DMX REFERENCE

Nexon M

NXT Nexon M

NXT Lights



Manufacturer	NXT Lights
GDTF file	NXT_Lights_Nexon_M_167856.gdtf
GDTF revision	Unified Firmwares 2026_11 · 2026-11-04
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1 About this manual

This document describes the NXT Nexon M by NXT Lights. It was compiled from the GDTF file NXT_Lights_Nexon_M_167856.gdtf from the GDTF-Share library.

File revision: “Unified Firmwares 2026_11”.

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 NXT Lights; 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	606 W
Weight	32.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
V2 - Extended 36ch	36	14	1, 37, 73, 109, ...
V2 - Standard 29ch	29	17	1, 30, 59, 88, ...
V1 - Extended 36ch	36	14	1, 37, 73, 109, ...
V1 - Standard 29ch	29	17	1, 30, 59, 88, ...

No light? Check these channels

- V2 - Extended 36ch: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- V2 - Standard 29ch: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- V1 - Extended 36ch: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- V1 - Standard 29ch: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255


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

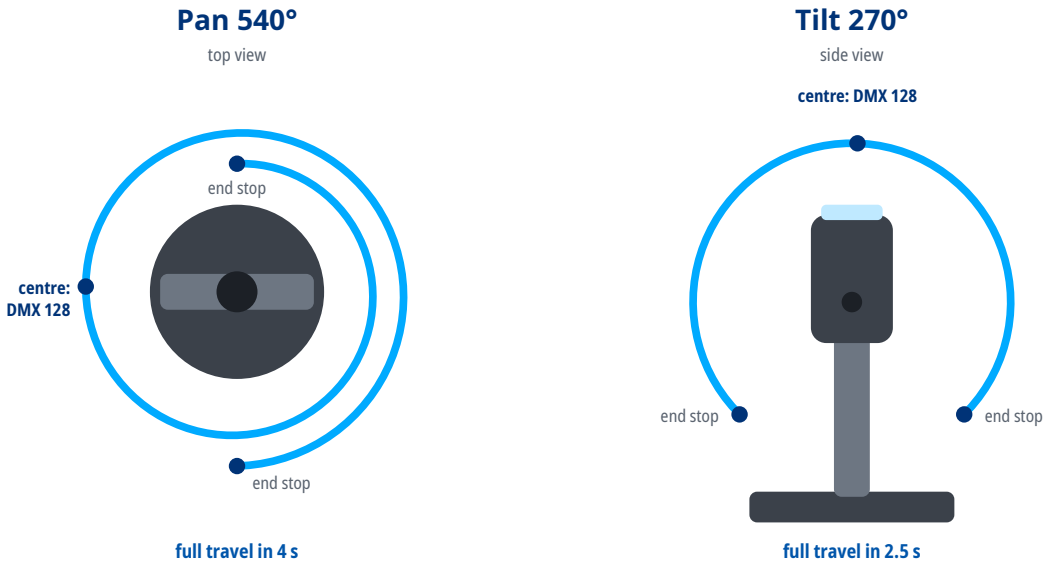
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do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

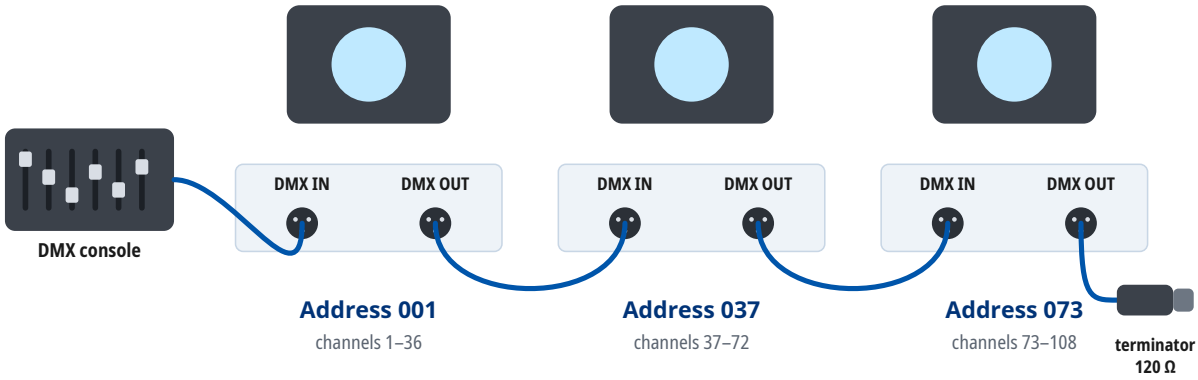
⚠ **WARNING**

- 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: 32.5 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 V2 - Extended 36ch: every unit occupies 36 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “V2 - Extended 36ch”: 36.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “V2 - Extended 36ch”, you can use, for example, the start addresses 1, 37, 73, 109.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	V2 - Extended 36ch 36 channels	V2 - Standard 29ch 29 channels	V1 - Extended 36ch 36 channels	V1 - Standard 29ch 29 channels
Pan / Tilt	1, 3, 5	1, 3, 5	1, 3, 5	1, 3, 5
Dimmer	6	6	6	6
Shutter / strobe	8	8	8	8
Color mixing	9, 11, 13	9–11	9, 11, 13	9–11
Color wheel	15	12	15	12
Gobo wheel	17, 20	14, 17	17, 20	14, 17
Gobo rotation	18	15	18	15
Prism	25, 26, 28, 29	22–25	25, 26, 28, 29	22–25
Frost	31	26	31	26
Zoom	21	18	21	18
Focus	23	20	23	20
Animation wheel	32	27	32	27

