DMX REFERENCE

Artiste Monet

Penlight



Manufacturer	Penlight
GDTF file	Penlight_Artiste_Monet_110550.gdtf
GDTF revision	Simplified RGB 2 · 2025-09-12
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 4
6 Connections 4
7 Operation 5
8 Functions at a glance 6
9 DMX channels 8
Mode Extended 9
Mode Standard 20
10 Technical specifications 24
11 Maintenance and cleaning 25
12 Troubleshooting 25
13 Disposal 26

1 About this manual

This document describes the Artiste Monet by Penlight. It was compiled from the GDTF file Penlight_Artiste_Monet_110550.gdtf from the GDTF-Share library.

File revision: “Simplified RGB 2”.

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 Penlight; 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	42.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	67	7	1, 68, 135, 202, ...
Standard	40	12	1, 41, 81, 121, ...



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.

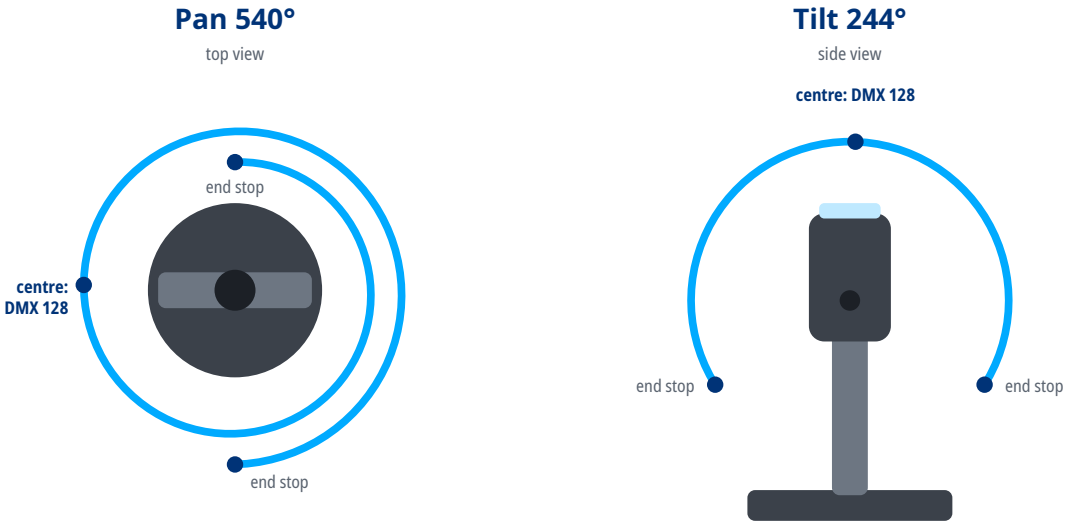
⚠ CAUTION

- 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

Range of movement



5 Installation

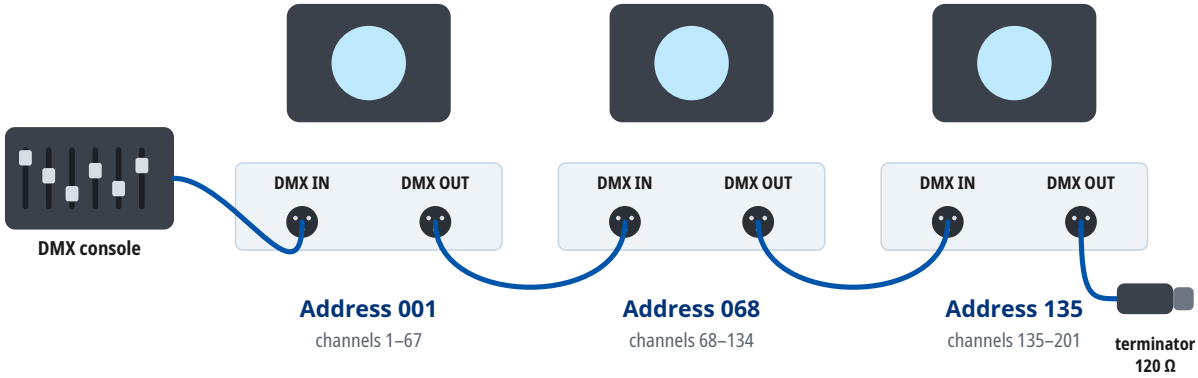
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 42.6 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 Extended: every unit occupies 67 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

