DMX REFERENCE

DMXLive

Laser-Zentrale

Manufacturer	Laser-Zentrale
GDTF file	Laser-Zentrale_DMXLive_106642.gdtf
GDTF revision	fix: wrong picture bank name 5 · 2025-08-05
Generated	2026-11-24

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1 About this manual

This document describes the DMXLive by Laser-Zentrale. It was compiled from the GDTF file Laser-Zentrale_DMXLive_106642.gdtf from the GDTF-Share library.

File revision: “fix: wrong picture bank name 5”.

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 Laser-Zentrale; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
v3	34	15	1, 35, 69, 103, ...



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.

⚠ WARNING

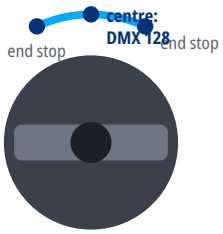
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

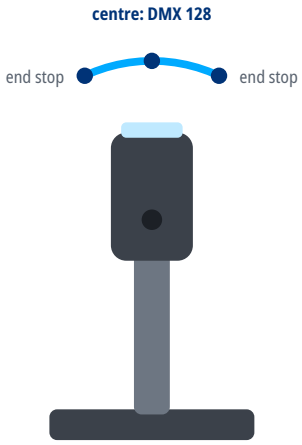
Pan 50°

top view



Tilt 50°

side view



5 Installation

⚠ **WARNING**

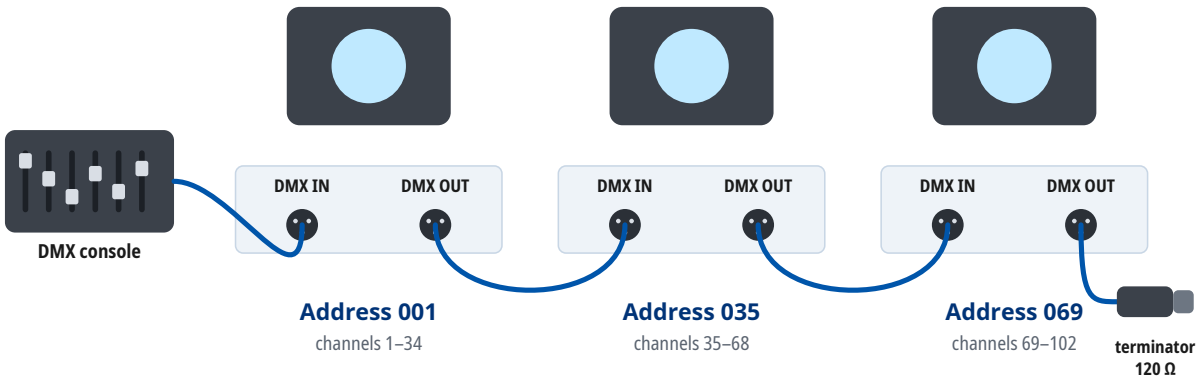
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Use suitable mounting hardware (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 v3: 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 “v3”: 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 “v3”, 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.

8 Functions at a glance

Functions in each DMX mode

	v3 34 channels
Pan / Tilt	2, 4
Dimmer	1
Color wheel	25
Gobo wheel	15, 16
Prism	31
Zoom	32
Effects / macros	11

