DMX REFERENCE

Framebot 600

MegaLite



Manufacturer	MegaLite
GDTF file	MegaLite_Framebot_600_39931.gdtf
GDTF revision	Model update by GDTFservice.com, powered by Crescit, commissioned by MegaLite · 2023-05-1
Generated	2026-11-24

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1 About this manual

This document describes the Framebot 600 by MegaLite. It was compiled from the GDTF file MegaLite_Framebot_600_39931.gdtf from the GDTF-Share library.

File revision: “Model update by GDTFservice.com, powered by Crescit, commissioned by MegaLite”.

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 MegaLite; 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	25 kg

DMX modes

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

No light? Check these channels

- 39Ch Mode: CH 15 Shutter at 0–3, 104–107, 208–212 or 252–255



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



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

- 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

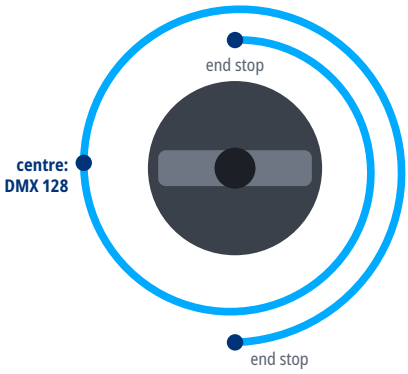
Description in the GDTF file

“MegaLite Framebot 600 is a full-featured automated luminaire with robust features packed into a medium-sized housing.”

Range of movement

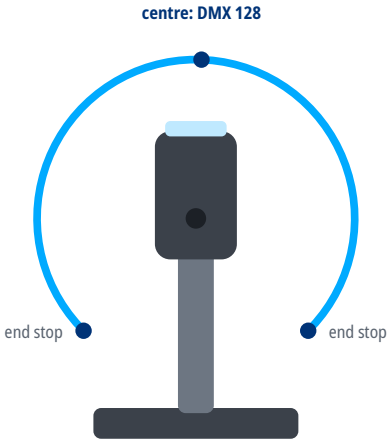
Pan 540°

top view



Tilt 270°

side view



5 Installation

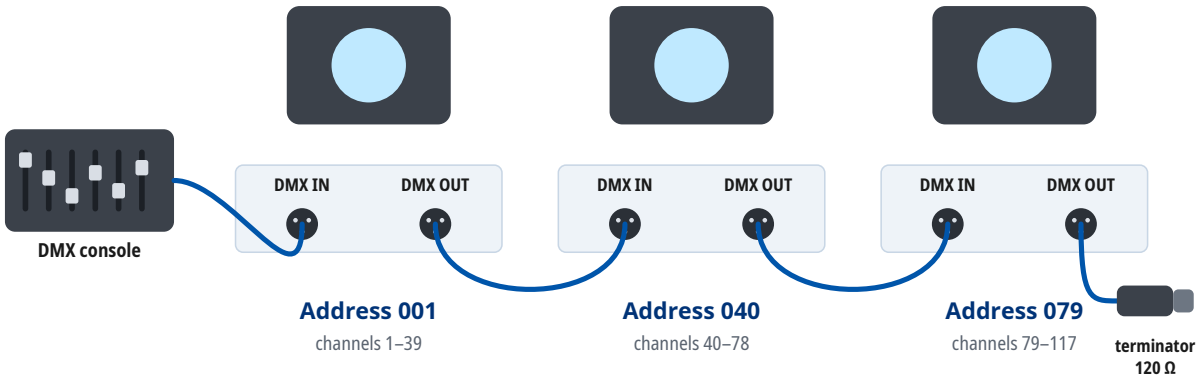
⚠ WARNING

- 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: 25 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 39Ch Mode: 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

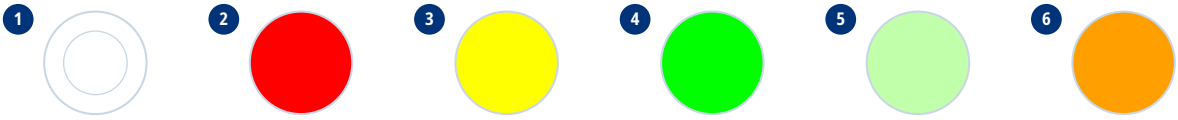
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “39Ch Mode”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “39Ch Mode”, 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

