DMX REFERENCE

Aura 1930 IP

MEANReal Aura 1930 IP (LED Strip+Fill)

MEANReal

Manufacturer	MEANReal
GDTF file	Meanreal_Aura_1930_IP_168227.gdtf
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1 About this manual

This document describes the MEANReal Aura 1930 IP (LED Strip+Fill) by MEANReal. It was compiled from the GDTF file Meanreal_Aura_1930_IP_168227.gdtf from the GDTF-Share library.

File revision: “v1-4”.

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 MEANReal; 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
Weight	10.6 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - RGBW 8bit (32ch)	32	16	1, 33, 65, 97, ...
Mode 2 - CMY (31ch)	31	16	1, 32, 63, 94, ...
Mode 3 - RGBW 16bit (36ch)	36	14	1, 37, 73, 109, ...
Mode 4 - 3 Zones RGBW (40ch)	40	12	1, 41, 81, 121, ...

No light? Check these channels

- Mode 1 - RGBW 8bit (32ch): CH 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 21 Dimmer 2 above 0; CH 22 Shutter 2 at 0 “Open”; CH 28 Dimmer 3 above 0; CH 29 Shutter 3 at 0–3 “Open”
- Mode 2 - CMY (31ch): CH 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 20 Dimmer 2 above 0; CH 21 Shutter 2 at 0 “Open”; CH 27 Dimmer 3 above 0; CH 28 Shutter 3 at 0–3 “Open”
- Mode 3 - RGBW 16bit (36ch): CH 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 25 Dimmer 2 above 0; CH 26 Shutter 2 at 0 “Open”; CH 32 Dimmer 3 above 0; CH 33 Shutter 3 at 0–3 “Open”
- Mode 4 - 3 Zones RGBW (40ch): CH 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Shutter 2 at 0 “Open”; CH 36 Dimmer 3 above 0; CH 37 Shutter 3 at 0–3 “Open”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

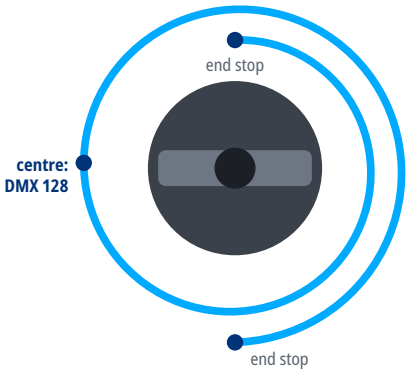
Description in the GDTF file

“19x30W RGBW 4in1 LED wash, 10-51 deg motorized zoom, 54+114 RGB ring LEDs, fill light, IP65. Modes 32/31/36/40ch. Built from the LED Strip+Fill user manual.”

Range of movement

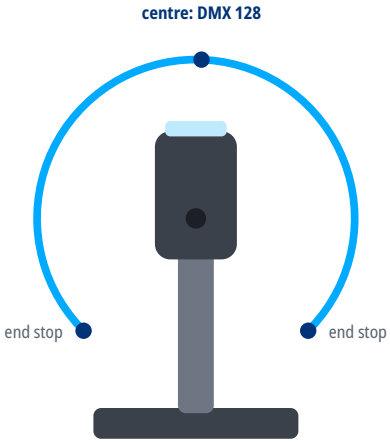
Pan 540°

top view



Tilt 270°

side view



5 Installation

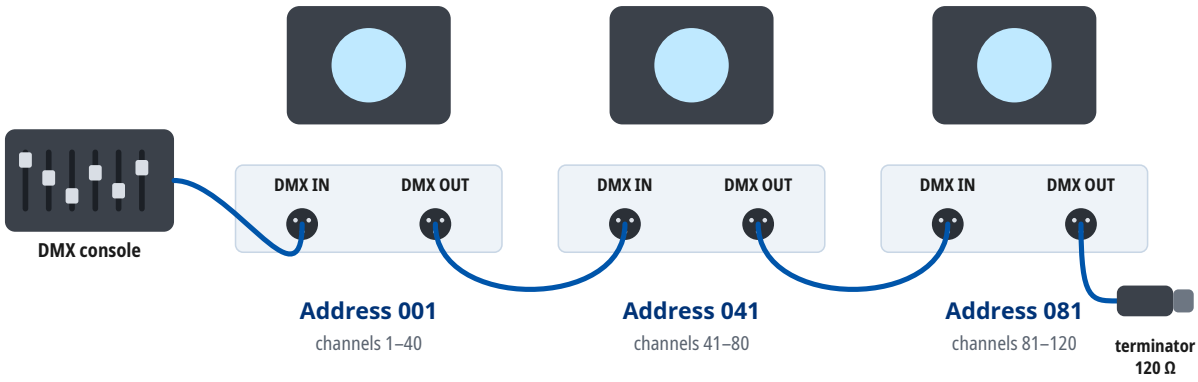
⚠ WARNING

- 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.
- Weight of the device: 10.6 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 4 - 3 Zones RGBW (40ch): every unit occupies 40 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

