DMX REFERENCE

460-Mistral

PLS460-Mistral

PLS



Manufacturer	PLS
GDTF file	PLS_460-Mistral_88556.gdtf
GDTF revision	Rev 2, Uploaded to GDTF Share. · 2025-03-06
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1 About this manual

This document describes the PLS460-Mistral by PLS. It was compiled from the GDTF file PLS_460-Mistral_88556.gdtf from the GDTF-Share library.

File revision: “Rev 2, Uploaded to GDTF Share.”.

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 PLS; 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	550 W
Weight	24 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
36Channel	36	14	1, 37, 73, 109, ...
25Channel	25	20	1, 26, 51, 76, ...

No light? Check these channels

- 36Channel: CH 6 Shutter at 11–21, 127, 202–212 or 245–255 “open”; CH 7 Dimmer above 0
- 25Channel: CH 6 Shutter at 11–20, 127–137, 202–212, 246–255 “open” or 21; CH 7 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

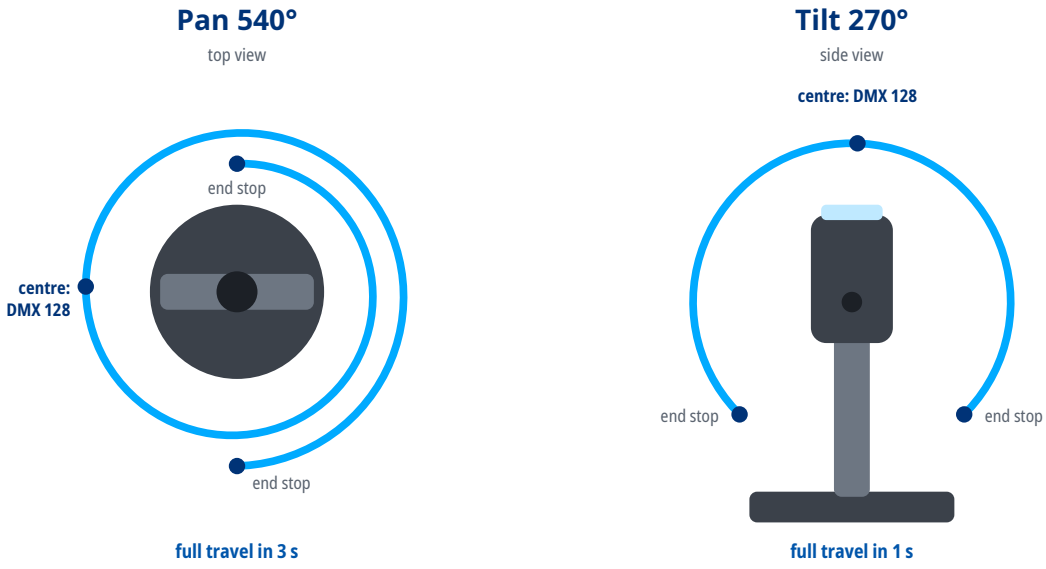
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do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

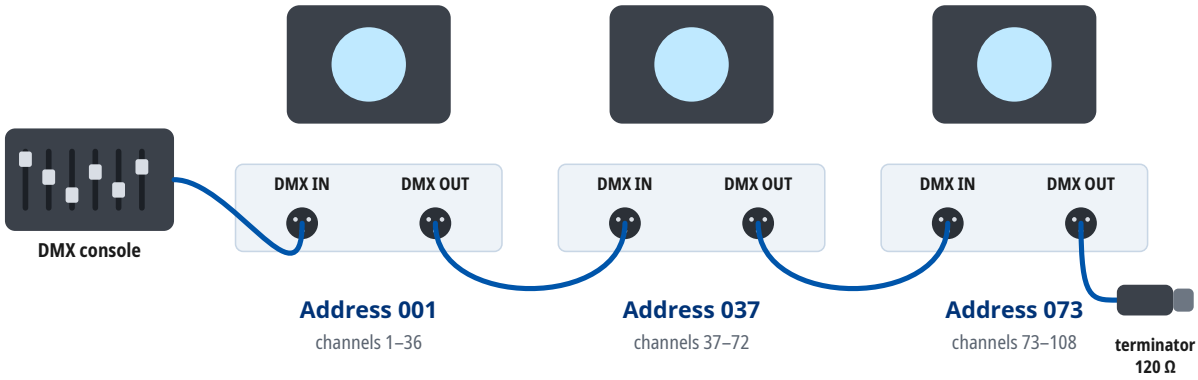
⚠ **WARNING**

- 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: 24 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 36Channel: 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

