DMX REFERENCE

ELP Manet 8F

Martin Professional



Manufacturer	Martin Professional
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1 About this manual

This document describes the ELP Manet 8F by Martin Professional. It was compiled from the GDTF file Martin_Professional_ELP_Manet_8F_166404.gdtf from the GDTF-Share library.

File revision: “20261005, Uploaded to GDTF Share.”.

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 Martin Professional; 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	530 W
Weight	14 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Compact	11	46	1, 12, 23, 34, ...
Basic	17	30	1, 18, 35, 52, ...
Direct	17	30	1, 18, 35, 52, ...
Keylight	2	256	1, 3, 5, 7, ...
Basic HS	12	42	1, 13, 25, 37, ...

No light? Check these channels

- Compact: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0
- Basic: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0
- Direct: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0
- Keylight: CH 1 Dimmer above 0
- Basic HS: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0


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.

4 Installation

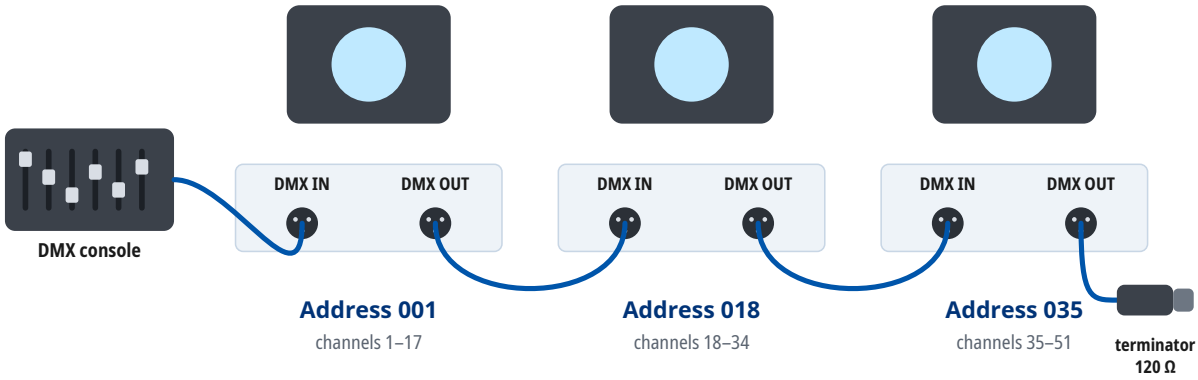
⚠ **WARNING**

- 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: 14 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.

5 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 Basic: every unit occupies 17 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.

6 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 “Basic”: 17.
- 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 “Basic”, you can use, for example, the start addresses 1, 18, 35, 52.
- 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.

7 Functions at a glance

Functions in each DMX mode

	Compact 11 channels	Basic 17 channels	Direct 17 channels	Keylight 2 channels	Basic HS 12 channels
Pan / Tilt	✓	✓	✓	✓	✓
Dimmer	2	2	2	1	2
Dimmer resolution	16 bit	16 bit	16 bit	8 bit	16 bit
Shutter / strobe	1	1	1		1
Color mixing	4, 6, 8	4 channels (4–16)	7× (4–16)		11
Color temperature	10	10		2	8
Color wheel		12			10
Zoom	✓	✓	✓	✓	✓

