DMX REFERENCE

JW-250SZ

LED Moving Head Spot 250 W.

Lightsense



Manufacturer	Lightsense
GDTF file	Lightsense_JW-250SZ_29128.gdtf
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1 About this manual

This document describes the LED Moving Head Spot 250 W. by Lightsense. It was compiled from the GDTF file Lightsense_JW-250SZ_29128.gdtf from the GDTF-Share library.

File revision: “LED Moving Head Spot 250 W.”.

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 Lightsense; 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
JW-250SZ	16	32	1, 17, 33, 49, ...

No light? Check these channels

- JW-250SZ: CH 9 Shutter at 32–63, 96–127, 160–191 or 224–255 “shutter Open”; CH 10 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.

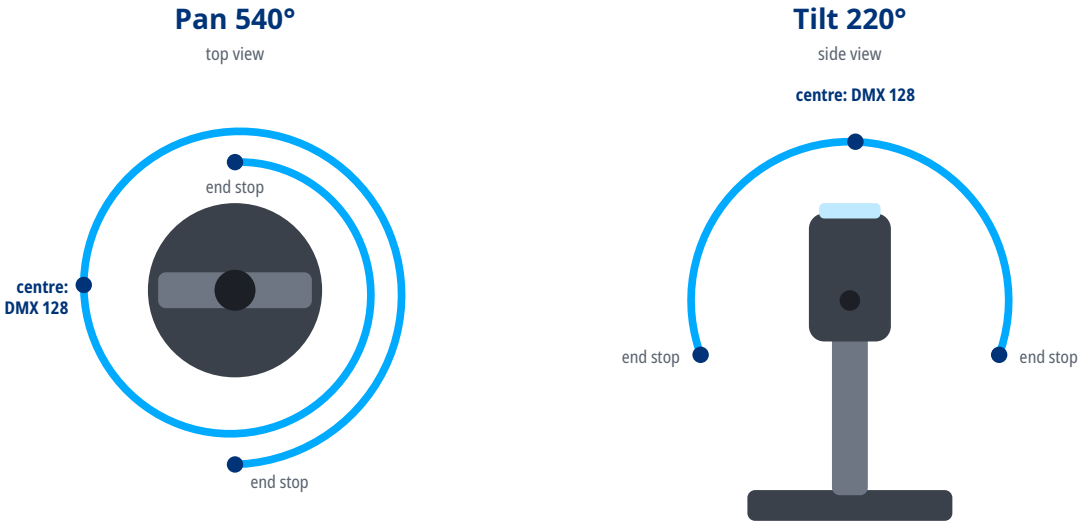
⚠ CAUTION

- 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.
> - 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.

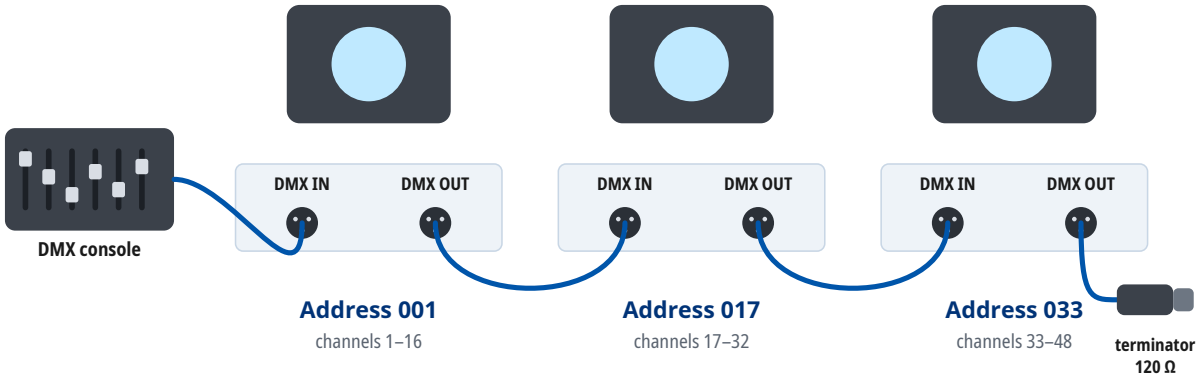
6 Connections

- 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 JW-250SZ: every unit occupies 16 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 “JW-250SZ”: 16.
- 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 “JW-250SZ”, you can use, for example, the start addresses 1, 17, 33, 49.
- 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

