DMX REFERENCE

ERA 800 Profile

Martin Professional



Manufacturer	Martin Professional
GDTF file	Martin_Professional_ERA_800_Profile_35503.gdtf
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1 About this manual

This document describes the ERA 800 Profile by Martin Professional. It was compiled from the GDTF file Martin_Professional_ERA_800_Profile_35503.gdtf from the GDTF-Share library.

File revision: “20230226, 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	1,270 W
Weight	40 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic	36	14	1, 37, 73, 109, ...

No light? Check these channels

- Basic: CH 1 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129 or 145–255 “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.

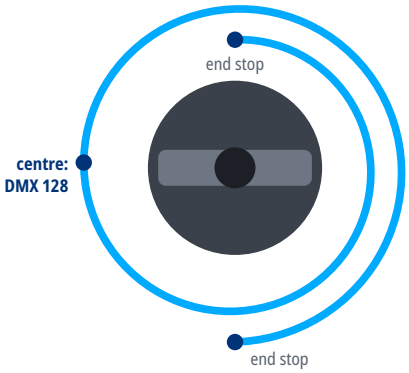
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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°

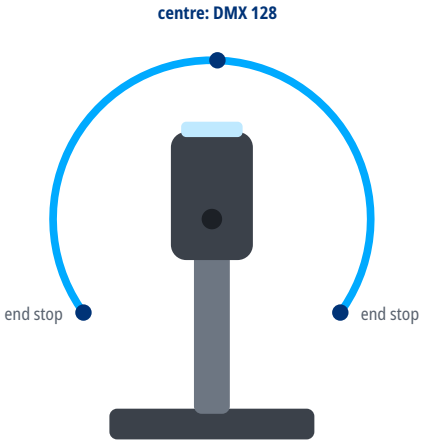
top view



full travel in 4 s

Tilt 252°

side view



full travel in 2.2 s

Full-travel times as stated in the GDTF file.

5 Installation

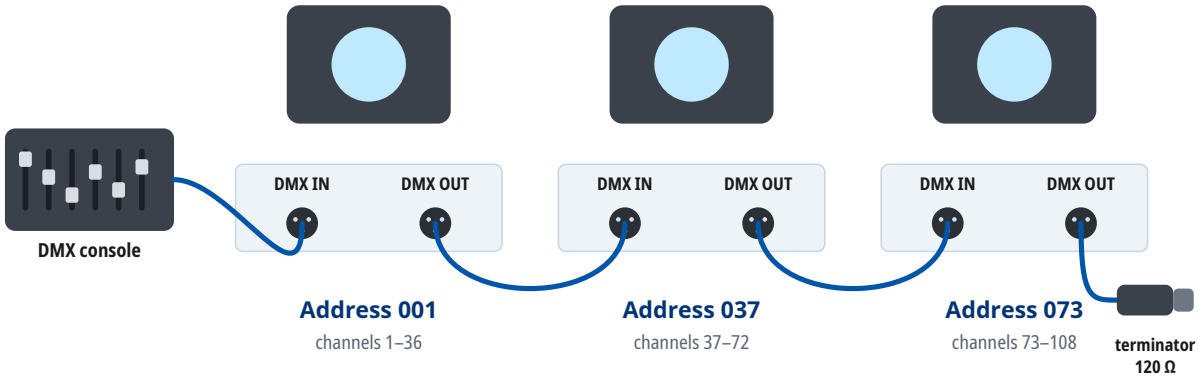
⚠ **WARNING**

- 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: 40 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 Basic: every unit occupies 36 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

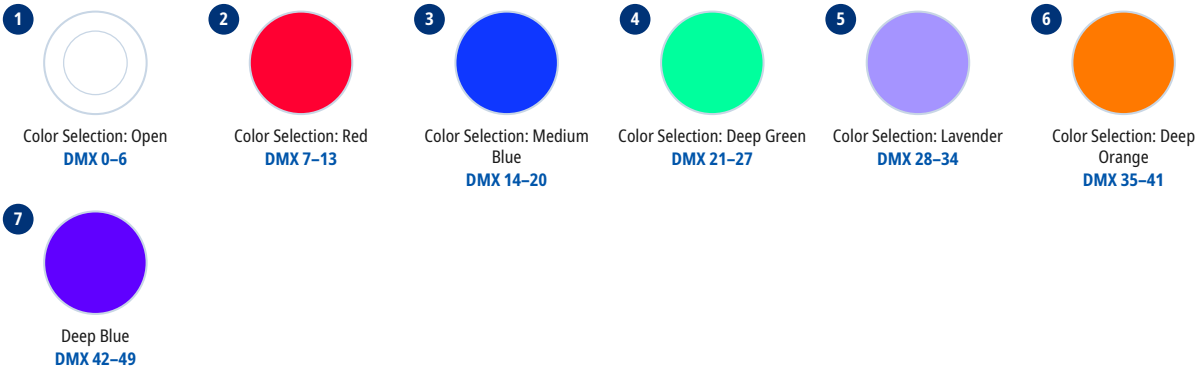
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Basic”: 36.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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, 37, 73, 109.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