Color wheel

1 Color Selection: Open
DMX 0–10

2 Moroccan Pink
DMX 11–12

3 Pink
DMX 13–14

4 Special Rose Pink
DMX 15–16

5 Follies Pink
DMX 17–18

6 Fuchsia Pink
DMX 19–20

7 Surprise Pink
DMX 21–22

8 Congo Blue
DMX 23–24

9 Tokyo Blue
DMX 25–26

10 Deep Blue
DMX 27–28

11 Just Blue
DMX 29–30

12 Medium Blue
DMX 31–32

13 Double CT Blue
DMX 33–34

14 Slate Blue
DMX 35–36

15 Full CT Blue
DMX 37–38

16 Half CT Blue
DMX 39–40

17 Steel Blue
DMX 41–42

18 Lighter Blue
DMX 43–44

19 Light Blue
DMX 45–46

20 Medium Blue Green
DMX 47–48

21 Dark Green
DMX 49–50

22 Primary Green
DMX 51–52

23 Moss Green
DMX 53–54

24 Fern Green
DMX 55–56

25 Jas Green
DMX 57–58

26 Lime Green
DMX 59–60

27 Spring Yellow
DMX 61–62

28 Deep Amber
DMX 63–64

29 Chrome Orange
DMX 65–66

30 Orange
DMX 67–68

31 Gold Amber
DMX 69–70

32 Millennium Gold
DMX 71–72

33 Deep Golden Amber
DMX 73–74

34 Flame Red
DMX 75–76

35 Red Magenta
DMX 77–78

36 Medium Lavender
DMX 79–80

37 Pure White
DMX 81–82

38 Pure Red
DMX 83–84

39 Pure Yellow
DMX 85–86

40 Pure Green
DMX 87–88

41 Pure Cyan
DMX 89–90

42 Pure Blue
DMX 91–92

43 Pure Magenta
DMX 93–94

44 Peacock Blue
DMX 95–96

45 Dark Lavender
DMX 97–98

46 Double CT Orange
DMX 99–100

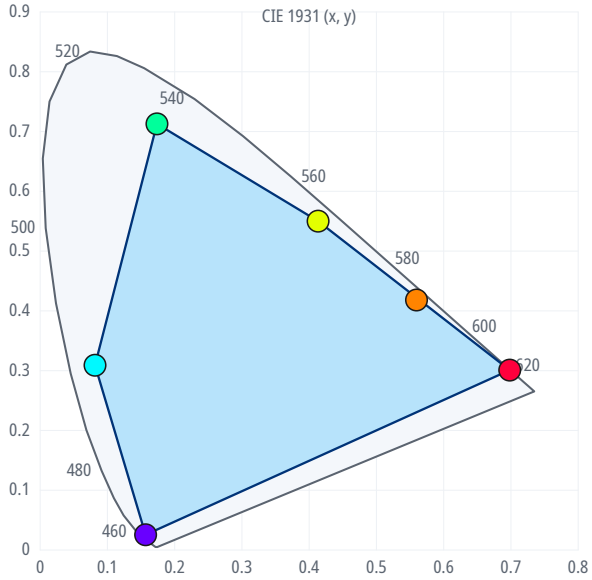
47 Full CT Orange
DMX 101–102

48 Half CT Orange
DMX 103–104

49

Deep Straw
DMX 105–107

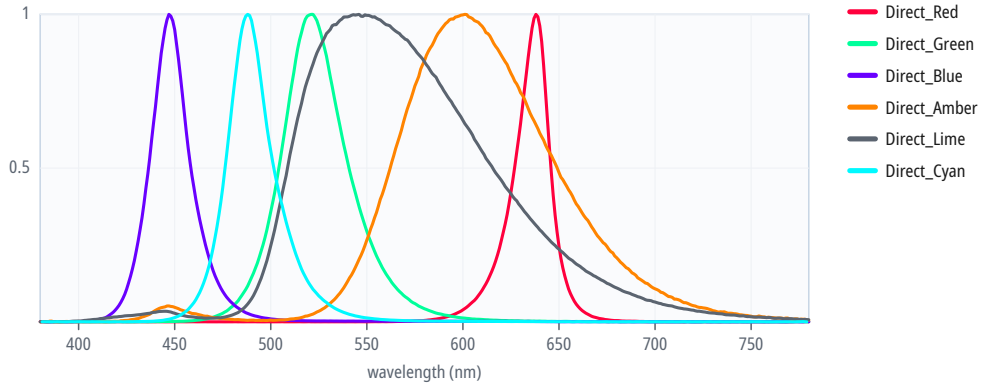
LED colors and the colors they mix



LED	x	y
Direct_Red	0.698	0.301
Direct_Green	0.174	0.713
Direct_Blue	0.157	0.026
Direct_Amber	0.560	0.418
Direct_Lime	0.413	0.550
Direct_Cyan	0.082	0.309