	39Ch Mode 39 channels
Pan / Tilt	1, 3
Dimmer	13
Shutter / strobe	15
Color mixing	6–8
Color temperature	9
Color wheel	5
Gobo wheel	10, 11
Gobo rotation	12
Prism	17, 18
Frost	24
Zoom	19
Focus	21
Iris	23
Effects / macros	25, 26, 37

Color wheel



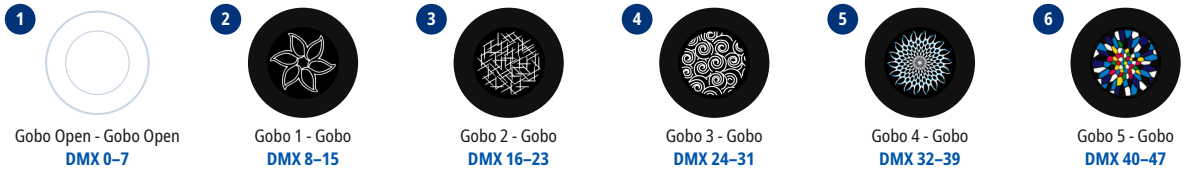
1. Open - Color — DMX 0–7
2. Red - Color — DMX 8–15
3. Yellow - Color — DMX 16–23
4. Green - Color — DMX 24–31
5. Lime Green - Color — DMX 32–39
6. Orange - Color — DMX 40–47
7. Dark Blue - Color — DMX 48–55

Gobo wheel 1



1. Gobo Open - Gobo Open — DMX 0–7
2. Gobo 1 - Gobo — DMX 8–15
3. Gobo 2 - Gobo — DMX 16–23
4. Gobo 3 - Gobo — DMX 24–31
5. Gobo 4 - Gobo — DMX 32–39
6. Gobo 5 - Gobo — DMX 40–47
7. Gobo 6 - Gobo — DMX 48–55
8. Gobo 7 - Gobo — DMX 56–63
9. Gobo 8 — DMX 64–72