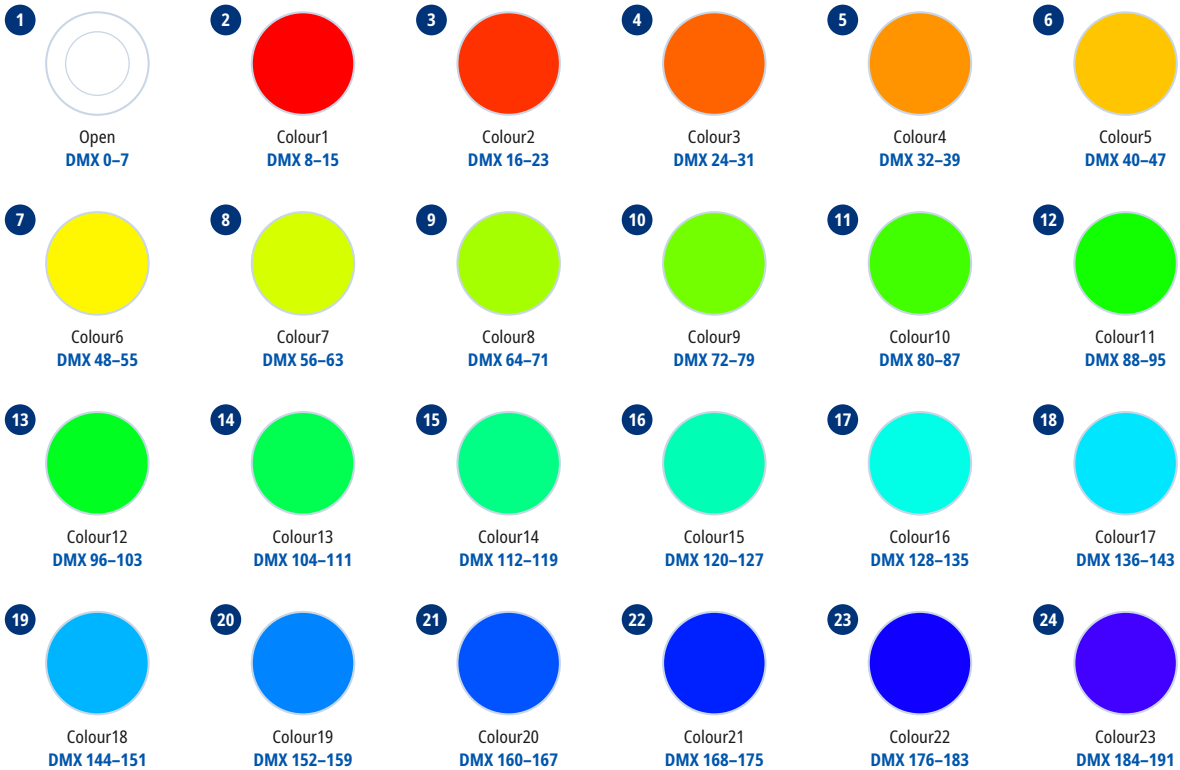
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 4 - 3 Zones RGBW (40ch)”: 40.
- Choose start addresses so that the channels of individual devices do not overlap 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 “Mode 4 - 3 Zones RGBW (40ch)”, you can use, for example, the start addresses 1, 41, 81, 121.
- 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

	Mode 1 - RGBW 8bit (32ch) 32 channels	Mode 2 - CMY (31ch) 31 channels	Mode 3 - RGBW 16bit (36ch) 36 channels	Mode 4 - 3 Zones RGBW (40ch) 40 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	8, 21, 28	8, 20, 27	8, 25, 32	8, 29, 36
Shutter / strobe	7, 22, 29	7, 21, 28	7, 26, 33	7, 30, 37
Color mixing	9–12, 17–20, 23–25	9–11, 16–19, 22–24	11 channels (9–29)	9–20, 25–28, 31–33
Color temperature	13	12	17	21
Color wheel	14	13	18	22
Zoom	6	6	6	6
Effects / macros	15, 16, 26, 27, 30, 31	14, 15, 25, 26, 29, 30	19, 20, 30, 31, 34, 35	23, 24, 34, 35, 38, 39
Pixel control	✓	✓	✓	✓

Color wheel



25 Colour24
DMX 192–199

26 Colour25
DMX 200–207

27 Colour26
DMX 208–215

28 Colour27
DMX 216–223

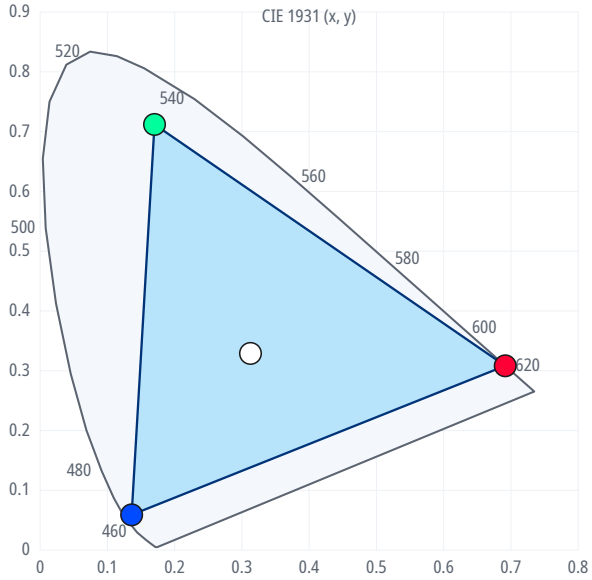
29 Colour28
DMX 224–231

30 Colour29
DMX 232–239

31 Colour30
DMX 240–247

32 Colour31
DMX 248–255

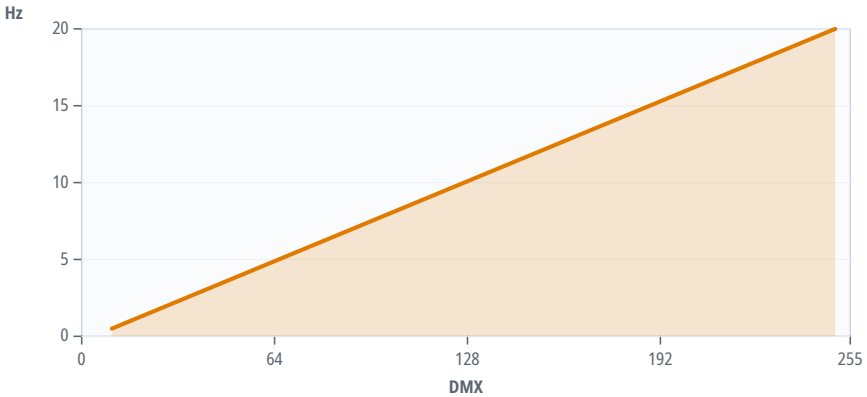
LED colors and the colors they mix



LED	x	y	nm
Red	0.692	0.308	625
Green	0.170	0.712	525
Blue	0.136	0.059	465
White	0.313	0.329	

