DMX REFERENCE

XBEAM 10 V2

XBEAM 10

PROLIGHT SPAIN



Manufacturer	PROLIGHT SPAIN
GDTF file	PROLIGHT_SPAIN_XBEAM_10_V2_4824.gdtf
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Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 4
6 Connections 5
7 Operation 5
8 Functions at a glance 6
9 DMX channels 8
Mode 24ch 9
Mode 16ch 16
10 Technical specifications 20
11 Maintenance and cleaning 20
12 Troubleshooting 21
13 Disposal 21

1 About this manual

This document describes the XBEAM 10 by PROLIGHT SPAIN. It was compiled from the GDTF file PROLIGHT_SPAIN_XBEAM_10_V2_4824.gdtf from the GDTF-Share library.

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 PROLIGHT SPAIN; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
24ch	24	21	1, 25, 49, 73, …
16ch	16	32	1, 17, 33, 49, …

No light? Check these channels

- 24ch: CH 22 Shutter at 32–63 “Shutter open” or 128 or 143
- 16ch: CH 15 Shutter at 32–63 “Shutter open” or 128 or 143



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

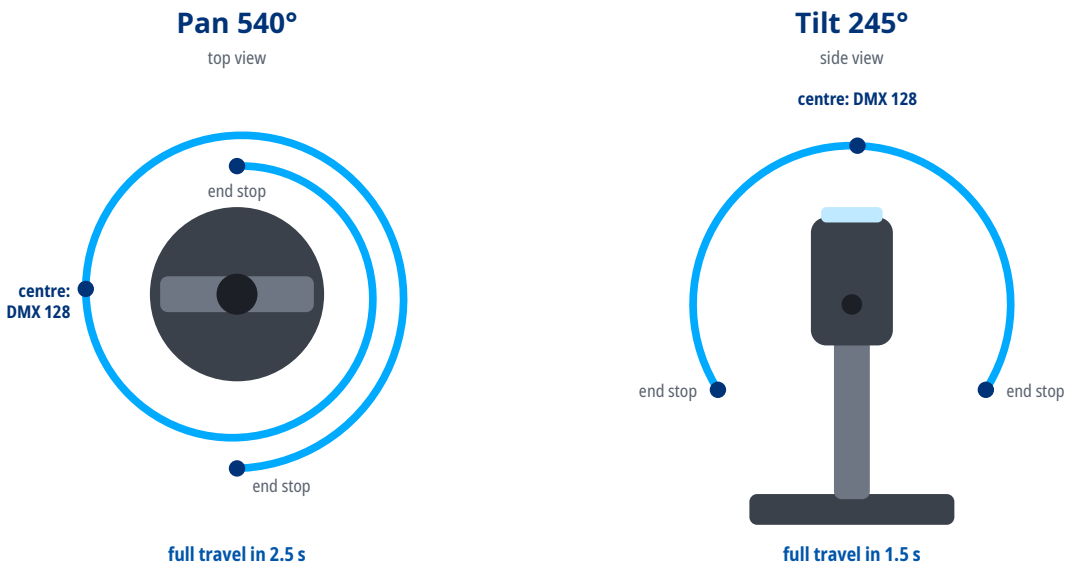
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

“Cabeza móvil BEAM/SPOT/WASH con lámpara 10R 280W con 1 rueda de color, 2 ruedas de gobos, 2 prismas y enfoque y zoom electrónicos”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

