DMX REFERENCE

GW1

MegaLite



Manufacturer	MegaLite
GDTF file	MegaLite_GW1_168915.gdtf
GDTF revision	Initial upload by GDTFservice powered by Q2Q Technologies commissioned by MegaLite · 2026·
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1 About this manual

This document describes the GW1 by MegaLite. It was compiled from the GDTF file MegaLite_GW1_168915.gdtf from the GDTF-Share library.

File revision: “Initial upload by GDTFservice powered by Q2Q Technologies 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
29Ch	29	17	1, 30, 59, 88, …

No light? Check these channels

- 29Ch: CH 6 Shutter at 0–3, 104–107, 208–212 or 252–255 “Open”



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

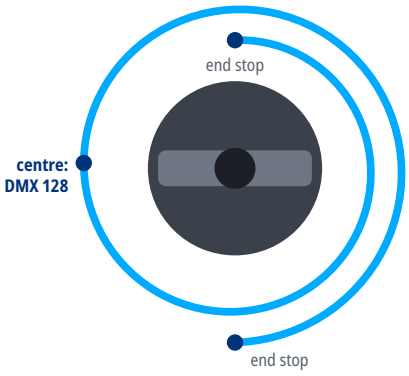
“GW1 is a powerful wash moving head built to deliver broad coverage and dynamic effects. It features a 550W, 6055K LED engine delivering a 5deg - 50deg beam range that offers flexibility for a variety of looks. With CMY colour mixing, an additional seven-color wheel, a three-facet indexing prism, an iris, and a framing system, the GW1 is ready to create everything from rich washes to textured effects.”

“For sharp, concentrated beams, the GB1 brings precision and versatility to the stage. Its 550W LED engine delivers 12,535 lumens through a narrow 2.3deg beam. CMY colour mixing and a 14-color wheel expand creative possibilities, while seven rotating gobos, 15 fixed gobos, and four rotating prism options (including a separate overlapping linear prism) add depth, movement, and visual impact to the beam.”

Range of movement

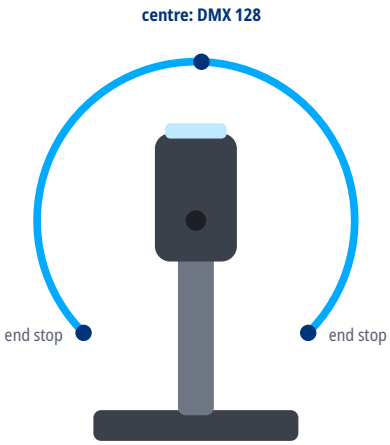
Pan 540°

top view



Tilt 270°

side view



5 Installation

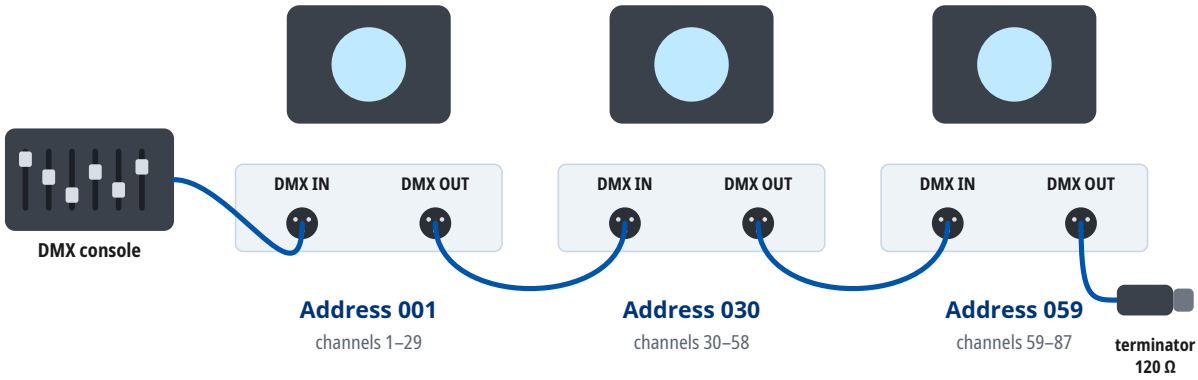
⚠ **WARNING**

- 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 29Ch: every unit occupies 29 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

