DMX REFERENCE

MP-600

Meanreal MP-600

Meanreal



Manufacturer	Meanreal
GDTF file	Meanreal_MP-600_87129.gdtf
GDTF revision	Prefinal · 2025-02-21
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1 About this manual

This document describes the Meanreal MP-600 by Meanreal. It was compiled from the GDTF file Meanreal_MP-600_87129.gdtf from the GDTF-Share library.

File revision: “Prefinal”.

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
Power consumption	670 W
Weight	23.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
39 Channel	39	13	1, 40, 79, 118, …

No light? Check these channels

- 39 Channel: CH 37 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 38 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

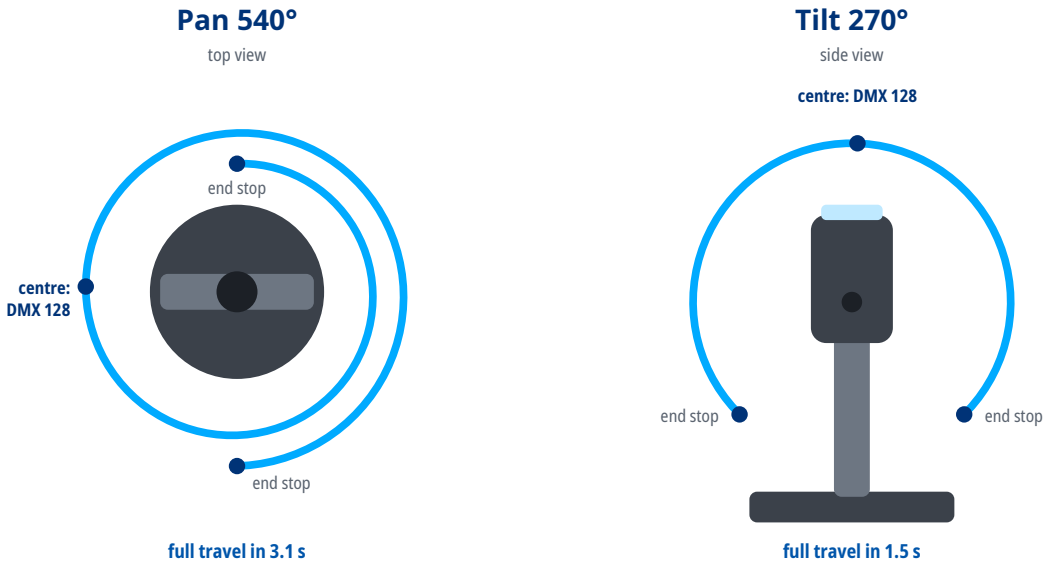
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do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



Full-travel times as stated in the GDTF file.

5 Installation

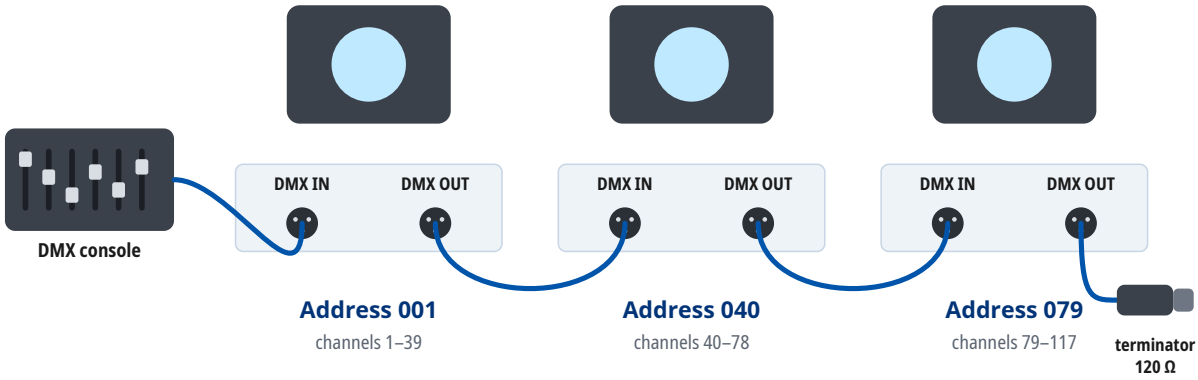
⚠ WARNING

- 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: 23.5 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 39 Channel: every unit occupies 39 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 “39 Channel”: 39.
- 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 “39 Channel”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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

	39 Channel 39 channels
Pan / Tilt	1, 3
Dimmer	38
Shutter / strobe	37
Color mixing	7–9
Color temperature	16, 18
Color wheel	10, 12
Gobo wheel	19, 20
Gobo rotation	21 *
Prism	23–27
Frost	31
Zoom	32
Focus	34, 36
Effects / macros	27

* The function works only when another channel switches it on; see the DMX table.