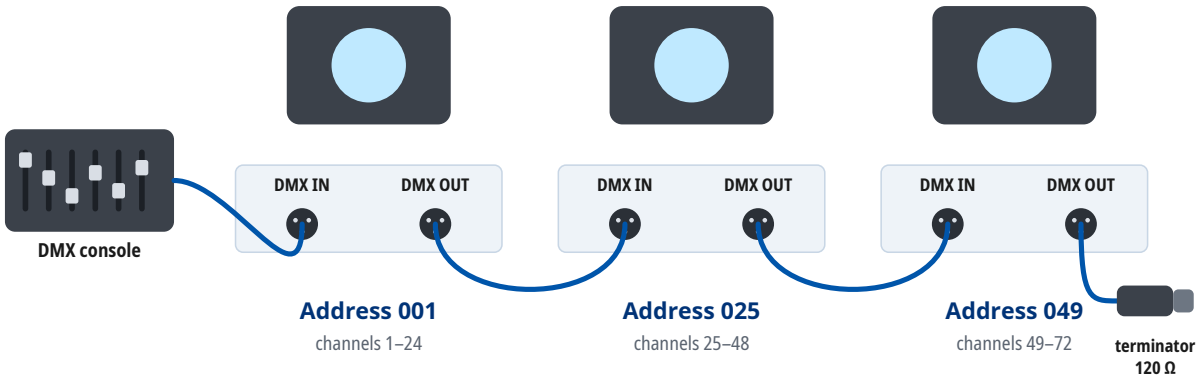
⚠ WARNING

- 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.
- 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 24ch: every unit occupies 24 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 “24ch”: 24.
- 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 “24ch”, you can use, for example, the start addresses 1, 25, 49, 73.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

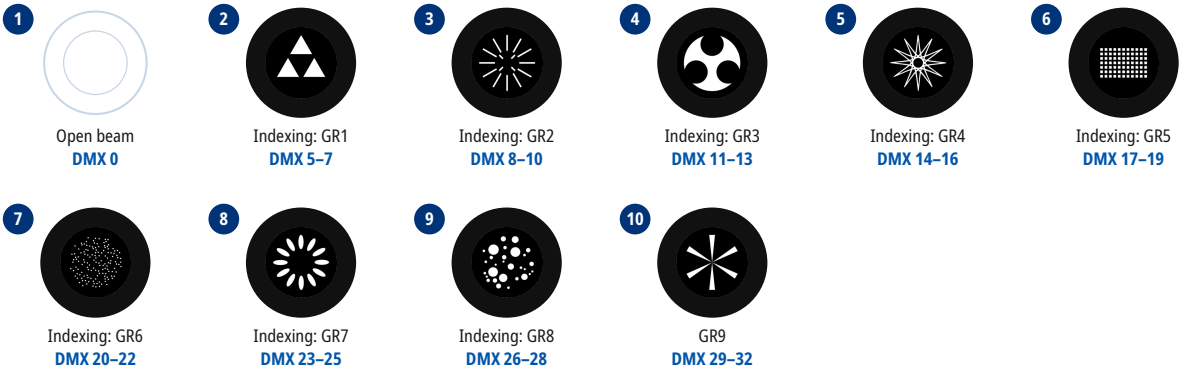
8 Functions at a glance

Functions in each DMX mode

	24ch 24 channels	16ch 16 channels
Pan / Tilt	**1, 3**	**1, 2**
Pan / Tilt resolution	16 bit	8 bit
Dimmer	**23**	**16**
Dimmer resolution	16 bit	8 bit
Shutter / strobe	**22**	**15**
Color wheel	**7, 11**	**5, 8**
Gobo wheel	**10, 11**	**7, 8**
Gobo rotation	**12**	**9**
Prism	**14, 15**	**10, 11**
Frost	**16**	**12**
Zoom	**17 ***	**13**
Focus	**19**	**14**
Effects / macros	**14**	**10**

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

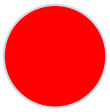
Gobo wheel 1

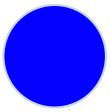


1. Open beam — **DMX 0**
2. Indexing: GR1 — **DMX 5–7**
3. Indexing: GR2 — **DMX 8–10**
4. Indexing: GR3 — **DMX 11–13**
5. Indexing: GR4 — **DMX 14–16**
6. Indexing: GR5 — **DMX 17–19**
7. Indexing: GR6 — **DMX 20–22**
8. Indexing: GR7 — **DMX 23–25**
9. Indexing: GR8 — **DMX 26–28**
10. GR9 — **DMX 29–32**