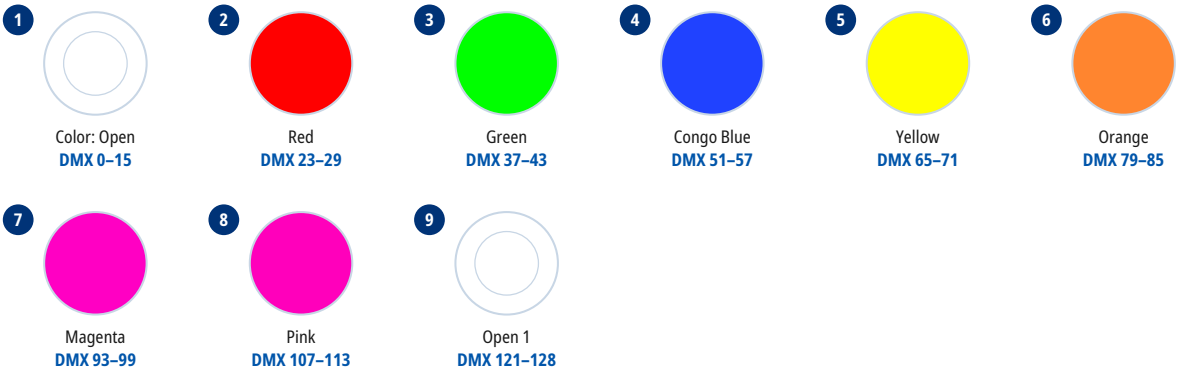
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “36Channel”: 36.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “36Channel”, 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.

8 Functions at a glance

Functions in each DMX mode

	36Channel 36 channels	25Channel 25 channels
Pan / Tilt	1, 3	1, 3
Dimmer	7	7
Dimmer resolution	16 bit	8 bit
Shutter / strobe	6	6
Color mixing	17, 19, 21	13–15
Color temperature	23	16
Color wheel	15	12
Gobo wheel	25, 28	17, 19
Gobo rotation	26	18
Prism	32, 33	22, 23
Frost	35	24
Zoom	9	8
Focus	11, 13, 14	9–11
Iris	30	21
Animation wheel	29	20