Gobo wheel 1

1 Gobo 2 Index: Open/Hole
DMX 0–4

2 Gobo 1
DMX 5–7



3 Gobo 2
DMX 8–10



4 Gobo 3
DMX 11–13



5 Gobo 4
DMX 14–16



6 Gobo 5
DMX 17–19



7 Gobo 6
DMX 20–22



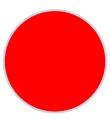
8 7 Lotus
DMX 23–32



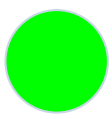
Color wheel 1

1 Color: Open
DMX 0–6

2 Color: Red
DMX 7–22



3 Color: Green
DMX 23–38



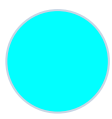
4 Color: Pink
DMX 39–55



5 Color: Orange
DMX 56–70



6 Color: Cyan
DMX 71–87



7 Color: UV
DMX 88–102

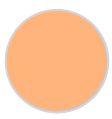


8 Color: CRI
DMX 104–119

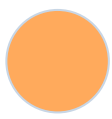
9 C08 CTB 9000K
DMX 120–128

10 CTO Min ... CTO Max
DMX 167

11 C10 CTO 3



12 CTO Max
DMX 189



Gobo wheel 2

1

1 Reducer Mid
DMX 0–3

2

2 Reducer Small
DMX 4–9

3

3 Dots
DMX 10–15

4

4 Grid
DMX 16–21

5

5 Moons
DMX 22–27

6

6 Eclipse
DMX 28–33

7

7 Flower
DMX 34–39

8

8 Spin
DMX 40–45

9

9 Lines
DMX 46–51

10

10 Disco Ball
DMX 52–57

11

11 Seeds
DMX 58–63

12

12 Fingerprint
DMX 64–69

13

Open
DMX 70–88

Prism 1

1

Open
DMX 0–3

2

4 facets
Prism 1 - 4 Facet
DMX 4–255

Prism 2

1

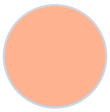
Open
DMX 0–3

2

5 facets
Prism 2 - 5 Facet
DMX 4–255

Color wheel 2

1
Open
DMX 0

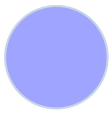
2 
1 Pinky
DMX 1–2

3 
2 Yellow
DMX 3–4

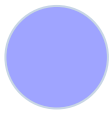
4 
3 Magenta
DMX 5–6

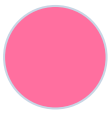
5
4 More Yellow
DMX 7–8

6 