Color wheel

1. Color: Open — DMX 0–6
2. Deep Red — DMX 7–17
3. Yellow — DMX 18–27
4. Viva Magenta — DMX 28–37
5. Green — DMX 38–47
6. Purple — DMX 48–57
7. Cyan — DMX 58–67
8. Deep Orange — DMX 68–77
9. Greenish — DMX 78–87
10. Light Pink — DMX 88–97
11. Orange — DMX 98–107
12. Aqua — DMX 108–117
13. Amber — DMX 118–127
14. Lime — DMX 128–137
15. CTO 1 — DMX 138–147
16. CTO 2 — DMX 148–157
17. CTB — DMX 158–167
18. Dark Blue — DMX 168–177
19. Color: Open 1 — DMX 178–192

Gobo wheel 1

1
Gobo: Open
DMX 0–5

2 
Gobo 1 - Dots
DMX 6–10

3 
Gobo 2 - Target
DMX 11–14

4 
Gobo 3 - Rainbow
DMX 15–18

5 
Gobo 4 - Rims
DMX 19–22

6 
Gobo 5 - 5 dots
DMX 23–26

7 
Gobo 6 - 4 rectangle
DMX 27–30

8 
Gobo 7 - Cat
DMX 31–34

9 
Gobo 8 - NXT
DMX 35–38

10 
Gobo 9 - Nuclear
DMX 39–42

11 
Gobo 10 - Triangle
DMX 43–46

12 
Gobo 11 - 3 Lines
DMX 47–50

13 
Gobo 12 - 2 Lines
DMX 51–54

14 
Gobo 13 - Star
DMX 55–58

15 
Gobo 14 - 4 Dots
DMX 59–62

16 
Gobo 15 - 2 Dots
DMX 63–66

17 
Gobo 16 - 3 Dots
DMX 67–70

18 
Gobo 17 - Vertical Line
DMX 71–74

19 
Gobo 18 - Horizontal Line
DMX 75–78

20 
Gobo 19 - Reducer 1
DMX 79–82

21 
Gobo 20 - Reducer 2
DMX 83–86

22 
Gobo 21 - Reducer 3
DMX 87–90

23 
Gobo 22 - Reducer 4
DMX 91–94

24 

Gobo 23 - Frost
DMX 95–99

25
Open 1
DMX 191–196

Gobo wheel 2

1
Beam Mode
DMX 0–2

2 
Gobo 1 - Petal Spin
DMX 6–10

3 
Gobo 2 - Disc
DMX 11–15

4 
Gobo 3 - Double Disc
DMX 16–20

5 
Gobo 4 - Particles
DMX 21–25

6 
Gobo 5 - Abstract
DMX 26–30

7 
Gobo 6 - Rims
DMX 31–35

8 
Gobo 7 - Hexagons
DMX 36–40

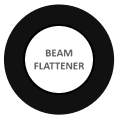
9 
Gobo 8 - Whirl Eye
DMX 41–45

10 
Gobo 9 - Water
DMX 46–50

11 
Gobo 10 - Leaf
DMX 51–55

12 
Gobo 11 - Dots
DMX 56–60

13 
Gobo 12 - Stars
DMX 61–66

14 

Spot Mode
DMX 3–5

Prism 1

1

Open
DMX 0–5

2

6 facets
6 Linear
DMX 6–255

Prism 2

1

Open
DMX 0–5

2

8 facets