Gobo wheel 1

1	Wheel Slot 1

Color wheel

1 White
DMX 0–15

2 Pink
DMX 16–31

3 Red
DMX 32–47

4 Orange
DMX 48–63

5 Yellow
DMX 64–79

6 Chartreuse
DMX 80–95

7 Green
DMX 96–111

8 Turquoise
DMX 112–127

9 MintGreen
DMX 128–143

10 Cyan
DMX 144–159

11 PastelBlue
DMX 160–175

12 BabyBlue
DMX 176–191

13 Blue
DMX 192–207

14 Purple
DMX 208–223

15 Magenta
DMX 224–239

16 Hot Pink
DMX 240–255

Gobo wheel 2

1 Line 1
DMX 0–7

2 Line 2
DMX 8–15

3 Line 3
DMX 16–23

4 Line 4
DMX 24–31

5 Line 5
DMX 32–39

6 Line 6
DMX 40–47

7 Line 7
DMX 48–55

8 Line 8
DMX 56–63

9 Line 9
DMX 64–71

10 Line 10
DMX 72–79

11 Line 11
DMX 80–87

12 Line 12
DMX 88–95

13 Line 13
DMX 96–103

14 Line 14
DMX 104–111

15 Line 15
DMX 112–119

16 Line 16
DMX 120–127

17 Line 17
DMX 128–135

18 Line 18
DMX 136–143

19 Line 19
DMX 144–151

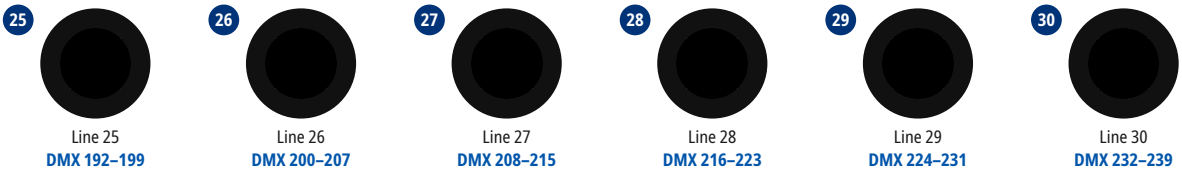
20 Line 20
DMX 152–159

21 Line 21
DMX 160–167

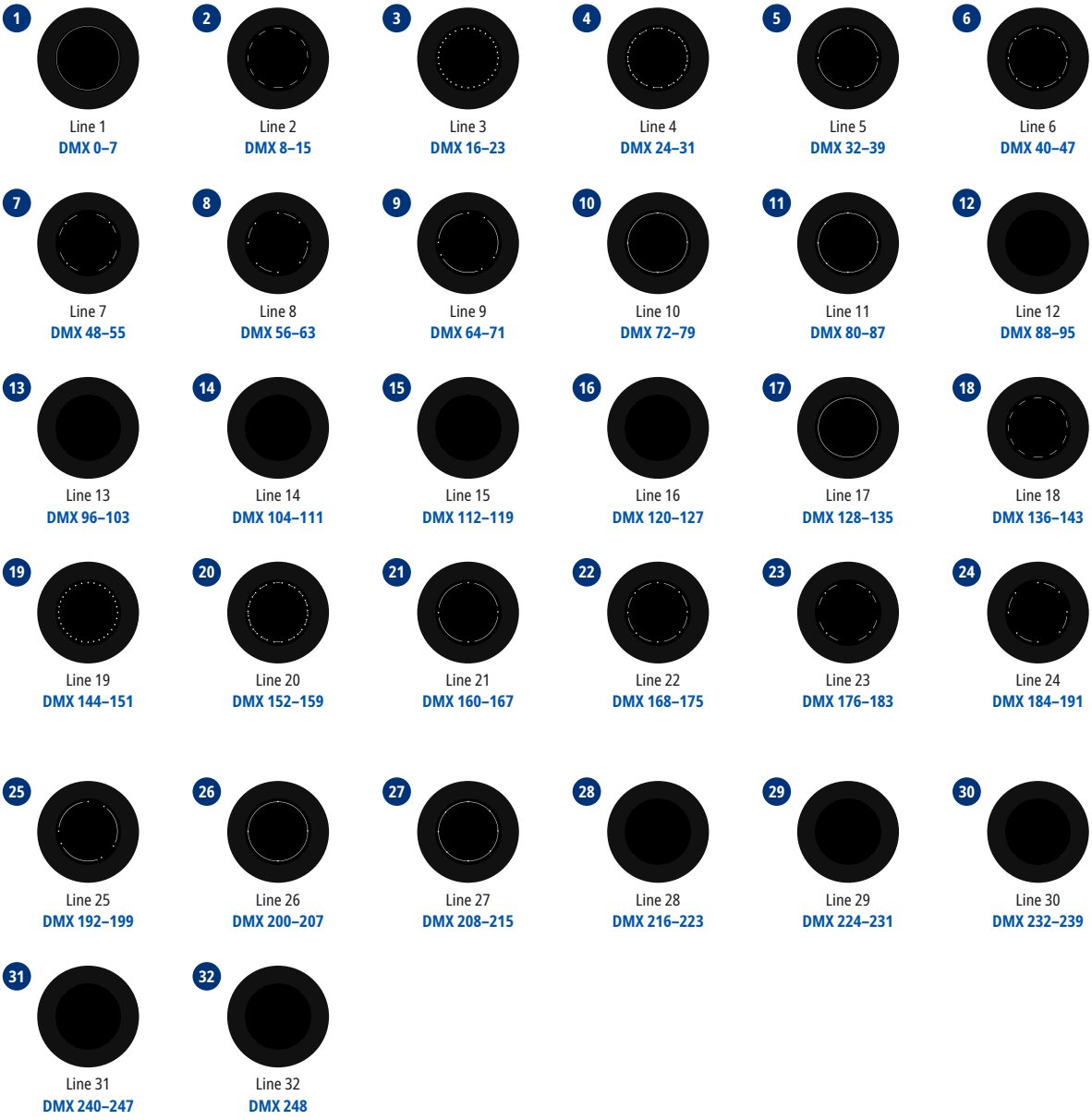
22 Line 22
DMX 168–175

23 Line 23
DMX 176–183

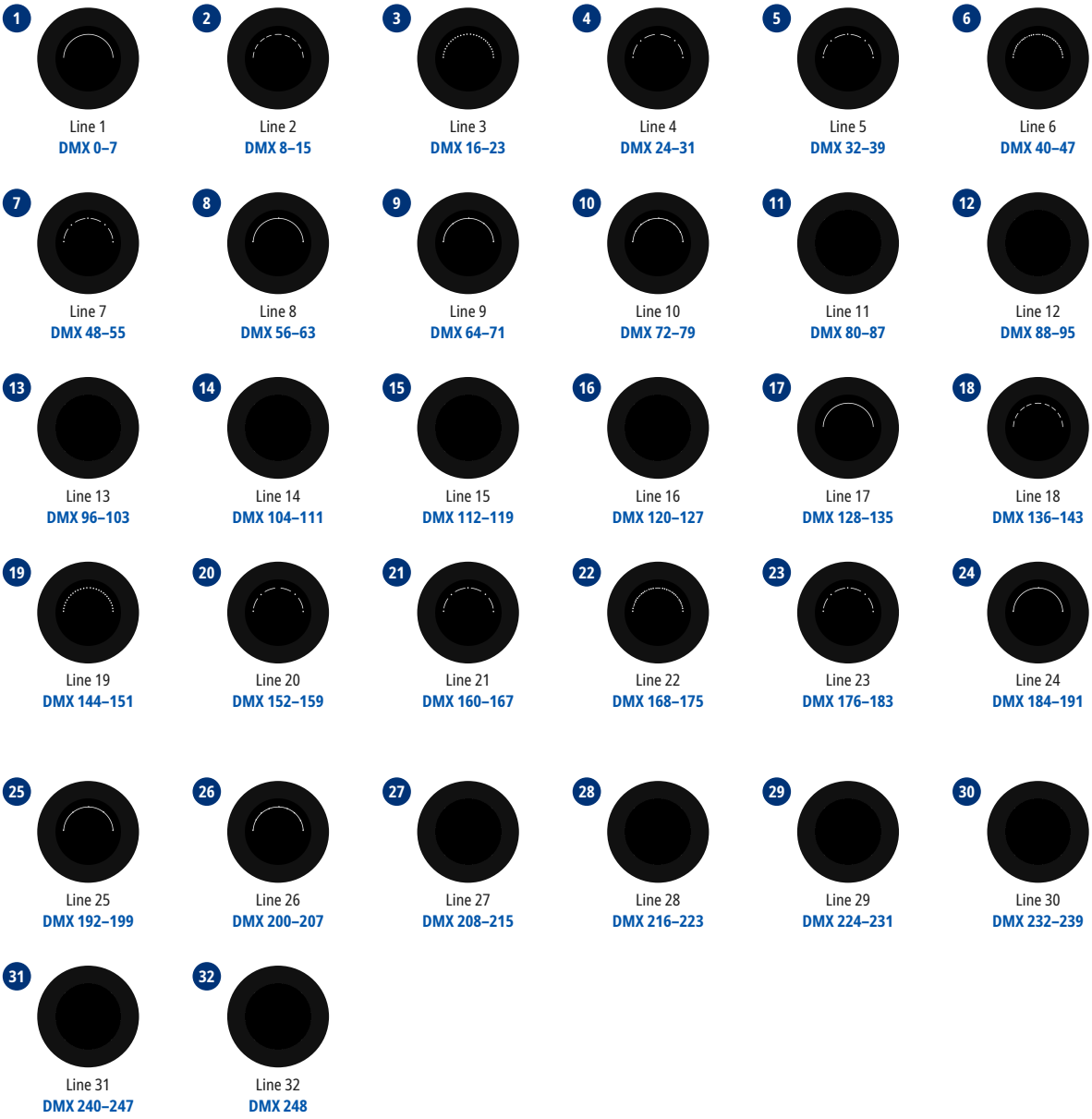
24 Line 24
DMX 184–191


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DMX 192–199
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DMX 240–247
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Line 32
DMX 248

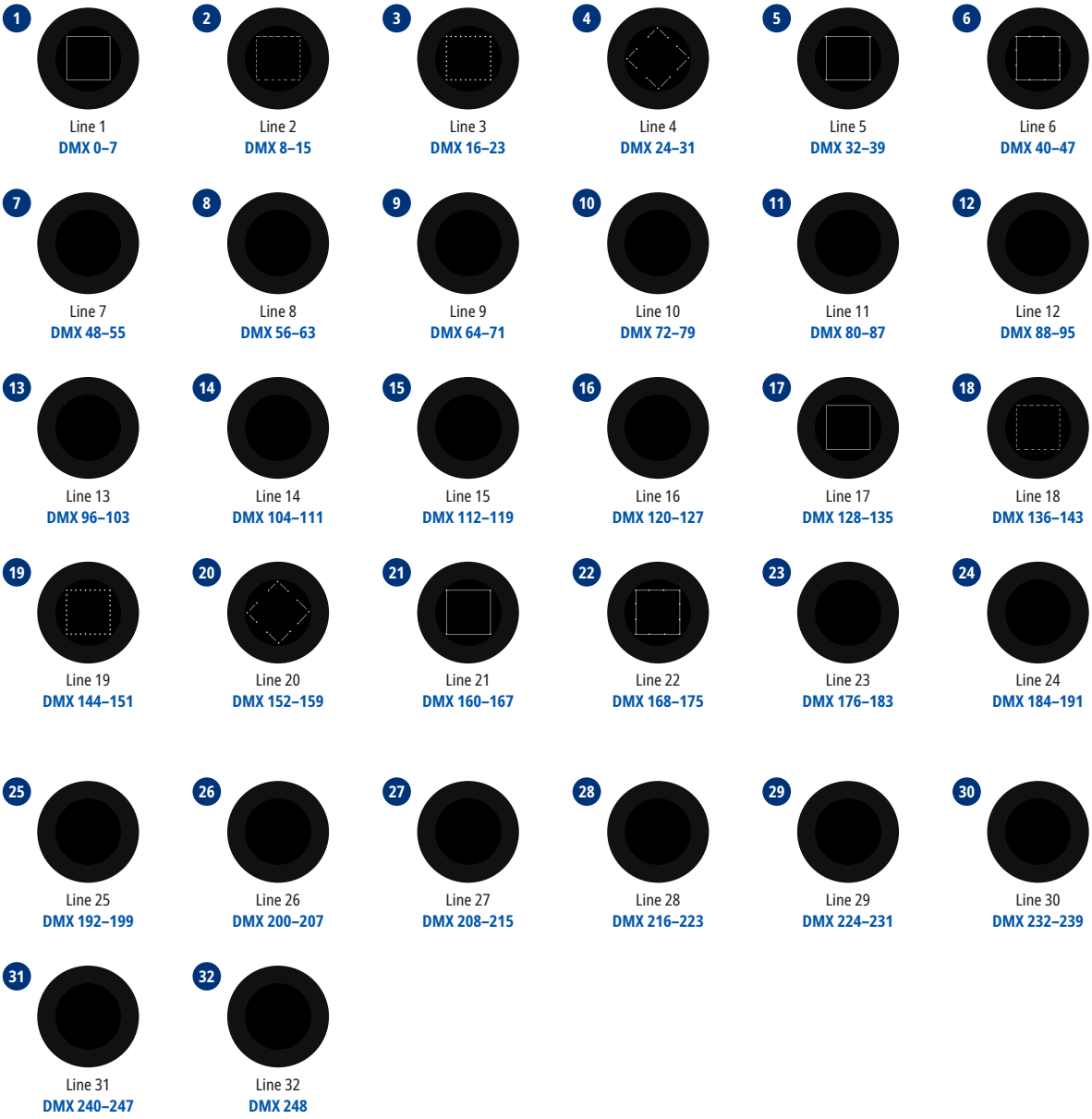
Gobo wheel 3


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DMX 80–87
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DMX 88–95
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DMX 96–103
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DMX 104–111
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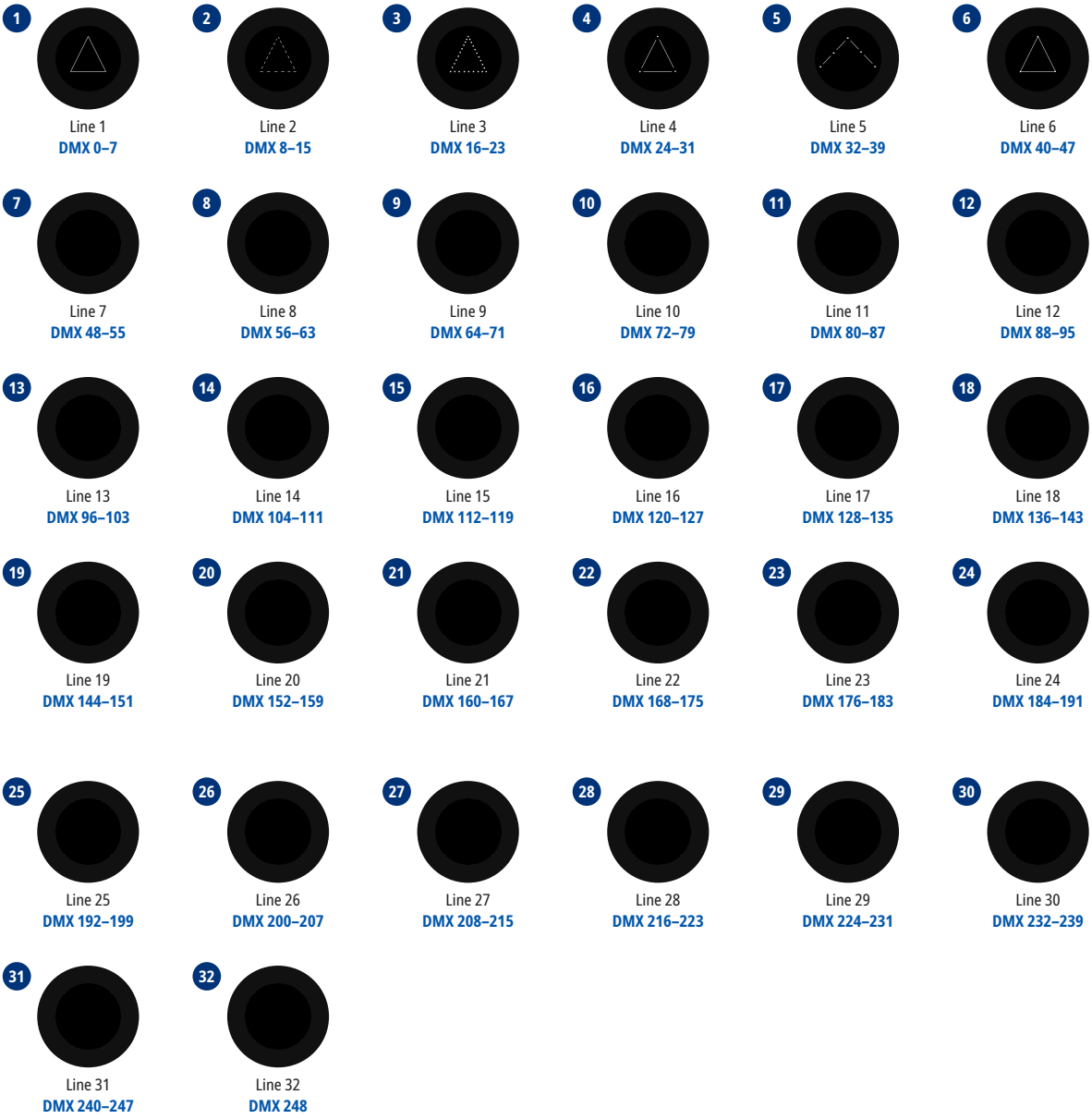
Gobo wheel 4