5 More Magenta
DMX 9–10

7 
6 Sky Blue
DMX 11–12

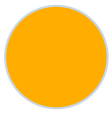
8
7 White
DMX 13–14

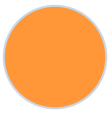
9 
8 Just Blue Sky
DMX 15–16

10 
9 Light Pink
DMX 17–18

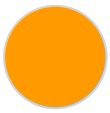
11
10 Green Lime
DMX 19–20

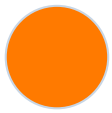
12 
11 Copper Yellow
DMX 21–22

13 
12 Mustard
DMX 23–24

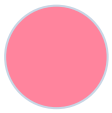
14 
13 Eclipse
DMX 25–26

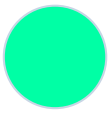
15
14 Vanilla
DMX 27–28

16 
15 Deep Amber
DMX 29–30

17 
16 Spicy
DMX 31–32

18 
17 F*king Magenta
DMX 33–34

19 
18 Dark Pink
DMX 35–36

20 
19 Sprite
DMX 37–38

21
20 Mint
DMX 39–40

22 
21 Fresh Green
DMX 41–42

23
22 Guava
DMX 43–44

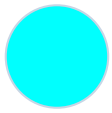
24 
23 Ocean Blue
DMX 45–46

25 
24 Aquamarine
DMX 47–48

26
25 Melon Tellow
DMX 49–50

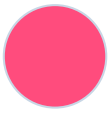
27 
26 Raspberry Red
DMX 51–52

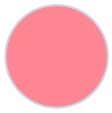
28 
27 Mont Azure
DMX 53–54

29 
28 Cyan
DMX 55–56

30 
29 Dark Orange
DMX 57–58

31 
30 More Dark Orange
DMX 59–60

32 
31 Pink Lady
DMX 61–62

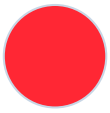
33 
32 Barbie Pink
DMX 63–64

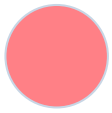
34
33 Mountain Dew
DMX 65–66

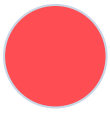
35
34 Cold White
DMX 67–68

36 
35 Bright Blue
DMX 69–70

37 
36 Red Mars
DMX 71–72

38 
37 Coral Red
DMX 73–74

39 
38 Pink Rose
DMX 75–76

40 
39 Chandon Rose
DMX 77–78

41
40 Red Pamelo