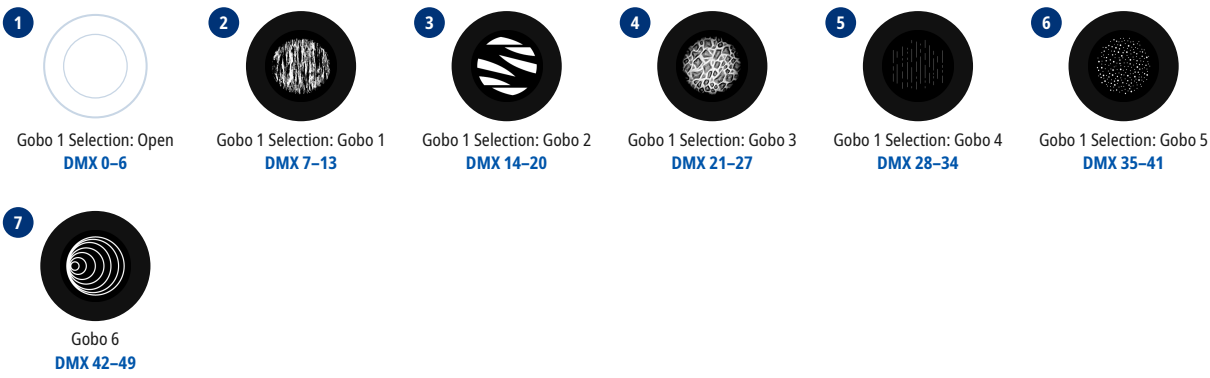
	Basic 36 channels
Pan / Tilt	32, 34
Dimmer	2
Shutter / strobe	1
Color mixing	4, 6, 8
Color temperature	10
Color wheel	12
Gobo wheel	13, 16, 17
Gobo rotation	14, 18
Prism	23–26
Frost	21, 22
Zoom	28
Focus	30
Iris	27
Animation wheel	20

Color wheel



1. Color Selection: Open — DMX 0–6
2. Color Selection: Red — DMX 7–13
3. Color Selection: Medium Blue — DMX 14–20
4. Color Selection: Deep Green — DMX 21–27
5. Color Selection: Lavender — DMX 28–34
6. Color Selection: Deep Orange — DMX 35–41
7. Deep Blue — DMX 42–49

Gobo wheel 1



1. Gobo 1 Selection: Open — DMX 0–6
2. Gobo 1 Selection: Gobo 1 — DMX 7–13
3. Gobo 1 Selection: Gobo 2 — DMX 14–20
4. Gobo 1 Selection: Gobo 3 — DMX 21–27
5. Gobo 1 Selection: Gobo 4 — DMX 28–34
6. Gobo 1 Selection: Gobo 5 — DMX 35–41
7. Gobo 6 — DMX 42–49