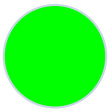
Color wheel

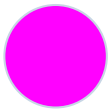
1
White ... Deep red
DMX 0

2 
Deep red ... Deep blue
DMX 9

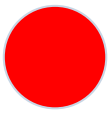
3 
Deep blue ... Yellow
DMX 18

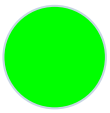
4
Index: Yellow ... Green
DMX 27

5 
Index: Green ... Magenta
DMX 37

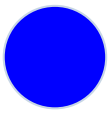
6 
Index: Magenta ... Azure
DMX 46

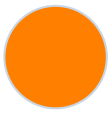
7
Index: Azure ... Red
DMX 55

8 
Index: Red ... Dark green
DMX 64

9 
Index: Dark green ... Amber
DMX 73

10 
Index: Amber ... Blue
DMX 82

11 
Index: Blue ... Orange
DMX 91

12 
Index: Orange ... CTO
DMX 101

13
Index: CTO ... UV filter
DMX 110

14 
Index: UV filter
DMX 119

Gobo wheel 2

1
Open/Hole (1)
DMX 0–3

2 
Select: Gobo 1
DMX 4–9

3 
Select: Gobo 2
DMX 10–15

4 
Select: Gobo 3
DMX 16–21

5 
Select: Gobo 4
DMX 22–27

6 
Select: Gobo 5
DMX 28–33

7 
Select: Gobo 6
DMX 34–39

8 
Select: Gobo 7
DMX 40–45

9 
Select: Gobo 8
DMX 46–51

10 
Select: Gobo 9
DMX 52–57

11 
Select: Gobo 10
DMX 58–63

12 
Select: Beam reducer 1
DMX 64–69

13 
Select: Beam reducer 2
DMX 70–75

14 
Select: Beam reducer 3
DMX 76–81

15 
GF14
DMX 82–88

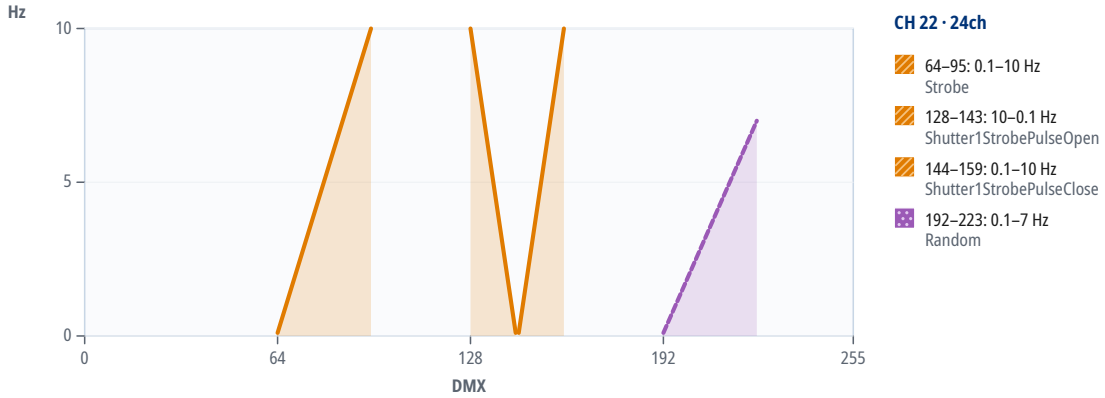
Prism

1
Select: Open
DMX 0–19

2 
6 facets
6F indexing
DMX 20–49

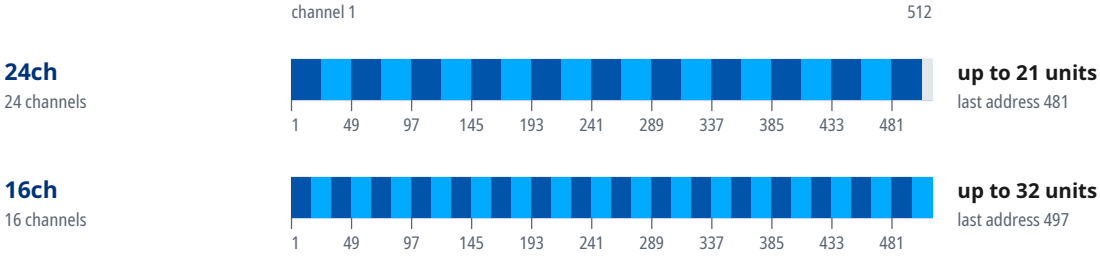
3 
8 facets
8F indexing
DMX 76–105

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “24ch”

