DMX REFERENCE

F-9

MTLite F-9

MTLite

Manufacturer	MTLite
GDTF file	MTLite_F-9_142382.gdtf
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1 About this manual

This document describes the MTLite F-9 by MTLite. It was compiled from the GDTF file MTLite_F-9_142382.gdtf from the GDTF-Share library.

File revision: “Ver1-2”.

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 MTLite; 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
Power consumption	850 W
Weight	15.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16CH	16	32	1, 17, 33, 49, …

No light? Check these channels

- 16CH: CH 5 Shutter at 104–107, 208–211 or 252–255 “OPEN”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

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

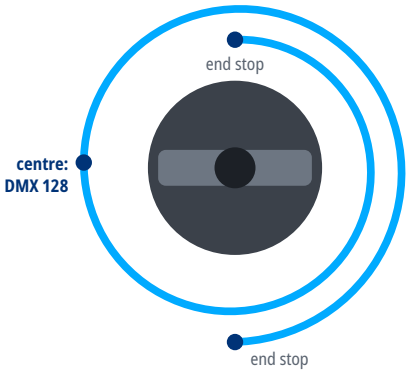
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

4 Product description

Range of movement

Pan 540°

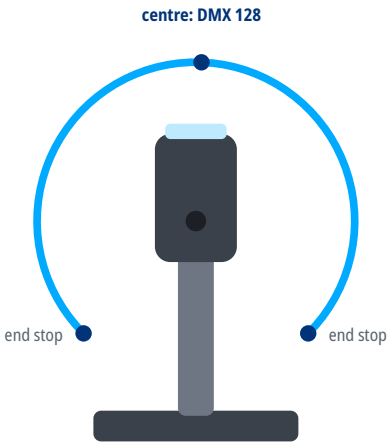
top view



full travel in 1.7 s

Tilt 270°

side view



full travel in 0.9 s

Full-travel times as stated in the GDTF file.

5 Installation

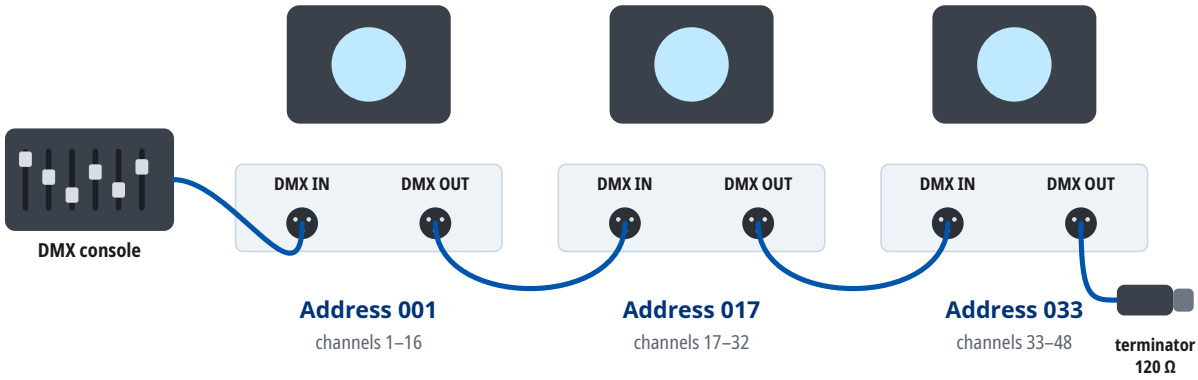
⚠ **WARNING**

- 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: 15.4 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 16CH: 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 “16CH”: 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 “16CH”, 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

	16CH 16 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	5
Color wheel	7
Gobo wheel	8
Gobo rotation	8
Prism	9–12
Frost	15
Focus	13