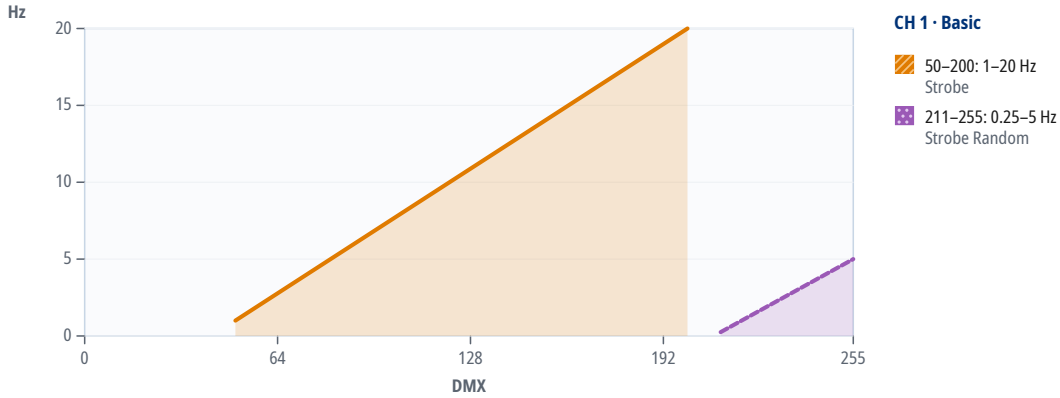
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



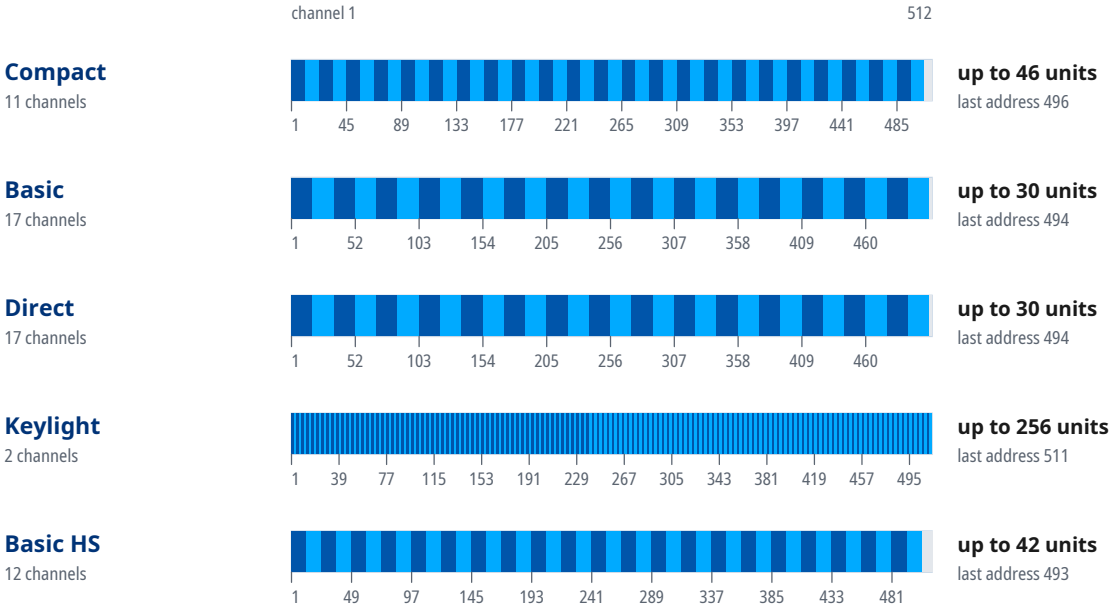
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Basic”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	86	11	171	16	256
2	18	7	103	12	188	17	273
3	35	8	120	13	205	18	290
4	52	9	137	14	222	19	307
5	69	10	154	15	239	20	324