Gobo wheel 2

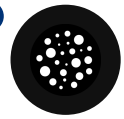
1
Gobo 2 Selection: Open
DMX 0–6

2 
Gobo 2 Selection: Gobo 1
DMX 7–13

3 
Gobo 2 Selection: Gobo 2
DMX 14–20

4 
Gobo 2 Selection: Gobo 3
DMX 21–27

5 
Gobo 2 Selection: Gobo 4
DMX 28–34

6 
Gobo 2 Selection: Gobo 5
DMX 35–41

7 
Gobo 2 Selection: Gobo 6
DMX 42–48

8 
Gobo 7
DMX 49–56

Gobo wheel 3

1
Gobo 3 Selection: Open
DMX 0–6

2 
Gobo 3 Selection: Gobo 1
DMX 7–13

3 
Gobo 3 Selection: Gobo 2
DMX 14–20

4 
Gobo 3 Selection: Gobo 3
DMX 21–27

5 
Gobo 3 Selection: Gobo 4
DMX 28–34

6 
Gobo 3 Selection: Gobo 5
DMX 35–41

7 
Gobo 6
DMX 42–49

Prism 1

1
Open
DMX 0–10

2 
4 facets
4 Facet Prism
DMX 11–255

Prism 2

1
Open
DMX 0–10

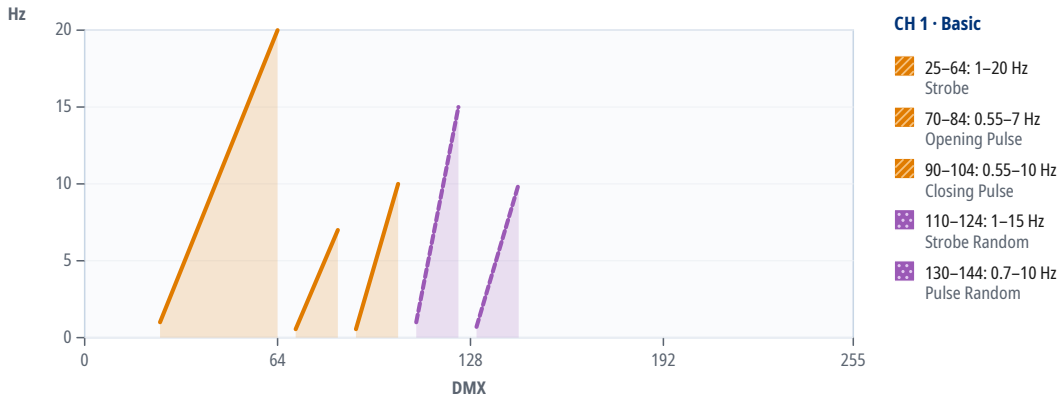
2 
6 facets
6 Facet Linear
DMX 11–255

Animation wheel

1
Open
DMX 0–6

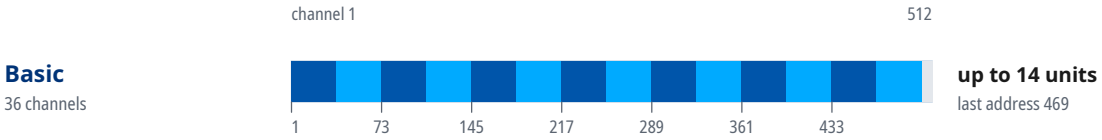
2 
0 deg
DMX 6

Strobe rate



9 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	181	11	361	16	U2 · 37
2	37	7	217	12	397	17	U2 · 73
3	73	8	253	13	433	18	U2 · 109
4	109	9	289	14	469	19	U2 · 145
5	145	10	325	15	U2 · 1	20	U2 · 181

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.