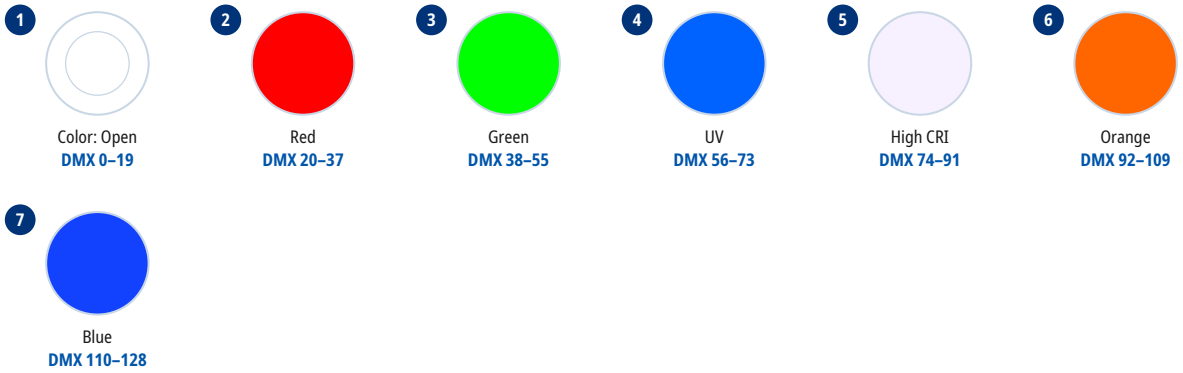
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 67.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Extended”, you can use, for example, the start addresses 1, 68, 135, 202.
- 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

	Extended 67 channels	Standard 40 channels
Pan / Tilt	1, 3	1, 3
Dimmer	36	24
Shutter / strobe	35	23
Color mixing	5, 7, 9	5–7
Color temperature	11	8
Color wheel	19	12
Gobo wheel	21, 24	13, 16
Gobo rotation	22	14
Prism	26, 27	17, 18
Frost	41	28
Zoom	31	21
Focus	29, 33	19
Iris	39	27
Animation wheel	42, 43	29, 30
Effects / macros	5 channels (26–67)	17, 40

Color wheel



Gobo wheel 1

1.
   Gobo: Open
   DMX 0–9
2. 
   Gobo: Splat O Miser
   DMX 10–19
3. 
   Gobo: Tear me Up
   DMX 20–29
4. 
   Gobo: Triangular
   DMX 30–39
5. 
   Gobo: Concentric
   DMX 40–49
6. 
   Gobo: Tri Slice
   DMX 50–59
7. 
   Gobo: Star Trekking
   DMX 60–69
8. 
   Texture Glass
   DMX 70–78

Gobo wheel 2

1.
   Gobo: Open
   DMX 0–9
2. 
   Gobo: Puddles
   DMX 10–19
3. 
   Gobo: Broken Dreams
   DMX 20–29
4. 
   Gobo: Sunset City
   DMX 30–39
5. 
   Gobo: Highway Math
   DMX 40–49
6. 
   Gobo: Starburst
   DMX 50–59
7. 
   Gobo: Beams
   DMX 60–69
8. 
   Super Sic
   DMX 70–78