DMX 79–80

42
41 Hot Metal
DMX 81–82

43
42 Light Peach
DMX 83–84

44
43 Lavender
DMX 85–86

45
44 Light Cyan
DMX 87–88

46
45 Dark Pink
DMX 89–90

47
46 Vanila Sky
DMX 91–92

48
47 Green Tea
DMX 93–94

49 48 Gold **DMX 95–96**

50 49 Violet **DMX 97–98**

51 50 Dark Violet **DMX 99–100**

52 51 Sky Cyan **DMX 101–102**

53 52 Soft Blue **DMX 103–104**

54 53 Soft Light Blue **DMX 105–106**

55 54 Soft Melon **DMX 107–108**

56 55 Full CT Orange **DMX 109–110**

57 56 Apricot **DMX 111–112**

58 57 Hubba Bubba **DMX 113–114**

59 58 Light Magenta **DMX 115–116**

60 59 More Light Magenta **DMX 117–118**

61 60 Light Aqua **DMX 119–120**

62 61 Gold Amber **DMX 121–122**

63 62 Sea Breze **DMX 123–124**

64 63 Green Sea **DMX 125–126**

65 64 Pandora Blue **DMX 127–128**

66 65 Red Hot **DMX 129–130**

67 66 Magenta Pink **DMX 131–132**

68 67 White Beam **DMX 133–255**

Color wheel 3

1 Open **DMX 0–51**

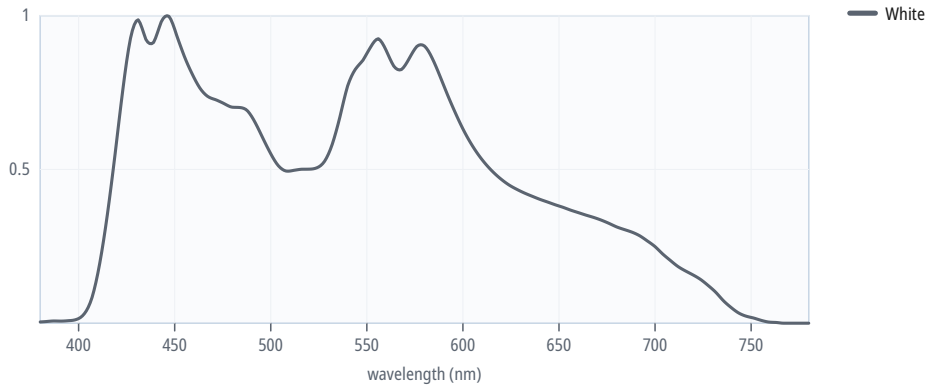
2 7000K **DMX 51**

3 5000K **DMX 114**

4 3500K **DMX 191**

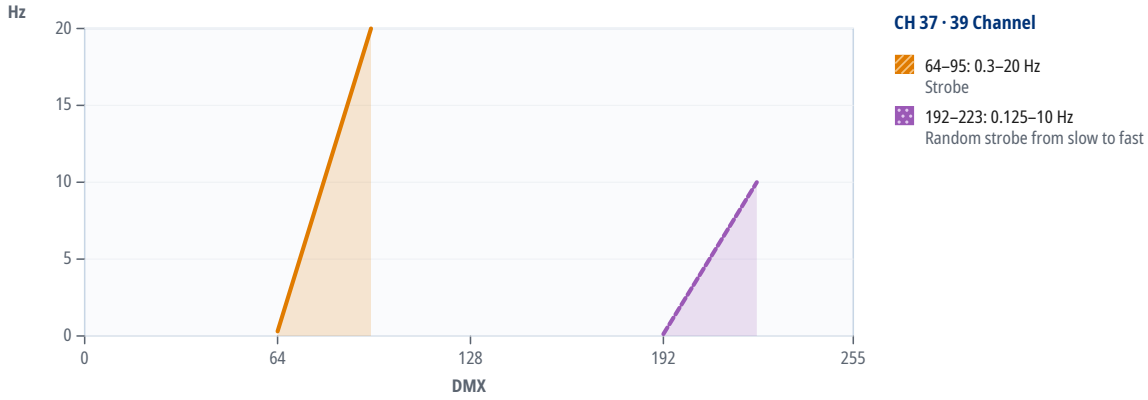
5 2700K **DMX 255**

Spectra of the light sources



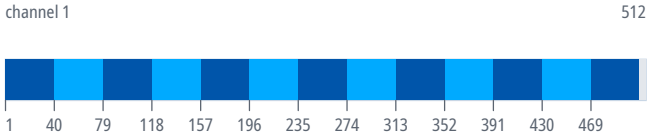
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



39 Channel
39 channels

up to 13 units
last address 469

Start addresses of 20 units in the mode “39 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

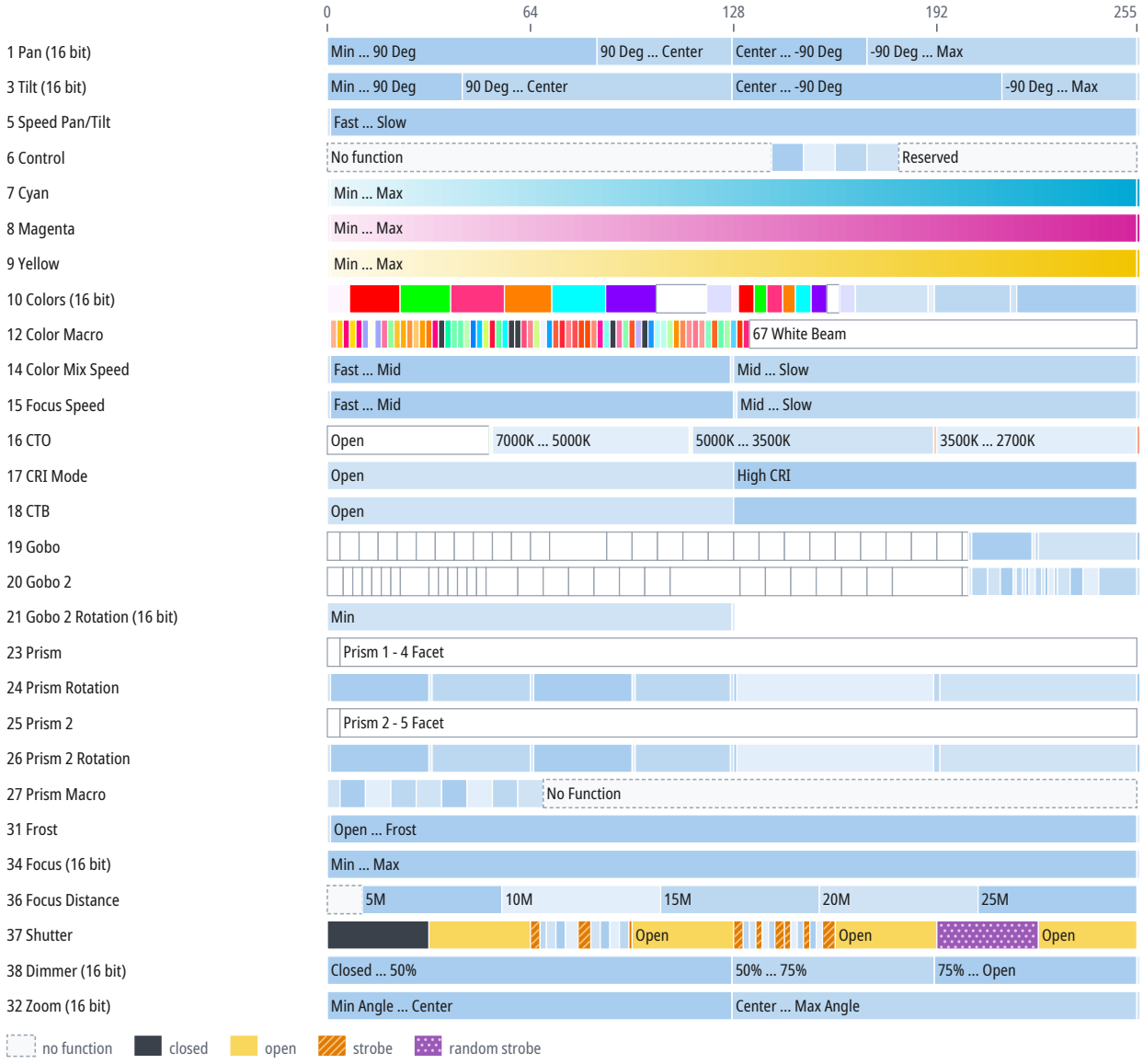
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 39 Channel