RDM personalities

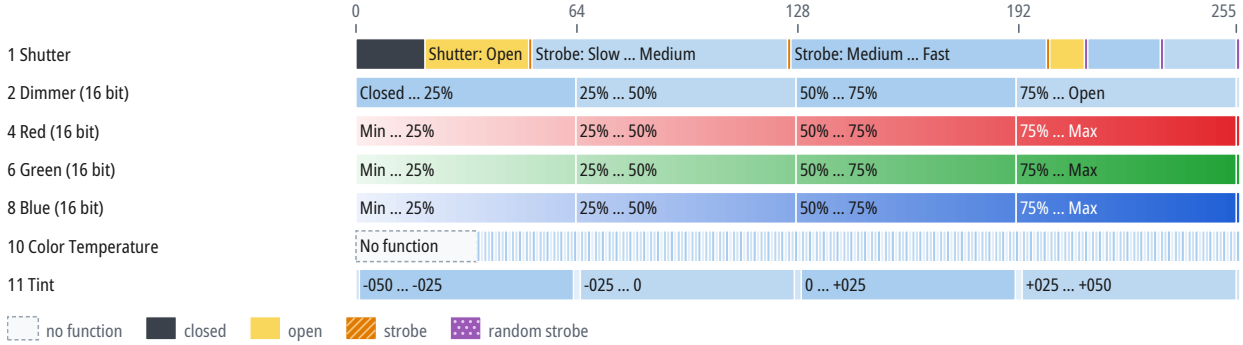
Mode	Channels	RDM personality
Compact	11	1
Basic	17	2
Direct	17	3
Keylight	2	4
Basic HS	12	6

Mode Compact

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Color Temperature 128.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Shutter: Closed
		20–49	Shutter: Open
		50	Strobe: Slow
		51–124	Strobe: Slow ... Medium
		125	Strobe: Medium
		126–199	Strobe: Medium ... Fast
		200	Strobe: Fast
		201–210	Shutter: Open
		211	Strobe Random: Slow
		212–232	Strobe Random: Slow ... Medium
		233	Strobe Random: Medium
		234–254	Strobe Random: Medium ... Fast
		255	Strobe Random: Fast
2	Dimmer	0–63	Closed ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%

CH	Function	DMX	Description
2	Dimmer (continued)	192–255	75% … Open
		255	Open
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0–63	Min … 25%
		64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–63	Min … 25%
		64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–63	Min … 25%
		64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Color Temperature	0–34	No function
		35	1850K
		36	1900K
		37	1950K
		38	2000K
		39	2050K
		40	2100K
		41	2150K
		42	2200K
		43	2250K
		44	2300K
		45	2350K
		46	2400K
		47	2450K
		48	2500K
		49	2550K
		50	2600K
		51	2650K
		52	2700K
		53	2750K

CH	Function	DMX	Description
10	Color Temperature (continued)	54	2800K
		55	2850K
		56	2900K
		57	2950K
		58	3000K
		59	3050K
		60	3100K
		61	3150K
		62	3200K
		63	3250K
		64	3300K
		65	3350K
		66	3400K
		67	3450K
		68	3500K
		69	3550K
		70	3600K
		71	3650K
		72	3700K
		73	3750K
		74	3800K
		75	3850K
		76	3900K
		77	3950K
		78	4000K
		79	4050K
		80	4100K
		81	4150K
		82	4200K
		83	4250K
		84	4300K
		85	4350K
		86	4400K
		87	4450K
		88	4500K
		89	4550K
		90	4600K
		91	4650K
		92	4700K
		93	4750K
		94	4800K

CH	Function	DMX	Description
10	Color Temperature (continued)	95	4850K
		96	4900K
		97	4950K
		98	5000K
		99	5050K
		100	5100K
		101	5150K
		102	5200K
		103	5250K
		104	5300K
		105	5350K
		106	5400K
		107	5450K
		108	5500K
		109	5550K
		110	5600K
		111	5650K
		112	5700K
		113	5750K
		114	5800K
		115	5850K
		116	5900K
		117	5950K
		118	6000K
		119	6050K
		120	6100K
		121	6150K
		122	6200K
		123	6250K
		124	6300K
		125	6350K
		126	6400K
		127	6450K
		128	6500K
		129	6550K
		130	6600K
		131	6650K
		132	6700K
		133	6750K
		134	6800K
		135	6850K

CH	Function	DMX	Description
10	Color Temperature (continued)	136	6900K
		137	6950K
		138	7000K
		139	7050K
		140	7100K
		141	7150K
		142	7200K
		143	7250K
		144	7300K
		145	7350K
		146	7400K
		147	7450K
		148	7500K
		149	7550K
		150	7600K
		151	7650K
		152	7700K
		153	7750K
		154	7800K
		155	7850K
		156	7900K
		157	7950K
		158	8000K
		159	8050K
		160	8100K
		161	8150K
		162	8200K
		163	8250K
		164	8300K
		165	8350K
		166	8400K
		167	8450K
		168	8500K
		169	8550K
		170	8600K
		171	8650K
		172	8700K
		173	8750K
		174	8800K
		175	8850K
		176	8900K
		177	8950K