Gobo wheel 2



1 Gobo Open - Gobo Open
DMX 0–7

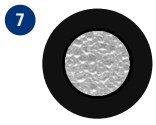
2 Gobo 1 - Gobo
DMX 8–15

3 Gobo 2 - Gobo
DMX 16–23

4 Gobo 3 - Gobo
DMX 24–31

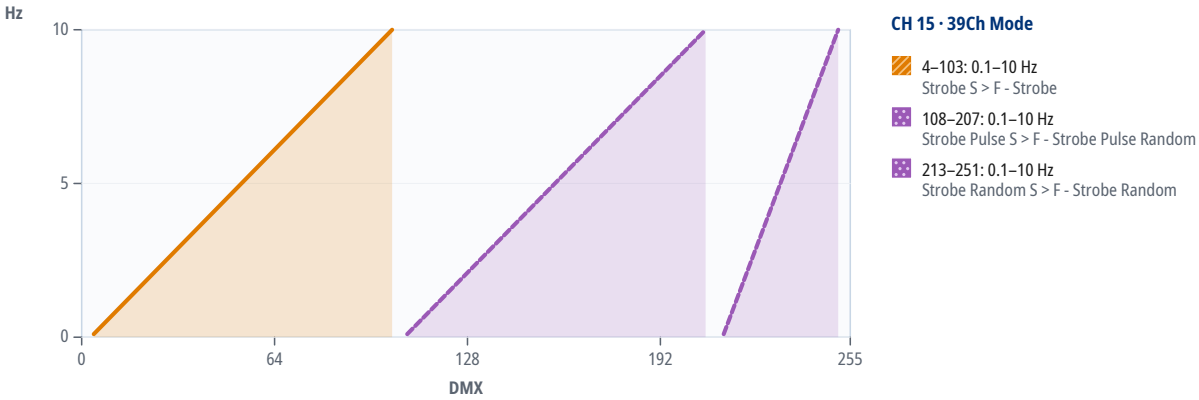
5 Gobo 4 - Gobo
DMX 32–39

6 Gobo 5 - Gobo
DMX 40–47



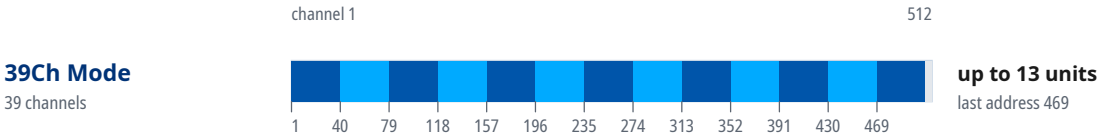
7 Gobo 6 - Gobo
DMX 48–55

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “39Ch Mode”

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

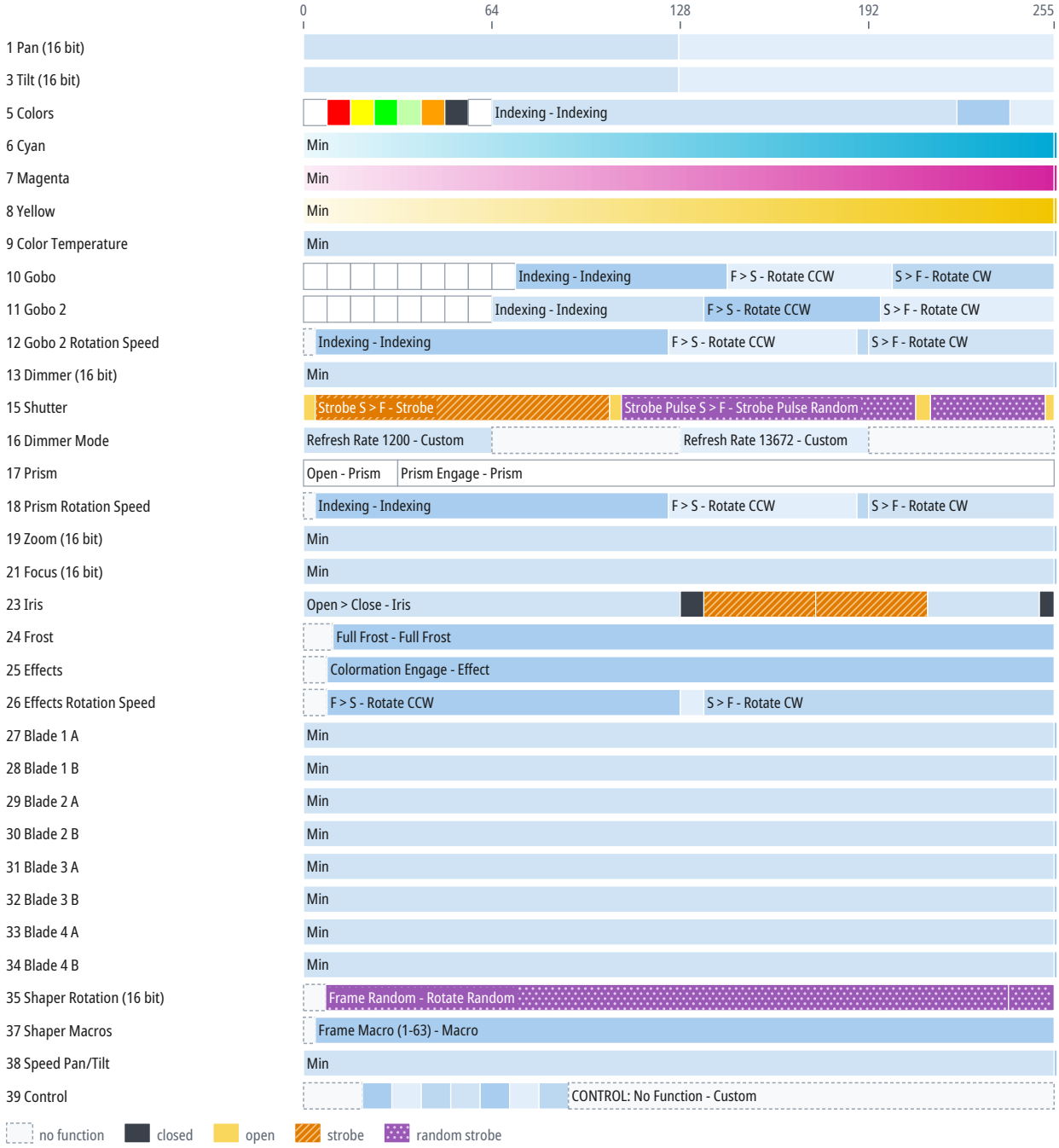
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 39Ch Mode