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 37 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 38 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0, CH 12 Color Macro 0, CH 16 CTO 0, CH 18 CTB 0, CH 37 Shutter 32, CH 38 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–85	Min ... 90 Deg
		85–127	90 Deg ... Center
		128–170	Center ... -90 Deg
		170–255	-90 Deg ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Tilt	0–42	Min ... 90 Deg
		42–127	90 Deg ... Center
		128–213	Center ... -90 Deg
		213–255	-90 Deg ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Pan/Tilt speed / Time
		0	Fast
		1–254	Fast ... Slow
		255	Slow
6	Control	0–139	No function
		140–149	Pan/Tilt reset
		150–159	Colour system reset
		160–169	Gobo wheels reset
		170–179	Zoom/focus/frost/prism wheels reset
		180–255	Reserved
7	Cyan	0	Min
		1–254	Min ... Max
		255	Max
8	Magenta	0	Min
		1–254	Min ... Max
		255	Max
9	Yellow	0	Min
		1–254	Min ... Max
		255	Max
10	Colors	0–6	Color: Open
		7–22	Color: Red
		23–38	Color: Green
		39–55	Color: Pink
		56–70	Color: Orange
		71–87	Color: Cyan
		88–103	Color: UV
		103	UV ... CRI
		104–119	Color: CRI
		120–127	Color: CTB
		128–129	Color 1 Indexing: Open
		130–134	Color 1 Indexing: Red
		135–138	Color 1 Indexing: Green
		139–143	Color 1 Indexing: Pink
		144–147	Color 1 Indexing: Orange
		148–152	Color 1 Indexing: Cyan
		153–157	Color 1 Indexing: UV

CH	Function	DMX	Description
10	Colors (continued)	158–161	Color 1 Indexing: CRI
		162–166	Color 1 Indexing: CTB
		167–189	CTO Min … CTO Max
		189	CTO Max
		190–191	Color 1 Wheel Spin: <<< Fast (470.3–441.8 °/s)
		192–215	Color 1 Wheel Spin: <<< Fast … Stop
		216–217	Color 1 Wheel Spin: Stop
		218–255	Color 1 Wheel Spin: Stop … >>> Fast
		255	Color 1 Wheel Spin: >>> Fast
11	Colors Fine	0–255	Fine adjustment of CH 10
12	Color Macro		Mix Color Macro
		0	Open
		1–2	1 Pinky
		3–4	2 Yellow
		5–6	3 Magenta
		7–8	4 More Yellow
		9–10	5 More Magenta
		11–12	6 Sky Blue
		13–14	7 White
		15–16	8 Just Blue Sky
		17–18	9 Light Pink
		19–20	10 Green Lime
		21–22	11 Copper Yellow
		23–24	12 Mustard
		25–26	13 Eclipse
		27–28	14 Vanilla
		29–30	15 Deep Amber
		31–32	16 Spicy
		33–34	17 F*king Magenta
		35–36	18 Dark Pink
		37–38	19 Sprite
		39–40	20 Mint
		41–42	21 Fresh Green
		43–44	22 Guava
		45–46	23 Ocean Blue
		47–48	24 Aquamarine
		49–50	25 Melon Tellow
		51–52	26 Raspberry Red
		53–54	27 Mont Azure
		55–56	28 Cyan
		57–58	29 Dark Orange
		59–60	30 More Dark Orange

CH	Function	DMX	Description
12	Color Macro (continued)	61–62	31 Pink Lady
		63–64	32 Barbie Pink
		65–66	33 Mountain Dew
		67–68	34 Cold White
		69–70	35 Bright Blue
		71–72	36 Red Mars
		73–74	37 Coral Red
		75–76	38 Pink Rose
		77–78	39 Chandon Rose
		79–80	40 Red Pamelo
		81–82	41 Hot Metal
		83–84	42 Light Peach
		85–86	43 Lavender
		87–88	44 Light Cyan
		89–90	45 Dark Pink
		91–92	46 Vanila Sky
		93–94	47 Green Tea
		95–96	48 Gold
		97–98	49 Violet
		99–100	50 Dark Violet
		101–102	51 Sky Cyan
		103–104	52 Soft Blue
		105–106	53 Soft Light Blue
		107–108	54 Soft Melon
		109–110	55 Full CT Orange
		111–112	56 Apricot
		113–114	57 Hubba Bubba
		115–116	58 Light Magenta
		117–118	59 More Light Magenta
		119–120	60 Light Aqua
		121–122	61 Gold Amber
		123–124	62 Sea Breze
		125–126	63 Green Sea
		127–128	64 Pandora Blue
		129–130	65 Red Hot
		131–132	66 Magenta Pink
		133–255	67 White Beam
14	Color Mix Speed		Colors System Speed
		0	Fast
		1–126	Fast ... Mid
		127	Mid
		128–254	Mid ... Slow