CH	Function	DMX	Description
10	Color Temperature (continued)	178	9000K
		179	9050K
		180	9100K
		181	9150K
		182	9200K
		183	9250K
		184	9300K
		185	9350K
		186	9400K
		187	9450K
		188	9500K
		189	9550K
		190	9600K
		191	9650K
		192	9700K
		193	9750K
		194	9800K
		195	9850K
		196	9900K
		197	9950K
		198	10000K
		199	10050K
		200	10100K
		201	10150K
		202	10200K
		203	10250K
		204	10300K
		205	10350K
		206	10400K
		207	10450K
		208	10500K
		209	10550K
		210	10600K
		211	10650K
		212	10700K
		213	10750K
		214	10800K
		215	10850K
		216	10900K
		217	10950K
		218	11000K
		219	11050K

CH	Function	DMX	Description
10	Color Temperature (continued)	220	11100K
		221	11150K
		222	11200K
		223	11250K
		224	11300K
		225	11350K
		226	11400K
		227	11450K
		228	11500K
		229	11550K
		230	11600K
		231	11650K
		232	11700K
		233	11750K
		234	11800K
		235	11850K
		236	11900K
		237	11950K
		238	12000K
		239	12050K
		240	12100K
		241	12150K
		242	12200K
		243	12250K
		244	12300K
		245	12350K
		246	12400K
		247	12450K
		248	12500K
		249	12550K
		250	12600K
		251	12650K
		252	12700K
		253	12750K
		254	12800K
		255	12850K

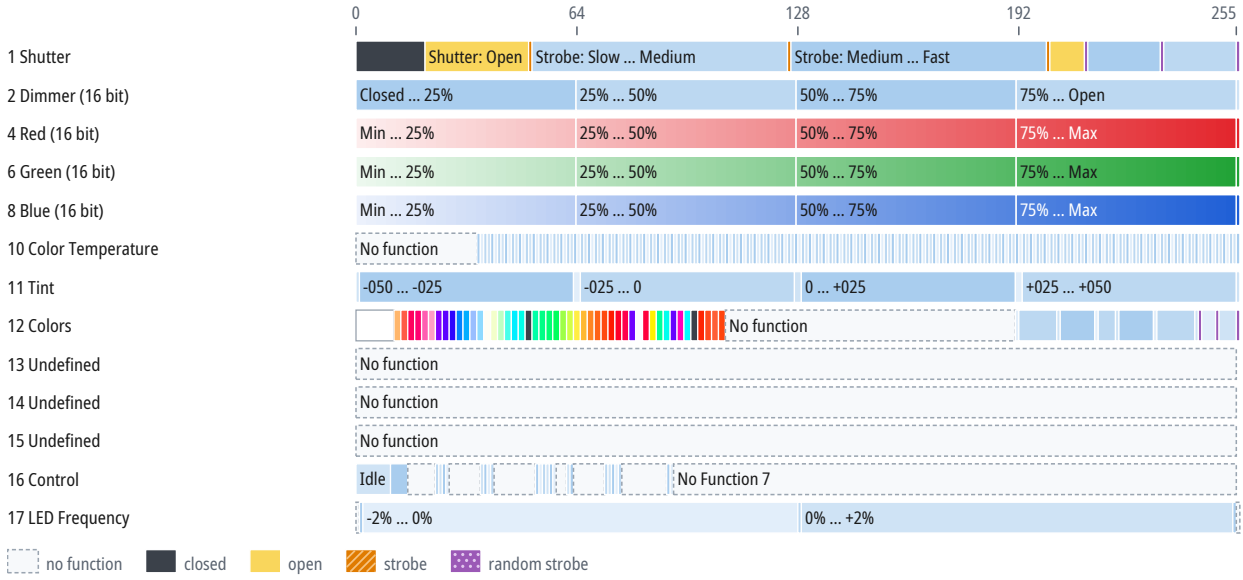
CH	Function	DMX	Description
11	Tint	0	-050
		1–62	-050 ... -025
		63–64	-025
		65–126	-025 ... 0
		127–128	0
		129–190	0 ... +025
		191–192	+025
		193–254	+025 ... +050
		255	+050