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

Strobe rate

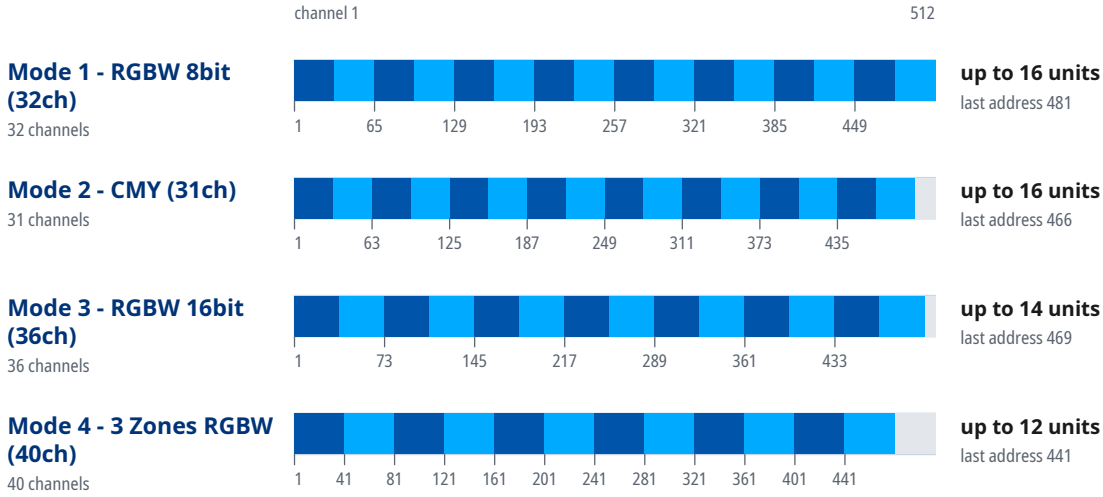


CH 7 · Mode 4 - 3 Zones RGBW (40ch)

10–250: 0.5–20 Hz
Pulse slow-fast

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 4 - 3 Zones RGBW (40ch)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	201	11	401	16	U2 · 121
2	41	7	241	12	441	17	U2 · 161
3	81	8	281	13	U2 · 1	18	U2 · 201
4	121	9	321	14	U2 · 41	19	U2 · 241
5	161	10	361	15	U2 · 81	20	U2 · 281

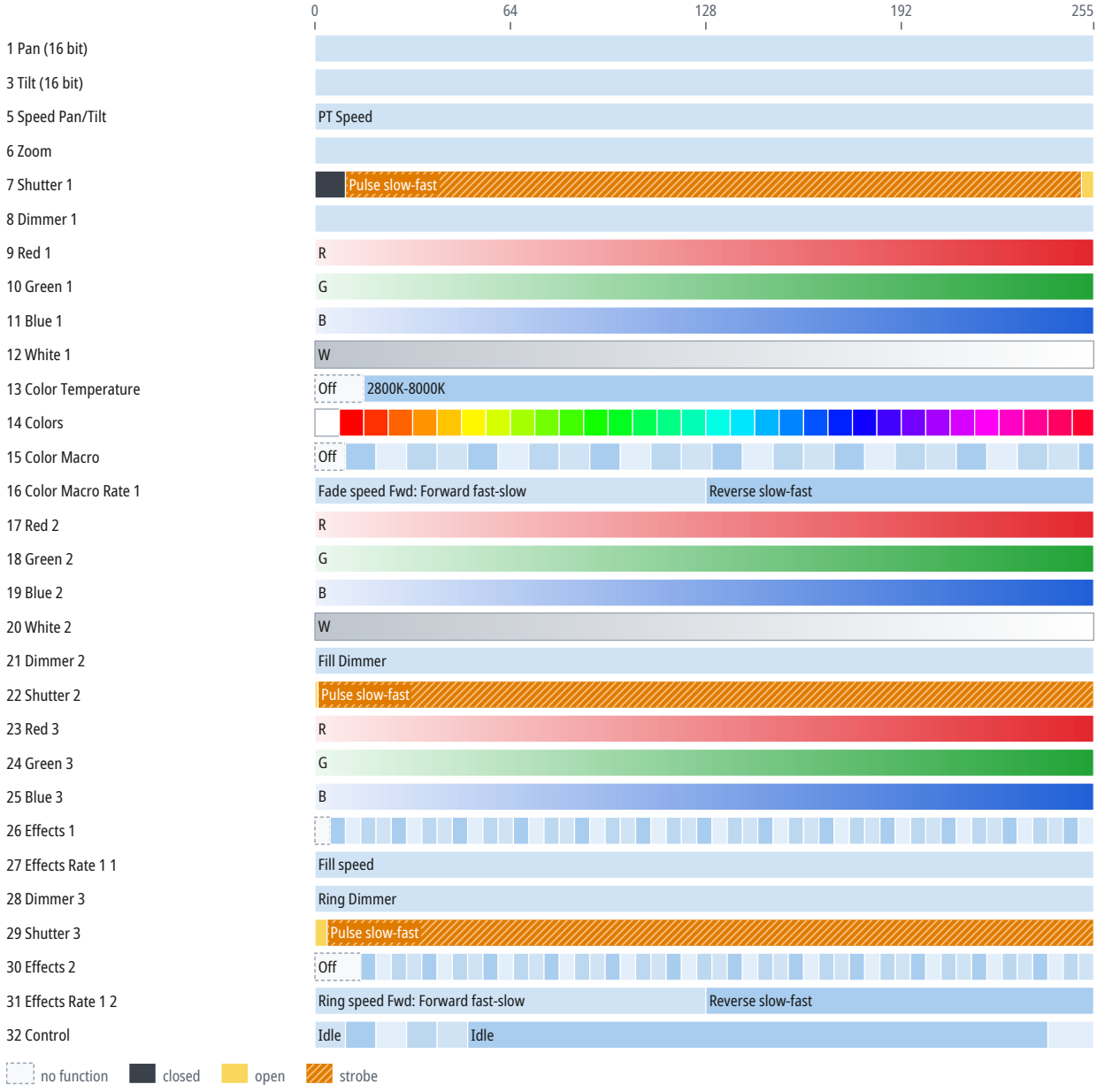
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 - RGBW 8bit (32ch)