Color wheel



Gobo wheel 1

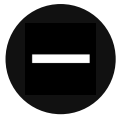
1
Gobo: Open
DMX 0–7

2 
Gobo: ConicalDots
DMX 8–20

3 
Gobo: Stardust
DMX 21–33

4 
Gobo: NestedLeaf
DMX 34–46

5 
Gobo: InfiniteStar
DMX 47–59

6 
Gobo: Line
DMX 60–72

7 
Gobo: Half-Moon
DMX 73–85

8 
Quarter-moon
DMX 86–99

Prism

1
Open
DMX 0–127

2 
5 facets
5-Facet
DMX 128–255

Animation wheel

1
Open

2 
AnimationWheel

Gobo wheel 2

1
Gobo: Open
DMX 0–9

2 
Gobo: TripleDots
DMX 10–19

3 
Gobo: AbstractSquare
DMX 20–29

4 
Gobo: TripleLines
DMX 30–39

5 
Gobo: StarDots
DMX 40–49

6 
Gobo: Triangles
DMX 50–59

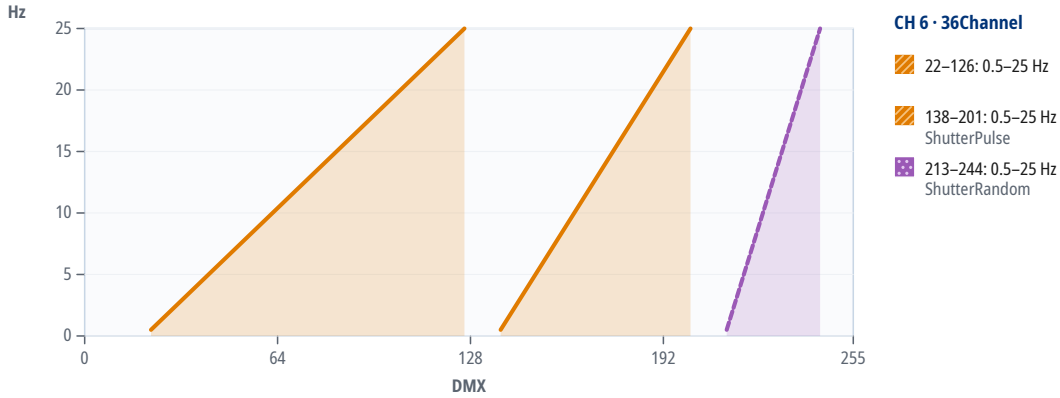
7 
Gobo: RisenStar
DMX 60–69

8 
Gobo: IronFeeling
DMX 70–77

9 
Gobo: Trees
DMX 80–89

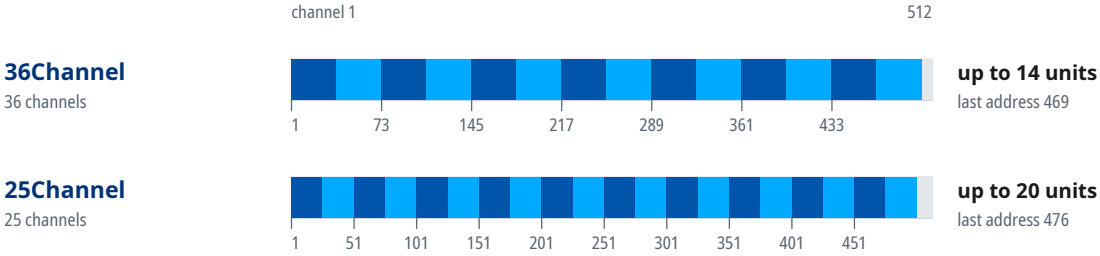
10 
IronLines
DMX 90–100

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “36Channel”

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

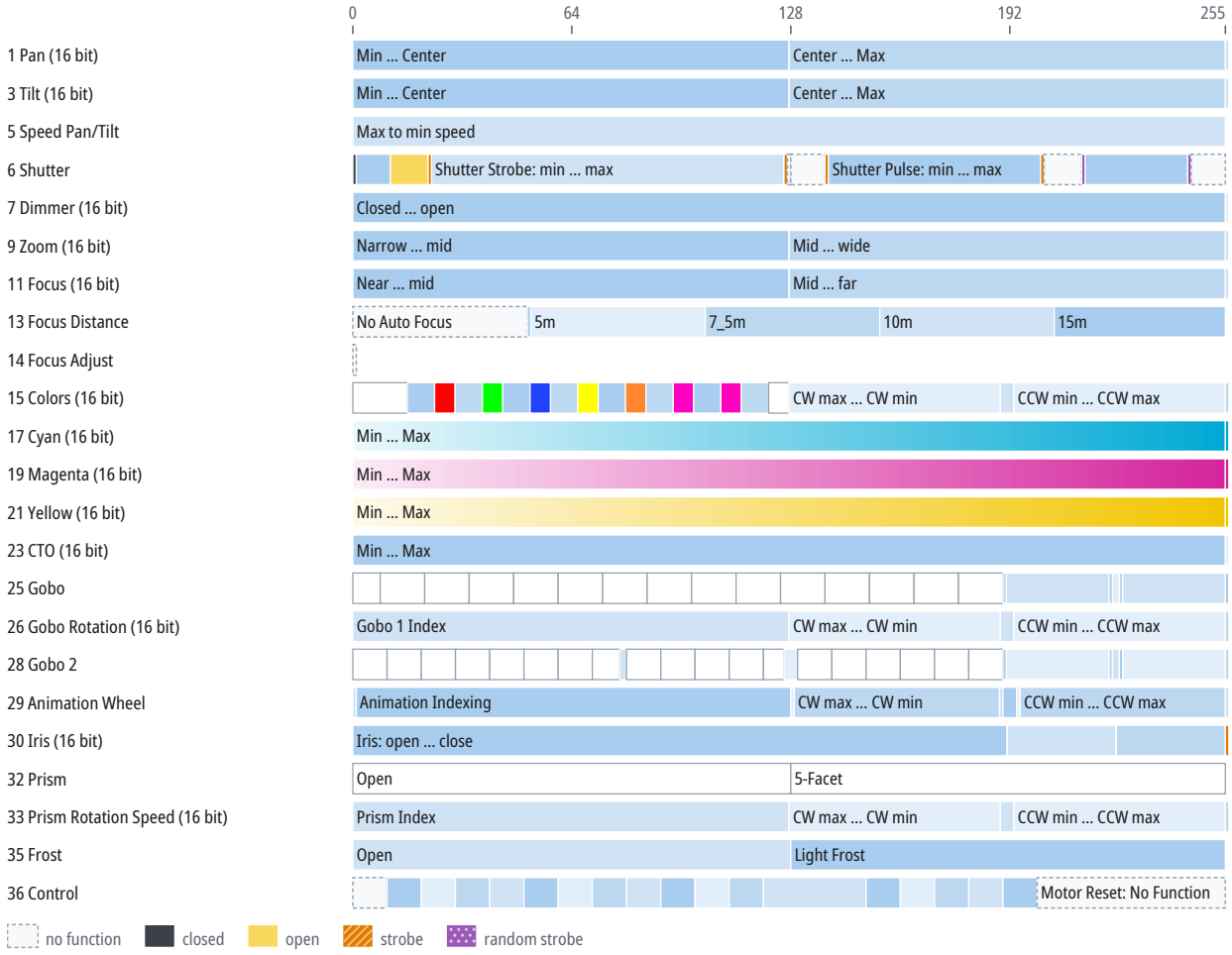
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 36Channel