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Line 32
DMX 248

Gobo wheel 5

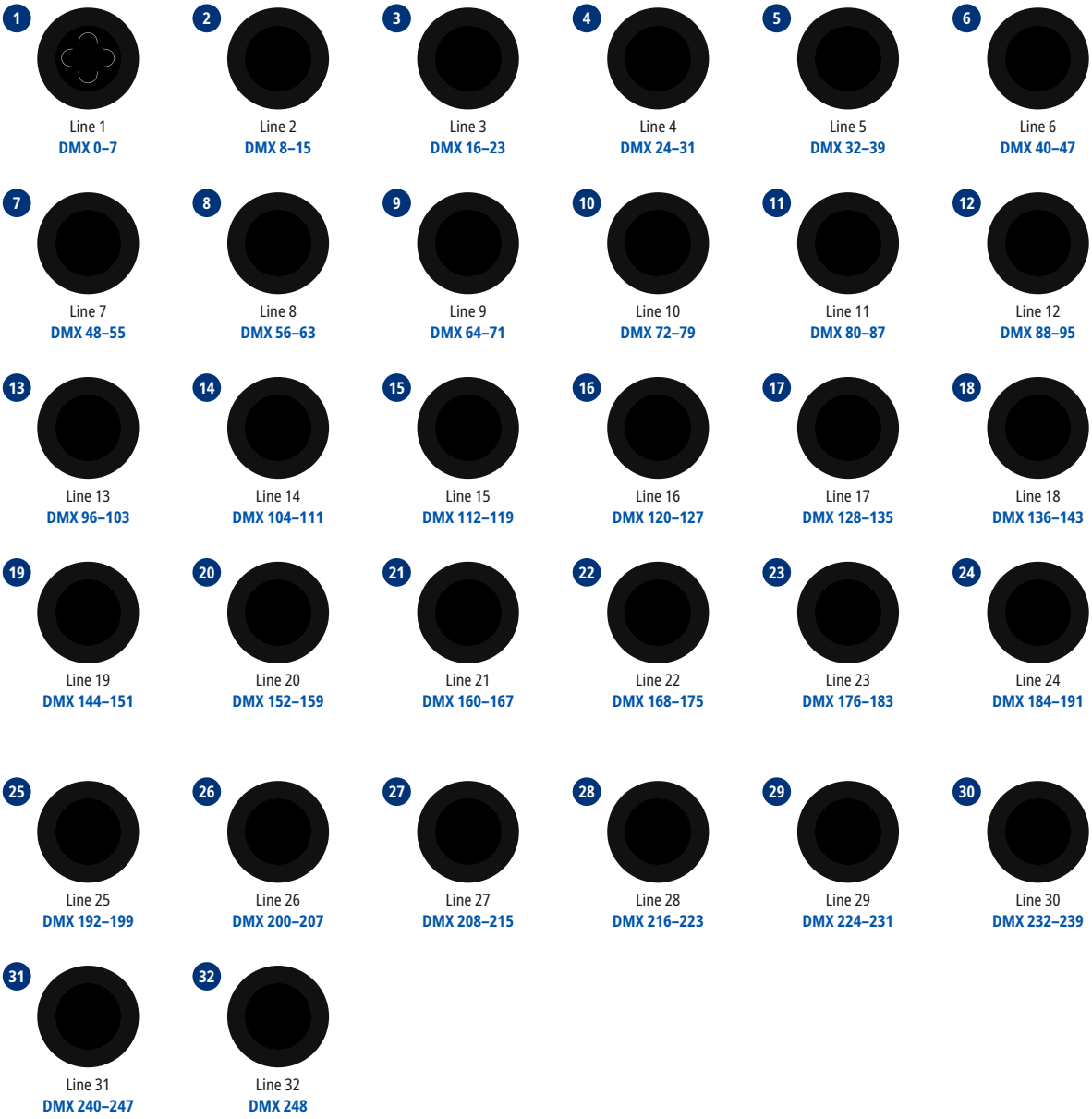

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DMX 248

Gobo wheel 6

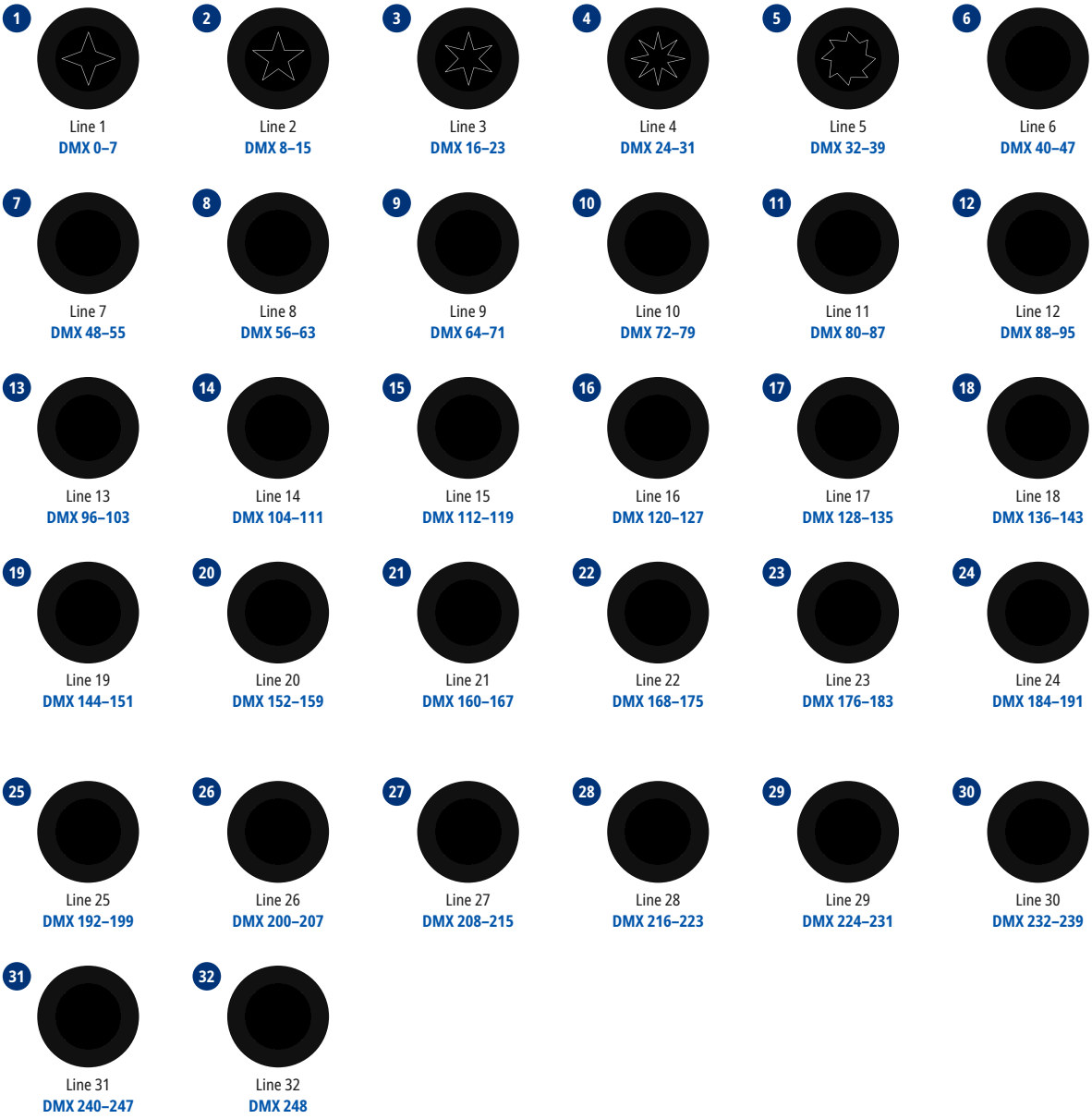


1 Line 1 DMX 0–7
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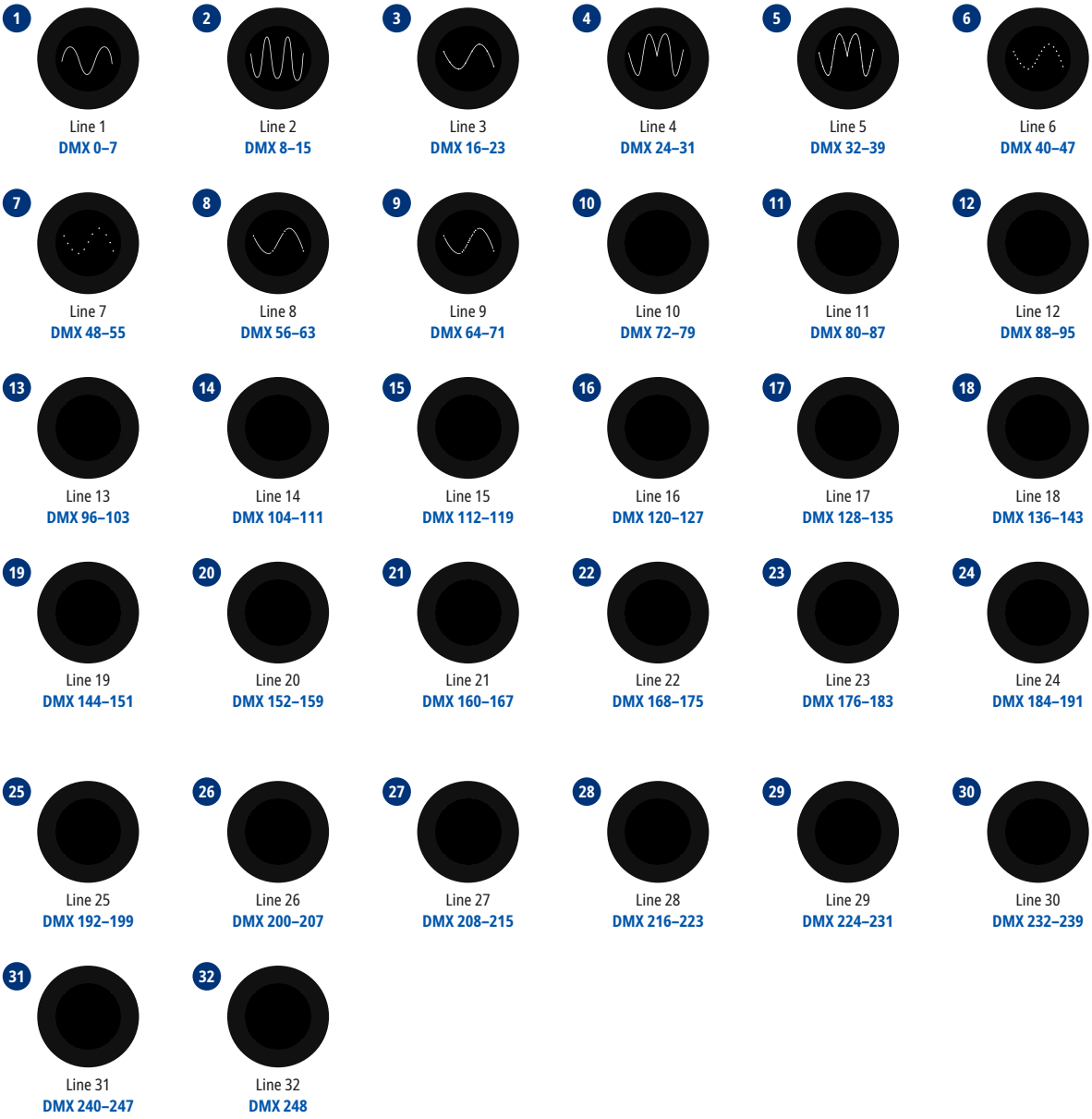
Gobo wheel 7