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 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 21 Dimmer 2 above 0; CH 22 Shutter 2 at 0 “Open”; CH 28 Dimmer 3 above 0; CH 29 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 1 255, CH 8 Dimmer 1 255, CH 9 Red 1 255, CH 10 Green 1 255, CH 11 Blue 1 255, CH 12 White 1 255, CH 13 Color Temperature 0, CH 14 Colors 0, CH 15 Color Macro 0, CH 16 Color Macro Rate 1 0, CH 17 Red 2 255, CH 18 Green 2 255, CH 19 Blue 2 255, CH 20 White 2 255, CH 21 Dimmer 2 255, CH 22 Shutter 2 0, CH 23 Red 3 255, CH 24 Green 3 255, CH 25 Blue 3 255, CH 28 Dimmer 3 255, CH 29 Shutter 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		PT Speed
		0–255	PT Speed
6	Zoom	0–255	10–51°
7	Shutter 1	0–9	Closed
		10–250	Pulse slow-fast (0.5–20 Hz)
		251–255	Open
8	Dimmer 1	0–255	
9	Red 1	0–255	R
10	Green 1	0–255	G
11	Blue 1	0–255	B
12	White 1	0–255	W
13	Color Temperature	0–15	Off
		16–255	2800K-8000K (2800–8000 K)
14	Colors	0–7	Open
		8–15	Colour1
		16–23	Colour2
		24–31	Colour3
		32–39	Colour4
		40–47	Colour5
		48–55	Colour6
		56–63	Colour7
		64–71	Colour8
		72–79	Colour9
		80–87	Colour10
		88–95	Colour11
		96–103	Colour12
		104–111	Colour13
		112–119	Colour14
		120–127	Colour15
		128–135	Colour16
		136–143	Colour17
		144–151	Colour18
		152–159	Colour19
		160–167	Colour20
		168–175	Colour21
		176–183	Colour22

CH	Function	DMX	Description
14	Colors (continued)	184–191	Colour23
		192–199	Colour24
		200–207	Colour25
		208–215	Colour26
		216–223	Colour27
		224–231	Colour28
		232–239	Colour29
		240–247	Colour30
		248–255	Colour31
15	Color Macro	0–9	Off
		10–19	Fade1
		20–29	Fade2
		30–39	Fade3
		40–49	Fade4
		50–59	Fade5
		60–69	Fade6
		70–79	Fade7
		80–89	Fade8
		90–99	Fade9
		100–109	Fade10
		110–119	Fade11
		120–129	Fade12
		130–139	Fade13
		140–149	Fade14
		150–159	Fade15
		160–169	Fade16
		170–179	Fade17
		180–189	Fade18
		190–199	Fade19
		200–209	Fade20
		210–219	Fade21
		220–229	Fade22
		230–239	Fade23
		240–249	Fade24
		250–255	Fade25
16	Color Macro Rate 1	0–127	Fade speed Fwd: Forward fast-slow
		128–255	Reverse slow-fast
17	Red 2	0–255	R
18	Green 2	0–255	G
19	Blue 2	0–255	B
20	White 2	0–255	W

CH	Function	DMX	Description
21	Dimmer 2		Fill Dimmer
		0–255	Fill Dimmer
22	Shutter 2	0	Open
		1–255	Pulse slow-fast (0.5–20 Hz)
23	Red 3	0–255	R
24	Green 3	0–255	G
25	Blue 3	0–255	B
26	Effects 1	0–4	Off
		5–9	Effect1
		10–14	Effect2
		15–19	Effect3
		20–24	Effect4
		25–29	Effect5
		30–34	Effect6
		35–39	Effect7
		40–44	Effect8
		45–49	Effect9
		50–54	Effect10
		55–59	Effect11
		60–64	Effect12
		65–69	Effect13
		70–74	Effect14
		75–79	Effect15
		80–84	Effect16
		85–89	Effect17
		90–94	Effect18
		95–99	Effect19
		100–104	Effect20
		105–109	Effect21
		110–114	Effect22
		115–119	Effect23
		120–124	Effect24
		125–129	Effect25
		130–134	Effect26
		135–139	Effect27
		140–144	Effect28
		145–149	Effect29
		150–154	Effect30
		155–159	Effect31
		160–164	Effect32
		165–169	Effect33