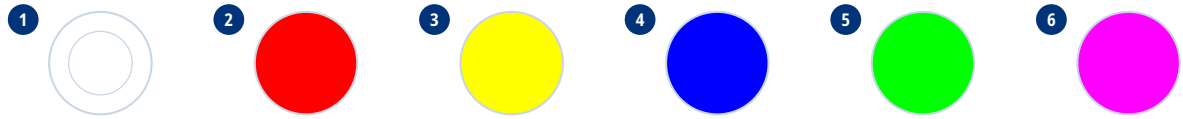
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “29Ch”: 29.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “29Ch”, you can use, for example, the start addresses 1, 30, 59, 88.
- 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

	29Ch 29 channels
Pan / Tilt	1, 3
Dimmer	7
Shutter / strobe	6
Color mixing	8–10
Color temperature	11
Color wheel	12
Prism	17, 18
Zoom	15
Focus	13
Iris	28

Color wheel



1 COLOR WHEEL: Open
DMX 0–14

2 Red
DMX 15–24

3 Yellow
DMX 25–34

4 Blue
DMX 35–44

5 Green
DMX 45–54

6 Magenta
DMX 55–59

7 Blue Green
DMX 60–69

8 Dark Blue
DMX 70–75

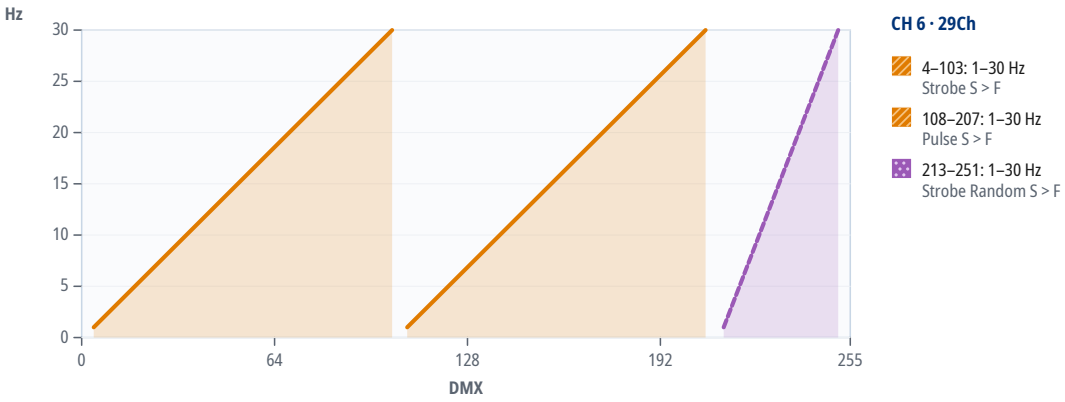
Prism



1 Open
DMX 0–127

2 3 facets Prism
DMX 128–255

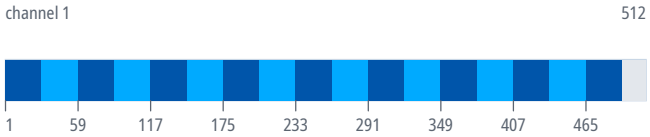
Strobe rate



9 DMX channels

Units in one DMX universe

29Ch
29 channels



up to 17 units
last address 465

Start addresses of 20 units in the mode “29Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	146	11	291	16	436
2	30	7	175	12	320	17	465
3	59	8	204	13	349	18	U2 · 1
4	88	9	233	14	378	19	U2 · 30
5	117	10	262	15	407	20	U2 · 59