RDM personalities

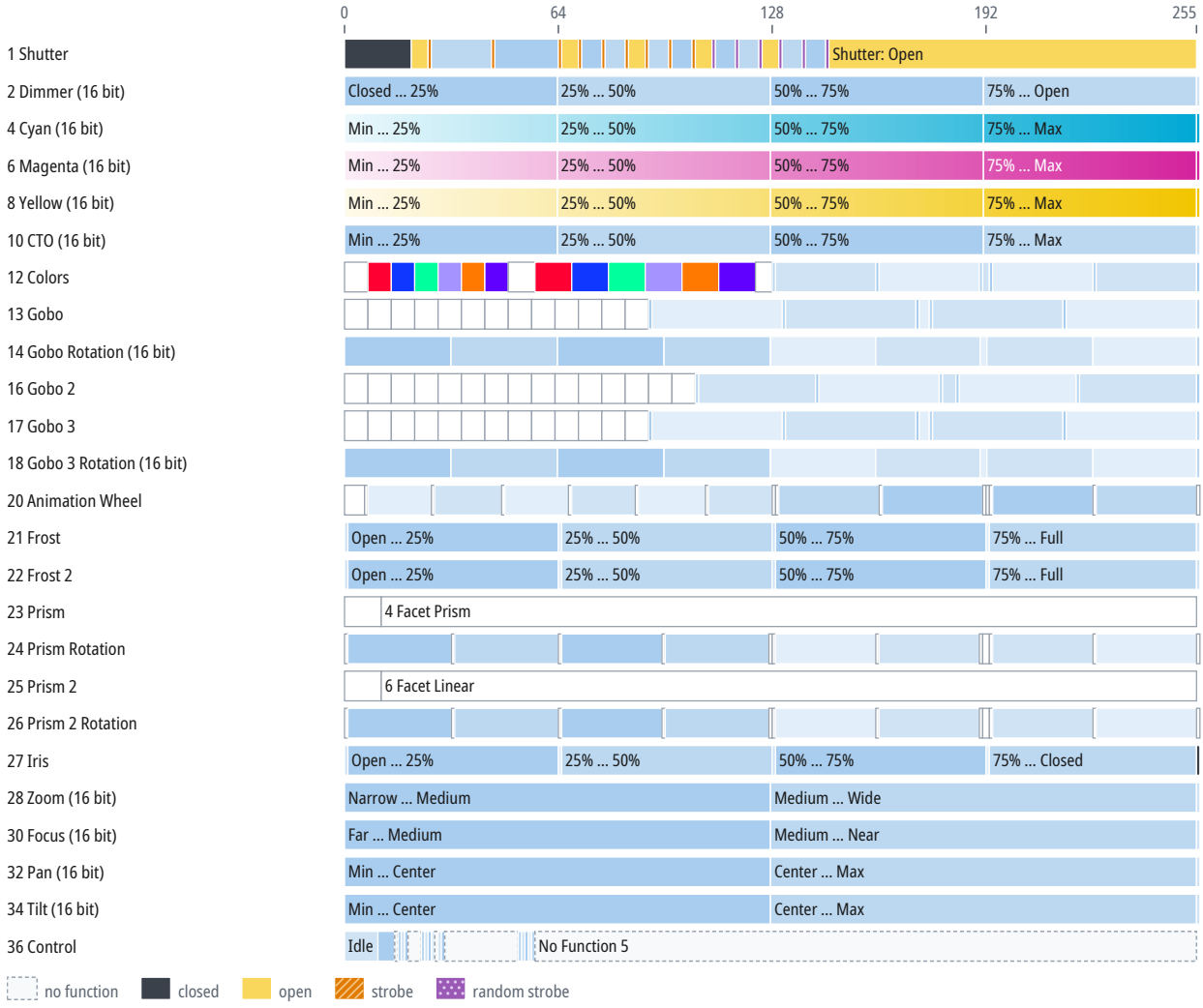
Mode	Channels	RDM personality
Basic	36	1

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 20–24, 65–69, 85–89, 105–109, 125–129 or 145–255 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 22, CH 2 Dimmer 255, CH 4 Cyan 0, CH 6 Magenta 0, CH 8 Yellow 0, CH 10 CTO 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Shutter: Closed
		20–24	Shutter: Open
		25	Strobe: Slow
		26–43	Strobe: Slow ... Medium
		44	Strobe: Medium
		45–63	Strobe: Medium ... Fast
		64	Strobe: Fast
		65–69	Shutter: Open
		70	Opening Pulse: Slow

CH	Function	DMX	Description
1	Shutter (continued)	71–76	Opening Pulse: Slow ... Medium
		77	Opening Pulse: Medium
		78–83	Opening Pulse: Medium ... Fast
		84	Opening Pulse: Fast
		85–89	Shutter: Open
		90	Closing Pulse: Slow
		91–96	Closing Pulse: Slow ... Medium
		97	Closing Pulse: Medium
		98–103	Closing Pulse: Medium ... Fast
		104	Closing Pulse: Fast
		105–109	Shutter: Open
		110	Strobe Random: Slow
		111–116	Strobe Random: Slow ... Medium
		117	Strobe Random: Medium
		118–123	Strobe Random: Medium ... Fast
		124	Strobe Random: Fast
		125–129	Shutter: Open
		130	Pulse Random: Slow
		131–136	Pulse Random: Slow ... Medium
		137	Pulse Random: Medium
		138–143	Pulse Random: Medium ... Fast
		144	Pulse Random: Fast
		145–255	Shutter: Open
2	Dimmer	0–63	Closed ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Open
		255	Open
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
5	Cyan Fine	0–255	Fine adjustment of CH 4
6	Magenta	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow	0–63	Min ... 25%