CH	Function	DMX	Description
26	Effects 1 (continued)	170–174	Effect34
		175–179	Effect35
		180–184	Effect36
		185–189	Effect37
		190–194	Effect38
		195–199	Effect39
		200–204	Effect40
		205–209	Effect41
		210–214	Effect42
		215–219	Effect43
		220–224	Effect44
		225–229	Effect45
		230–234	Effect46
		235–239	Effect47
		240–244	Effect48
		245–249	Effect49
		250–255	Effect50
27	Effects Rate 1 1		Fill speed
		0–255	Fill speed
28	Dimmer 3		Ring Dimmer
		0–255	Ring Dimmer
29	Shutter 3	0–3	Open
		4–255	Pulse slow-fast (0.5–20 Hz)
30	Effects 2	0–14	Off
		15–19	Effect1
		20–24	Effect2
		25–29	Effect3
		30–34	Effect4
		35–39	Effect5
		40–44	Effect6
		45–49	Effect7
		50–54	Effect8
		55–59	Effect9
		60–64	Effect10
		65–69	Effect11
		70–74	Effect12
		75–79	Effect13
		80–84	Effect14
		85–89	Effect15
		90–94	Effect16
		95–99	Effect17

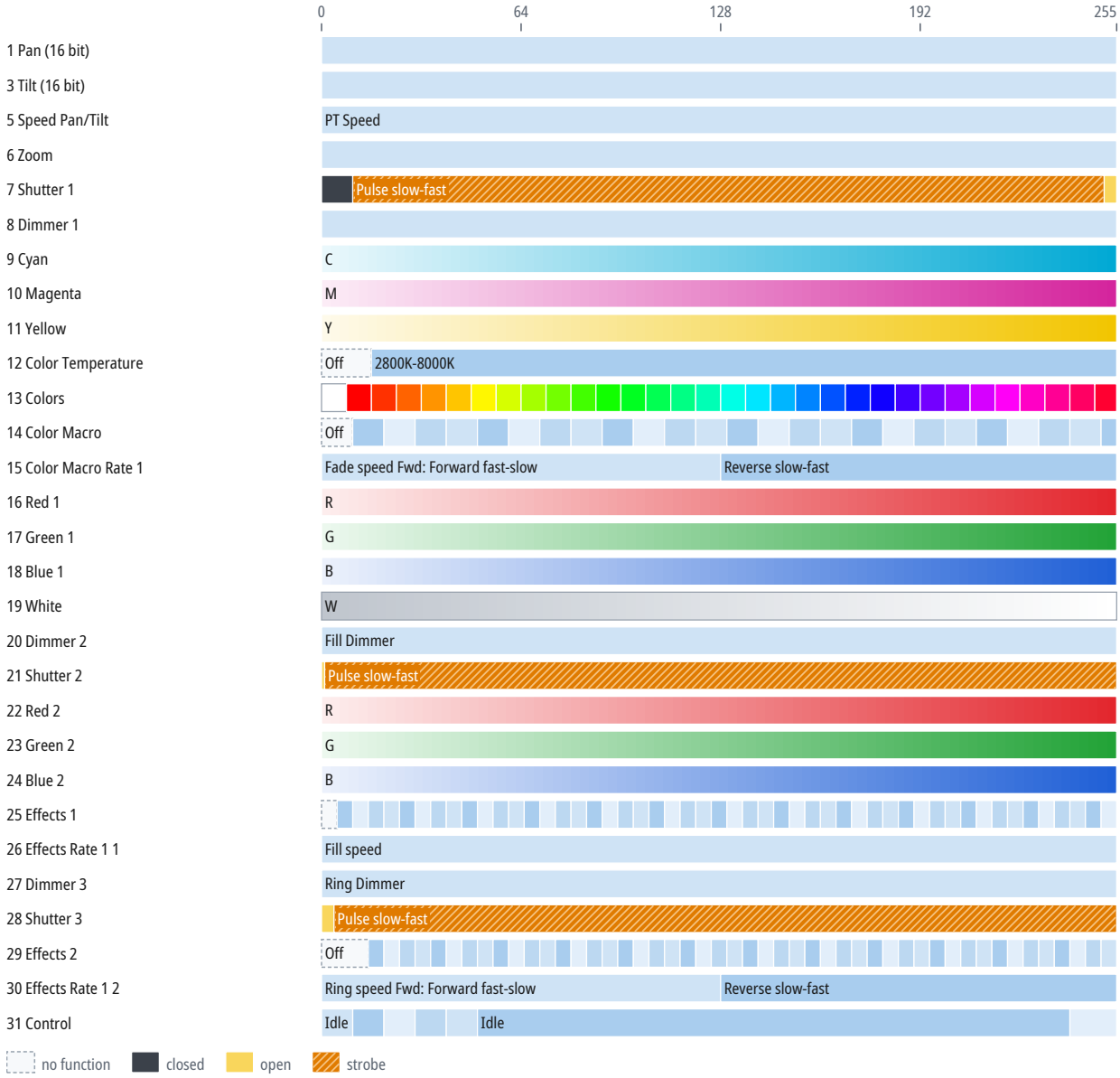
CH	Function	DMX	Description
30	Effects 2 (continued)	100–104	Effect18
		105–109	Effect19
		110–114	Effect20
		115–119	Effect21
		120–124	Effect22
		125–129	Effect23
		130–134	Effect24
		135–139	Effect25
		140–144	Effect26
		145–149	Effect27
		150–154	Effect28
		155–159	Effect29
		160–164	Effect30
		165–169	Effect31
		170–174	Effect32
		175–179	Effect33
		180–184	Effect34
		185–189	Effect35
		190–194	Effect36
		195–199	Effect37
		200–204	Effect38
		205–209	Effect39
		210–214	Effect40
		215–219	Effect41
		220–224	Effect42
		225–229	Effect43
		230–234	Effect44
		235–239	Effect45
		240–244	Effect46
		245–249	Effect47
		250–255	Effect48
31	Effects Rate 1 2	0–127	Ring speed Fwd: Forward fast-slow
		128–255	Reverse slow-fast
32	Control	0–9	Idle
		10–19	Dimmer curve: Linear
		20–29	Dimmer curve: Square
		30–39	Dimmer curve: Logarithmic
		40–49	Dimmer curve: S-Curve
		50–239	Idle
		240–255	Reset fixture (hold 6 s)