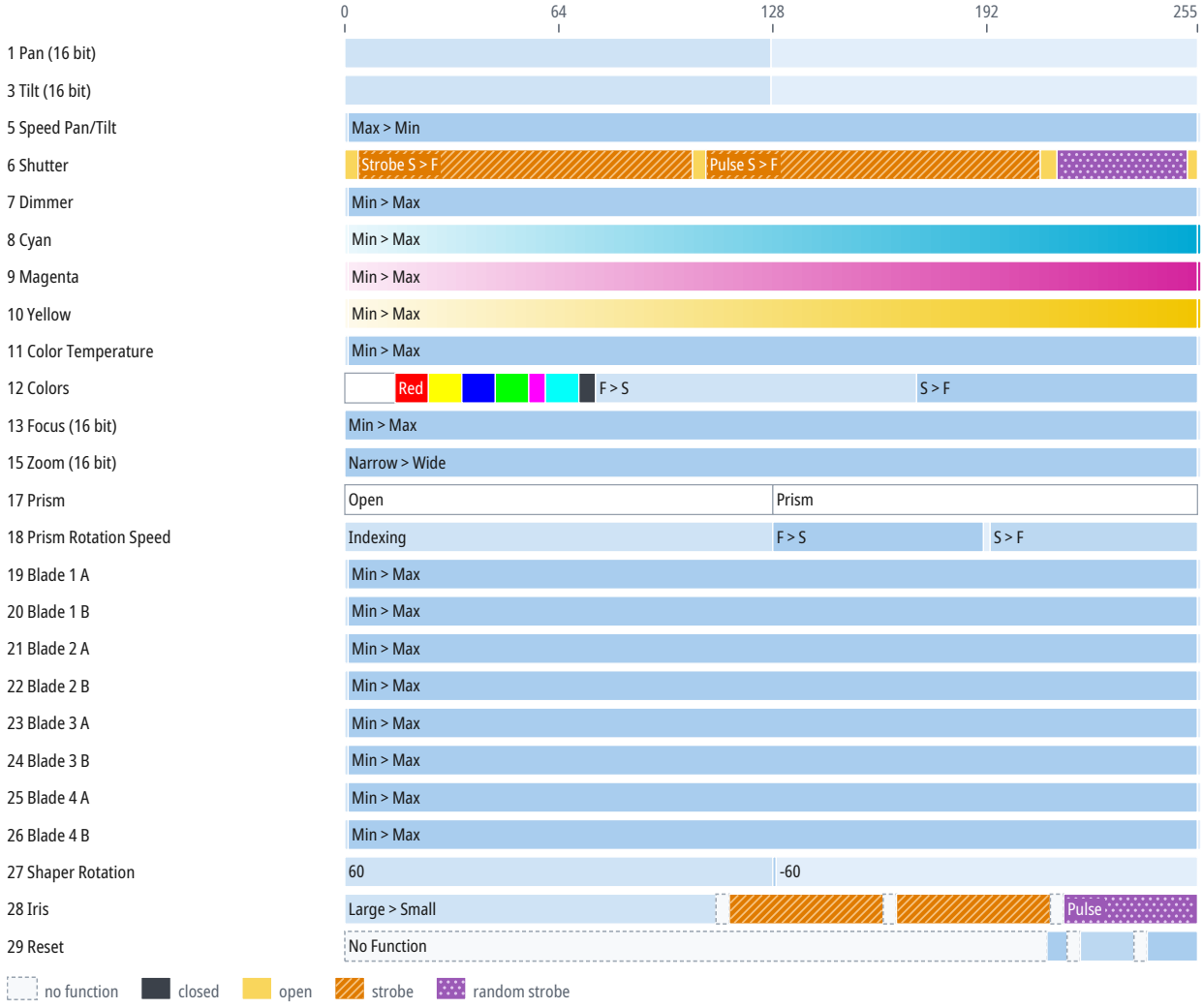
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 29Ch

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 6 Shutter at 0–3, 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 0, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	PAN
		127	Home
		128–255	PAN
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	TILT
		127	Home
		128–255	TILT
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Max