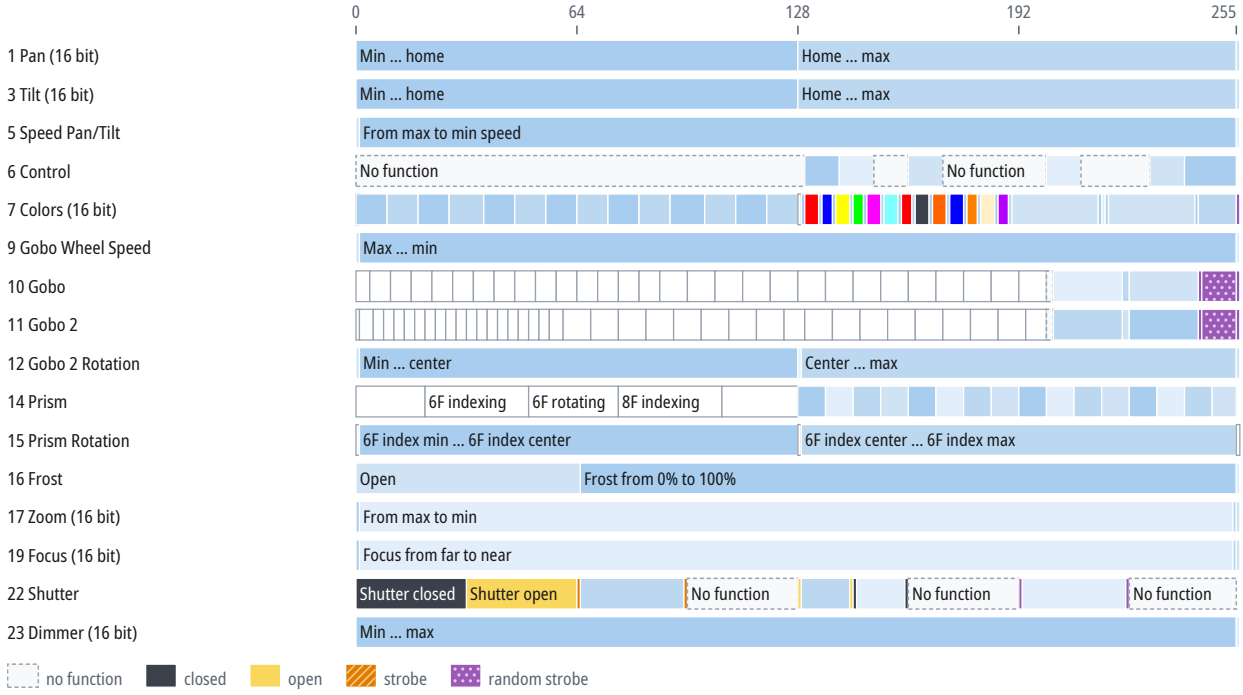
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	121	11	241	16	361
2	25	7	145	12	265	17	385
3	49	8	169	13	289	18	409
4	73	9	193	14	313	19	433
5	97	10	217	15	337	20	457

Mode 24ch

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 22 Shutter at 32–63 “Shutter open” or 128 or 143.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	Min ... home
		128–255	Home ... max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–128	Min ... home
		128–255	Home ... max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		PT speed
		0	Max speed
		1–254	From max to min speed
		255	Min speed
6	Control	0–129	No function
		130–139	Lamp On
		140–149	PT reset
		150–159	No function
		160–169	Beam reset
		170–199	No function
		200–209	All reset0

CH	Function	DMX	Description
6	Control (continued)	210–229	No function
		230–239	Lamp Off
		240–255	No function
7	Colors	0–9	White ... Deep red
		9–18	Deep red ... Deep blue
		18–27	Deep blue ... Yellow
		27–37	Index: Yellow ... Green
		37–46	Index: Green ... Magenta
		46–55	Index: Magenta ... Azure
		55–64	Index: Azure ... Red
		64–73	Index: Red ... Dark green
		73–82	Index: Dark green ... Amber
		82–91	Index: Amber ... Blue
		91–101	Index: Blue ... Orange
		101–110	Index: Orange ... CTO
		110–119	Index: CTO ... UV filter
		119	Index: UV filter
		119–128	UV filter ... White
		128–129	White
		129–130	Index
		130–134	Deep Red
		134–135	Deep Red ... Deep Blue
		135–138	Deep Blue
		138–139	Deep Blue ... Yellow
		139–143	Select: Yellow
		143–144	Select: Yellow ... Green
		144–147	Select: Green
		147–148	Select: Green ... Magenta
		148–152	Select: Magenta
		152–153	Select: Magenta ... Azure
		153–157	Select: Azure
		157–158	Select: Azure ... Red
		158–161	Select: Red
		161–162	Select: Red ... Dark green
		162–166	Select: Dark green
		166–167	Select: Dark green ... Amber
		167–171	Select: Amber
		171–172	Select: Amber ... Blue
		172–176	Select: Blue
		176–177	Select: Blue ... Orange
		177–180	Select: Orange
		180–181	Select: Orange ... CTO