Color wheel

1 Full Color: Open
DMX 0–4

2 Color 1
DMX 5–9

3 Color 2
DMX 10–14

4 Color 3
DMX 15–19

5 Color 4
DMX 20–24

6 Color 5
DMX 25–29

7 Color 6
DMX 30–34

8 Color 7
DMX 35–39

9 Color 8
DMX 40–44

10 Color 9
DMX 45–49

11 Color 10
DMX 50–54

12 Color 11
DMX 55–59

13 Color 12
DMX 60–64

14 Color 13
DMX 65–69

15 UV
DMX 70–75

16 White/Red
DMX 75–79

17 Red/Light Green
DMX 80–84

18 Light Green/Turquoise
DMX 85–89

19 Turquoise/Yellow
DMX 90–94

20 Yellow/Orange
DMX 95–99

21 Orange/Pink
DMX 100–104

22 Pink/Purple
DMX 105–109

23 Purple/Lime Green
DMX 110–114

24 Lime Green/Yellow2
DMX 115–119

25 Yellow2/Light Blue
DMX 120–124

26 Light Blue/Golden Orange
DMX 125–129

27 Golden Orange/CTO
DMX 130–134

28 CTO/CTB
DMX 135–139

29 CTB/UV
DMX 140–144

30 UV/White
DMX 145–150

Gobo wheel

1 Gobo 1 Sel: Open
DMX 0–4

2 Gobo 1
DMX 5–9

3 Gobo 2
DMX 10–14

4 Gobo 3
DMX 15–19

5 Gobo 4
DMX 20–24

6 Gobo 5
DMX 25–29

7 Gobo 6
DMX 30–34

8 Gobo 7
DMX 35–39

9 Gobo 8
DMX 40–44

10 Gobo 9
DMX 45–49

11 Gobo 10
DMX 50–54

12 Gobo 11
DMX 55–59

13 Gobo 12
DMX 60–64

14 Gobo 13
DMX 65–69

15 Gobo 14
DMX 70–74

16 Gobo 15
DMX 75–79

17 Gobo 16
DMX 80–84

18 Gobo 17
DMX 85–90

Prism 1

1

Prism1 OFF
DMX 0–127

2



16 facets
Prism1 ON
DMX 128–255

Prism 2

1

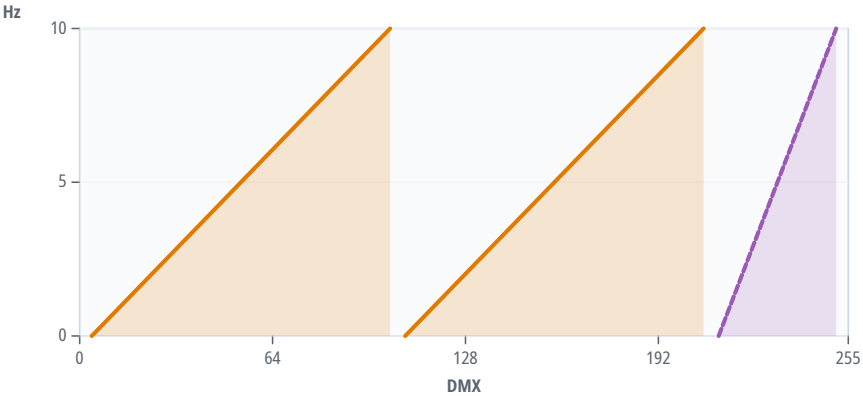
Prism2 OFF
DMX 0–127

2



48 facets
Prism2 ON
DMX 128–255

Strobe rate

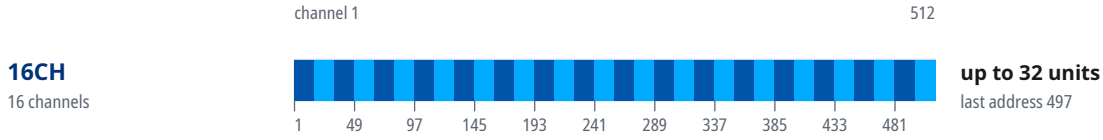


CH 5 · 16CH

- 4–103: 0–10 Hz
  Strobe
- 108–207: 0–10 Hz
  Pulse strobe
- 212–251: 0–10 Hz
  Random strobe

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16CH”

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 16CH

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 5 Shutter at 104–107, 208–211 or 252–255 “OPEN”. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 104, CH 6 Dimmer 255.