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DMX 248

Gobo wheel 8

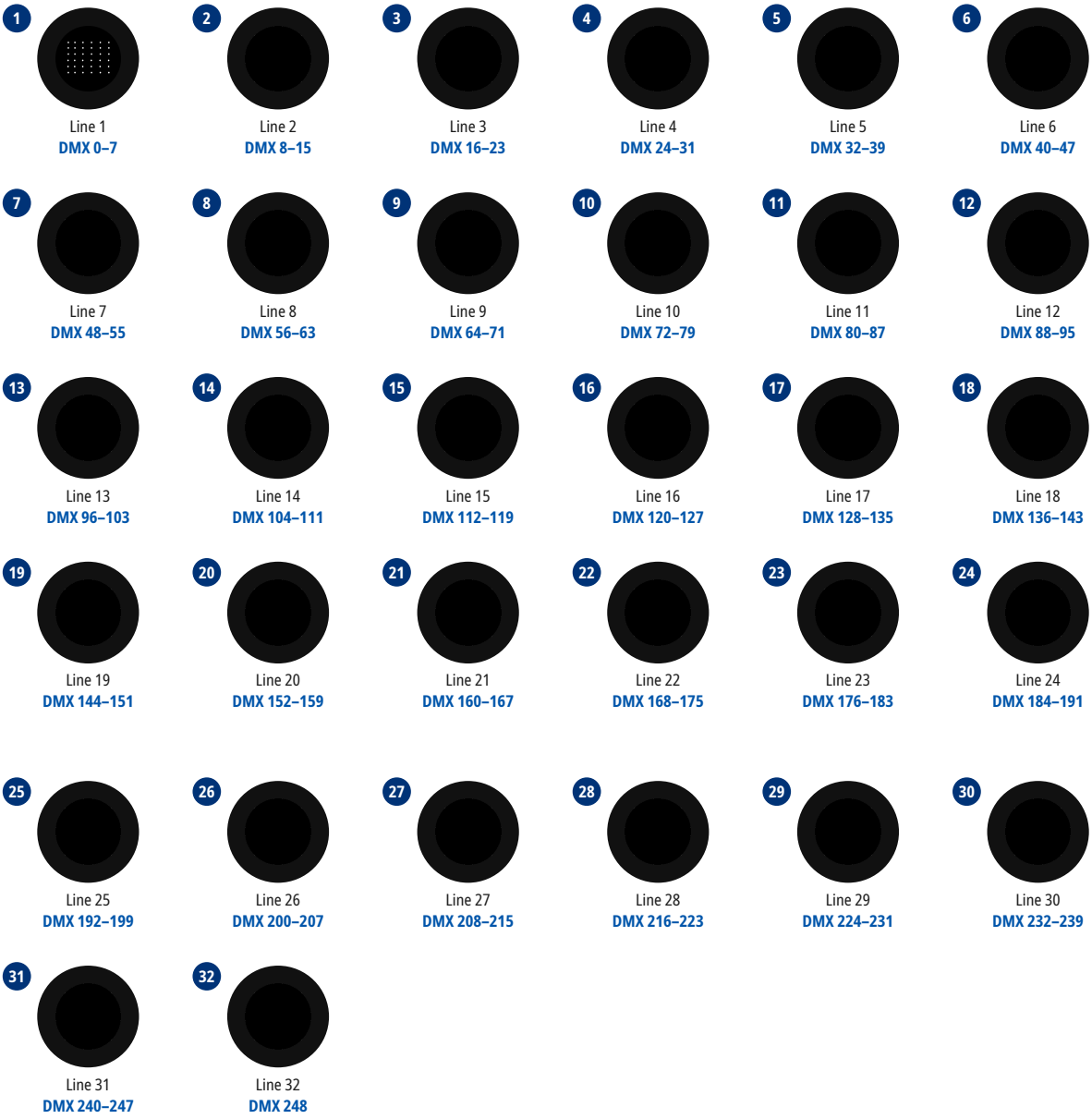

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DMX 248

Gobo wheel 9

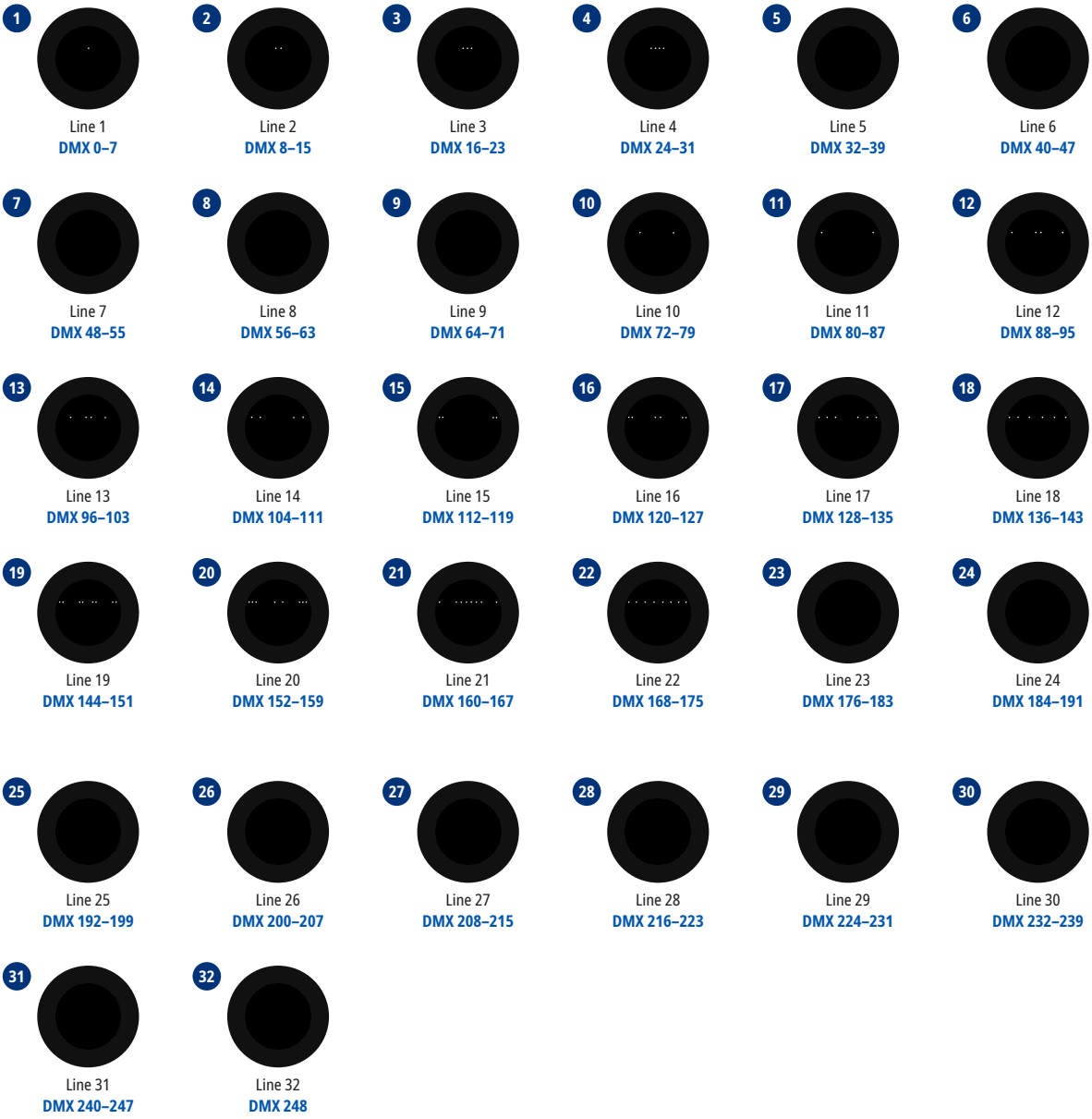


1 Line 1 DMX 0–7
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32 Line 32 DMX 248

Gobo wheel 10

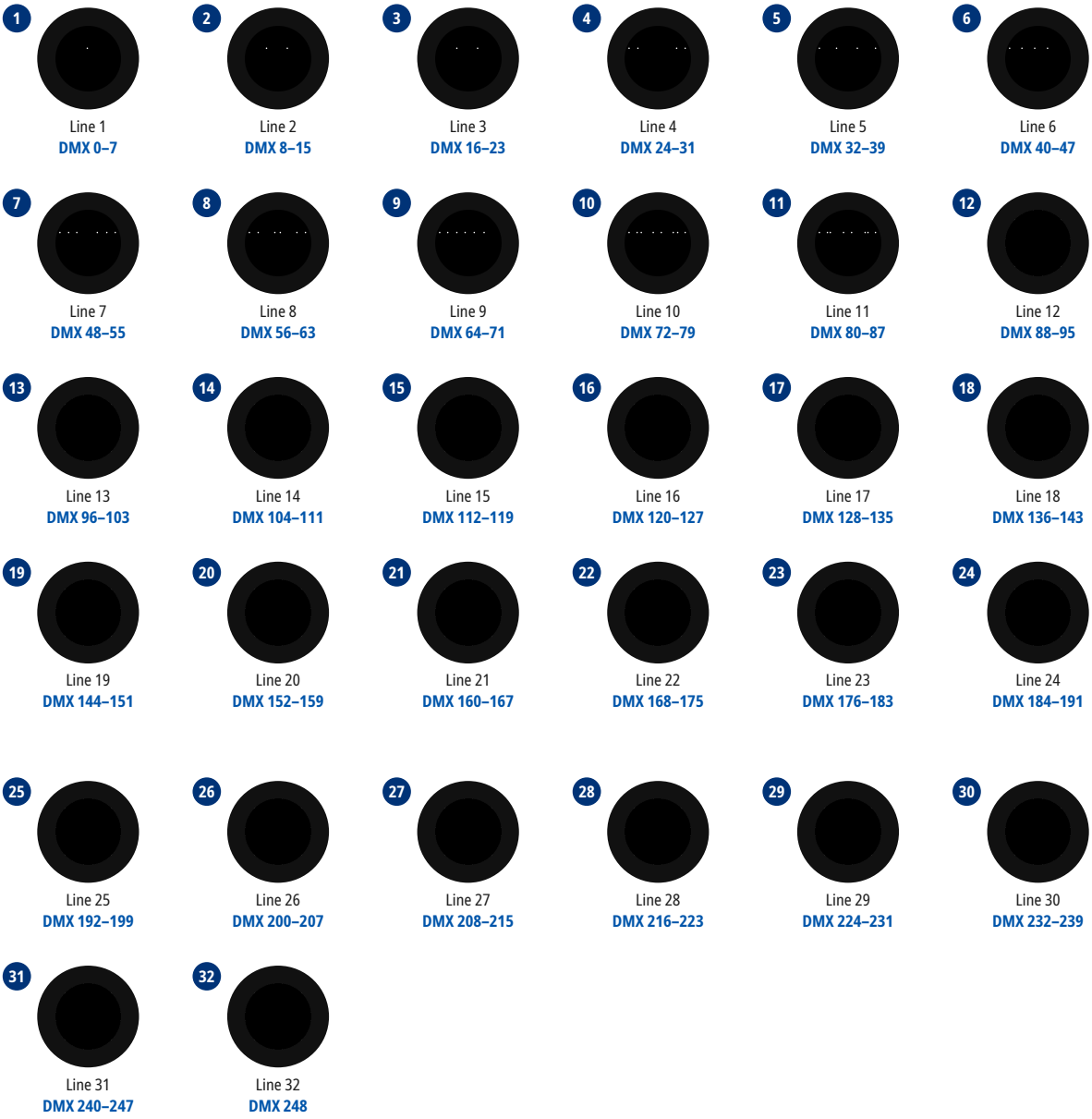