CH	Function	DMX	Description
8	Yellow (continued)	64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	CTO	0–63	Min ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Max
		255	Max
11	CTO Fine	0–255	Fine adjustment of CH 10
12	Colors	0–6	Color Selection: Open
		7–13	Color Selection: Red
		14–20	Color Selection: Medium Blue
		21–27	Color Selection: Deep Green
		28–34	Color Selection: Lavender
		35–41	Color Selection: Deep Orange
		42–48	Color Selection: Deep Blue
		49–56	Color Wheel Index: Open
		57–67	Color Wheel Index: Red
		68–78	Color Wheel Index: Medium Blue
		79–89	Color Wheel Index: Deep Green
		90–100	Color Wheel Index: Lavender
		101–111	Color Wheel Index: Deep Orange
		112–122	Color Wheel Index: Deep Blue
		123–127	Color Wheel Index: Open
		128	CW Max
		129–158	CW Max ... CW Med
		159	CW Med
		160–189	CW Med ... CW Min
		190	CW Min
		191–192	Color Wheel Spin: Stop
		193	CCW Min
		194–223	CCW Min ... CCW Med
		224	CCW Med
		225–254	CCW Med ... CCW Max
		255	CCW Max
13	Gobo	0–6	Gobo 1 Selection: Open
		7–13	Gobo 1 Selection: Gobo 1
		14–20	Gobo 1 Selection: Gobo 2
		21–27	Gobo 1 Selection: Gobo 3
		28–34	Gobo 1 Selection: Gobo 4

CH	Function	DMX	Description
13	Gobo (continued)	35–41	Gobo 1 Selection: Gobo 5
		42–48	Gobo 1 Selection: Gobo 6
		49–55	Gobo 1 Shake: Gobo 1 (0.2–10 Hz)
		56–62	Gobo 1 Shake: Gobo 2 (0.2–10 Hz)
		63–69	Gobo 1 Shake: Gobo 3 (0.2–10 Hz)
		70–76	Gobo 1 Shake: Gobo 4 (0.2–10 Hz)
		77–83	Gobo 1 Shake: Gobo 5 (0.2–10 Hz)
		84–90	Gobo 1 Shake: Gobo 6 (0.2–10 Hz)
		91	CCW Max
		92–130	CCW Max ... CCW Med
		131	CCW Med
		132–170	CCW Med ... CCW Min
		171	CCW Min
		172–174	Gobo 1 Wheel Rotation: Stop
		175	CW Min
		176–214	CW Min ... CW Med
		215	CW Med
		216–254	CW Med ... CW Max
		255	CW Max
14	Gobo Rotation	0–31	0 deg ... 90 deg
		32–63	90 deg ... 180 deg
		64–95	180 deg ... 270 deg
		96–127	270 deg ... 360 deg
		127	360 deg
		128–159	CW Max ... CW Med
		159–190	CW Med ... CW Min
		190	CW Min
		191–192	Gobo 1 Rotate: Stop
		193–224	CCW Min ... CCW Med
		224–255	CCW Med ... CCW Max
		255	CCW Max
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–6	Gobo 2 Selection: Open
		7–13	Gobo 2 Selection: Gobo 1
		14–20	Gobo 2 Selection: Gobo 2
		21–27	Gobo 2 Selection: Gobo 3
		28–34	Gobo 2 Selection: Gobo 4
		35–41	Gobo 2 Selection: Gobo 5
		42–48	Gobo 2 Selection: Gobo 6
		49–55	Gobo 2 Selection: Gobo 7
		56–62	Gobo 2 Shake: Gobo 1 (0.19–5 Hz)
		63–69	Gobo 2 Shake: Gobo 2 (0.19–5 Hz)