CH	Function	DMX	Description
14	Color Mix Speed (continued)	255	Slow
15	Focus Speed		Zoom Focus Speed
		0	Fast
		1–127	Fast ... Mid
		128	Mid
		129–254	Mid ... Slow
		255	Slow
16	CTO	0–50	Open
		51	7000K
		52–113	7000K ... 5000K
		114	5000K
		115–190	5000K ... 3500K
		191	3500K
		192–254	3500K ... 2700K
		255	2700K
17	CRI Mode		High CRI
		0–127	Open
		128–255	High CRI
18	CTB	0–127	Open
		128–255	CTB
19	Gobo	0–3	1 Reducer Mid
		4–9	2 Reducer Small
		10–15	3 Dots
		16–21	4 Grid
		22–27	5 Moons
		28–33	6 Eclipse
		34–39	7 Flower
		40–45	8 Spin
		46–51	9 Lines
		52–57	10 Disco Ball
		58–63	11 Seeds
		64–69	12 Fingerprint
		70–87	Static Gobo: Open
		88–95	2 Shake Reducer Small (1.5–5.46 Hz)
		96–103	3 Shake Dots (1.5–5.46 Hz)
		104–111	4 SHake Dots (1.5–5.46 Hz)
		112–119	5 Shake Moons (1.5–5.46 Hz)
		120–127	6 Shake Eclipse (1.5–5.46 Hz)
		128–135	7 Shake Flower (1.5–5.46 Hz)
		136–143	8 SHake Spin (1.5–5.46 Hz)
		144–151	9 Shake Lines (1.5–5.46 Hz)
		152–159	10 Shake Disco Ball (1.5–5.46 Hz)

CH	Function	DMX	Description
19	Gobo (continued)	160–167	11 Shake Seeds (1.5–5.46 Hz)
		168–175	12 Shake Fingerprint (1.5–5.46 Hz)
		176–183	13 Shake Fingerprint (1.5–5.46 Hz)
		184–191	14 Shake Fingerprint (1.5–5.46 Hz)
		192–199	15 Shake Fingerprint (1.5–5.46 Hz)
		200–201	Open Mid
		202	Static Wheel Spin: <<< Fast
		203–221	Static Wheel Spin: <<< Fast to SLow (270–0.69 °/s)
		222	Static Wheel Spin: <<< Slow
		223	Static Wheel Spin: >>> Slow
		224–254	Static Wheel Spin: >>> Slow to Fast (0.69–270 °/s)
		255	Static Wheel Spin: >>> Fast
20	Gobo 2	0–4	Gobo 2 Index: Open/Hole
		5–7	Gobo 1
		8–10	Gobo 2
		11–13	Gobo 3
		14–16	Gobo 4
		17–19	Gobo 5
		20–22	Gobo 6
		23–31	Gobo 7
		32–34	Gobo 1 - Rotation
		35–37	Gobo 2 - Rotation
		38–40	Gobo 3 - Rotation
		41–43	Gobo 4 - Rotation
		44–46	Gobo 5 - Rotation
		47–49	Gobo 6 - Rotation
		50–59	Gobo 7 - Rotation
		60–67	Gobo 1 - Shaking Index (0.5–4 Hz)
		68–75	Gobo 2 - Shaking Index (0.5–4 Hz)
		76–83	Gobo 3 - Shaking Index (0.5–4 Hz)
		84–91	Gobo 4 - Shaking Index (0.5–4 Hz)
		92–99	Gobo 5 - Shaking Index (0.5–4 Hz)
		100–107	Gobo 6 - Shaking Index (0.5–4 Hz)
		108–129	Gobo 7 - Shaking Index (0.5–4 Hz)
		130–137	Gobo 1 - Shaking Rotation (5.33–0.141 Hz)
		138–145	Gobo 2 - Shaking Rotation (5.33–0.141 Hz)
		146–153	Gobo 3 - Shaking Rotation (5.33–0.141 Hz)
		154–161	Gobo 4 - Shaking Rotation (5.33–0.141 Hz)
		162–169	Gobo 5 - Shaking Rotation (5.33–0.141 Hz)
		170–177	Gobo 6 - Shaking Rotation (5.33–0.141 Hz)
		178–199	Gobo 7 - Shaking Rotation (5.33–0.141 Hz)
		200–201	Gobo 2 Shake Rot: Open/Hole