Gobo wheel 11

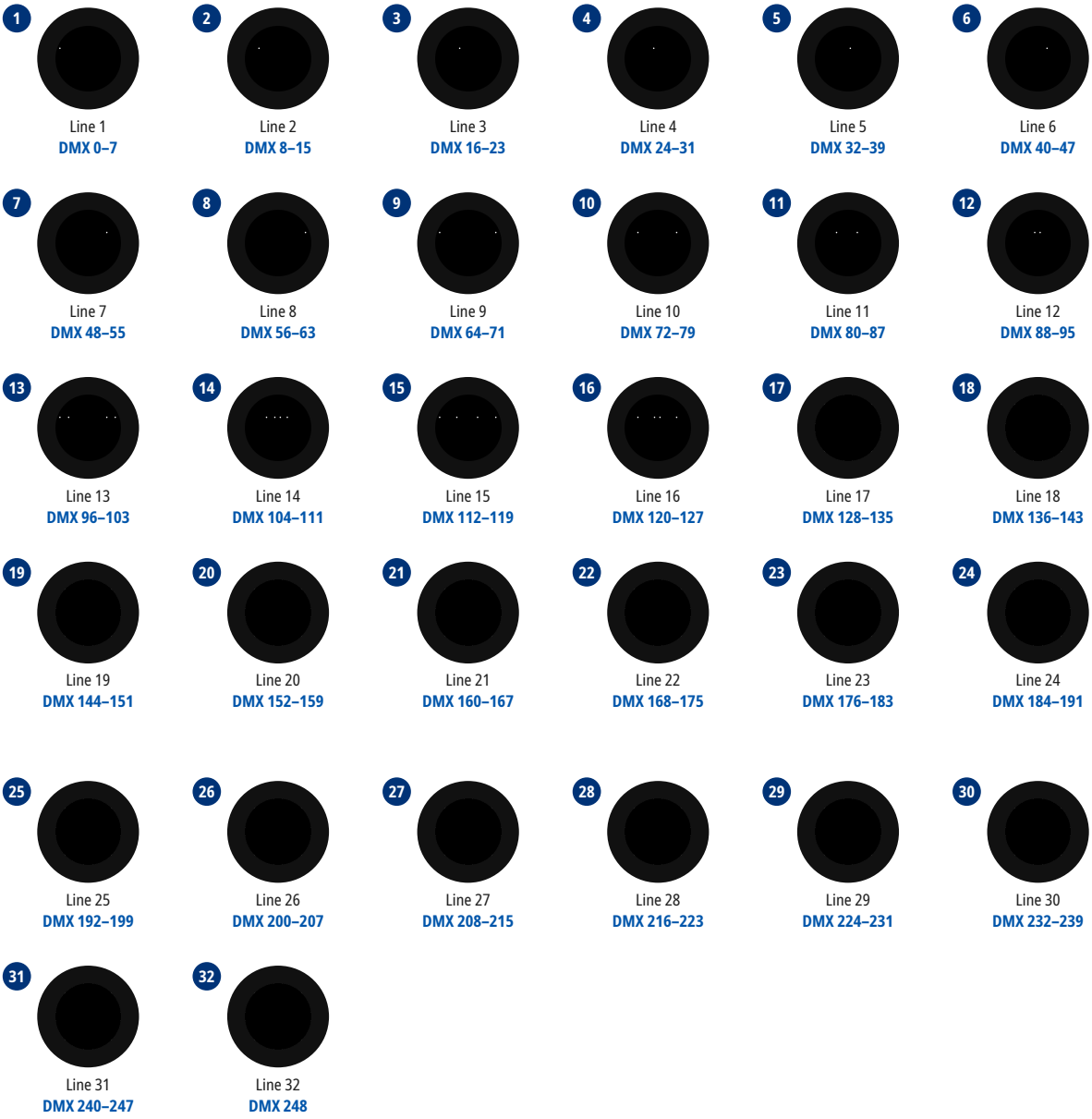


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32 Line 32 DMX 248

Gobo wheel 12

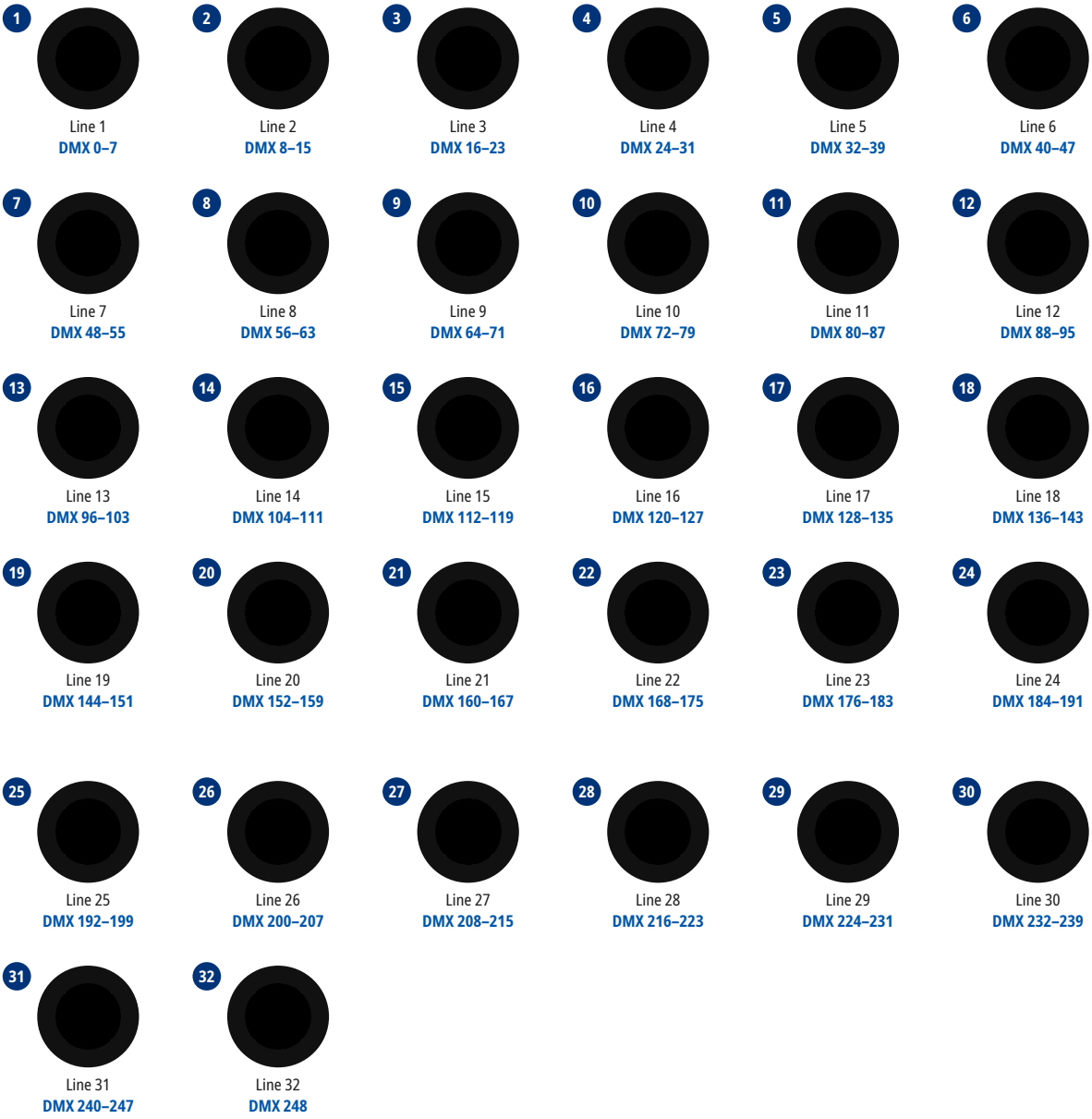


Gobo wheel 13

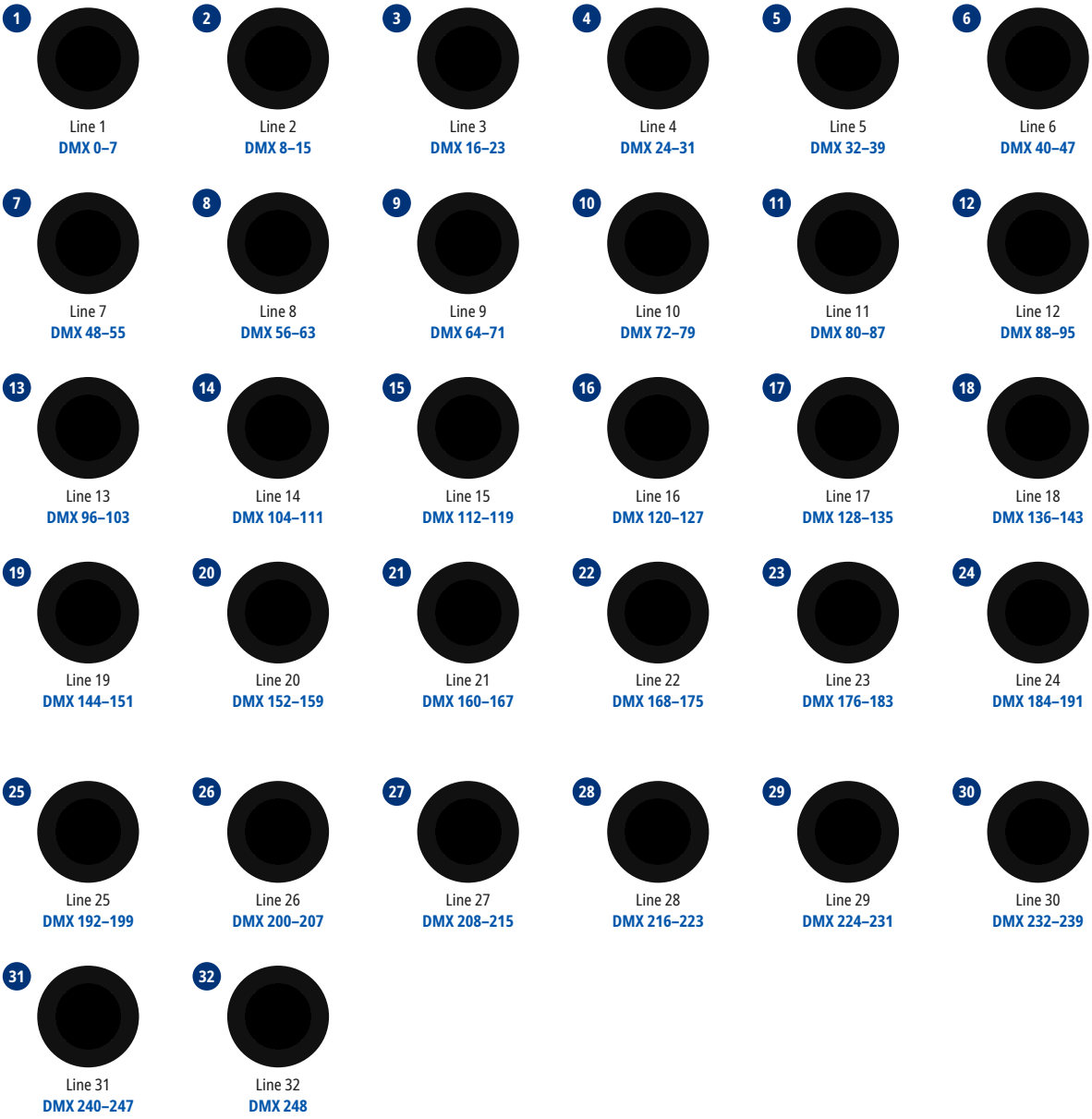


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31 Line 31 DMX 240–247
32 Line 32 DMX 248