CH	Function	DMX	Description
7	Colors (continued)	181–185	Select: CTO
		185–186	Select: CTO ... UV filter
		186–189	Select: UV filter
		189–190	Select
		190–215	Color 1 Wheel Spin: >>> from fast to slow (30–1.7 °/s)
		215–216	Color 1 Wheel Spin: >>> from fast to slow ... Stop
		216–217	Color 1 Wheel Spin: Stop
		217–218	Color 1 Wheel Spin: Stop ... <<< from slow to fast
		218–243	Color 1 Wheel Spin: <<< from slow to fast (1.7–30 °/s)
		243–244	Color 1 Wheel Spin
		244–255	Color 1 Wheel Random: fast ... slow
		255	Color 1 Wheel Random: slow
8	Colors Fine	0–255	Fine adjustment of CH 7
9	Gobo Wheel Speed		Effect Speed
		0	Max
		1–254	Max ... min
		255	Min
10	Gobo	0–3	Open/Hole (1)
		4–9	Select: Gobo 1
		10–15	Select: Gobo 2
		16–21	Select: Gobo 3
		22–27	Select: Gobo 4
		28–33	Select: Gobo 5
		34–39	Select: Gobo 6
		40–45	Select: Gobo 7
		46–51	Select: Gobo 8
		52–57	Select: Gobo 9
		58–63	Select: Gobo 10
		64–69	Select: Beam reducer 1
		70–75	Select: Beam reducer 2
		76–81	Select: Beam reducer 3
		82–87	Select: Beam reducer 4
		88–95	Shake: Gobo 1
		96–103	Shake: Gobo 2
		104–111	Shake: Gobo 3
		112–119	Shake: Gobo 4
		120–127	Shake: Gobo 5
		128–135	Shake: Gobo 6
		136–143	Shake: Gobo 7
		144–151	Shake: Gobo 8
		152–159	Shake: Gobo 9
		160–167	Shake: Gobo 10

CH	Function	DMX	Description
10	Gobo (continued)	168–175	Shake: Beam reducer 1
		176–183	Shake: Beam reducer 2
		184–191	Shake: Beam reducer 3
		192–199	Shake: Beam reducer 4
		200–201	No function
		202–221	Gobo 1 Wheel Spin: >>> fast to slow (360–10 °/s)
		222–223	Gobo 1 Wheel Spin: stop
		224–243	Gobo 1 Wheel Spin: <<< slow to fast (10–360 °/s)
		244	Color 1 Wheel Random: fast
		245–254	Color 1 Wheel Random: from fast to slow
		255	Color 1 Wheel Random: slow
11	Gobo 2	0	Open beam
		1–4	Open spot
		5–7	Indexing: GR1
		8–10	Indexing: GR2
		11–13	Indexing: GR3
		14–16	Indexing: GR4
		17–19	Indexing: GR5
		20–22	Indexing: GR6
		23–25	Indexing: GR7
		26–28	Indexing: GR8
		29–31	Indexing: GR9
		32–34	Rotating: GR1
		35–37	Rotating: GR2
		38–40	Rotating: GR3
		41–43	Rotating: GR4
		44–46	Rotating: GR5
		47–49	Rotating: GR6
		50–52	Rotating: GR7
		53–55	Rotating: GR8
		56–59	Rotating: GR9
		60–67	Shake indexing: GR1
		68–75	Shake indexing: GR2
		76–83	Shake indexing: GR3
		84–91	Shake indexing: GR4
		92–99	Shake indexing: GR5
		100–107	Shake indexing: GR6
		108–115	Shake indexing: GR7
		116–123	Shake indexing: GR8
		124–129	Shake indexing: GR9
		130–137	Shake rotating: GR1
		138–145	Shake rotating: GR2