Mode Basic

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

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Color Temperature 128, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Compact” (p. 10)
2	Dimmer		Same as CH 2 in the mode “Compact” (p. 10)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red		Same as CH 4 in the mode “Compact” (p. 11)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “Compact” (p. 11)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “Compact” (p. 11)

CH	Function	DMX	Description
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Color Temperature		Same as CH 10 in the mode “Compact” (p. 11)
11	Tint		Same as CH 11 in the mode “Compact” (p. 17)
12	Colors	0–10	Color Selection: Open
		11–12	Moroccan Pink
		13–14	Pink
		15–16	Special Rose Pink
		17–18	Follies Pink
		19–20	Fuchsia Pink
		21–22	Surprise Pink
		23–24	Congo Blue
		25–26	Tokyo Blue
		27–28	Deep Blue
		29–30	Just Blue
		31–32	Medium Blue
		33–34	Double CT Blue
		35–36	Slate Blue
		37–38	Full CT Blue
		39–40	Half CT Blue
		41–42	Steel Blue
		43–44	Lighter Blue
		45–46	Light Blue
		47–48	Medium Blue Green
		49–50	Dark Green
		51–52	Primary Green
		53–54	Moss Green
		55–56	Fern Green
		57–58	Jas Green
		59–60	Lime Green
		61–62	Spring Yellow
		63–64	Deep Amber
		65–66	Chrome Orange
		67–68	Orange
		69–70	Gold Amber
		71–72	Millennium Gold
		73–74	Deep Golden Amber
		75–76	Flame Red
		77–78	Red Magenta
		79–80	Medium Lavender
		81–82	Pure White
		83–84	Pure Red

CH	Function	DMX	Description
12	Colors (continued)	85–86	Pure Yellow
		87–88	Pure Green
		89–90	Pure Cyan
		91–92	Pure Blue
		93–94	Pure Magenta
		95–96	Peacock Blue
		97–98	Dark Lavender
		99–100	Double CT Orange
		101–102	Full CT Orange
		103–104	Half CT Orange
		105–106	Deep Straw
		107–190	No function
		191	CW Max
		192–202	CW Max ... CW Med
		203	CW Med
		204–213	CW Med ... CW Min
		214	CW Min
		215–219	Color Spin: Stop
		220	CCW Min
		221–230	CCW Min ... CCW Med
		231	CCW Med
		232–242	CCW Med ... CCW Max
		243	CCW Max
		244	Color Random: Fast
		245–248	Fast ... Medium
		249	Medium
		250–254	Medium ... Slow
		255	Color Random: Slow
13	Undefined	0–255	No function
14	Undefined	0–255	No function
15	Undefined	0–255	No function
16	Control	0–9	Idle
		10–14	Reset Entire Fixture (5s)
		15–22	No Function 1
		23	Linear (1s)
		24	Square Law (1s)
		25	Inverse Square Law (1s)
		26	S-Curve (1s)
		27–35	No Function 2
		36	Video Tracking: Enable (1s)
		37	Video Tracking: Disable (1s)