Mode 2 - CMY (31ch)

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 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 20 Dimmer 2 above 0; CH 21 Shutter 2 at 0 “Open”; CH 27 Dimmer 3 above 0; CH 28 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 1 255, CH 8 Dimmer 1 255, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 Color Temperature 0, CH 13 Colors 0, CH 14 Color Macro 0, CH 15 Color Macro Rate 1 0, CH 16 Red 1 255, CH 17 Green 1 255, CH 18 Blue 1 255, CH 19 White 255, CH 20 Dimmer 2 255, CH 21 Shutter 2 0, CH 22 Red 2 255, CH 23 Green 2 255, CH 24 Blue 2 255, CH 27 Dimmer 3 255, CH 28 Shutter 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°

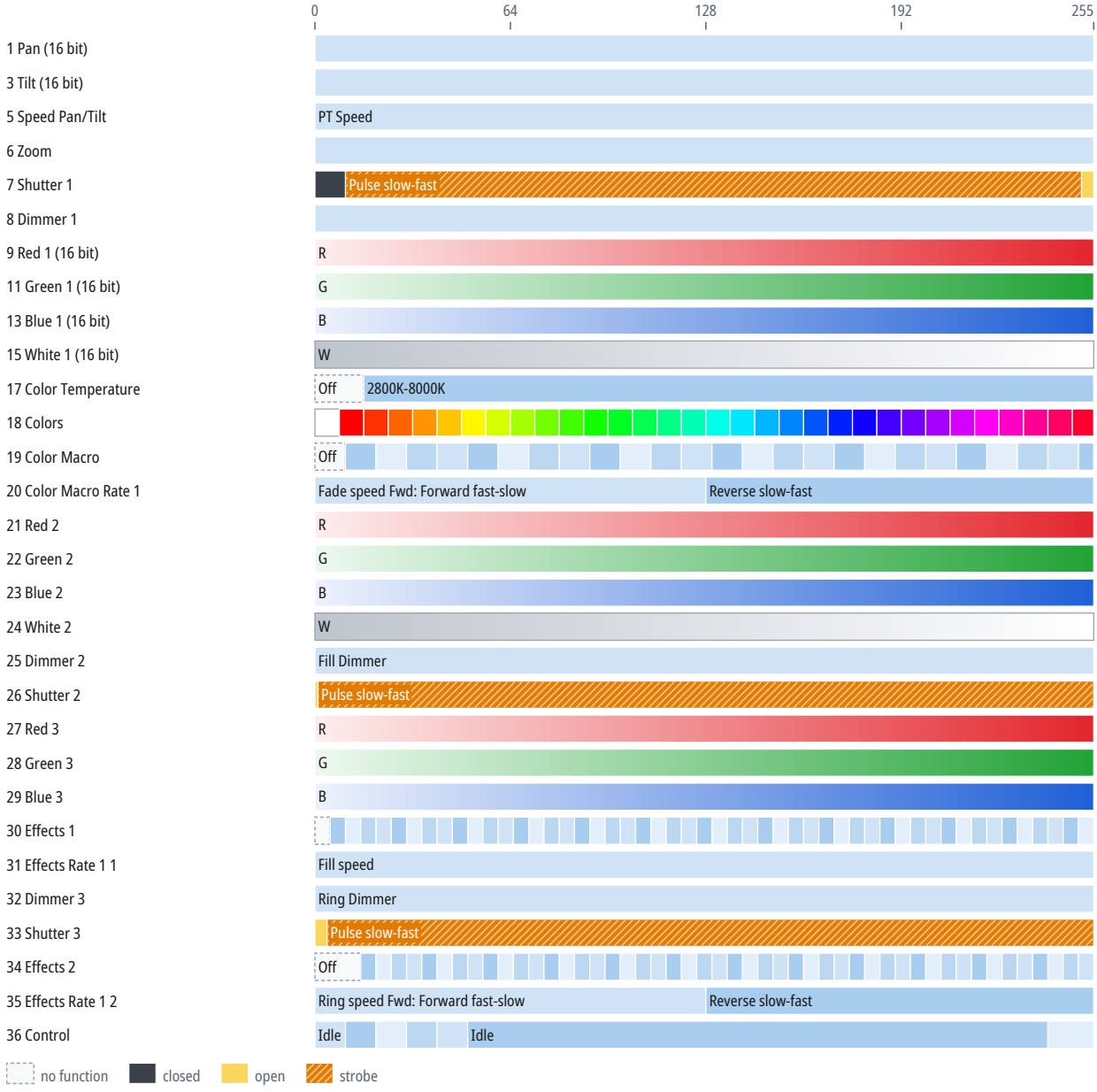
CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
6	Zoom	0–255	10–51°
7	Shutter 1		Same as CH 7 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
8	Dimmer 1	0–255	
9	Cyan	0–255	C
10	Magenta	0–255	M
11	Yellow	0–255	Y
12	Color Temperature		Same as CH 13 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
13	Colors		Same as CH 14 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
14	Color Macro		Same as CH 15 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
15	Color Macro Rate 1		Same as CH 16 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
16	Red 1	0–255	R
17	Green 1	0–255	G
18	Blue 1	0–255	B
19	White	0–255	W
20	Dimmer 2		Same as CH 21 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
21	Shutter 2		Same as CH 22 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
22	Red 2	0–255	R
23	Green 2	0–255	G
24	Blue 2	0–255	B
25	Effects 1		Same as CH 26 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
26	Effects Rate 1 1		Same as CH 27 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
27	Dimmer 3		Same as CH 28 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
28	Shutter 3		Same as CH 29 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
29	Effects 2		Same as CH 30 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
30	Effects Rate 1 2		Same as CH 31 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)
31	Control		Same as CH 32 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)