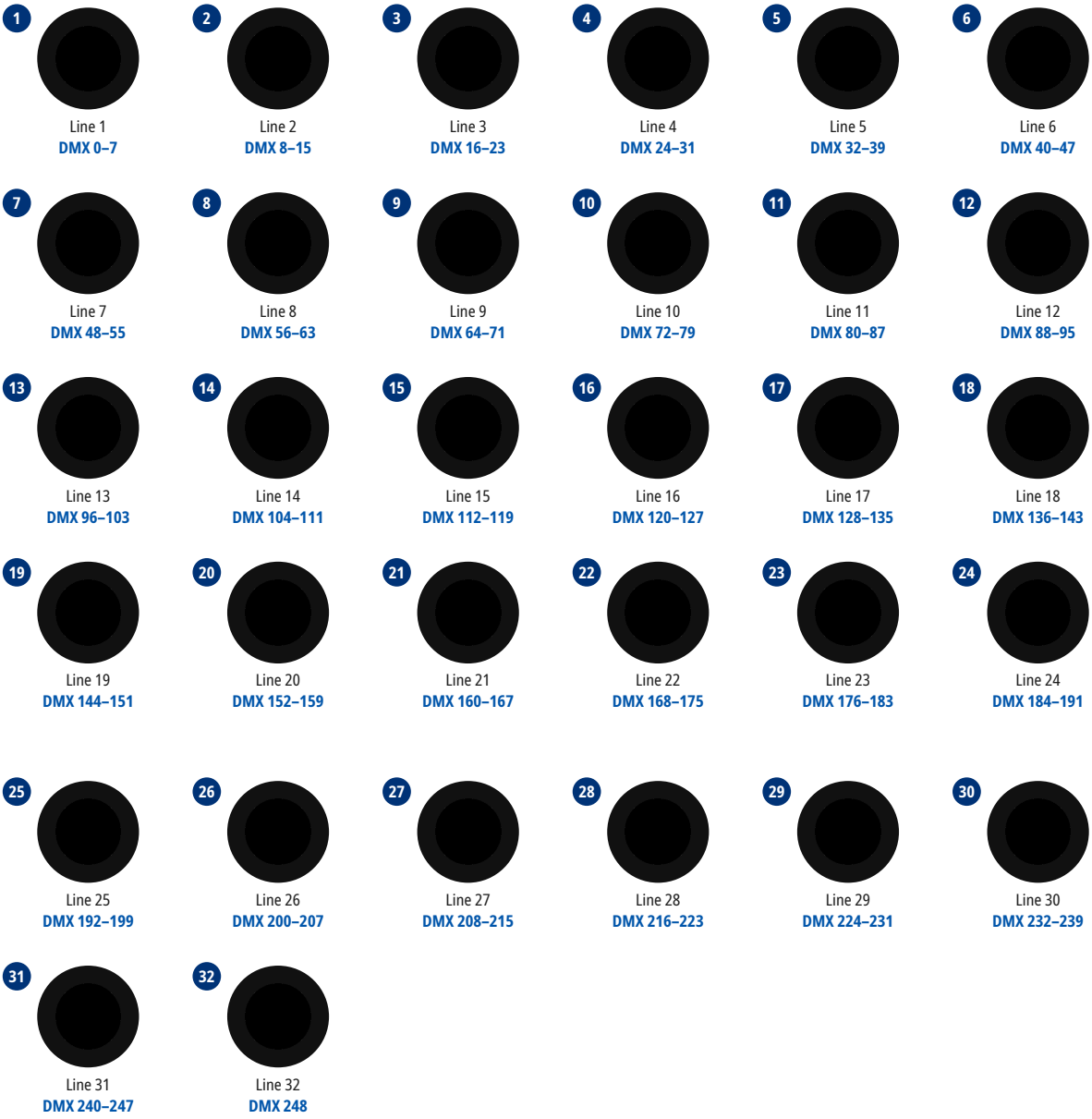
Gobo wheel 14



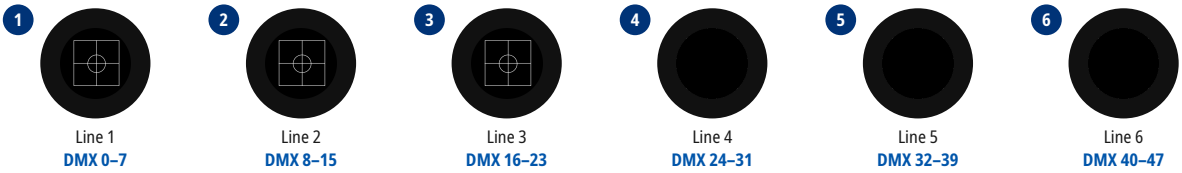
Gobo wheel 15



Gobo wheel 16



Gobo wheel 17



1 Line 1 DMX 0–7
2 Line 2 DMX 8–15
3 Line 3 DMX 16–23
4 Line 4 DMX 24–31
5 Line 5 DMX 32–39
6 Line 6 DMX 40–47
7 Line 7 DMX 48–55
8 Line 8 DMX 56–63
9 Line 9 DMX 64–71
10 Line 10 DMX 72–79
11 Line 11 DMX 80–87
12 Line 12 DMX 88–95
13 Line 13 DMX 96–103
14 Line 14 DMX 104–111
15 Line 15 DMX 112–119
16 Line 16 DMX 120–127
17 Line 17 DMX 128–135
18 Line 18 DMX 136–143
19 Line 19 DMX 144–151
20 Line 20 DMX 152–159
21 Line 21 DMX 160–167
22 Line 22 DMX 168–175
23 Line 23 DMX 176–183
24 Line 24 DMX 184–191
25 Line 25 DMX 192–199
26 Line 26 DMX 200–207
27 Line 27 DMX 208–215
28 Line 28 DMX 216–223
29 Line 29 DMX 224–231
30 Line 30 DMX 232–239
31 Line 31 DMX 240–247
32 Line 32 DMX 248–255

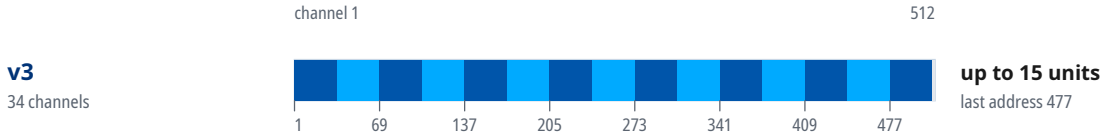
Gobo wheel 18



1 Pattern 1 DMX 0–63
2 Pattern 2 DMX 64–127
3 Pattern 3 DMX 128–191
4 Pattern 4 DMX 192–255

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “v3”

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

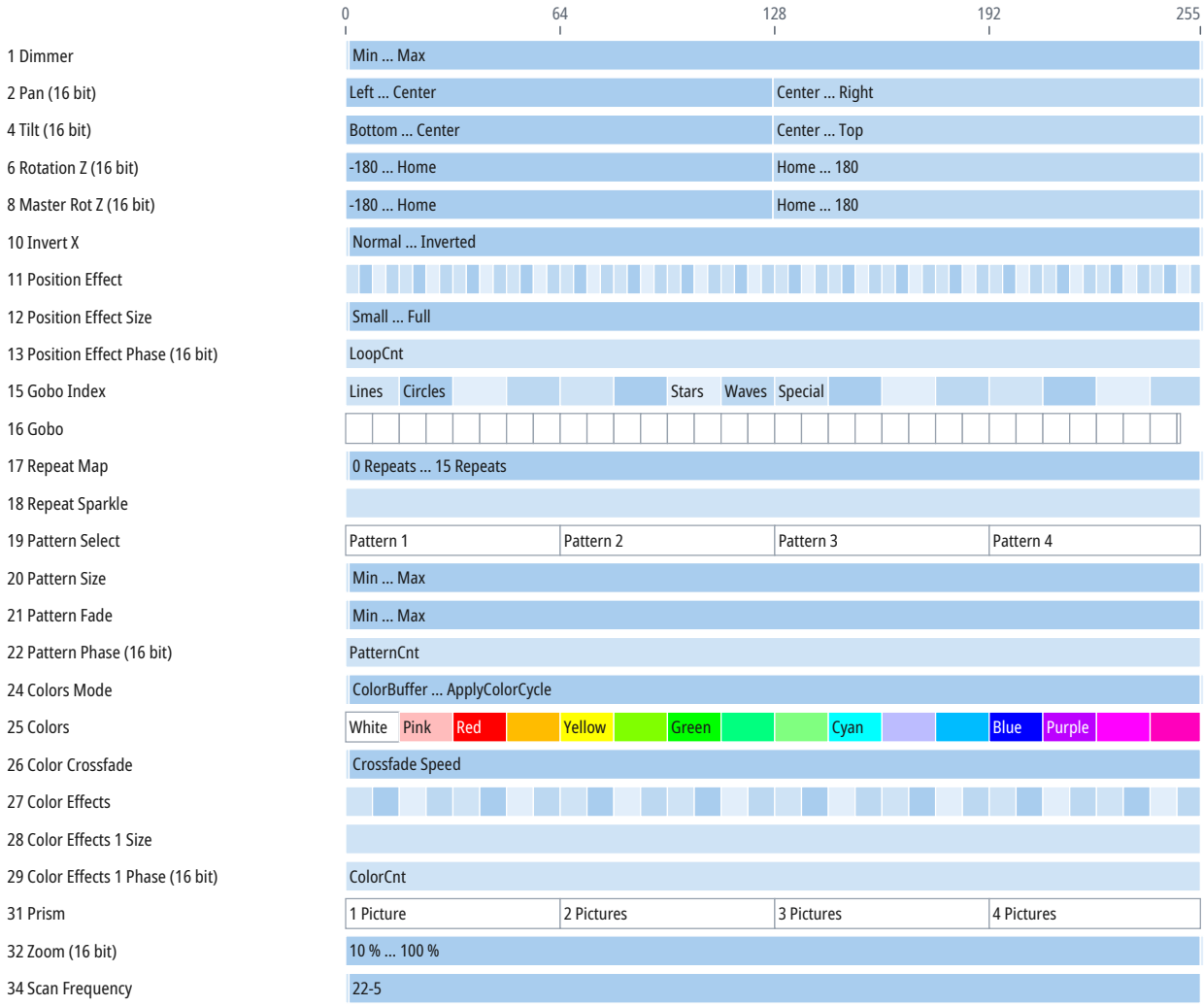
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode v3

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

The GDTF file gives these values for a console's Highlight function: CH 25 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
2	Pan	0–127	Left ... Center
		127	Center
		128–255	Center ... Right
		255	Right
3	Pan Fine	0–255	Fine adjustment of CH 2
4	Tilt	0–127	Bottom ... Center
		127	Center
		128–255	Center ... Top
		255	Top

CH	Function	DMX	Description
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Rotation Z	0–127	-180 … Home
		127	Home
		128–255	Home … 180
		255	180
7	Rotation Z Fine	0–255	Fine adjustment of CH 6
8	Master Rot Z	0–127	-180 … Home
		127	Home
		128–255	Home … 180
		255	180
9	Master Rot Z Fine	0–255	Fine adjustment of CH 8
10	Invert X	0	Normal
		1–254	Normal … Inverted
		255	Inverted
11	Position Effect	0–3	Effect 1
		4–7	Effect 2
		8–11	Effect 3
		12–15	Effect 4
		16–19	Effect 5
		20–23	Effect 6
		24–27	Effect 7
		28–31	Effect 8
		32–35	Effect 9
		36–39	Effect 10
		40–43	Effect 11
		44–47	Effect 12
		48–51	Effect 13
		52–55	Effect 14
		56–59	Effect 15
		60–63	Effect 16
		64–67	Effect 17
		68–71	Effect 18
		72–75	Effect 19
		76–79	Effect 20
		80–83	Effect 21
		84–87	Effect 22
		88–91	Effect 23
		92–95	Effect 24
		96–99	Effect 25
		100–103	Effect 26
		104–107	Effect 27
		108–111	Effect 28