CH	Function	DMX	Description
16	Gobo 2 (continued)	70–76	Gobo 2 Shake: Gobo 3 (0.19–5 Hz)
		77–83	Gobo 2 Shake: Gobo 4 (0.19–5 Hz)
		84–90	Gobo 2 Shake: Gobo 5 (0.19–5 Hz)
		91–97	Gobo 2 Shake: Gobo 6 (0.19–5 Hz)
		98–104	Gobo 2 Shake: Gobo 7 (0.19–5 Hz)
		105	CCW Max
		106–140	CCW Max ... CCW Med
		141	CCW Med
		142–177	CCW Med ... CCW Min
		178	CCW Min
		179–182	Gobo 2 Wheel Rotation: Stop
		183	CW Min
		184–218	CW Min ... CW Med
		219	CW Med
		220–254	CW Med ... CW Max
		255	CW Max
17	Gobo 3	0–6	Gobo 3 Selection: Open
		7–13	Gobo 3 Selection: Gobo 1
		14–20	Gobo 3 Selection: Gobo 2
		21–27	Gobo 3 Selection: Gobo 3
		28–34	Gobo 3 Selection: Gobo 4
		35–41	Gobo 3 Selection: Gobo 5
		42–48	Gobo 3 Selection: Gobo 6
		49–55	Gobo 3 Shake: Gobo 1 (0.12–5 Hz)
		56–62	Gobo 3 Shake: Gobo 2 (0.12–5 Hz)
		63–69	Gobo 3 Shake: Gobo 3 (0.12–5 Hz)
		70–76	Gobo 3 Shake: Gobo 4 (0.12–5 Hz)
		77–83	Gobo 3 Shake: Gobo 5 (0.12–5 Hz)
		84–90	Gobo 3 Shake: Gobo 6 (0.12–5 Hz)
		91	CCW Max
		92–130	CCW Max ... CCW Med
		131	CCW Med
		132–170	CCW Med ... CCW Min
		171	CCW Min
		172–174	Gobo 3 Wheel Rotation: Stop
		175	CW Min
		176–214	CW Min ... CW Med
		215	CW Med
		216–254	CW Med ... CW Max
		255	CW Max
18	Gobo 3 Rotation	0–31	0 deg ... 90 deg
		32–63	90 deg ... 180 deg

CH	Function	DMX	Description
18	Gobo 3 Rotation (continued)	64–95	180 deg ... 270 deg
		96–127	270 deg ... 360 deg
		127	360 deg
		128–159	CW Max ... CW Med
		159–190	CW Med ... CW Min
		190	CW Min
		191–192	Gobo 3 Rotate: Stop
		193–224	CCW Min ... CCW Med
		224–255	CCW Med ... CCW Max
		255	CCW Max
19	Gobo 3 Rotation Fine	0–255	Fine adjustment of CH 18
20	Animation Wheel	0–5	Open
		6	0 deg
		7–25	0 deg ... 90 deg
		26	90 deg
		27–46	90 deg ... 180 deg
		47	180 deg
		48–66	180 deg ... 270 deg
		67	270 deg
		68–86	270 deg ... 360 deg
		87	360 deg
		88–107	360 deg ... 450 deg
		108	450 deg
		109–127	450 deg ... 540 deg
		128	540 deg
		129	CW Max
		130–159	CW Max ... CW Med
		160	CW Med
		161–190	CW Med ... CW Min
		191	CW Min
		192	Rotating: Stop
		193	CCW Min
		194–223	CCW Min ... CCW Med
		224	CCW Med
		225–254	CCW Med ... CCW Max
		255	CCW Max
21	Frost		Light Frost
		0	Open
		1–63	Open ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%

CH	Function	DMX	Description
21	Frost (continued)	129–191	50% ... 75%
		192	75%
		193–254	75% ... Full
		255	Full
22	Frost 2		Heavy Frost
		0	Open
		1–63	Open ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Full
		255	Full
23	Prism		4 Facet Prism
		0–10	Open
		11–255	4 Facet Prism
24	Prism Rotation	0	0 deg
		1–31	0 deg ... 90 deg
		32	90 deg
		33–63	90 deg ... 180 deg
		64	180 deg
		65–94	180 deg ... 270 deg
		95	270 deg
		96–126	270 deg ... 360 deg
		127	360 deg
		128	CW Max
		129–158	CW Max ... CW Med
		159	CW Med
		160–189	CW Med ... CW Min
		190	CW Min
		191–192	4 Facet Prism Rotate: Stop
		193	CCW Min
		194–223	CCW Min ... CCW Med
		224	CCW Med
		225–254	CCW Med ... CCW Max
		255	CCW Max
25	Prism 2		6 Facet Linear
		0–10	Open
		11–255	6 Facet Linear
26	Prism 2 Rotation	0	0 deg
		1–31	0 deg ... 90 deg