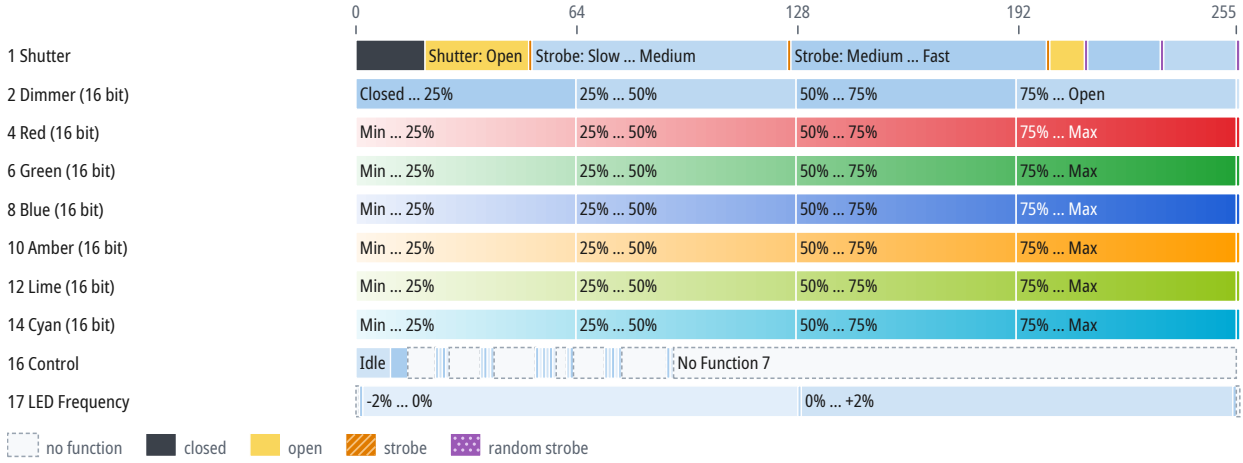
CH	Function	DMX	Description
16	Control (continued)	38	Extended Gamut (1s)
		39	Calibrated Color (1s)
		40–51	No Function 3
		52	Control Panel Display: On (1s)
		53	Control Panel Display: Off (1s)
		54	Constant Full (1s)
		55	Regulated High (1s)
		56	Regulated Medium (1s)
		57	Regulated Low (1s)
		58–60	No Function 4
		61	Enable (5s)
		62	Disable (5s)
		63–71	No Function 5
		72	Tungsten Emulation: Enable (1s)
		73	Tungsten Emulation: Disable (1s)
		74	Record Current Look (5s)
		75	Offline Run Stand-Alone Show (5s)
		76	Offline Hold Last Look (5s)
		77–89	No Function 6
		90	High Output (1s)
		91	High Quality (1s)
		92–255	No Function 7
17	LED Frequency	0	No Function 1
		1	-2%
		2–127	-2% ... 0%
		128	0%
		129–253	0% ... +2%
		254	+2%
		255	No Function 2

Mode Direct

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Amber 255, CH 12 Lime 255, CH 14 Cyan 255.

Channel functions at a glance



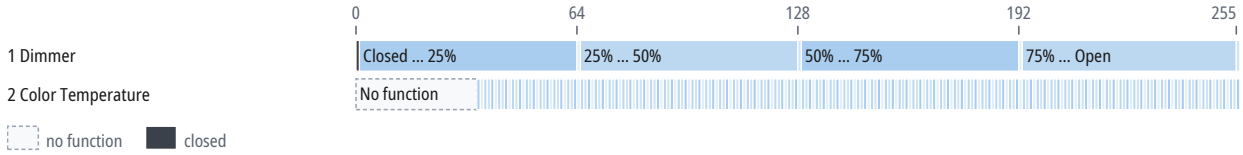
CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Compact” (p. 10)
2	Dimmer		Same as CH 2 in the mode “Compact” (p. 10)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Amber	0–63	Min ... 25%

CH	Function	DMX	Description
10	Amber (continued)	64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
11	Amber Fine	0–255	Fine adjustment of CH 10
12	Lime	0–63	Min … 25%
		64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
13	Lime Fine	0–255	Fine adjustment of CH 12
14	Cyan	0–63	Min … 25%
		64–127	25% … 50%
		128–191	50% … 75%
		192–255	75% … Max
		255	Max
15	Cyan Fine	0–255	Fine adjustment of CH 14
16	Control		Same as CH 16 in the mode “Basic” (p. 19)
17	LED Frequency		Same as CH 17 in the mode “Basic” (p. 20)

Mode Keylight

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 128.