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 11–21, 127, 202–212 or 245–255 “open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 11, CH 7 Dimmer 255, CH 15 Colors 0, CH 17 Cyan 0, CH 19 Magenta 0, CH 21 Yellow 0, CH 23 CTO 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	Speed Pan/Tilt	0–255	Max to min speed
6	Shutter	0	LED OFF: Closed
		1–10	LED OFF

CH	Function	DMX	Description
6	Shutter (continued)	11–21	LED ON: open
		22	Shutter Strobe: min
		23–125	Shutter Strobe: min … max
		126	Shutter Strobe: max
		127	LED ON: open
		128–137	LED ON 1
		138	Shutter Pulse: min
		139–200	Shutter Pulse: min … max
		201	Shutter Pulse: max
		202–212	LED ON: open
		213	Shutter Random: min
		214–243	Shutter Random: min … max
		244	Shutter Random: max
		245–255	LED ON: open
7	Dimmer	0–255	Closed … open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Zoom	0–127	Narrow … mid
		128–255	Mid … wide
		255	Wide
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Focus		When CH 13 is 0–50:
		0–127	Near … mid
		128–255	Mid … far
		255	Far
			When CH 13 is 51–255:
		0–255	
12	Focus Fine	0–255	Fine adjustment of CH 11
13	Focus Distance	0–50	No Auto Focus
		51	Focus 1 Distance
		52–102	5m
		103–153	7_5m
		154–204	10m
		205–255	15m
14	Focus Adjust		When CH 13 is 0–50:
		0–255	
			When CH 13 is 51–255:
		0	Near
		1–127	Near … mid
		128	Mid
		129–254	Mid … far
		255	Far

CH	Function	DMX	Description
15	Colors	0–15	Color: Open
		16–23	Open ... Red
		23–29	Red
		30–37	Red ... Green
		37–43	Green
		44–51	Green ... Congo Blue
		51–57	Congo Blue
		58–65	Congo Blue ... Yellow
		65–71	Yellow
		72–79	Yellow ... Orange
		79–85	Orange
		86–93	Orange ... Magenta
		93–99	Magenta
		100–107	Magenta ... Pink
		107–113	Pink
		114–121	Pink ... Open2
		121–127	Color: Open2
		128–189	CW max ... CW min
		189	CW min
		190–193	Rainbow: stop
		194–255	CCW min ... CCW max
		255	CCW max
16	Colors Fine	0–255	Fine adjustment of CH 15
17	Cyan	0–255	Min ... Max
		255	Max
18	Cyan Fine	0–255	Fine adjustment of CH 17
19	Magenta	0–255	Min ... Max
		255	Max
20	Magenta Fine	0–255	Fine adjustment of CH 19
21	Yellow	0–255	Min ... Max
		255	Max
22	Yellow Fine	0–255	Fine adjustment of CH 21
23	CTO	0–255	Min ... Max
		255	Max
24	CTO Fine	0–255	Fine adjustment of CH 23
25	Gobo	0–7	Gobo: Open
		8–20	Gobo: ConicalDots
		21–33	Gobo: Stardust
		34–46	Gobo: NestedLeaf
		47–59	Gobo: InfiniteStar
		60–72	Gobo: Line
		73–85	Gobo: Half-Moon