CH	Function	DMX	Description
11	Gobo 2 (continued)	146–153	Shake rotating: GR3
		154–161	Shake rotating: GR4
		162–169	Shake rotating: GR5
		170–177	Shake rotating: GR6
		178–185	Shake rotating: GR7
		186–193	Shake rotating: GR8
		194–199	Shake rotating: GR9
		200–201	No function
		202–221	Gobo 2 Wheel Spin: <<< fast to slow (360–10 °/s)
		222–223	Backwards gobo wheel rotation from slow to fast (180.7–189.3 °/s)
		224–243	Gobo 2 Wheel Spin: >>> slow to fast (10–360 °/s)
		244	Color 2 Wheel Random: fast
		245–254	Color 2 Wheel Random: from fast to slow
		255	Color 2 Wheel Random: slow
12	Gobo 2 Rotation		When CH 11 is 0–31:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 11 is 32–59:
		0	Stop
		1–127	<<< fast to slow (1020–1.8 °/s)
		128–129	Stop
		130–255	>>> slow to fast (1.8–1020 °/s)
			When CH 11 is 60–129:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 11 is 130–255:
		0	Stop
		1–127	<<< fast to slow (1020–1.8 °/s)
		128–129	Stop
		130–255	>>> slow to fast (1.8–1020 °/s)
14	Prism	0–19	Select: Open
		20–49	6F indexing
		50–75	6F rotating
		76–105	8F indexing
		106–127	8F rotating

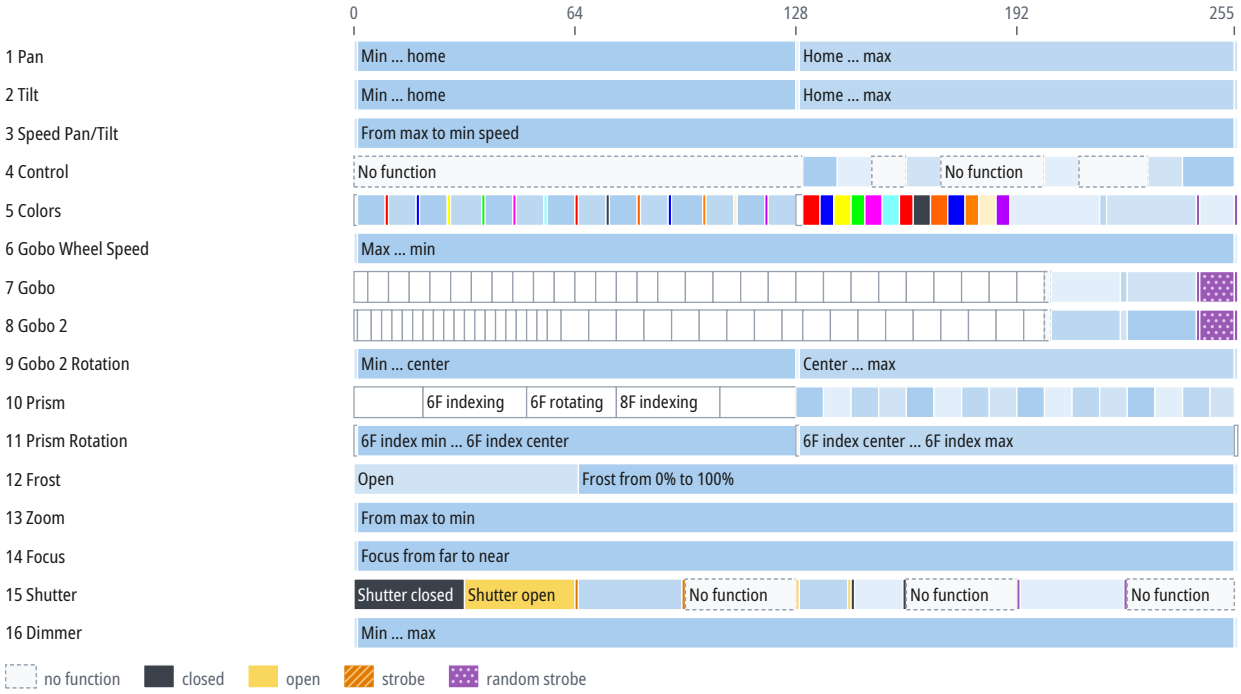
CH	Function	DMX	Description
14	Prism (continued)	128–135	Macro 1
		136–143	Macro 2
		144–151	Macro 3
		152–159	Macro 4
		160–167	Macro 5
		168–175	Macro 6
		176–183	Macro 7
		184–191	Macro 8
		192–199	Macro 9
		200–207	Macro 10
		208–215	Macro 11
		216–223	Macro 12
		224–231	Macro 13
		232–239	Macro 14
		240–247	Macro 15
		248–255	Macro 16
15	Prism Rotation		When CH 14 is 20–49:
		0	6F index min
		1–127	6F index min ... 6F index center
		128	6F index center
		129–254	6F index center ... 6F index max
		255	6F index max
			When CH 14 is 50–75:
		0	Stop
		1–127	<<< fast to slow (720–5.45 °/s)
		128–129	Stop
		130–255	>>> slow to fast (5.45–720 °/s)
			When CH 14 is 76–105:
		0	8F index min
		1–127	8F index min ... 8F index center
		128	8F index center
		129–254	8F index center ... 8F index max
		255	8F index max
			When CH 14 is 106–127:
		0	Stop
		1–127	>>> fast to slow (720–5.45 °/s)
		128–129	Stop
		130–255	<<< slow to fast (5.45–720 °/s)
			When CH 14 is 0–19:
		0–255	Open mode
			When CH 14 is 128–255:
		0–255	Macro mode