CH	Function	DMX	Description
11	Position Effect (continued)	112–115	Effect 29
		116–119	Effect 30
		120–123	Effect 31
		124–127	Effect 32
		128–131	Effect 33
		132–135	Effect 34
		136–139	Effect 35
		140–143	Effect 36
		144–147	Effect 37
		148–151	Effect 38
		152–155	Effect 39
		156–159	Effect 40
		160–163	Effect 41
		164–167	Effect 42
		168–171	Effect 43
		172–175	Effect 44
		176–179	Effect 45
		180–183	Effect 46
		184–187	Effect 47
		188–191	Effect 48
		192–195	Effect 49
		196–199	Effect 50
		200–203	Effect 51
		204–207	Effect 52
		208–211	Effect 53
		212–215	Effect 54
		216–219	Effect 55
		220–223	Effect 56
		224–227	Effect 57
		228–231	Effect 58
		232–235	Effect 59
		236–239	Effect 60
		240–243	Effect 61
		244–247	Effect 62
		248–251	Effect 63
		252–255	Effect 64
12	Position Effect Size	0	Small
		1–254	Small … Full
		255	Full
13	Position Effect Phase	0–255	LoopCnt
14	Position Effect Phase Fine	0–255	Fine adjustment of CH 13
15	Gobo Index	0–15	Lines

CH	Function	DMX	Description
15	Gobo Index (continued)	16–31	Circles
		32–47	Half-Circles
		48–63	Squares
		64–79	Triangles
		80–95	Flowers
		96–111	Stars
		112–127	Waves
		128–143	Special
		144–159	Static Beams
		160–175	Moving Beams
		176–191	Special Beams
		192–207	Picture Bank 13
		208–223	Picture Bank 14
		224–239	Picture Bank 15
		240–255	Test Pictures
16	Gobo		When CH 15 is 0–15:
		0–7	Line 1
		8–15	Line 2
		16–23	Line 3
		24–31	Line 4
		32–39	Line 5
		40–47	Line 6
		48–55	Line 7
		56–63	Line 8
		64–71	Line 9
		72–79	Line 10
		80–87	Line 11
		88–95	Line 12
		96–103	Line 13
		104–111	Line 14
		112–119	Line 15
		120–127	Line 16
		128–135	Line 17
		136–143	Line 18
		144–151	Line 19
		152–159	Line 20
		160–167	Line 21
		168–175	Line 22
		176–183	Line 23
		184–191	Line 24
		192–199	Line 25
		200–207	Line 26

CH	Function	DMX	Description
16	Gobo (continued)	208–215	Line 27
		216–223	Line 28
		224–231	Line 29
		232–239	Line 30
		240–247	Line 31
		248–255	Line 32
			When CH 15 is 16–31:
		0–7	Circle 1
		8–15	Circle 2
		16–23	Circle 3
		24–31	Circle 4
		32–39	Circle 5
		40–47	Circle 6
		48–55	Circle 7
		56–63	Circle 8
		64–71	Circle 9
		72–79	Circle 10
		80–87	Circle 11
		88–95	Circle 12
		96–103	Circle 13
		104–111	Circle 14
		112–119	Circle 15
		120–127	Circle 16
		128–135	Circle 17
		136–143	Circle 18
		144–151	Circle 19
		152–159	Circle 20
		160–167	Circle 21
		168–175	Circle 22
		176–183	Circle 23
		184–191	Circle 24
		192–199	Circle 25
		200–207	Circle 26
		208–215	Circle 27
		216–223	Circle 28
		224–231	Circle 29
		232–239	Circle 30
		240–247	Circle 31
		248–255	Circle 32
			When CH 15 is 32–47:
		0–7	Half-Circle 1
		8–15	Half-Circle 2

CH	Function	DMX	Description
16	Gobo (continued)	16–23	Half-Circle 3
		24–31	Half-Circle 4
		32–39	Half-Circle 5
		40–47	Half-Circle 6
		48–55	Half-Circle 7
		56–63	Half-Circle 8
		64–71	Half-Circle 9
		72–79	Half-Circle 10
		80–87	Half-Circle 11
		88–95	Half-Circle 12
		96–103	Half-Circle 13
		104–111	Half-Circle 14
		112–119	Half-Circle 15
		120–127	Half-Circle 16
		128–135	Half-Circle 17
		136–143	Half-Circle 18
		144–151	Half-Circle 19
		152–159	Half-Circle 20
		160–167	Half-Circle 21
		168–175	Half-Circle 22
		176–183	Half-Circle 23
		184–191	Half-Circle 24
		192–199	Half-Circle 25
		200–207	Half-Circle 26
		208–215	Half-Circle 27
		216–223	Half-Circle 28
		224–231	Half-Circle 29
		232–239	Half-Circle 30
		240–247	Half-Circle 31
		248–255	Half-Circle 32
			When CH 15 is 48–63:
		0–7	Square 1
		8–15	Square 2
		16–23	Square 3
		24–31	Square 4
		32–39	Square 5
		40–47	Square 6
		48–55	Square 7
		56–63	Square 8
		64–71	Square 9
		72–79	Square 10
		80–87	Square 11

CH	Function	DMX	Description
16	Gobo (continued)	88–95	Square 12
		96–103	Square 13
		104–111	Square 14
		112–119	Square 15
		120–127	Square 16
		128–135	Square 17
		136–143	Square 18
		144–151	Square 19
		152–159	Square 20
		160–167	Square 21
		168–175	Square 22
		176–183	Square 23
		184–191	Square 24
		192–199	Square 25
		200–207	Square 26
		208–215	Square 27
		216–223	Square 28
		224–231	Square 29
		232–239	Square 30
		240–247	Square 31
		248–255	Square 32
			When CH 15 is 64–79:
		0–7	Triangle 1
		8–15	Triangle 2
		16–23	Triangle 3
		24–31	Triangle 4
		32–39	Triangle 5
		40–47	Triangle 6
		48–55	Triangle 7
		56–63	Triangle 8
		64–71	Triangle 9
		72–79	Triangle 10
		80–87	Triangle 11
		88–95	Triangle 12
		96–103	Triangle 13
		104–111	Triangle 14
		112–119	Triangle 15
		120–127	Triangle 16
		128–135	Triangle 17
		136–143	Triangle 18
		144–151	Triangle 19
		152–159	Triangle 20

CH	Function	DMX	Description
16	Gobo (continued)	160–167	Triangle 21
		168–175	Triangle 22
		176–183	Triangle 23
		184–191	Triangle 24
		192–199	Triangle 25
		200–207	Triangle 26
		208–215	Triangle 27
		216–223	Triangle 28
		224–231	Triangle 29
		232–239	Triangle 30
		240–247	Triangle 31
		248–255	Triangle 32
			When CH 15 is 80–95:
		0–7	Flower 1
		8–15	Flower 2
		16–23	Flower 3
		24–31	Flower 4
		32–39	Flower 5
		40–47	Flower 6
		48–55	Flower 7
		56–63	Flower 8
		64–71	Flower 9
		72–79	Flower 10
		80–87	Flower 11
		88–95	Flower 12
		96–103	Flower 13
		104–111	Flower 14
		112–119	Flower 15
		120–127	Flower 16
		128–135	Flower 17
		136–143	Flower 18
		144–151	Flower 19
		152–159	Flower 20
		160–167	Flower 21
		168–175	Flower 22
		176–183	Flower 23
		184–191	Flower 24
		192–199	Flower 25
		200–207	Flower 26
		208–215	Flower 27
		216–223	Flower 28
		224–231	Flower 29

CH	Function	DMX	Description
16	Gobo (continued)	232–239	Flower 30
		240–247	Flower 31
		248–255	Flower 32
			When CH 15 is 96–111:
		0–7	Star 1
		8–15	Star 2
		16–23	Star 3
		24–31	Star 4
		32–39	Star 5
		40–47	Star 6
		48–55	Star 7
		56–63	Star 8
		64–71	Star 9
		72–79	Star 10
		80–87	Star 11
		88–95	Star 12
		96–103	Star 13
		104–111	Star 14
		112–119	Star 15
		120–127	Star 16
		128–135	Star 17
		136–143	Star 18
		144–151	Star 19
		152–159	Star 20
		160–167	Star 21
		168–175	Star 22
		176–183	Star 23
		184–191	Star 24
		192–199	Star 25
		200–207	Star 26
		208–215	Star 27
		216–223	Star 28
		224–231	Star 29
		232–239	Star 30
		240–247	Star 31
		248–255	Star 32
			When CH 15 is 112–127:
		0–7	Wave 1
		8–15	Wave 2
		16–23	Wave 3
		24–31	Wave 4
		32–39	Wave 5

CH	Function	DMX	Description
16	Gobo (continued)	40–47	Wave 6
		48–55	Wave 7
		56–63	Wave 8
		64–71	Wave 9
		72–79	Wave 10
		80–87	Wave 11
		88–95	Wave 12
		96–103	Wave 13
		104–111	Wave 14
		112–119	Wave 15
		120–127	Wave 16
		128–135	Wave 17
		136–143	Wave 18
		144–151	Wave 19
		152–159	Wave 20
		160–167	Wave 21
		168–175	Wave 22
		176–183	Wave 23
		184–191	Wave 24
		192–199	Wave 25
		200–207	Wave 26
		208–215	Wave 27
		216–223	Wave 28
		224–231	Wave 29
		232–239	Wave 30
		240–247	Wave 31
		248–255	Wave 32
			When CH 15 is 128–143:
		0–7	Special 1
		8–15	Special 2
		16–23	Special 3
		24–31	Special 4
		32–39	Special 5
		40–47	Special 6
		48–55	Special 7
		56–63	Special 8
		64–71	Special 9
		72–79	Special 10
		80–87	Special 11
		88–95	Special 12
		96–103	Special 13
		104–111	Special 14

CH	Function	DMX	Description
16	Gobo (continued)	112–119	Special 15
		120–127	Special 16
		128–135	Special 17
		136–143	Special 18
		144–151	Special 19
		152–159	Special 20
		160–167	Special 21
		168–175	Special 22
		176–183	Special 23
		184–191	Special 24
		192–199	Special 25
		200–207	Special 26
		208–215	Special 27
		216–223	Special 28
		224–231	Special 29
		232–239	Special 30
		240–247	Special 31
		248–255	Special 32
			When CH 15 is 144–159:
		0–7	Static Beam 1
		8–15	Static Beam 2
		16–23	Static Beam 3
		24–31	Static Beam 4
		32–39	Static Beam 5
		40–47	Static Beam 6
		48–55	Static Beam 7
		56–63	Static Beam 8
		64–71	Static Beam 9
		72–79	Static Beam 10
		80–87	Static Beam 11
		88–95	Static Beam 12
		96–103	Static Beam 13
		104–111	Static Beam 14
		112–119	Static Beam 15
		120–127	Static Beam 16
		128–135	Static Beam 17
		136–143	Static Beam 18
		144–151	Static Beam 19
		152–159	Static Beam 20
		160–167	Static Beam 21
		168–175	Static Beam 22
		176–183	Static Beam 23