	JW-250SZ 16 channels
Pan / Tilt	1, 3
Dimmer	10
Shutter / strobe	9
Color wheel	5
Gobo wheel	6, 8
Gobo rotation	7
Prism	13
Frost	14
Zoom	12
Focus	11

Gobo wheel 1

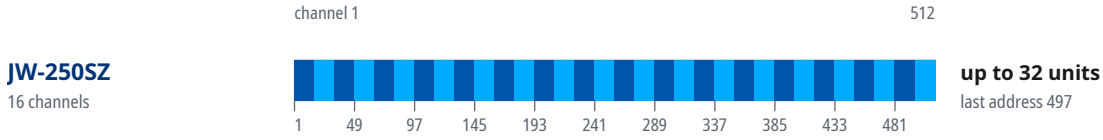
1	Wheel Slot 1

Gobo wheel 2

1	Wheel Slot 1

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “JW-250SZ”

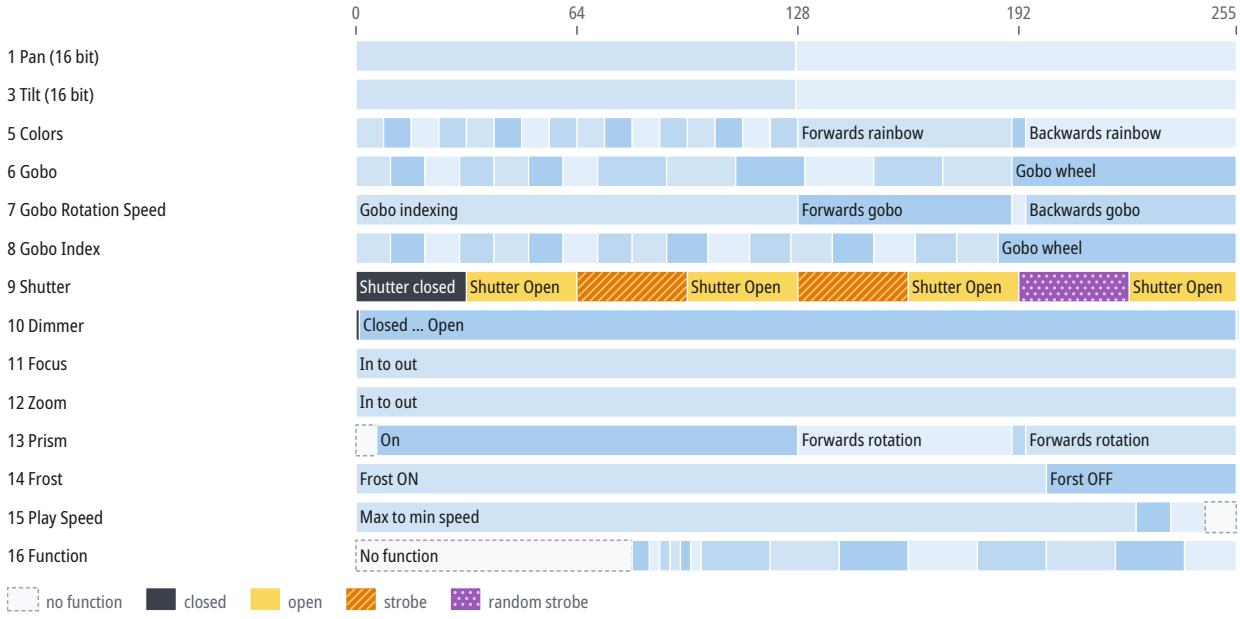
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