CH	Function	DMX	Description
16	Frost	0–64	Open
		65–254	Frost from 0% to 100%
		255	100% frost
17	Zoom		When CH 11 is 0:
		0–1	Max ... from max to min
		1–254	From max to min
		254–255	From max to min ... min
		255	Min
			When CH 11 is 0–1:
		0–1	Max ... from max to min
		1–254	From max to min
		254–255	From max to min ... min
		255	Min
18	Zoom Fine	0–255	Fine adjustment of CH 17
19	Focus	0–1	Focus far ... Focus from far to near
		1–254	Focus from far to near
		254–255	Focus from far to near ... Focus near
		255	Focus near
20	Focus Fine	0–255	Fine adjustment of CH 19
22	Shutter	0–31	Shutter closed
		32–63	Shutter open
		64	Strobe slow
		65–94	Strobe slow ... Strobe fast
		95	Strobe fast
		96–127	No function
		128	Open pulse fast
		129–142	Open pulse fast ... Open pulse slow
		143	Open pulse slow
		144	Close pulse slow
		145–158	Close pulse slow ... Close pulse fast
		159	Close pulse fast
		160–191	No function
		192	Strobe random slow
		193–222	Strobe random slow ... Strobe random fast
		223	Strobe random fast
		224–255	No function
23	Dimmer		Dimmer intensity
		0–255	Min ... max
		255	Max
24	Dimmer Fine	0–255	Fine adjustment of CH 23

Mode 16ch

If the device receives DMX in this mode but gives no light, check these channels: CH 15 Shutter at 32–63 “Shutter open” or 128 or 143.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... home
		128	Home
		129–254	Home ... max
		255	Max
2	Tilt	0	Min
		1–127	Min ... home
		128	Home
		129–254	Home ... max
		255	Max
3	Speed Pan/Tilt		Same as CH 5 in the mode “24ch” (p. 9)
4	Control		Same as CH 6 in the mode “24ch” (p. 9)
5	Colors	0	White
		1–8	White ... Deep red
		9	Deep red
		10–17	Deep red ... Deep blue
		18	Deep blue
		19–26	Deep blue ... Yellow
		27	Index: Yellow
		28–36	Yellow ... Green

CH	Function	DMX	Description
5	Colors (continued)	37	Index: Green
		38–45	Green ... Magenta
		46	Index: Magenta
		47–54	Magenta ... Azure
		55	Index: Azure
		56–63	Azure ... Red
		64	Index: Red
		65–72	Red ... Dark green
		73	Index: Dark green
		74–81	Dark green ... Amber
		82	Index: Amber
		83–90	Amber ... Blue
		91	Index: Blue
		92–100	Blue ... Orange
		101	Index: Orange
		102–109	Orange ... CTO
		110	Index: CTO
		111–118	CTO ... UV filter
		119	Index: UV filter
		120–127	UV filter ... White
		128–129	White
		130–134	Deep Red
		135–138	Deep Blue
		139–143	Select: Yellow
		144–147	Select: Green
		148–152	Select: Magenta
		153–157	Select: Azure
		158–161	Select: Red
		162–166	Select: Dark green
		167–171	Select: Amber
		172–176	Select: Blue
		177–180	Select: Orange
		181–185	Select: CTO
		186–189	Select: UV filter
		190–215	Color 1 Wheel Spin: >>> from fast to slow (30–1.7 °/s)
		216–217	Color 1 Wheel Spin: Stop
		218–243	Color 1 Wheel Spin: <<< from slow to fast (1.7–30 °/s)
		244	Color 1 Wheel Random: fast
		245–254	Color 1 Wheel Random: fast ... slow
		255	Color 1 Wheel Random: slow
6	Gobo Wheel Speed		Same as CH 9 in the mode “24ch” (p. 11)
7	Gobo		Same as CH 10 in the mode “24ch” (p. 11)