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 15 Shutter at 0–3, 104–107, 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 13 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	PAN
		127	Center
		128–255	PAN

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	TILT
		127	Center
		128–255	TILT
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Open - Color
		8–15	Red - Color
		16–23	Yellow - Color
		24–31	Green - Color
		32–39	Lime Green - Color
		40–47	Orange - Color
		48–55	Dark Blue - Color
		56–63	Open - Color
		64–221	Indexing - Indexing
		222–239	F > S - Rotate CCW (10–0.1 °/s)
		240–255	S > F - Rotate CW (0.1–10 °/s)
6	Cyan	0–254	Min
		255	Max
7	Magenta	0–254	Min
		255	Max
8	Yellow	0–254	Min
		255	Max
9	Color Temperature		COLOR TEMP
		0–254	Min
		255	Max
10	Gobo	0–7	Gobo Open - Gobo Open
		8–15	Gobo 1 - Gobo
		16–23	Gobo 2 - Gobo
		24–31	Gobo 3 - Gobo
		32–39	Gobo 4 - Gobo
		40–47	Gobo 5 - Gobo
		48–55	Gobo 6 - Gobo
		56–63	Gobo 7 - Gobo
		64–71	Gobo 8 - Gobo
		72–143	Indexing - Indexing
		144–199	F > S - Rotate CCW (80–0.1 °/s)
		200–255	S > F - Rotate CW (0.1–80 °/s)
11	Gobo 2	0–7	Gobo Open - Gobo Open
		8–15	Gobo 1 - Gobo
		16–23	Gobo 2 - Gobo
		24–31	Gobo 3 - Gobo
		32–39	Gobo 4 - Gobo

CH	Function	DMX	Description
11	Gobo 2 (continued)	40–47	Gobo 5 - Gobo
		48–55	Gobo 6 - Gobo
		56–63	Gobo Open - Gobo Open
		64–135	Indexing - Indexing
		136–195	F > S - Rotate CCW (80–0.1 °/s)
		196–255	S > F - Rotate CW (up to 80 °/s (13 rpm))
12	Gobo 2 Rotation Speed	0–3	No Function - Custom
		4–123	Indexing - Indexing (360°)
		124–187	F > S - Rotate CCW (655–0.1 °/s)
		188–191	Stop Loop - Stop Loop
		192–255	S > F - Rotate CW (0.1–655 °/s)
13	Dimmer	0–255	Min
		255	Max
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Shutter	0–3	STROBE: Shutter Open - Shutter Open
		4–103	Strobe S > F - Strobe (0.1–10 Hz)
		104–107	STROBE: Shutter Open - Shutter Open
		108–207	Strobe Pulse S > F - Strobe Pulse Random (0.1–10 Hz)
		208–212	STROBE: Shutter Open - Shutter Open
		213–251	Strobe Random S > F - Strobe Random (0.1–10 Hz)
		252–255	STROBE: Shutter Open - Shutter Open
16	Dimmer Mode	0–63	Refresh Rate 1200 - Custom
		64–127	DIMMER REFRESH: No Function - Custom
		128–191	Refresh Rate 13672 - Custom
		192–255	DIMMER REFRESH: No Function - Custom
17	Prism	0–31	Open - Prism
		32–255	Prism Engage - Prism
18	Prism Rotation Speed	0–3	No Function - Custom
		4–123	Indexing - Indexing (360°)
		124–187	F > S - Rotate CCW (655–0.1 °/s)
		188–191	Stop Loop - Stop Loop
		192–255	S > F - Rotate CW (0.1–655 °/s)
19	Zoom	0–255	Min
		255	Max
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Focus	0–255	Min
		255	Max
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Iris	0–127	Open > Close - Iris
		128–135	Iris Closed - Iris Closed
		136–173	Iris Pulse Close > Open S > F - Iris (0.1–10 Hz)
		174–211	Iris Pulse Open > Close S > F - Iris (0.1–10 Hz)