CH	Function	DMX	Description
20	Gobo 2 (continued)	202	Gobo 2 Wheel Spin: Fast to slow - Fast
		203–220	Gobo 2 Wheel Spin: Fast to slow - Fast ... Fast to slow - Slow (56.7–3.33 °/s)
		221–222	Gobo 2 Wheel Spin: Fast to slow - Slow (3.33–2.63 °/s)
		223–224	Gobo 2 Wheel Spin: Slow to fast - Slow (2.63–3.32 °/s)
		225–254	Gobo 2 Wheel Spin: Slow to fast - Slow ... Slow to fast - Fast
		255	Gobo 2 Wheel Spin: Slow to fast - Fast
21	Gobo 2 Rotation		When CH 20 is 0–31:
		0–127	Min
		128	Center
		128–255	Max
			When CH 20 is 32–59:
		0	No rotation
		1–24	Fast to Slow - Fast (900–372.3 °/s)
		25–123	Fast to Slow - Fast ... Fast to Slow - Slow (372.3–0.658 °/s)
		124–127	Fast to Slow - Slow (0.658–0.215 °/s)
		128	Stop
		129–132	Slow to Fast - Slow (0.215–0.658 °/s)
		133–231	Slow to Fast - Slow ... Slow to Fast - Fast (0.658–372.3 °/s)
		232–255	Slow to Fast - Fast (372.3–900 °/s)
			When CH 20 is 60–129:
		0–127	Min
		128	Center
		128–255	Max
			When CH 20 is 130–199:
		0	No rotation
		1–24	Fast to Slow - Fast (900–372.3 °/s)
		25–123	Fast to Slow - Fast ... Fast to Slow - Slow (372.3–0.658 °/s)
		124–127	Fast to Slow - Slow (0.658–0.215 °/s)
		128	Stop
		129–132	Slow to Fast - Slow (0.215–0.658 °/s)
		133–231	Slow to Fast - Slow ... Slow to Fast - Fast (0.658–372.3 °/s)
		232–255	Slow to Fast - Fast (372.3–900 °/s)
22	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 21
23	Prism	0–3	Open
		4–255	Prism 1 - 4 Facet
24	Prism Rotation	0	0 Deg
		1–31	0 Deg ... 90 Deg
		32	90 Deg
		33–63	90 Deg ... 180 Deg
		64	180 Deg
		65–95	180 Deg ... 270 Deg

CH	Function	DMX	Description
24	Prism Rotation (continued)	96	270 Deg
		97–126	270 Deg ... 360 Deg
		127	360 Deg
		128	Prism 1 Rotation: <<< Fast
		129–190	Prism 1 Rotation: <<< Fast to Slow (236.2–5.67 °/s)
		191–192	Prism 1 Rotation: Stop
		193–254	Prism 1 Rotation: >>> Slow to Fast (5.67–236.2 °/s)
		255	Prism 1 Rotation: >>> Fast
25	Prism 2	0–3	Open
		4–255	Prism 2 - 5 Facet
26	Prism 2 Rotation	0	0 Deg
		1–31	0 Deg ... 90 Deg
		32	90 Deg
		33–63	90 Deg ... 180 Deg
		64	180 Deg
		65–95	180 Deg ... 270 Deg
		96	270 Deg
		97–126	270 Deg ... 360 Deg
		127	360 Deg
		128	Prism 2 Pos Rotate: <<< Fast
		129–190	Prism 2 Pos Rotate: <<< Fast to Slow (236.2–5.67 °/s)
		191–192	Prism 2 Pos Rotate: Stop
		193–254	Prism 2 Pos Rotate: >>> Slow to Fast (5.67–236.2 °/s)
		255	Prism 2 Pos Rotate: >>> Fast
27	Prism Macro	0–3	Open
		4–11	Prism Macro 1
		12–19	Prism Macro 2
		20–27	Prism Macro 3
		28–35	Prism Macro 4
		36–43	Prism Macro 5
		44–51	Prism Macro 6
		52–59	Prism Macro 7
		60–67	Prism Macro 8
		68–255	No Function
31	Frost	0	Open
		1–254	Open ... Frost
		255	Frost
32	Zoom	0–127	Min Angle ... Center
		127	Center
		128–255	Center ... Max Angle
		255	Max Angle
33	Zoom Fine	0–255	Fine adjustment of CH 32