Mode 3 - RGBW 16bit (36ch)

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 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 25 Dimmer 2 above 0; CH 26 Shutter 2 at 0 “Open”; CH 32 Dimmer 3 above 0; CH 33 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 1 255, CH 8 Dimmer 1 255, CH 9 Red 1 255, CH 11 Green 1 255, CH 13 Blue 1 255, CH 15 White 1 255, CH 17 Color Temperature 0, CH 18 Colors 0, CH 19 Color Macro 0, CH 20 Color Macro Rate 1 0, CH 21 Red 2 255, CH 22 Green 2 255, CH 23 Blue 2 255, CH 24 White 2 255, CH 25 Dimmer 2 255, CH 26 Shutter 2 0, CH 27 Red 3 255, CH 28 Green 3 255, CH 29 Blue 3 255, CH 32 Dimmer 3 255, CH 33 Shutter 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
6	Zoom	0–255	10–51°
7	Shutter 1		Same as CH 7 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
8	Dimmer 1	0–255	
9	Red 1	0–255	R
10	Red 1 Fine	0–255	Fine adjustment of CH 9
11	Green 1	0–255	G
12	Green 1 Fine	0–255	Fine adjustment of CH 11
13	Blue 1	0–255	B
14	Blue 1 Fine	0–255	Fine adjustment of CH 13
15	White 1	0–255	W
16	White 1 Fine	0–255	Fine adjustment of CH 15
17	Color Temperature		Same as CH 13 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
18	Colors		Same as CH 14 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
19	Color Macro		Same as CH 15 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
20	Color Macro Rate 1		Same as CH 16 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
21	Red 2	0–255	R
22	Green 2	0–255	G
23	Blue 2	0–255	B
24	White 2	0–255	W
25	Dimmer 2		Same as CH 21 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
26	Shutter 2		Same as CH 22 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
27	Red 3	0–255	R
28	Green 3	0–255	G
29	Blue 3	0–255	B
30	Effects 1		Same as CH 26 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
31	Effects Rate 1 1		Same as CH 27 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
32	Dimmer 3		Same as CH 28 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)

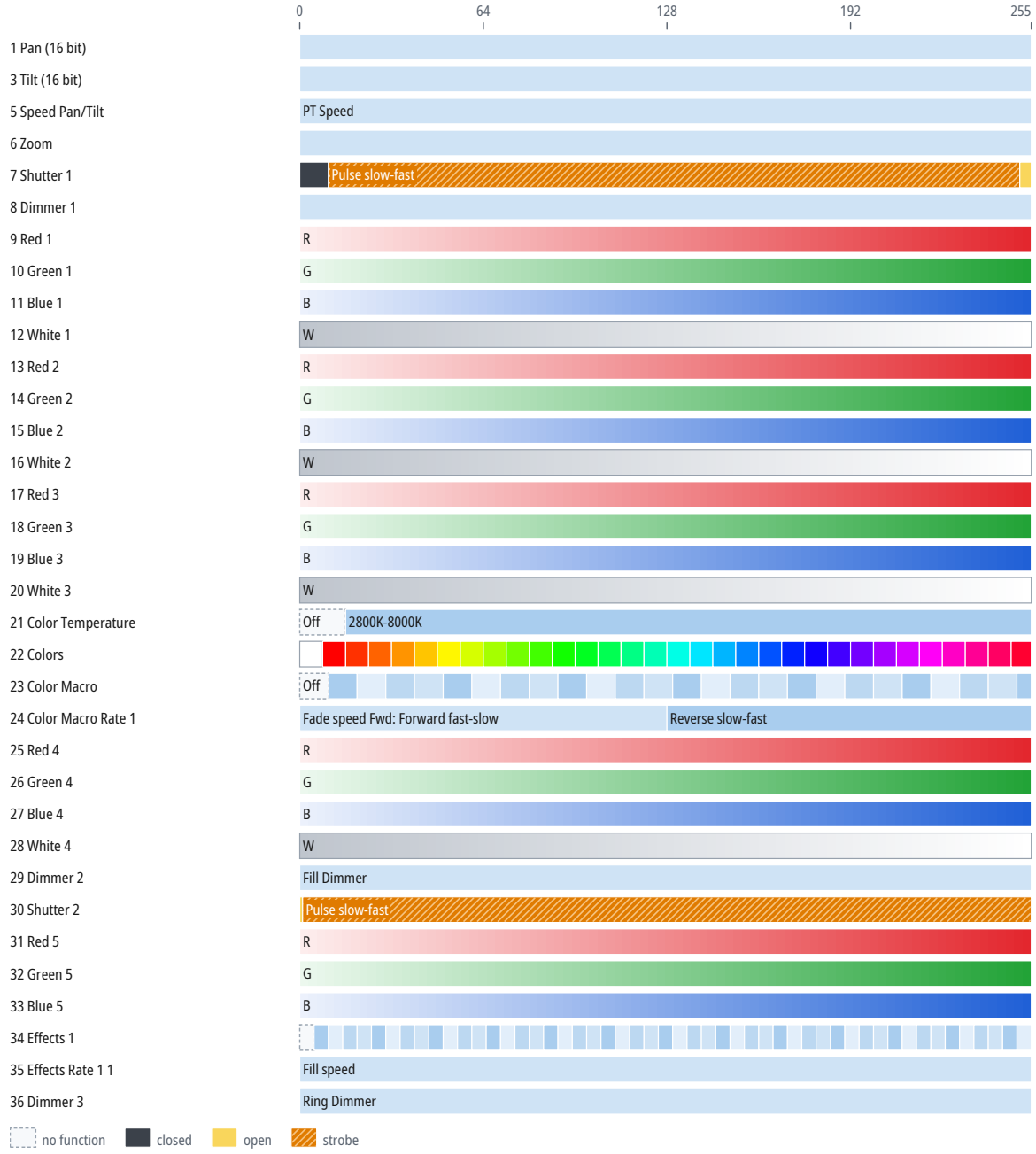
CH	Function	DMX	Description
33	Shutter 3		Same as CH 29 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
34	Effects 2		Same as CH 30 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
35	Effects Rate 1 2		Same as CH 31 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)
36	Control		Same as CH 32 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)