Channel functions at a glance



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

CH	Function	DMX	Description
3	Tilt (continued)	128–255	Center … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter	0–3	CLOSED
		4	STROBE SLOW (0–5 Hz)
		5–102	STROBE SLOW … STROBE FAST
		103	STROBE FAST (5–10 Hz)
		104–107	OPEN
		108	Pulse strobe SLOW (0–5 Hz)
		109–206	Pulse strobe SLOW … Pulse strobe FAST
		207	Pulse strobe FAST (5–10 Hz)
		208–211	OPEN
		212	Random strobe SLOW (0–5 Hz)
		213–250	Random strobe SLOW … Random strobe FAST
		251	Random strobe FAST (5–10 Hz)
		252–255	OPEN
6	Dimmer	0	0 percent
		1–62	0 percent … 25 percent
		63	25 percent
		64–126	25 percent … 50 percent
		127	50 percent
		128–190	50 percent … 75 percent
		191	75 percent
		192–254	75 percent … 100 percent
		255	100 percent
7	Colors	0–4	Full Color: Open
		5–9	Color 1
		10–14	Color 2
		15–19	Color 3
		20–24	Color 4
		25–29	Color 5
		30–34	Color 6
		35–39	Color 7
		40–44	Color 8
		45–49	Color 9
		50–54	Color 10
		55–59	Color 11
		60–64	Color 12
		65–69	Color 13
		70–74	Color 14
		75–79	White/Red
		80–84	Red/Light Green

CH	Function	DMX	Description
7	Colors (continued)	85–89	Light Green/Turquoise
		90–94	Turquoise/Yellow
		95–99	Yellow/Orange
		100–104	Orange/Pink
		105–109	Pink/Purple
		110–114	Purple/Lime Green
		115–119	Lime Green/Yellow2
		120–124	Yellow2/Light Blue
		125–129	Light Blue/Golden Orange
		130–134	Golden Orange/CTO
		135–139	CTO/CTB
		140–144	CTB/UV
		145–149	UV/White
		150–255	Color Spin SLOW > FAST (up to 10 °/s (1.7 rpm))
8	Gobo	0–4	Gobo 1 Sel: Open
		5–9	Gobo 1
		10–14	Gobo 2
		15–19	Gobo 3
		20–24	Gobo 4
		25–29	Gobo 5
		30–34	Gobo 6
		35–39	Gobo 7
		40–44	Gobo 8
		45–49	Gobo 9
		50–54	Gobo 10
		55–59	Gobo 11
		60–64	Gobo 12
		65–69	Gobo 13
		70–74	Gobo 14
		75–79	Gobo 15
		80–84	Gobo 16
		85–89	Gobo 17
		90–129	CW GOBO SPIN (360–10 °/s)
		130–134	Gobo 1 Spin: STOP
		135–190	CCW GOBO SPIN (10–360 °/s)
		191–255	Gobo 1 Spin
9	Prism	0–127	Prism1 OFF
		128–255	Prism1 ON
10	Prism Rotation Speed	0–127	Angle
		128–190	CW Rot fast to slow
		191–192	No Rotation
		193–255	CCW Rot slow to fast

CH	Function	DMX	Description
11	Prism 2		Prism 2 off
		0–127	Prism2 OFF
		128–255	Prism2 ON
12	Prism 2 Rotation Speed	0–127	Angle (540°)
		128–190	CW Rot fast to slow
		191–192	No Rotation
		193–255	CCW Rot slow to fast
13	Focus	0–255	Min > Max
14	Color Effects	0–127	ColorFX OFF
		128–255	ColorFX ON
15	Frost	0–127	Frost OFF
		128–255	Frost ON
16	Control	0–99	NO FUNCTION
		100–105	LAMP ON
		106–199	NO FUNCTION 1
		200–205	LAMP OFF
		206–249	NO FUNCTION 2
		250–255	RESET

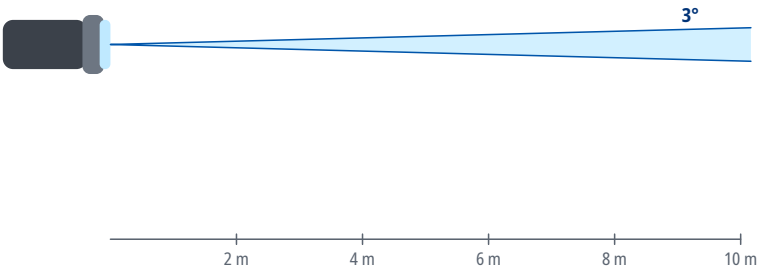
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	260 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	3°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	15.4 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–10 Hz
Color wheel rotation	up to 10 °/s (1.7 rpm)
Gobo wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 3°
2 m	0.1 m
4 m	0.21 m
6 m	0.31 m
8 m	0.42 m
10 m	0.52 m
15 m	0.79 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.