CH	Function	DMX	Description
34	Focus	0–255	Min … Max
		255	Max
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Focus Distance		Hot - Spot control
		0–10	None
		11–54	5M
		55–104	10M
		105–154	15M
		155–204	20M
		205–255	25M
37	Shutter	0–31	Open/Closed: Closed
		32–63	Open/Closed: Open
		64–66	Strobe: Slow to fast 1/12 (0.409–0.466 Hz)
		67–78	Strobe: Slow to fast 1/12 … Slow to fast 6/12 (0.496–1.7 Hz)
		79–82	Strobe: Slow to fast 6/12 (1.92–3.39 Hz)
		83–94	Strobe: Slow to fast 6/12 … Slow to fast 11/12 (4.54–8.06 Hz)
		95	Strobe: Slow to fast 11/12
		96–127	Open
		128–130	Strobe Pulse Open: Slow to fast 1/7
		131–134	Strobe Pulse Open: Slow to fast 1/7 … Slow to fast 4/7 (0.087–0.182 Hz)
		135–136	Strobe Pulse Open: Slow to fast 4/7 (0.274–0.37 Hz)
		137–140	Strobe Pulse Open: Slow to fast 4/7 … Slow to fast 7/7 (0.526–1 Hz)
		141–143	Strobe Pulse Open: Slow to fast 7/7 (1.08–1.47 Hz)
		144–145	Strobe Pulse Close: Fast to slow 1/7 (1.47–1.16 Hz)
		146–149	Strobe Pulse Close: Fast to slow 1/7 … Fast to slow 4/7 (1.08–0.667 Hz)
		150–151	Strobe Pulse Close: Fast to slow 4/7 (0.526–0.37 Hz)
		152–155	Strobe Pulse Close: Fast to slow 4/7 … Fast to slow 7/7 (0.274–0.098 Hz)
		156–159	Strobe Pulse Close: Fast to slow 7/7
		160–191	Open
		192–223	Random strobe from slow to fast (0.125–10 Hz)
		224–255	Open
38	Dimmer	0–127	Closed … 50%
		127	50%
		128–191	50% … 75%
		191	75%
		192–255	75% … Open
		255	Open
39	Dimmer Fine	0–255	Fine adjustment of CH 38

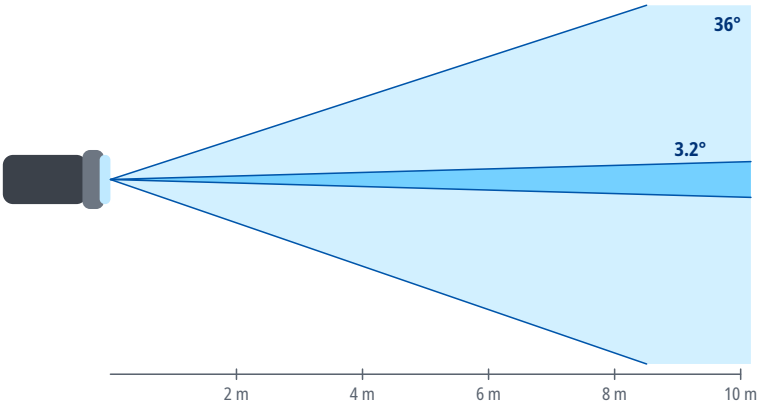
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	20,375 lm
Color temperature	6,300 K
Color rendering index (CRI)	80
Optics	
Zoom	3.2–36°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	670 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	23.5 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.3–20 Hz
Color wheel 1 rotation	up to 470.3 °/s (78 rpm)
Gobo wheel 1 rotation	up to 56.6 °/s (9.4 rpm)
Gobo wheel 2 rotation	up to 270 °/s (45 rpm)
Gobo 1 rotation	up to 900 °/s (150 rpm)
Prism 1 rotation	up to 240 °/s (40 rpm)
Prism 2 rotation	up to 240 °/s (40 rpm)

Spot diameter



Distance	Ø 3.2°	Ø 36°
2 m	0.11 m	1.3 m
4 m	0.22 m	2.6 m
6 m	0.34 m	3.9 m
8 m	0.45 m	5.2 m
10 m	0.56 m	6.5 m
15 m	0.84 m	9.7 m

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

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.