8 Circular
DMX 6–85

3

12 facets
12 Circular
DMX 86–165

4

6 facets
6 Linear
DMX 166–255

Animation wheel

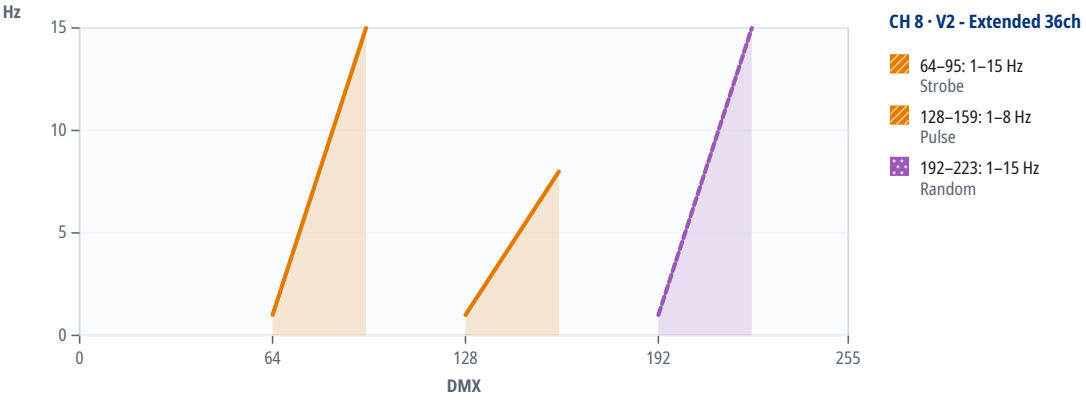
1

Index: Open
DMX 0–5

2

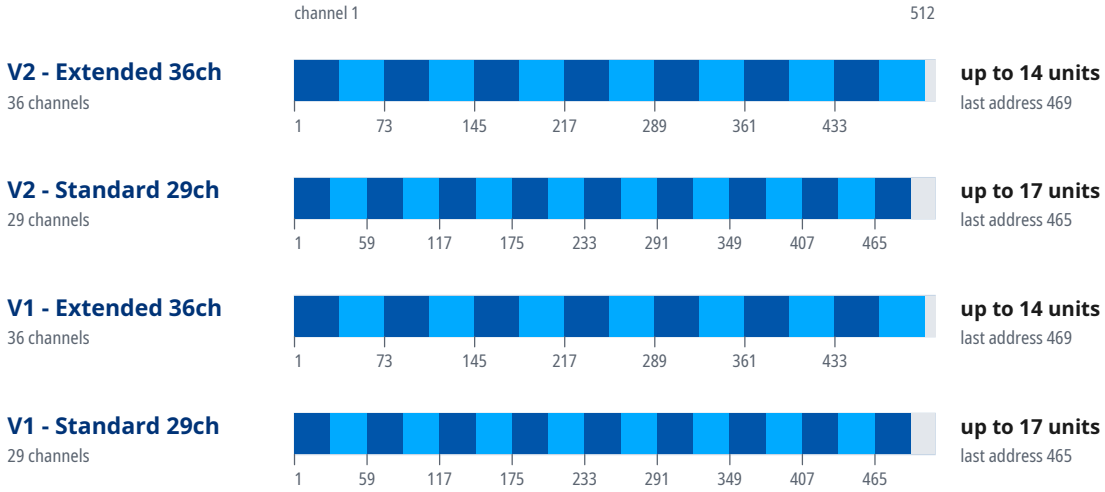
Position 0 - 540
DMX 6–128

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “V2 - Extended 36ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	181	11	361	16	U2 · 37
2	37	7	217	12	397	17	U2 · 73
3	73	8	253	13	433	18	U2 · 109
4	109	9	289	14	469	19	U2 · 145
5	145	10	325	15	U2 · 1	20	U2 · 181

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

Mode V2 - Extended 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 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 11 Magenta 0, CH 13 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation	0–127	Pan Rotate Off
		128	>>>
		129–188	>>> ... >

CH	Function	DMX	Description
5	Pan Rotation (continued)	189	>
		190–193	Pan Rotate: Stop
		194	<
		195–254	< ... <<<
		255	<<<
6	Dimmer	0–255	Closed ... Open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–31	Open/Closed: Closed
		32–63	Open/Closed: Open
		64	Strobe Min
		65–94	Strobe Min ... Strobe Max
		95	Strobe Max
		96–127	Open 1
		128	Strobe Pulse Min
		129–158	Strobe Pulse Min ... Strobe Pulse Max
		159	Strobe Pulse Max
		160–191	Open 2
		192	Random Strobe Min
		193–222	Random Strobe Min ... Random Strobe Max
		223	Random Strobe Max
		224–255	Open 3
9	Cyan	0–255	Min ... Max
		255	Max
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Magenta	0–255	Min ... Max
		255	Max
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow	0–255	Min ... Max
		255	Max
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	Colors	0–6	Color: Open
		7–17	Deep Red
		18–27	Yellow
		28–37	Viva Magenta
		38–47	Green
		48–57	Purple
		58–67	Cyan
		68–77	Deep Orange
		78–87	Greenish
		88–97	Light Pink
		98–107	Orange