CH	Function	DMX	Description
8	Gobo 2		Same as CH 11 in the mode “24ch” (p. 12)
9	Gobo 2 Rotation		When CH 8 is 0–31:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 8 is 32–59:
		0	Stop
		1–127	<<< fast to slow (1020–1.8 °/s)
		128–129	Stop
		130–255	>>> slow to fast (1.8–1020 °/s)
			When CH 8 is 60–129:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 8 is 130–255:
		0	Stop
		1–127	<<< fast to slow (1020–1.8 °/s)
		128–129	Stop
		130–255	>>> slow to fast (1.8–1020 °/s)
10	Prism		Same as CH 14 in the mode “24ch” (p. 13)
11	Prism Rotation		When CH 10 is 20–49:
		0	6F index min
		1–127	6F index min ... 6F index center
		128	6F index center
		129–254	6F index center ... 6F index max
		255	6F index max
			When CH 10 is 50–75:
		0	Stop
		1–127	<<< fast to slow (720–5.45 °/s)
		128–129	Stop
		130–255	>>> slow to fast (5.45–720 °/s)
			When CH 10 is 76–105:
		0	8F index min
		1–127	8F index min ... 8F index center
		128	8F index center
		129–254	8F index center ... 8F index max
		255	8F index max
			When CH 10 is 106–127:

CH	Function	DMX	Description
11	Prism Rotation (continued)	0	Stop
		1–127	>>> fast to slow (720–5.45 °/s)
		128–129	Stop
		130–255	<<< slow to fast (5.45–720 °/s)
			When CH 10 is 0–19:
		0–255	Open mode
			When CH 10 is 128–255:
		0–255	Macro mode
12	Frost		Same as CH 16 in the mode “24ch” (p. 15)
13	Zoom		When CH 8 is 0:
		0	Max
		1–254	From max to min
		255	Min
			When CH 8 is 1–255:
		0	Max
		1–254	From max to min
		255	Min
14	Focus	0	Focus far
		1–254	Focus from far to near
		255	Focus near
15	Shutter		Same as CH 22 in the mode “24ch” (p. 15)
16	Dimmer		Dimmer intensity
		0	Min
		1–254	Min ... max
		255	Max

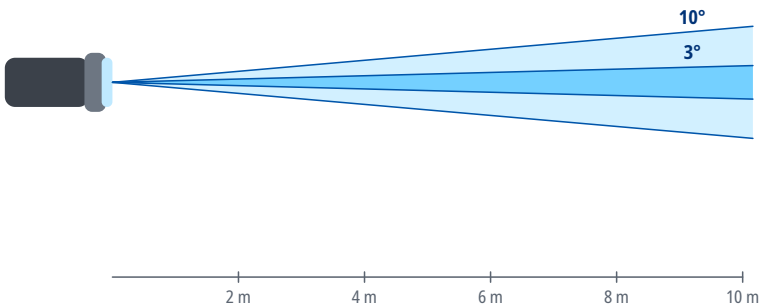
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	280 W
Luminous flux	11,000 lm
Color temperature	7,800 K
Color rendering index (CRI)	75
Optics	
Zoom	3–10°
Movement	
Pan	540°
Tilt	245°

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–10 Hz
Color wheel rotation	up to 30 °/s (5 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 1020 °/s (170 rpm)
Prism rotation	up to 720 °/s (120 rpm)

Spot diameter



Distance	Ø 3°	Ø 10°
2 m	0.1 m	0.35 m
4 m	0.21 m	0.7 m
6 m	0.31 m	1 m
8 m	0.42 m	1.4 m
10 m	0.52 m	1.7 m
15 m	0.79 m	2.6 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.