CH	Function	DMX	Description
5	Speed Pan/Tilt (continued)	1–254	Max > Min
		255	Min
6	Shutter	0–3	Open
		4–103	Strobe S > F (1–30 Hz)
		104–107	Open
		108–207	Pulse S > F (1–30 Hz)
		208–212	Open
		213–251	Strobe Random S > F (1–30 Hz)
		252–255	Open
7	Dimmer	0	Min
		1–254	Min > Max
		255	Max
8	Cyan	0	Min
		1–254	Min > Max
		255	Max
9	Magenta	0	Min
		1–254	Min > Max
		255	Max
10	Yellow	0	Min
		1–254	Min > Max
		255	Max
11	Color Temperature	0	Min
		1–254	Min > Max
		255	Max
12	Colors	0–14	COLOR WHEEL: Open
		15–24	Red
		25–34	Yellow
		35–44	Blue
		45–54	Green
		55–59	Magenta
		60–69	Blue Green
		70–74	Dark Blue
		75–170	F > S (80–0.1 °/s)
		171–255	S > F (0.1–80 °/s)
13	Focus	0	Min
		0–255	Min > Max
		255	Max
14	Focus Fine	0–255	Fine adjustment of CH 13
15	Zoom	0	Narrow
		0–255	Narrow > Wide
		255	Wide
16	Zoom Fine	0–255	Fine adjustment of CH 15

CH	Function	DMX	Description
17	Prism	0–127	Open
		128–255	Prism
18	Prism Rotation Speed	0–127	Indexing (360°)
		128–190	F > S (655–0.1 °/s)
		191–192	ROTATION: Stop
		193–255	S > F (0.1–655 °/s)
19	Blade 1 A	0	Min
		1–254	Min > Max
		255	Max
20	Blade 1 B	0	Min
		1–254	Min > Max
		255	Max
21	Blade 2 A	0	Min
		1–254	Min > Max
		255	Max
22	Blade 2 B	0	Min
		1–254	Min > Max
		255	Max
23	Blade 3 A	0	Min
		1–254	Min > Max
		255	Max
24	Blade 3 B	0	Min
		1–254	Min > Max
		255	Max
25	Blade 4 A	0	Min
		1–254	Min > Max
		255	Max
26	Blade 4 B	0	Min
		1–254	Min > Max
		255	Max
27	Shaper Rotation		FRAME ROT
		0–127	60
		128	0
		129–255	-60
28	Iris	0–110	Large > Small
		111–114	No Function
		115–160	SLOW CLOSE FAST OPEN: Slow Close Fast Open (0.1–3 Hz)
		161–164	No Function
		165–210	FAST CLOSE SLOW OPEN: Fast Close Slow Open (0.1–3 Hz)
		211–214	No Function
		215–255	Pulse
29	Reset	0–209	No Function

CH	Function	DMX	Description
29	Reset (continued)	210–215	P/T Reset
		216–219	No Function
		220–235	Motor Reset
		236–239	No Function
		240–255	Full Reset

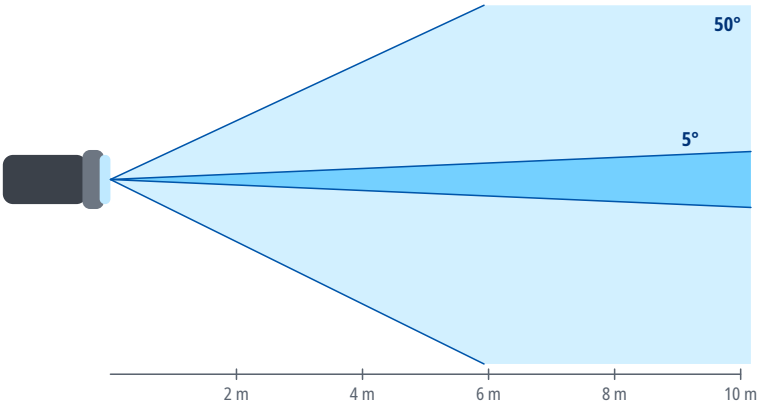
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	550 W
Luminous flux	10,000 lm
Color temperature	6,800 K
Color rendering index (CRI)	81
Optics	
Zoom	5–50°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	25 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6800 K
Strobe frequency	1–30 Hz
Color wheel rotation	up to 80 °/s (13 rpm)
Prism rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 5°	Ø 50°
2 m	0.17 m	1.9 m
4 m	0.35 m	3.7 m
6 m	0.52 m	5.6 m
8 m	0.7 m	7.5 m
10 m	0.87 m	9.3 m
15 m	1.3 m	14 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.