CH	Function	DMX	Description
15	Colors (continued)	108–117	Aqua
		118–127	Amber
		128–137	Lime
		138–147	CTO 1
		148–157	CTO 2
		158–167	CTB
		168–177	Dark Blue
		178–192	Color: Open 1
		193–194	Color 1
		194–223	>>> ... >
		223	>
		223–224	Spin: > ... Stop
		224–225	Spin: Stop ... <
		225–255	< ... <<<
		255	<<<
16	Colors Fine	0–255	Fine adjustment of CH 15
17	Gobo 2	0–2	Beam Mode
		3–5	Spot Mode
		6–10	Gobo 1 - Petal Spin
		11–15	Gobo 2 - Disc
		16–20	Gobo 3 - Double Disc
		21–25	Gobo 4 - Particles
		26–30	Gobo 5 - Abstract
		31–35	Gobo 6 - Rims
		36–40	Gobo 7 - Hexagons
		41–45	Gobo 8 - Whirl Eye
		46–50	Gobo 9 - Water
		51–55	Gobo 10 - Leaf
		56–60	Gobo 11 - Dots
		61–65	Gobo 12 - Stars
		66–75	Petal Spin - Shake (0.5–2.5 Hz)
		76–85	Disc - Shake (0.5–2.5 Hz)
		86–95	Double Disc - Shake (0.5–2.5 Hz)
		96–105	Particles - Shake (0.5–2.5 Hz)
		106–115	Abstract - Shake (0.5–2.5 Hz)
		116–125	Rims - Shake (0.5–2.5 Hz)
		126–135	Hexagons - Shake (0.5–2.5 Hz)
		136–145	Whirl Eye - Shake (0.5–2.5 Hz)
		146–155	Water - Shake (0.5–2.5 Hz)
		156–165	Leaf - Shake (0.5–2.5 Hz)
		166–175	Dots - Shake (0.5–2.5 Hz)
		176–185	Stars - Shake (0.5–2.5 Hz)

CH	Function	DMX	Description
17	Gobo 2 (continued)	186–192	Gobo 2 Shake: Open
		193	>>>
		194–221	>>> ... >
		222	>
		223–225	Gobo 2 Spin: Stop
		226	<
		227–254	< ... <<<
		255	<<<
18	Gobo 2 Rotation	0–5	No Rot
		6–128	Position 0 - 540
		128–129	Gobo 2 Rotate
		129–191	>>> ... >
		191	>
		191–192	Gobo 2 Rotate: > ... Stop
		192–193	Gobo 2 Rotate: Stop ... <
		193–255	< ... <<<
		255	<<<
19	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 18
20	Gobo	0–5	Gobo: Open
		6–10	Gobo 1 - Dots
		11–14	Gobo 2 - Target
		15–18	Gobo 3 - Rainbow
		19–22	Gobo 4 - Rims
		23–26	Gobo 5 - 5 dots
		27–30	Gobo 6 - 4 rectangle
		31–34	Gobo 7 - Cat
		35–38	Gobo 8 - NXT
		39–42	Gobo 9 - Nuclear
		43–46	Gobo 10 - Triangle
		47–50	Gobo 11 - 3 Lines
		51–54	Gobo 12 - 2 Lines
		55–58	Gobo 13 - Star
		59–62	Gobo 14 - 4 Dots
		63–66	Gobo 15 - 2 Dots
		67–70	Gobo 16 - 3 Dots
		71–74	Gobo 17 - Vertical Line
		75–78	Gobo 18 - Horizontal Line
		79–82	Gobo 19 - Reducer 1
		83–86	Gobo 20 - Reducer 2
		87–90	Gobo 21 - Reducer 3
		91–94	Gobo 22 - Reducer 4
		95–98	Gobo 23 - Frost

CH	Function	DMX	Description
20	Gobo (continued)	99–102	Gobo 1 Shake (0.5–2.5 Hz)
		103–106	Gobo 2 Shake (0.5–2.5 Hz)
		107–110	Gobo 3 Shake (0.5–2.5 Hz)
		111–114	Gobo 4 Shake (0.5–2.5 Hz)
		115–118	Gobo 5 Shake (0.5–2.5 Hz)
		119–122	Gobo 6 Shake (0.5–2.5 Hz)
		123–126	Gobo 7 Shake (0.5–2.5 Hz)
		127–130	Gobo 8 Shake (0.5–2.5 Hz)
		131–134	Gobo 9 Shake (0.5–2.5 Hz)
		135–138	Gobo 10 Shake (0.5–2.5 Hz)
		139–142	Gobo 11 Shake (0.5–2.5 Hz)
		143–146	Gobo 12 Shake (0.5–2.5 Hz)
		147–150	Gobo 13 Shake (0.5–2.5 Hz)
		151–154	Gobo 14 Shake (0.5–2.5 Hz)
		155–158	Gobo 15 Shake (0.5–2.5 Hz)
		159–162	Gobo 16 Shake (0.5–2.5 Hz)
		163–166	Gobo 17 Shake (0.5–2.5 Hz)
		167–170	Gobo 18 Shake (0.5–2.5 Hz)
		171–174	Gobo 19 Shake (0.5–2.5 Hz)
		175–178	Gobo 20 Shake (0.5–2.5 Hz)
		179–182	Gobo 21 Shake (0.5–2.5 Hz)
		183–186	Gobo 22 Shake (0.5–2.5 Hz)
		187–190	Gobo 23 Shake (0.5–2.5 Hz)
		191–195	Gobo 1 Shake: Open
		196	>>>
		197–223	>>> ... >
		224	>
		225–226	Gobo 1 Spin: Stop
		227	<
		228–254	< ... <<<
		255	<<<
21	Zoom	0–127	Narrow ... Center
		128–255	Center ... Wide
		255	Wide
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–127	Far ... Mid
		128–255	Mid ... Near
		255	Near
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Prism		Prism 1
		0–5	Open
		6–255	6 Linear