Mode JW-250SZ

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 9 Shutter at 32–63, 96–127, 160–191 or 224–255 “shutter Open”; CH 10 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 10 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		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	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Open/White
		8–15	White+Color1
		16–23	Color1
		24–31	Color1+Color2
		32–39	Color2
		40–47	Color2+Color3
		48–55	Color3
		56–63	Color3+Color4
		64–71	Color4
		72–79	Color4+Color5
		80–87	Color5
		88–95	Color5+Color6
		96–103	Color6
		104–111	Color6+Color7
		112–119	Color7
		120–127	Color7+White
		128–189	Forwards rainbow
		190–193	Color rotation stop
		194–255	Backwards rainbow
6	Gobo	0–9	Open
		10–19	Gobo1
		20–29	Gobo2
		30–39	Gobo3
		40–49	Gobo4
		50–59	Gobo5
		60–69	Gobo6
		70–89	Gobo1 shake
		90–109	Gobo2 shake
		110–129	Gobo3 shake
		130–149	Gobo4 shake
		150–169	Gobo5 shake
		170–189	Gobo6 shake
		190–255	Gobo wheel
7	Gobo Rotation Speed	0–127	Gobo indexing
		128–189	Forwards gobo
		190–193	Gobo rotation stop
		194–255	Backwards gobo
8	Gobo Index	0–9	Hole with spot
		10–19	Gobo1

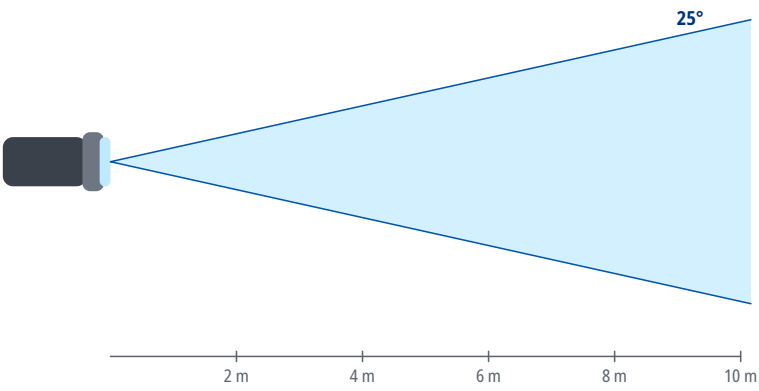
CH	Function	DMX	Description
8	Gobo Index (continued)	20–29	Gobo2
		30–39	Gobo3
		40–49	Gobo4
		50–59	Gobo5
		60–69	Gobo6
		70–79	Gobo7
		80–89	Gobo8
		90–101	Gobo1 shake
		102–113	Gobo2 shake
		114–125	Gobo3 shake
		126–137	Gobo4 shake
		138–149	Gobo5 shake
		150–161	Gobo6 shake
		162–173	Gobo7 shake
		174–185	Gobo8 shake
		186–255	Gobo wheel
9	Shutter	0–31	Shutter closed
		32–63	Shutter Open
		64–95	Strobe Effect slow to fast
		96–127	Shutter Open
		128–159	Pulse-effect in sequences
		160–191	Shutter Open
		192–223	Random strobe effect
		224–255	Shutter Open
10	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
11	Focus	0–255	In to out
12	Zoom	0–255	In to out
13	Prism	0–5	Off
		6–127	On
		128–189	Forwards rotation
		190–193	Prism rotation stop
		194–255	Forwards rotation
14	Frost	0–199	Frost ON
		200–255	Forst OFF
15	Play Speed		Speed P/T
		0–225	Max to min speed
		226–235	Backout by movement
		236–245	Backout all wheel
		246–255	No function
16	Function	0–79	No function

CH	Function	DMX	Description
16	Function (continued)	80–84	All motor reset
		85–87	Scan motor reset
		88–90	Color motor reset
		91–93	Gobo motor reset
		94–96	Shutter-Dimmer motor reset
		97–99	Other motor reset
		100–119	Internal program1
		120–139	Internal program2
		140–159	Internal program3
		160–179	Internal program4
		180–199	Internal program5
		200–219	Internal program6
		220–239	Internal program7
		240–255	Internal sound program1

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	220°
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.