CH	Function	DMX	Description
16	Gobo (continued)	184–191	Static Beam 24
		192–199	Static Beam 25
		200–207	Static Beam 26
		208–215	Static Beam 27
		216–223	Static Beam 28
		224–231	Static Beam 29
		232–239	Static Beam 30
		240–247	Static Beam 31
		248–255	Static Beam 32
			When CH 15 is 160–175:
		0–7	Moving Beams 1
		8–15	Moving Beams 2
		16–23	Moving Beams 3
		24–31	Moving Beams 4
		32–39	Moving Beams 5
		40–47	Moving Beams 6
		48–55	Moving Beams 7
		56–63	Moving Beams 8
		64–71	Moving Beams 9
		72–79	Moving Beams 10
		80–87	Moving Beams 11
		88–95	Moving Beams 12
		96–103	Moving Beams 13
		104–111	Moving Beams 14
		112–119	Moving Beams 15
		120–127	Moving Beams 16
		128–135	Moving Beams 17
		136–143	Moving Beams 18
		144–151	Moving Beams 19
		152–159	Moving Beams 20
		160–167	Moving Beams 21
		168–175	Moving Beams 22
		176–183	Moving Beams 23
		184–191	Moving Beams 24
		192–199	Moving Beams 25
		200–207	Moving Beams 26
		208–215	Moving Beams 27
		216–223	Moving Beams 28
		224–231	Moving Beams 29
		232–239	Moving Beams 30
		240–247	Moving Beams 31
		248–255	Moving Beams 32

CH	Function	DMX	Description
16	Gobo (continued)		When CH 15 is 176–191:
		0–7	Special Beams 1
		8–15	Special Beams 2
		16–23	Special Beams 3
		24–31	Special Beams 4
		32–39	Special Beams 5
		40–47	Special Beams 6
		48–55	Special Beams 7
		56–63	Special Beams 8
		64–71	Special Beams 9
		72–79	Special Beams 10
		80–87	Special Beams 11
		88–95	Special Beams 12
		96–103	Special Beams 13
		104–111	Special Beams 14
		112–119	Special Beams 15
		120–127	Special Beams 16
		128–135	Special Beams 17
		136–143	Special Beams 18
		144–151	Special Beams 19
		152–159	Special Beams 20
		160–167	Special Beams 21
		168–175	Special Beams 22
		176–183	Special Beams 23
		184–191	Special Beams 24
		192–199	Special Beams 25
		200–207	Special Beams 26
		208–215	Special Beams 27
		216–223	Special Beams 28
		224–231	Special Beams 29
		232–239	Special Beams 30
		240–247	Special Beams 31
		248–255	Special Beams 32
			When CH 15 is 192–207:
		0–7	Wheel Slot 1
		8–15	Wheel Slot 2
		16–23	Wheel Slot 3
		24–31	Wheel Slot 4
		32–39	Wheel Slot 5
		40–47	Wheel Slot 6
		48–55	Wheel Slot 7
		56–63	Wheel Slot 8

CH	Function	DMX	Description
16	Gobo (continued)	64–71	Wheel Slot 9
		72–79	Wheel Slot 10
		80–87	Wheel Slot 11
		88–95	Wheel Slot 12
		96–103	Wheel Slot 13
		104–111	Wheel Slot 14
		112–119	Wheel Slot 15
		120–127	Wheel Slot 16
		128–135	Wheel Slot 17
		136–143	Wheel Slot 18
		144–151	Wheel Slot 19
		152–159	Wheel Slot 20
		160–167	Wheel Slot 21
		168–175	Wheel Slot 22
		176–183	Wheel Slot 23
		184–191	Wheel Slot 24
		192–199	Wheel Slot 25
		200–207	Wheel Slot 26
		208–215	Wheel Slot 27
		216–223	Wheel Slot 28
		224–231	Wheel Slot 29
		232–239	Wheel Slot 30
		240–247	Wheel Slot 31
		248–255	Wheel Slot 32
			When CH 15 is 208–223:
		0–7	Wheel Slot 1
		8–15	Wheel Slot 2
		16–23	Wheel Slot 3
		24–31	Wheel Slot 4
		32–39	Wheel Slot 5
		40–47	Wheel Slot 6
		48–55	Wheel Slot 7
		56–63	Wheel Slot 8
		64–71	Wheel Slot 9
		72–79	Wheel Slot 10
		80–87	Wheel Slot 11
		88–95	Wheel Slot 12
		96–103	Wheel Slot 13
		104–111	Wheel Slot 14
		112–119	Wheel Slot 15
		120–127	Wheel Slot 16
		128–135	Wheel Slot 17

CH	Function	DMX	Description
16	Gobo (continued)	136–143	Wheel Slot 18
		144–151	Wheel Slot 19
		152–159	Wheel Slot 20
		160–167	Wheel Slot 21
		168–175	Wheel Slot 22
		176–183	Wheel Slot 23
		184–191	Wheel Slot 24
		192–199	Wheel Slot 25
		200–207	Wheel Slot 26
		208–215	Wheel Slot 27
		216–223	Wheel Slot 28
		224–231	Wheel Slot 29
		232–239	Wheel Slot 30
		240–247	Wheel Slot 31
		248–255	Wheel Slot 32
			When CH 15 is 224–239:
		0–7	Wheel Slot 1
		8–15	Wheel Slot 2
		16–23	Wheel Slot 3
		24–31	Wheel Slot 4
		32–39	Wheel Slot 5
		40–47	Wheel Slot 6
		48–55	Wheel Slot 7
		56–63	Wheel Slot 8
		64–71	Wheel Slot 9
		72–79	Wheel Slot 10
		80–87	Wheel Slot 11
		88–95	Wheel Slot 12
		96–103	Wheel Slot 13
		104–111	Wheel Slot 14
		112–119	Wheel Slot 15
		120–127	Wheel Slot 16
		128–135	Wheel Slot 17
		136–143	Wheel Slot 18
		144–151	Wheel Slot 19
		152–159	Wheel Slot 20
		160–167	Wheel Slot 21
		168–175	Wheel Slot 22
		176–183	Wheel Slot 23
		184–191	Wheel Slot 24
		192–199	Wheel Slot 25
		200–207	Wheel Slot 26

CH	Function	DMX	Description
16	Gobo (continued)	208–215	Wheel Slot 27
		216–223	Wheel Slot 28
		224–231	Wheel Slot 29
		232–239	Wheel Slot 30
		240–247	Wheel Slot 31
		248–255	Wheel Slot 32
			When CH 15 is 240–255:
		0–7	Test Picture 1
		8–15	Test Picture 2
		16–23	Test Picture 3
		24–31	Test Picture 4
		32–39	Test Picture 5
		40–47	Test Picture 6
		48–55	Test Picture 7
		56–63	Test Picture 8
		64–71	Test Picture 9
		72–79	Test Picture 10
		80–87	Test Picture 11
		88–95	Test Picture 12
		96–103	Test Picture 13
		104–111	Test Picture 14
		112–119	Test Picture 15
		120–127	Test Picture 16
		128–135	Test Picture 17
		136–143	Test Picture 18
		144–151	Test Picture 19
		152–159	Test Picture 20
		160–167	Test Picture 21
		168–175	Test Picture 22
		176–183	Test Picture 23
		184–191	Test Picture 24
		192–199	Test Picture 25
		200–207	Test Picture 26
		208–215	Test Picture 27
		216–223	Test Picture 28
		224–231	Test Picture 29
		232–239	Test Picture 30
		240–247	Test Picture 31
		248–255	Test Picture 32
17	Repeat Map	0	0 Repeats
		1–254	0 Repeats … 15 Repeats
		255	15 Repeats

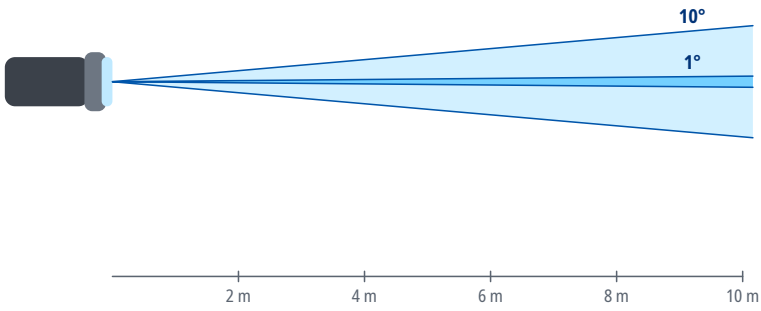
CH	Function	DMX	Description
18	Repeat Sparkle	0–255	
19	Pattern Select	0–63	Pattern 1
		64–127	Pattern 2
		128–191	Pattern 3
		192–255	Pattern 4
20	Pattern Size	0	Min
		1–254	Min ... Max
		255	Max
21	Pattern Fade	0	Min
		1–254	Min ... Max
		255	Max
22	Pattern Phase	0–255	PatternCnt
23	Pattern Phase Fine	0–255	Fine adjustment of CH 22
24	Colors Mode	0	ColorBuffer
		1–254	ColorBuffer ... ApplyColorCycle
		255	ApplyColorCycle
25	Colors	0–15	White
		16–31	Pink
		32–47	Red
		48–63	Orange
		64–79	Yellow
		80–95	Chartreuse
		96–111	Green
		112–127	Turquoise
		128–143	MintGreen
		144–159	Cyan
		160–175	PastelBlue
		176–191	BabyBlue
		192–207	Blue
		208–223	Purple
		224–239	Magenta
		240–255	Hot Pink
26	Color Crossfade	0	No Crossfade
		1–255	Crossfade Speed
27	Color Effects	0–7	ColorCycle 1
		8–15	ColorCycle 2
		16–23	ColorCycle 3
		24–31	ColorCycle 4
		32–39	ColorCycle 5
		40–47	ColorCycle 6
		48–55	ColorCycle 7
		56–63	ColorCycle 8

CH	Function	DMX	Description
27	Color Effects (continued)	64–71	ColorCycle 9
		72–79	ColorCycle 10
		80–87	ColorCycle 11
		88–95	ColorCycle 12
		96–103	ColorCycle 13
		104–111	ColorCycle 14
		112–119	ColorCycle 15
		120–127	ColorCycle 16
		128–135	ColorCycle 17
		136–143	ColorCycle 18
		144–151	ColorCycle 19
		152–159	ColorCycle 20
		160–167	ColorCycle 21
		168–175	ColorCycle 22
		176–183	ColorCycle 23
		184–191	ColorCycle 24
		192–199	ColorCycle 25
		200–207	ColorCycle 26
		208–215	ColorCycle 27
		216–223	ColorCycle 28
		224–231	ColorCycle 29
		232–239	ColorCycle 30
		240–247	ColorCycle 31
		248–255	ColorCycle 32
28	Color Effects 1 Size	0–255	
29	Color Effects 1 Phase	0–255	ColorCnt
30	Color Effects 1 Phase Fine	0–255	Fine adjustment of CH 29
31	Prism	0–63	1 Picture
		64–127	2 Pictures
		128–191	3 Pictures
		192–255	4 Pictures
32	Zoom	0–255	10 % … 100 %
		255	100 %
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Scan Frequency	0	Extern
		1–255	22-5

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	10,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Zoom	1–10°
Movement	
Pan	50°
Tilt	50°
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 1°	Ø 10°
2 m	0.03 m	0.35 m
4 m	0.07 m	0.7 m
6 m	0.1 m	1 m
8 m	0.14 m	1.4 m
10 m	0.17 m	1.7 m
15 m	0.26 m	2.6 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.