CH	Function	DMX	Description
25	Gobo (continued)	86–98	Gobo: Quarter-Moon
		99–111	Gobo 1 Shake: ConicalDots (0.5–10 Hz)
		112–124	Gobo 1 Shake: Stardust (0.5–10 Hz)
		125–137	Gobo 1 Shake: NestedLeaf (0.5–10 Hz)
		138–150	Gobo 1 Shake: InfiniteStar (0.5–10 Hz)
		151–163	Gobo 1 Shake: Line (0.5–10 Hz)
		164–176	Gobo 1 Shake: Half-Moon (0.5–10 Hz)
		177–189	Gobo 1 Shake: Quarter-Moon (0.5–10 Hz)
		190	CW max
		191–220	CW max … CW min
		221	CW min
		222–223	Gobo 1 Wheel Rotation: Stop
		224	CCW min
		225–254	CCW min … CCW max
		255	CCW max
26	Gobo Rotation	0–127	Gobo 1 Index (360°)
		128–189	CW max … CW min
		189	CW min
		190–193	Gobo 1 Rotation: stop
		194–255	CCW min … CCW max
		255	CCW max
27	Gobo Rotation Fine	0–255	Fine adjustment of CH 26
28	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: TripleDots
		20–29	Gobo: AbstractSquare
		30–39	Gobo: TripleLines
		40–49	Gobo: StarDots
		50–59	Gobo: Triangles
		60–69	Gobo: RisenStar
		70–77	Gobo: IronFeeling
		78–79	IronFeeling … Trees
		80–89	Gobo: Trees
		90–99	Gobo: IronLines
		100–109	Gobo 2 Shake: TripleDots (0.5–10 Hz)
		110–119	Gobo 2 Shake: AbstractSquare (0.5–10 Hz)
		120–125	Gobo 2 Shake: TripleLines (0.5–10 Hz)
		126–129	TripleLines … StarDots
		130–139	Gobo 2 Shake: StarDots (0.5–10 Hz)
		140–149	Gobo 2 Shake: Triangles (0.5–10 Hz)
		150–159	Gobo 2 Shake: RisenStar (0.5–10 Hz)
		160–169	Gobo 2 Shake: IronFeeling (0.5–10 Hz)
		170–179	Gobo 2 Shake: Trees (0.5–10 Hz)

CH	Function	DMX	Description
28	Gobo 2 (continued)	180–189	Gobo 2 Shake: IronLines (0.5–10 Hz)
		190	CW max
		191–220	CW max … CW min
		221	CW min
		222–223	Gobo 2 Wheel Rotation: Stop
		224	CCW min
		225–254	CCW min … CCW max
		255	CCW max
29	Animation Wheel	0	Animation Wheel: open
		1–127	Animation Indexing
		128	CW max
		129–188	CW max … CW min
		189	CW min
		190–193	Animation Wheel 1 Spin: stop
		194	CCW min
		195–254	CCW min … CCW max
		255	CCW max
30	Iris	0–191	Iris: open … close
		191	Iris: close
		192–223	Pulse max … pulse min
		223	Pulse min
		224–255	Pulse slow … Pulse fast
		255	Pulse fast
31	Iris Fine	0–255	Fine adjustment of CH 30
32	Prism	0–127	Open
		128–255	5-Facet
33	Prism Rotation Speed	0–127	Prism Index (360°)
		128–189	CW max … CW min
		189	CW min
		190–193	Prism Rotation: stop
		194–255	CCW min … CCW max
		255	CCW max
34	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 33
35	Frost	0–127	Open
		128–255	Light Frost
36	Control	0–9	Display: No Function
		10–19	Display Off
		20–29	Display On
		30–39	Display Inv Off
		40–49	Display Inv On
		50–59	Auto Fan
		60–69	Stage Fan

CH	Function	DMX	Description
36	Control (continued)	70–79	Silence Fan
		80–89	Square Law
		90–99	Inv Sq Law
		100–109	Linear
		110–119	S Curve
		120–149	Dimmer Curve
		150–159	All Motor Reset
		160–169	Scan Motor Reset
		170–179	Color Motor Reset
		180–189	Gobo Motor Reset
		190–199	Other Motor Reset
		200–255	Motor Reset: No Function