Mode 4 - 3 Zones RGBW (40ch)

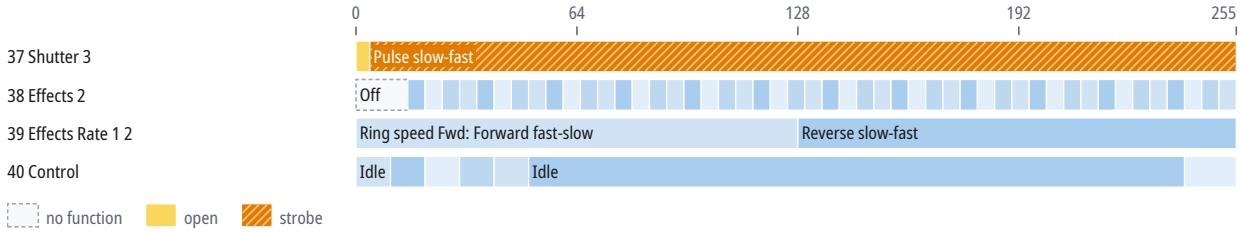
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Shutter 1 at 251–255 “Open”; CH 8 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Shutter 2 at 0 “Open”; CH 36 Dimmer 3 above 0; CH 37 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 1 255, CH 8 Dimmer 1 255, CH 9 Red 1 255, CH 10 Green 1 255, CH 11 Blue 1 255, CH 12 White 1 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 White 2 255, CH 17 Red 3 255, CH 18 Green 3 255, CH 19 Blue 3 255, CH 20 White 3 255, CH 21 Color Temperature 0, CH 22 Colors 0, CH 23 Color Macro 0, CH 24 Color Macro Rate 1 0, CH 25 Red 4 255, CH 26 Green 4 255, CH 27 Blue 4 255, CH 28 White 4 255, CH 29 Dimmer 2 255, CH 30 Shutter 2 0, CH 31 Red 5 255, CH 32 Green 5 255, CH 33 Blue 5 255, CH 36 Dimmer 3 255, CH 37 Shutter 3 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
6	Zoom	0–255	10–51°
7	Shutter 1		Same as CH 7 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
8	Dimmer 1	0–255	
9	Red 1	0–255	R
10	Green 1	0–255	G
11	Blue 1	0–255	B
12	White 1	0–255	W
13	Red 2	0–255	R
14	Green 2	0–255	G
15	Blue 2	0–255	B
16	White 2	0–255	W
17	Red 3	0–255	R
18	Green 3	0–255	G
19	Blue 3	0–255	B
20	White 3	0–255	W
21	Color Temperature		Same as CH 13 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
22	Colors		Same as CH 14 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 11)
23	Color Macro		Same as CH 15 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
24	Color Macro Rate 1		Same as CH 16 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 12)
25	Red 4	0–255	R
26	Green 4	0–255	G
27	Blue 4	0–255	B
28	White 4	0–255	W
29	Dimmer 2		Same as CH 21 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)

CH	Function	DMX	Description
30	Shutter 2		Same as CH 22 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
31	Red 5	0–255	R
32	Green 5	0–255	G
33	Blue 5	0–255	B
34	Effects 1		Same as CH 26 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 13)
35	Effects Rate 1 1		Same as CH 27 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
36	Dimmer 3		Same as CH 28 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
37	Shutter 3		Same as CH 29 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
38	Effects 2		Same as CH 30 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 14)
39	Effects Rate 1 2		Same as CH 31 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)
40	Control		Same as CH 32 in the mode “Mode 1 - RGBW 8bit (32ch)” (p. 15)

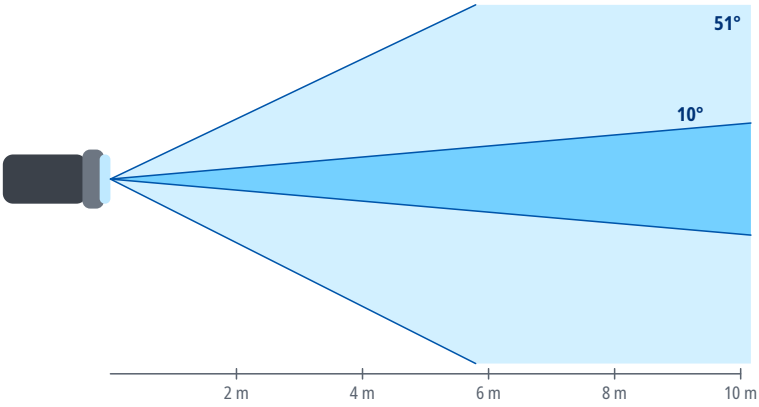
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	10–51°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	10.6 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–8000 K

Spot diameter



Distance	Ø 10°	Ø 51°
2 m	0.35 m	1.9 m
4 m	0.7 m	3.8 m
6 m	1 m	5.7 m
8 m	1.4 m	7.6 m
10 m	1.7 m	9.5 m
15 m	2.6 m	14.3 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.