CH	Function	DMX	Description
26	Prism Rotation	0–5	Rot Off
		6–128	Position 0 - 540
		128–129	Prism 1 Index
		129–191	>>> ... >
		191	>
		191–192	Prism 1 Rotate: > ... Stop
		192–193	Prism 1 Rotate: Stop ... <
		193–255	< ... <<<
		255	<<<
27	Prism Rotation Fine	0–255	Fine adjustment of CH 26
28	Prism 2	0–5	Open
		6–85	8 Circular
		86–165	12 Circular
		166–255	6 Linear
29	Prism 2 Rotation	0–5	Rot Off
		6–128	Position 0 - 540
		128–129	Prism 2 Index
		129–191	>>> ... >
		191	>
		191–192	Prism 2 Rotate: > ... Stop
		192–193	Prism 2 Rotate: Stop ... <
		193–255	< ... <<<
		255	<<<
30	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 29
31	Frost	0	Min
		1–254	Min ... Max
		255	Max
32	Animation Wheel	0–5	Index: Open
		6–128	Position 0 - 540
		129–191	>>> ... >
		191	>
		192	Rotate: Stop
		193–255	< ... <<<
		255	<<<
33	Animation Wheel Fine	0–255	Fine adjustment of CH 32
34	Speed Pan/Tilt	0	Fast
		1–254	Fast ... Slow
		255	Slow
35	Dummy	0–255	
36	Control	0–5	No Function
		6–10	Display ON (Hold 3s)
		11–15	Display OFF (Hold 3s)

CH	Function	DMX	Description
36	Control (continued)	16–20	Speed Mode Normal (Hold 3s)
		21–25	Speed Mode BOOST (Hold 3s)
		26–50	No Function
		51–55	Factory Default (Hold 3s)
		56–60	No Function
		61–65	Fan Auto (Hold 3s)
		66–70	Fan High (Hold 3s)
		71–75	Fan Silent (Hold 3s)
		76–80	Fan Ultra Silent (Hold 3s)
		81–90	No Function
		91–95	Linear Dimmer Curve (Hold 3s)
		96–100	Square Law Dimmer Curve (Hold 3s)
		101–105	Inv-Square Dimmer Curve (Hold 3s)
		106–110	S-Dimmer Curve (Hold 3s)
		111–120	No Function
		121–123	Led Freq 1200Hz (Hold 3s)
		124–126	Led Freq 3600Hz (Hold 3s)
		127–129	Led Freq 5000Hz (Hold 3s)
		130–132	Led Freq 10 000Hz (Hold 3s)
		133–135	Led Freq 15 000Hz (Hold 3s)
		136–138	Led Freq 20 000Hz (Hold 3s)
		139–141	Led Freq 25 000Hz (Hold 3s)
		142–150	No Function
		151–155	Reset Pan/Tilt (Hold 3s)
		156–160	Reset Only Head (Hold 3s)
		161–165	Reset All Functions (Hold 3s)
		166–170	Dim Mode Standard (Hold 3s)
		171–173	Dim Mode Stage (Hold 3s)
		174–176	Dim Mode TV (Hold 3s)
		177–179	Dim Mode Architectural (Hold 3s)
		180–182	Dim Mode Theatre (Hold 3s)
		183–255	No Function

Mode V2 - Standard 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 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “V2 - Extended 36ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “V2 - Extended 36ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “V2 - Extended 36ch” (p. 12)
6	Dimmer		Same as CH 6 in the mode “V2 - Extended 36ch” (p. 13)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “V2 - Extended 36ch” (p. 13)
9	Cyan	0	Min
		1–254	Min ... Max
		255	Max
10	Magenta	0	Min