Channel functions at a glance



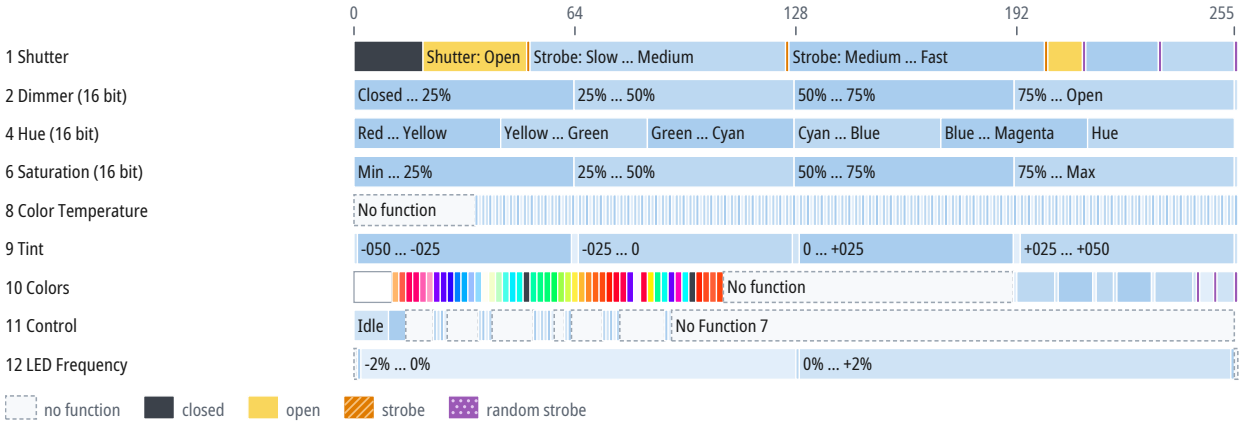
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–63	Closed … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … Open
		255	Open
2	Color Temperature		Same as CH 10 in the mode “Compact” (p. 11)

Mode Basic HS

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 8 Color Temperature 128, CH 10 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Compact” (p. 10)
2	Dimmer		Same as CH 2 in the mode “Compact” (p. 10)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Hue	0–42	Red ... Yellow
		42–85	Yellow ... Green
		85–127	Green ... Cyan
		128–170	Cyan ... Blue
		170–213	Blue ... Magenta
		213	Magenta
		213–255	Hue
5	Hue Fine	0–255	Fine adjustment of CH 4
6	Saturation	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
7	Saturation Fine	0–255	Fine adjustment of CH 6
8	Color Temperature		Same as CH 10 in the mode “Compact” (p. 11)
9	Tint		Same as CH 11 in the mode “Compact” (p. 17)
10	Colors		Same as CH 12 in the mode “Basic” (p. 18)
11	Control		Same as CH 16 in the mode “Basic” (p. 19)
12	LED Frequency		Same as CH 17 in the mode “Basic” (p. 20)

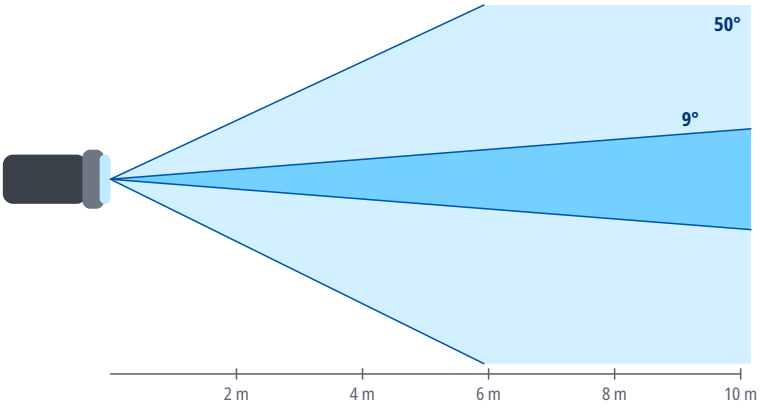
9 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	492 W
Luminous flux	13,100 lm
Color temperature	6,500 K
Color rendering index (CRI)	98
Optics	
Beam angle	25.5°
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x4D50, device model ID 0x00CC)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	530 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	14 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1850–12850 K
Strobe frequency	1–20 Hz
Color wheel rotation	up to 73.5 °/s (12 rpm)

Spot diameter



Distance	Ø 9°	Ø 50°
2 m	0.31 m	1.9 m
4 m	0.63 m	3.7 m
6 m	0.94 m	5.6 m
8 m	1.3 m	7.5 m
10 m	1.6 m	9.3 m
15 m	2.4 m	14 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 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.

11 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.

12 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.