Mode 25Channel

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 11–20, 127–137, 202–212, 246–255 “open” or 21; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 11, CH 7 Dimmer 255, CH 12 Colors 0, CH 13 Cyan 0, CH 14 Magenta 0, CH 15 Yellow 0, CH 16 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “36Channel” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “36Channel” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	Max to min speed
6	Shutter	0	LED OFF: Closed
		1–10	LED OFF
		11–20	LED ON: open
		21	LED ON
		22	Shutter Strobe: min
		23–125	Shutter Strobe: min ... max

CH	Function	DMX	Description
6	Shutter (continued)	126	Shutter Strobe: max
		127–137	LED ON: open
		138	Shutter Pulse: min
		139–200	Shutter Pulse: min ... max
		201	Shutter Pulse: max
		202–212	LED ON: open
		213	Shutter Random: min
		214–243	Shutter Random: min ... max
		244	Shutter Random: max
		245	LED ON 3
		246–255	LED ON: open
7	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
8	Zoom	0	Narrow
		1–127	Narrow ... mid
		128	Mid
		129–254	Mid ... wide
		255	Wide
9	Focus		When CH 10 is 0–50:
		0	Near
		1–127	Near ... mid
		128	Mid
		129–254	Mid ... far
		255	Far
			When CH 10 is 51–255:
		0–255	
10	Focus Distance	0–51	No Auto Focus
		52–102	5m
		103–153	7_5m
		154–204	10m
		205–255	15m
11	Focus Adjust		When CH 10 is 0–50:
		0–255	
			When CH 10 is 51–255:
		0	Near
		1–127	Near ... mid
		128	Mid
		129–254	Mid ... far
		255	Far
12	Colors	0–10	Color: Open
		11–22	Open ... Red

CH	Function	DMX	Description
12	Colors (continued)	23–29	Red
		30–36	Red ... Green
		37–43	Green
		44–50	Green ... Congo Blue
		51–57	Congo Blue
		58–64	Congo Blue ... Yellow
		65–71	Yellow
		72–78	Yellow ... Orange
		79–85	Orange
		86–92	Orange ... Magenta
		93–99	Magenta
		100–106	Magenta ... Pink
		107–113	Pink
		114–120	Pink ... Open2
		121–127	Color: Open2
		128	CW fast
		129–188	CW fast ... CW slow
		189	CW slow
		190–193	Rainbow: stop
		194	CCW slow
		195–254	CCW slow ... CCW fast
		255	CCW fast
13	Cyan	0	Min
		1–254	Min ... Max
		255	Max
14	Magenta	0	Min
		1–254	Min ... Max
		255	Max
15	Yellow	0	Min
		1–254	Min ... Max
		255	Max
16	CTO	0	Min
		1–254	Min ... Max
		255	Max
17	Gobo	0–7	Gobo: Open
		8–20	ConicalDots
		21–33	Gobo: Stardust
		34–46	Gobo: NestedLeaf
		47–59	Gobo: InfiniteStar
		60–72	Gobo: Line
		73–85	Half-moon
		86–98	Gobo: Quarter-Moon

CH	Function	DMX	Description
17	Gobo (continued)	99–111	Conical Dots (0.5–10 Hz)
		112–124	Gobo 1 Shake: Stardust (0.5–10 Hz)
		125–137	Gobo 1 Shake: NestedLeaf (0.5–10 Hz)
		138–150	Gobo 1 Shake: InfiniteStar (0.5–10 Hz)
		151–163	Gobo 1 Shake: Line (0.5–10 Hz)
		164–176	Half-Moon (0.5–10 Hz)
		177–189	Gobo 1 Shake: Quarter-Moon (0.5–10 Hz)
		190	CW fast
		191–220	CW fast ... CW slow
		221	CW slow
		222–223	Gobo 1 Wheel Rotation: Stop
		224	CCW fast
		225–254	CCW fast ... CCW slow
		255	CCW slow
18	Gobo Rotation	0–127	Gobo 1 Index (360°)
		128	CW fast
		129–188	CW fast ... CW slow
		189	CW slow
		190–193	Gobo 1 Rotation: stop
		194	CCW slow
		195–254	CCW slow ... CCW fast
		255	CCW fast
19	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: TripleDots
		20–29	Gobo: AbstractSquare
		30–39	Gobo: TripleLines
		40–49	Gobo: StarDots
		50–59	Gobo: Triangles
		60–69	Gobo: RisenStar
		70–77	Gobo: IronFeel
		78–79	IronFeel ... Trees
		80–89	Gobo: Trees
		90–99	Gobo: IronLines
		100–109	Gobo 2 Shake: TripleDots (0.5–10 Hz)
		110–119	Gobo 2 Shake: AbstractSquare (0.5–10 Hz)
		120–125	Gobo 2 Shake: TripleLines (0.5–10 Hz)
		126–129	TripleLines ... StarDots
		130–139	Gobo 2 Shake: StarDots (0.5–10 Hz)
		140–149	Gobo 2 Shake: Triangles (0.5–10 Hz)
		150–159	Gobo 2 Shake: RisenStar (0.5–10 Hz)
		160–169	Gobo 2 Shake: IronFeel (0.5–10 Hz)
		170–179	Gobo 2 Shake: Trees (0.5–10 Hz)