CH	Function	DMX	Description
23	Iris (continued)	212–249	Iris Bounce S > F - Iris
		250–255	Iris Closed - Iris Closed
24	Frost	0–9	No Function - Custom
		10–255	Full Frost - Full Frost
25	Effects	0–7	No Function - Custom
		8–255	Colormation Engage - Effect
26	Effects Rotation Speed	0–7	No Function - Custom
		8–127	F > S - Rotate CCW (655–0.1 °/s)
		128–135	Stop - Stop Loop
		136–255	S > F - Rotate CW (0.1–655 °/s)
27	Blade 1 A		FRAME 1 A
		0–254	Min
		255	Max
28	Blade 1 B		FRAME 1 B
		0–254	Min
		255	Max
29	Blade 2 A		FRAME 2 A
		0–254	Min
		255	Max
30	Blade 2 B		FRAME 2 B
		0–254	Min
		255	Max
31	Blade 3 A		FRAME 3 A
		0–254	Min
		255	Max
32	Blade 3 B		FRAME 3 B
		0–254	Min
		255	Max
33	Blade 4 A		FRAME 4 A
		0–254	Min
		255	Max
34	Blade 4 B		FRAME 4 B
		0–254	Min
		255	Max
35	Shaper Rotation	0–7	No Function - Custom
		7–240	Frame Random - Rotate Random
		240–255	Frame Bounce - Rotate Random
36	Shaper Rotation Fine	0–255	Fine adjustment of CH 35
37	Shaper Macros	0–3	No Function - Custom
		4–255	Frame Macro (1-63) - Macro
38	Speed Pan/Tilt		P/T SPEED
		0–254	Min

CH	Function	DMX	Description
38	Speed Pan/Tilt (continued)	255	Max
39	Control	0–19	CONTROL: No Function - Custom
		20–29	Reset All - Reset
		30–39	P/T Reset - Reset
		40–49	Reset Color Gobo CMYK - Reset
		50–59	Reset Zoom Focus Prism Frost - Reset
		60–69	Reset Colormation Iris Framing - Reset
		70–79	Display Default - Custom
		80–89	Display Off - Custom
		90–255	CONTROL: No Function - Custom

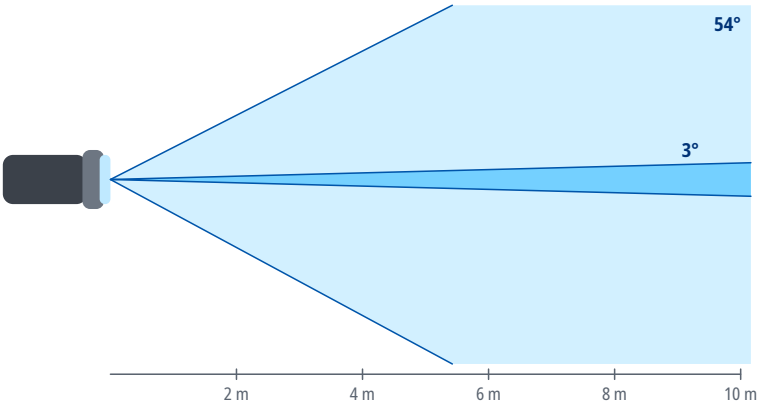
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	800 W
Luminous flux	20,500 lm
Color temperature	7,000 K
Color rendering index (CRI)	100
Optics	
Zoom	3–54°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	25 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–10 Hz
Color wheel rotation	up to 10 °/s (1.7 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo 2 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)
Effect rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 3°	Ø 54°
2 m	0.1 m	2 m
4 m	0.21 m	4.1 m
6 m	0.31 m	6.1 m
8 m	0.42 m	8.2 m
10 m	0.52 m	10.2 m
15 m	0.79 m	15.3 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.