH 16 in the mode “S1700WB-PS” (p. 11)
13	Blade 2 A		Same as CH 18 in the mode “S1700WB-PS” (p. 12)

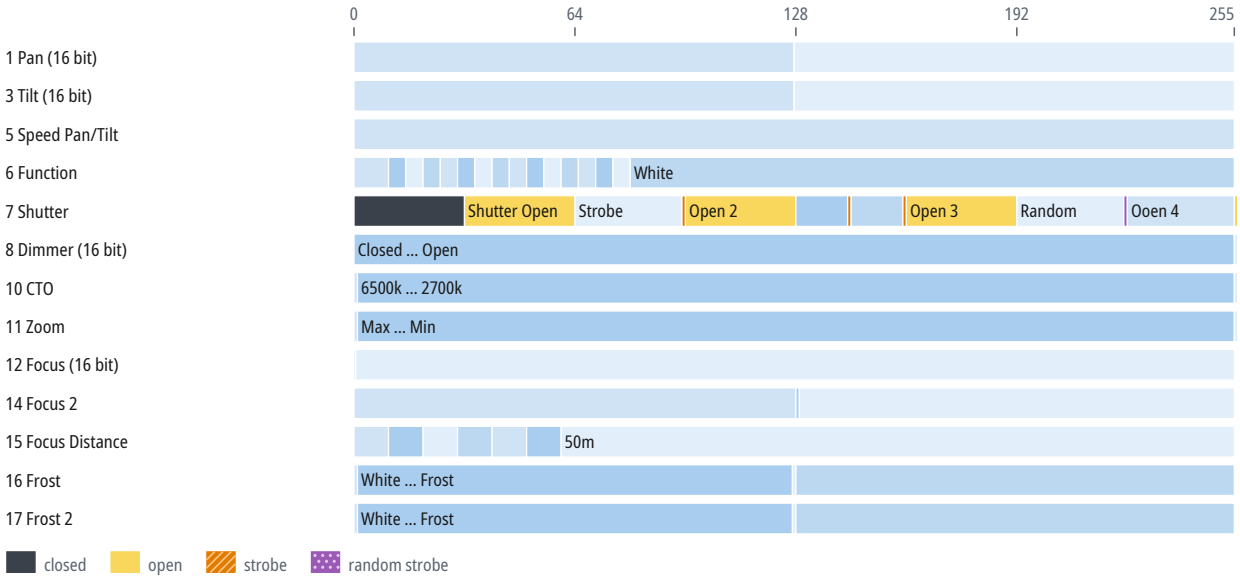
CH	Function	DMX	Description
14	Blade 3 A		Same as CH 20 in the mode “S1700WB-PS” (p. 12)
15	Blade 4 A		Same as CH 22 in the mode “S1700WB-PS” (p. 12)
16	Blade 1 Rotation		Same as CH 24 in the mode “S1700WB-PS” (p. 12)
17	Shaper Macros		Same as CH 20 in the mode “F1700WB-YJ” (p. 17)
18	Framing Zoom		Same as CH 26 in the mode “S1700WB-PS” (p. 13)
19	Zoom		Same as CH 27 in the mode “S1700WB-PS” (p. 13)
20	Focus		Same as CH 28 in the mode “S1700WB-PS” (p. 13)
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Focus 2		Same as CH 30 in the mode “S1700WB-PS” (p. 13)
23	Focus Distance		Same as CH 31 in the mode “S1700WB-PS” (p. 13)
24	Frost		Same as CH 33 in the mode “S1700WB-PS” (p. 13)
25	Frost 2		Same as CH 34 in the mode “S1700WB-PS” (p. 13)

Mode F1700WB-E

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 Shutter at 32–63 “Shutter Open” or 96–127 or 160–191 or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “S1700WB-PS” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “S1700WB-PS” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Function		Same as CH 6 in the mode “S1700WB-PS” (p. 10)
7	Shutter		Same as CH 7 in the mode “S1700WB-PS” (p. 10)

CH	Function	DMX	Description
8	Dimmer		Same as CH 8 in the mode “S1700WB-PS” (p. 10)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 13 in the mode “S1700WB-PS” (p. 11)
11	Zoom		Same as CH 27 in the mode “S1700WB-PS” (p. 13)
12	Focus		Same as CH 28 in the mode “S1700WB-PS” (p. 13)
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Focus 2		Same as CH 30 in the mode “S1700WB-PS” (p. 13)
15	Focus Distance		Same as CH 31 in the mode “S1700WB-PS” (p. 13)
16	Frost		Same as CH 33 in the mode “S1700WB-PS” (p. 13)
17	Frost 2		Same as CH 34 in the mode “S1700WB-PS” (p. 13)

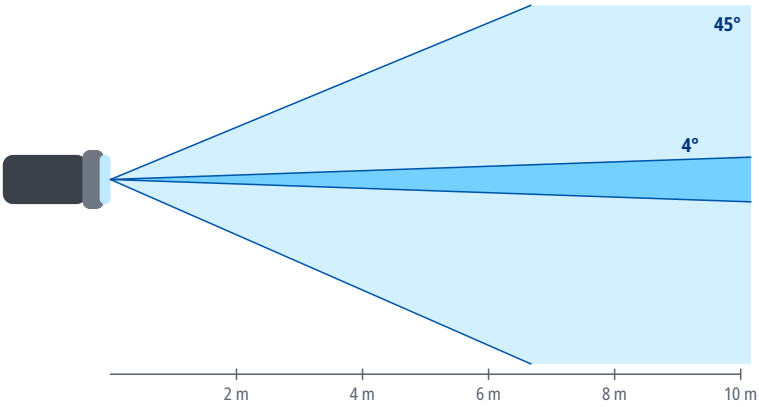
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	40,000 lm
Color temperature	6,300 K
Color rendering index (CRI)	91
Optics	
Zoom	4–45°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3888, device model ID 0x0009)
Dimensions and construction	
Weight	41 kg
Operating environment	
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	1–15 Hz
Color wheel rotation	up to 30 °/s (5 rpm)
Gobo wheel rotation	up to 30 °/s (5 rpm)
Gobo rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 4°	Ø 45°
2 m	0.14 m	1.7 m
4 m	0.28 m	3.3 m
6 m	0.42 m	5 m
8 m	0.56 m	6.6 m
10 m	0.7 m	8.3 m
15 m	1 m	12.4 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.