CH	Function	DMX	Description
10	Magenta (continued)	1–254	Min ... Max
		255	Max
11	Yellow	0	Min
		1–254	Min ... Max
		255	Max
12	Colors		Same as CH 15 in the mode “V2 - Extended 36ch” (p. 13)
13	Colors Fine	0–255	Fine adjustment of CH 12
14	Gobo 2		Same as CH 17 in the mode “V2 - Extended 36ch” (p. 14)
15	Gobo 2 Rotation		Same as CH 18 in the mode “V2 - Extended 36ch” (p. 15)
16	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo		Same as CH 20 in the mode “V2 - Extended 36ch” (p. 15)
18	Zoom		Same as CH 21 in the mode “V2 - Extended 36ch” (p. 16)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Focus		Same as CH 23 in the mode “V2 - Extended 36ch” (p. 16)
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Prism		Same as CH 25 in the mode “V2 - Extended 36ch” (p. 16)
23	Prism Rotation	0–5	Rot Off
		6–128	Position 0 - 540
		129	>>>
		130–190	>>> ... >
		191	>
		192	Prism 1 Rotate: Stop
		193	<
		194–254	< ... <<<
		255	<<<
24	Prism 2		Same as CH 28 in the mode “V2 - Extended 36ch” (p. 17)
25	Prism 2 Rotation	0–5	Rot Off
		6–128	Position 0 - 540
		129	>>>
		130–190	>>> ... >
		191	>
		192	Prism 2 Rotate: Stop
		193	<
		194–254	< ... <<<
		255	<<<
26	Frost		Same as CH 31 in the mode “V2 - Extended 36ch” (p. 17)
27	Animation Wheel	0–5	Index: Open
		6–128	Position 0 - 540
		129	>>>
		130–190	>>> ... >
		191	>
		192	Rotate: Stop

CH	Function	DMX	Description
27	Animation Wheel (continued)	193	<
		194–254	< ... <<<
		255	<<<
28	Dummy	0–255	
29	Control		Same as CH 36 in the mode “V2 - Extended 36ch” (p. 17)

Mode V1 - Extended 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 6 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 11 Magenta 0, CH 13 Yellow 0, CH 15 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “V2 - Extended 36ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “V2 - Extended 36ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “V2 - Extended 36ch” (p. 12)

CH	Function	DMX	Description
6	Dimmer		Same as CH 6 in the mode “V2 - Extended 36ch” (p. 13)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “V2 - Extended 36ch” (p. 13)
9	Cyan		Same as CH 9 in the mode “V2 - Extended 36ch” (p. 13)
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Magenta		Same as CH 11 in the mode “V2 - Extended 36ch” (p. 13)
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow		Same as CH 13 in the mode “V2 - Extended 36ch” (p. 13)
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	Colors	0–7	Index: Open
		8–13	Index: Deep Red
		14–20	Index: Yellow
		21–27	Index: Viva Magenta
		28–32	Index: Green
		33–38	Index: Purple
		39–44	Index: Cyan
		45–50	Index: Deep Orange
		51–57	Index: Greenish
		58–63	Index: Light Pink
		64–69	Index: Orange
		70–76	Index: Aqua
		77–82	Index: Amber
		83–89	Index: Lime
		90–95	Index: CTO 1
		96–101	Index: CTO 2
		102–108	Index: CTB
		109–113	Index: Dark Blue
		114–118	Index: Open 1
		119–120	Color: Open
		121–124	Color: Deep Red
		125–128	Color: Yellow
		129–132	Color: Viva Magenta
		133–136	Color: Green
		137–140	Color: Purple
		141–144	Color: Cyan
		145–148	Color: Deep Orange
		149–152	Color: Greenish
		153–156	Color: Light Pink
		157–160	Color: Orange
		161–164	Color: Aqua
		165–168	Color: Amber
		169–172	Color: Lime

CH	Function	DMX	Description
15	Colors (continued)	173–176	Color: CTO 1
		177–180	Color: CTO 2
		181–184	Color: CTB
		185–188	Color: Dark Blue
		189–192	Color: Open 1
		193–223	>>> ... >
		223	>
		223–224	Spin: > ... Stop
		224–225	Spin: Stop ... <
		225–255	< ... <<<
		255	<<<
16	Colors Fine	0–255	Fine adjustment of CH 15
17	Gobo 2		Same as CH 17 in the mode “V2 - Extended 36ch” (p. 14)
18	Gobo 2 Rotation	0–5	No Rot
		6–128	Position 0 - 540
		128–129	Gobo 2 Index
		129–191	>>> ... >
		191	>
		191–192	Gobo 2 Rotate: > ... Stop
		192–193	Gobo 2 Rotate: Stop ... <
		193–255	< ... <<<
		255	<<<
19	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 18
20	Gobo		Same as CH 20 in the mode “V2 - Extended 36ch” (p. 15)
21	Zoom		Same as CH 21 in the mode “V2 - Extended 36ch” (p. 16)
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus		Same as CH 23 in the mode “V2 - Extended 36ch” (p. 16)
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Prism		Same as CH 25 in the mode “V2 - Extended 36ch” (p. 16)
26	Prism Rotation		Same as CH 26 in the mode “V2 - Extended 36ch” (p. 17)
27	Prism Rotation Fine	0–255	Fine adjustment of CH 26
28	Prism 2		Same as CH 28 in the mode “V2 - Extended 36ch” (p. 17)
29	Prism 2 Rotation		Same as CH 29 in the mode “V2 - Extended 36ch” (p. 17)
30	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 29
31	Frost		Same as CH 31 in the mode “V2 - Extended 36ch” (p. 17)
32	Animation Wheel		Same as CH 32 in the mode “V2 - Extended 36ch” (p. 17)
33	Animation Wheel Fine	0–255	Fine adjustment of CH 32
34	Speed Pan/Tilt		Same as CH 34 in the mode “V2 - Extended 36ch” (p. 17)
35	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural

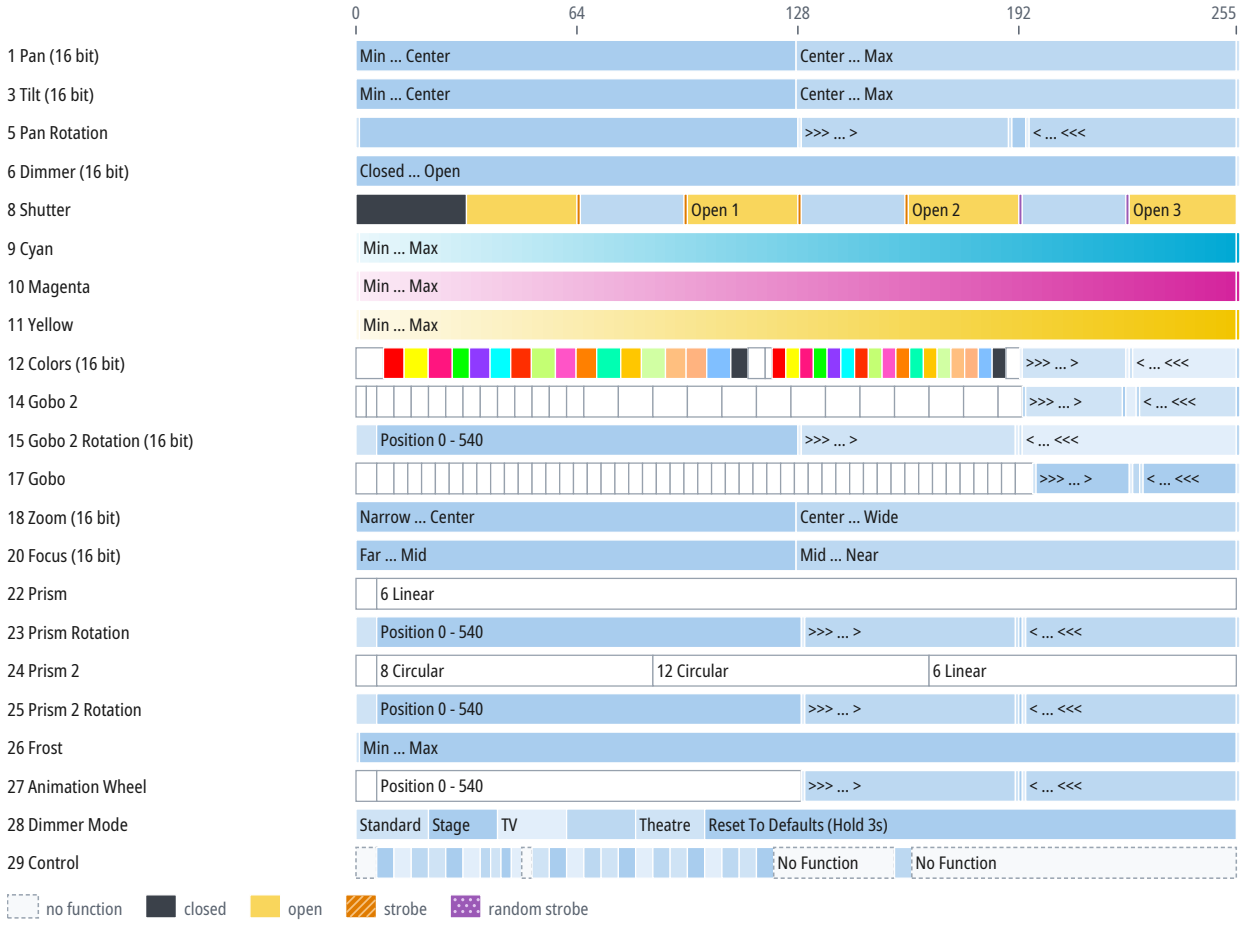
CH	Function	DMX	Description
35	Dimmer Mode (continued)	81–100	Theatre
		101–255	Reset To Defaults (Hold 3s)
36	Control	0–5	No Function
		6–10	Display ON (Hold 3s)
		11–15	Display OFF (Hold 3s)
		16–20	Invert Pan ON (Hold 3s)
		21–25	Invert Pan OFF (Hold 3s)
		26–30	Invert Tilt ON (Hold 3s)
		31–35	Invert Tilt OFF (Hold 3s)
		36–38	Fan Auto (Hold 3s)
		39–41	Fan High (Hold 3s)
		42–44	Fan Low (Hold 3s)
		45–47	Fan Silent (Hold 3s)
		48–50	No Function
		51–55	Linear Dimmer Curve (Hold 3s)
		56–60	Square Dimmer Curve (Hold 3s)
		61–65	Inv-Square Dimmer Curve (Hold 3s)
		66–70	S-Dimmer Curve (Hold 3s)
		71–75	Led Freq 1200Hz (Hold 3s)
		76–80	Led Freq 3600Hz (Hold 3s)
		81–85	Led Freq 5000Hz (Hold 3s)
		86–90	Led Freq 10 000Hz (Hold 3s)
		91–95	Led Freq 15 000Hz (Hold 3s)
		96–100	Led Freq 20 000Hz (Hold 3s)
		101–105	Led Freq 25 000Hz (Hold 3s)
		106–110	Reset Pan/Tilt (Hold 3s)
		111–115	Reset Only Head (Hold 3s)
		116–120	Reset All Function (Hold 3s)
		121–155	No Function
		156–160	Factory Default (Hold 3s)
		161–255	No Function