CH	Function	DMX	Description
26	Prism 2 Rotation (continued)	32	90 deg
		33–63	90 deg ... 180 deg
		64	180 deg
		65–94	180 deg ... 270 deg
		95	270 deg
		96–126	270 deg ... 360 deg
		127	360 deg
		128	CW Max
		129–158	CW Max ... CW Med
		159	CW Med
		160–189	CW Med ... CW Min
		190	CW Min
		191–192	6 Facet Linear Rotate: Stop
		193	CCW Min
		194–223	CCW Min ... CCW Med
		224	CCW Med
		225–254	CCW Med ... CCW Max
		255	CCW Max
27	Iris	0	Open
		1–63	Open ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Closed
		255	Closed
28	Zoom	0–127	Narrow ... Medium
		128–255	Medium ... Wide
		255	Wide
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Focus	0–127	Far ... Medium
		128–255	Medium ... Near
		255	Near
31	Focus Fine	0–255	Fine adjustment of CH 30
32	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
33	Pan Fine	0–255	Fine adjustment of CH 32
34	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max

CH	Function	DMX	Description
35	Tilt Fine	0–255	Fine adjustment of CH 34
36	Control	0–9	Idle
		10–14	Reset Entire Fixture (5s)
		15	No Function 1
		16	Reset Color Only (5s)
		17	Reset Beam Only (5s)
		18	Reset Pan and Tilt Only (5s)
		19–22	No Function 2
		23	Linear (1s)
		24	Square (1s)
		25	Inverse Square (1s)
		26	S-Curve (1s)
		27	No Function 3
		28	Pan and Tilt Speed: Fast (5s)
		29	Smooth (5s)
		30–51	No Function 4
		52	Control Panel Display ON (1s)
		53	Control Panel Display OFF (1s)
		54	Regulated Fan Speed (1s)
		55	Full Fan Speed (1s)
		56	Ultra Low Fan Speed (1s)
		57–255	No Function 5

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	800 W
Luminous flux	35,000 lm
Color temperature	6,900 K
Color rendering index (CRI)	79
Optics	
Zoom	6.1–48.9°
Movement	
Pan	540°
Tilt	252.1°
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x4D50, device model ID 0x009A)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,270 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	40 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

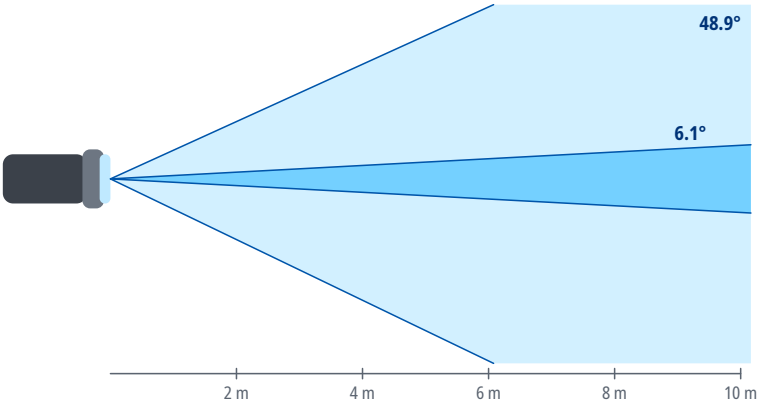
Parameter	Value
Color temperature range	2700–6900 K
Strobe frequency	1–20 Hz
Color wheel rotation	up to 514 °/s (86 rpm)
Gobo wheel 1 rotation	up to 327 °/s (54 rpm)
Gobo wheel 2 rotation	up to 400 °/s (67 rpm)
Gobo wheel 3 rotation	up to 327 °/s (54 rpm)
Gobo 1 rotation	up to 981 °/s (164 rpm)
Gobo 3 rotation	up to 981 °/s (164 rpm)
Prism 1 rotation	up to 600 °/s (100 rpm)
Prism 2 rotation	up to 600 °/s (100 rpm)
Animation wheel rotation	up to 400 °/s (67 rpm)

Dimensions

weight 40 kg



Spot diameter



Distance	Ø 6.1°	Ø 48.9°
2 m	0.21 m	1.8 m
4 m	0.43 m	3.6 m
6 m	0.64 m	5.5 m
8 m	0.85 m	7.3 m
10 m	1.1 m	9.1 m
15 m	1.6 m	13.6 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.

Problem	Remedy
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.