CH	Function	DMX	Description
19	Gobo 2 (continued)	180–189	Gobo 2 Shake: IronLines (0.5–10 Hz)
		190	CW fast
		191–220	CW fast ... CW slow
		221	CW slow
		222–223	Gobo 2 Wheel Rotation: Stop
		224	CCW slow
		225–254	CCW slow ... CCW fast
		255	CCW fast
20	Animation Wheel	0–127	AnimationIndexing
		128	CW fast
		129–188	CW fast ... CW slow
		189	CW slow
		190–193	Animation Wheel Spin: stop
		194	CCW slow
		195–254	CCW slow ... CCW fast
		255	CCW fast
21	Iris	0	Iris: open
		1–190	Iris: open ... close
		191	Iris: close
		192	Pulse max
		193–222	Pulse max ... pulse min
		223	Pulse min
		224	Pulse slow
		225–254	Pulse slow ... Pulse fast
		255	Pulse fast
22	Prism		Same as CH 32 in the mode “36Channel” (p. 15)
23	Prism Rotation Speed	0–127	Prism Index (360°)
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Prism Rotation: stop
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
24	Frost	0	Open
		1–254	Open ... Light Frost
		255	Light Frost
25	Control	0–9	No Function
		10–19	Display Off
		20–29	Display On
		30–39	Display Inv Off
		40–49	Display Inv On

CH	Function	DMX	Description
25	Control (continued)	50–59	Auto Fan
		60–69	Stage Fan
		70–79	Silence Fan
		80–89	Square Law
		90–99	invSQ Law
		100–109	Linear
		110–119	S Curve
		120–149	Dimmer Curve
		150–159	All Motor Reset
		160–169	Scan Motor Reset
		170–179	Color Motor Reset
		180–189	Gobo Motor Reset
		190–199	Other Motor Reset
		200–255	Motor Reset

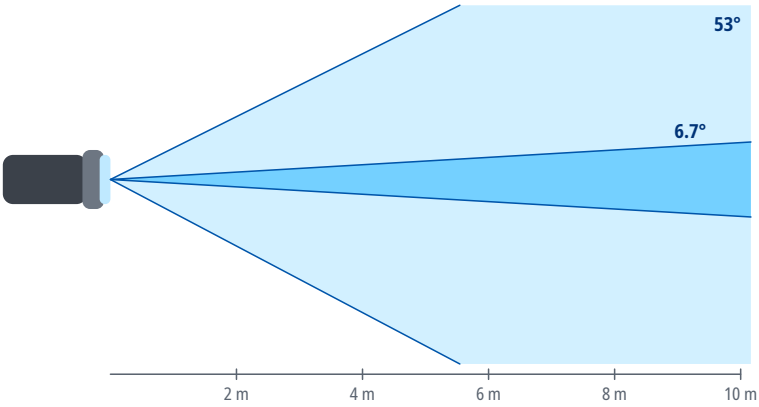
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	550 W
Luminous flux	53,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	72
Optics	
Zoom	6.7–53°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	550 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	24 kg
Operating environment	
Operating temperature	-5 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–6000 K
Strobe frequency	0.5–25 Hz
Color wheel rotation	up to 1800 °/s (300 rpm)
Gobo 1 rotation	up to 876 °/s (146 rpm)
Prism rotation	up to 600 °/s (100 rpm)
Animation wheel rotation	up to 1800 °/s (300 rpm)

Spot diameter



Distance	Ø 6.7°	Ø 53°
2 m	0.23 m	2 m
4 m	0.47 m	4 m
6 m	0.7 m	6 m
8 m	0.94 m	8 m
10 m	1.2 m	10 m
15 m	1.8 m	15 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.