Mode V1 - Standard 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 Dimmer above 0; CH 8 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 50, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “V2 - Extended 36ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “V2 - Extended 36ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “V2 - Extended 36ch” (p. 12)
6	Dimmer		Same as CH 6 in the mode “V2 - Extended 36ch” (p. 13)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “V2 - Extended 36ch” (p. 13)
9	Cyan		Same as CH 9 in the mode “V2 - Standard 29ch” (p. 19)
10	Magenta		Same as CH 10 in the mode “V2 - Standard 29ch” (p. 19)
11	Yellow		Same as CH 11 in the mode “V2 - Standard 29ch” (p. 20)
12	Colors		Same as CH 15 in the mode “V1 - Extended 36ch” (p. 22)

CH	Function	DMX	Description
13	Colors Fine	0–255	Fine adjustment of CH 12
14	Gobo 2		Same as CH 17 in the mode “V2 - Extended 36ch” (p. 14)
15	Gobo 2 Rotation		Same as CH 18 in the mode “V1 - Extended 36ch” (p. 23)
16	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo		Same as CH 20 in the mode “V2 - Extended 36ch” (p. 15)
18	Zoom		Same as CH 21 in the mode “V2 - Extended 36ch” (p. 16)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Focus		Same as CH 23 in the mode “V2 - Extended 36ch” (p. 16)
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Prism		Same as CH 25 in the mode “V2 - Extended 36ch” (p. 16)
23	Prism Rotation		Same as CH 23 in the mode “V2 - Standard 29ch” (p. 20)
24	Prism 2		Same as CH 28 in the mode “V2 - Extended 36ch” (p. 17)
25	Prism 2 Rotation		Same as CH 25 in the mode “V2 - Standard 29ch” (p. 20)
26	Frost		Same as CH 31 in the mode “V2 - Extended 36ch” (p. 17)
27	Animation Wheel		Same as CH 27 in the mode “V2 - Standard 29ch” (p. 20)
28	Dimmer Mode		Same as CH 35 in the mode “V1 - Extended 36ch” (p. 23)
29	Control		Same as CH 36 in the mode “V1 - Extended 36ch” (p. 24)

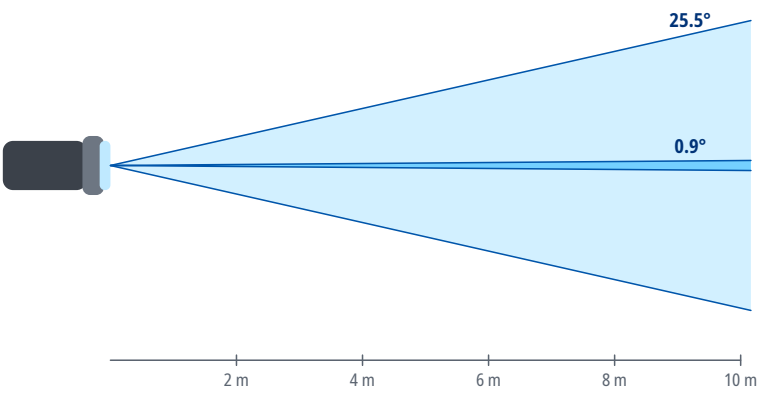
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	700 W
Luminous flux	15,500 lm
Color temperature	8,100 K
Color rendering index (CRI)	70
Optics	
Zoom	0.9–25.5°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x070A, device model ID 0x2DAD)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	606 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	32.5 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–15 Hz
Color wheel rotation	up to 480 °/s (80 rpm)
Gobo wheel 1 rotation	up to 180 °/s (30 rpm)
Gobo wheel 2 rotation	up to 180 °/s (30 rpm)
Gobo 2 rotation	up to 680 °/s (113 rpm)
Prism 1 rotation	up to 680 °/s (113 rpm)
Prism 2 rotation	up to 680 °/s (113 rpm)
Animation wheel rotation	up to 380 °/s (63 rpm)

Spot diameter



Distance	Ø 0.9°	Ø 25.5°
2 m	0.03 m	0.91 m
4 m	0.06 m	1.8 m
6 m	0.09 m	2.7 m
8 m	0.13 m	3.6 m
10 m	0.16 m	4.5 m
15 m	0.24 m	6.8 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.