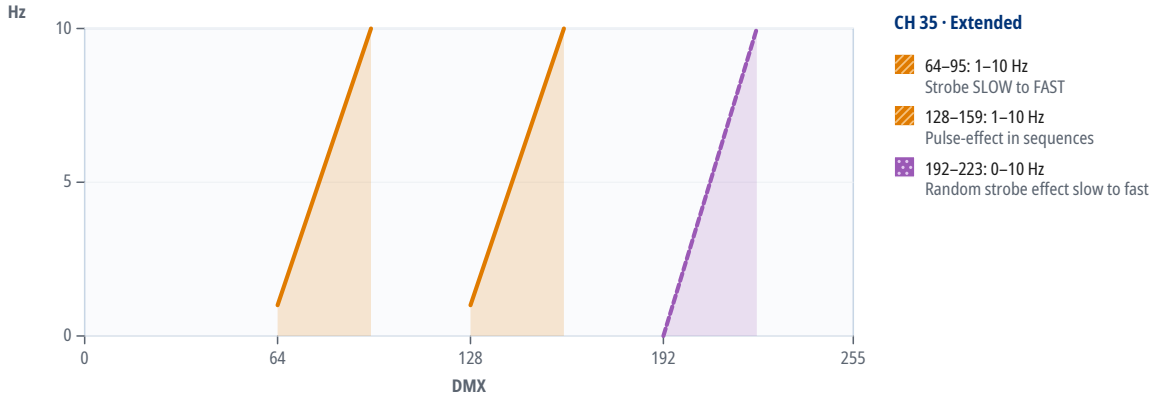
Prism

1.
   Prism: Open
   DMX 0–63
2. 
   4 facets
   4-Facet Circular Prism
   DMX 64–95
3. 
   4 facets
   4-Facet Linear Prism
   DMX 96–128

Animation wheel

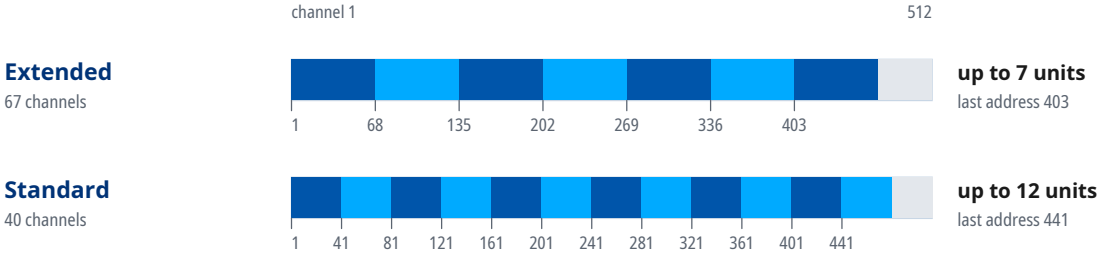
1.
   Open
   DMX 0–7
2. 
   Animation Rotation MIN to MAX
   DMX 8–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	336	11	U2 · 202	16	U3 · 68
2	68	7	403	12	U2 · 269	17	U3 · 135
3	135	8	U2 · 1	13	U2 · 336	18	U3 · 202
4	202	9	U2 · 68	14	U2 · 403	19	U3 · 269
5	269	10	U2 · 135	15	U3 · 1	20	U3 · 336

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 Extended

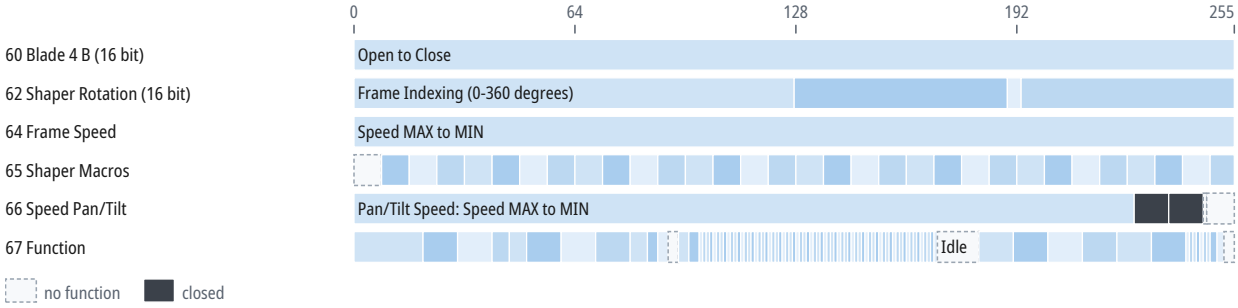
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 35 Shutter 50, CH 36 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	Min … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0–255	Red
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green	0–255	Green
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue	0–255	Blue
10	Blue Fine	0–255	Fine adjustment of CH 9
11	CTO	0–255	
12	CTO Fine	0–255	Fine adjustment of CH 11
13	Pure Red	0–63	0 % … 25 %
		63	25 %
		64–127	25 % … 50 %
		127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %
		255	100 %
14	Pure Red Fine	0–255	Fine adjustment of CH 13
15	Pure Green	0–63	0 % … 25 %
		63	25 %
		64–127	25 % … 50 %
		127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %

CH	Function	DMX	Description
15	Pure Green (continued)	255	100 %
16	Pure Green Fine	0–255	Fine adjustment of CH 15
17	Pure Blue	0–63	0 % … 25 %
		63	25 %
		64–127	25 % … 50 %
		127	50 %
		128–191	50 % … 75 %
		191	75 %
		192–255	75 % … 100 %
		255	100 %
18	Pure Blue Fine	0–255	Fine adjustment of CH 17
19	Colors	0–19	Color: Open
		20–37	Red
		38–55	Green
		56–73	UV
		74–91	High CRI
		92–109	Orange
		110–127	Blue
		128–189	Color 1 Wheel Spin: Fast to Slow (360–10 °/s)
		190–193	Color 1 Wheel Spin: Stop
		194–255	Color 1 Wheel Spin: Slow to Fast (10–360 °/s)
20	Colors Fine	0–255	Fine adjustment of CH 19
21	Gobo	0–9	Gobo: Open
		10–19	Gobo: Splat O Miser
		20–29	Gobo: Tear me Up
		30–39	Gobo: Triangular
		40–49	Gobo: Concentric
		50–59	Gobo: Tri Slice
		60–69	Gobo: Star Trekking
		70–77	Gobo: Texture Glass
		78–93	Gobo 1 Select Shake: Splat O Miser
		94–109	Gobo 1 Select Shake: Tear me Up
		110–125	Gobo 1 Select Shake: Triangular
		126–141	Gobo 1 Select Shake: Concentric
		142–157	Gobo 1 Select Shake: Tri Slice
		158–173	Gobo 1 Select Shake: Star Trekking
		174–189	Gobo 1 Select Shake: Texture Glass
		190–221	Gobo 1 Wheel Spin: Fast to Slow (0–360 °/s)
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	Gobo 1 Wheel Spin: Slow to Fast (0–360 °/s)
22	Gobo Rotation	0–127	Gobo Indexing (540°)
		128–189	Gobo Scroll CW FAST to SLOW (0–360 °/s)

CH	Function	DMX	Description
22	Gobo Rotation (continued)	190–193	NO Rotation
		194–255	Gobo Scroll CCW SLOW to FAST (0–360 °/s)
23	Gobo Rotation Fine	0–255	Fine adjustment of CH 22
24	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: Puddles
		20–29	Gobo: Broken Dreams
		30–39	Gobo: Sunset City
		40–49	Gobo: Highway Math
		50–59	Gobo: Starburst
		60–69	Gobo: Beams
		70–77	Gobo: Super Sic
		78–93	Gobo 2 Select Shake: Puddles
		94–109	Gobo 2 Select Shake: Broken Dreams
		110–125	Gobo 2 Select Shake: Sunset City
		126–141	Gobo 2 Select Shake: Highway Math
		142–157	Gobo 2 Select Shake: Starburst
		158–173	Gobo 2 Select Shake: Beams
		174–189	Gobo 2 Select Shake: Super Sic
		190–221	Gobo 2 Wheel Spin: Fast to Slow (0–360 °/s)
		222–223	Gobo 2 Wheel Spin: Stop
		224–255	Gobo 2 Wheel Spin: Slow to Fast (0–360 °/s)
25	Gobo 2 Fine	0–255	Fine adjustment of CH 24
26	Prism	0–63	Prism: Open
		64–95	4-Facet Circular Prism
		96–127	4-Facet Linear Prism
		128–135	1
		136–143	2
		144–151	3
		152–159	4
		160–167	5
		168–175	6
		176–183	7
		184–191	8
		192–199	9
		200–207	10
		208–215	11
		216–223	12
		224–231	13
		232–239	14
		240–247	15
		248–255	16
27	Prism Rotation	0–127	Prism Indexing (360°)

CH	Function	DMX	Description
27	Prism Rotation (continued)	127–189	CW FAST to SLOW (360–10 °/s)
		190–193	NO Rotation
		194–255	CCW SLOW to FAST (10–360 °/s)
28	Prism Rotation Fine	0–255	Fine adjustment of CH 27
29	Focus	0–255	NEAR to FAR
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Zoom	0–255	SMALL to BIG (8–56°)
32	Zoom Fine	0–255	Fine adjustment of CH 31
33	Focus Mode	0–50	Auto Focus Off
		51–100	5m
		101–150	7*5m
		151–200	10m
		201–255	15m
34	Focus Mode Fine	0–255	Fine adjustment of CH 33
35	Shutter	0–31	Shutter Closed
		32–63	No Function (Shutter Open)
		64–95	Strobe SLOW to FAST (1–10 Hz)
		96–127	No Function (Shutter Open)
		128–159	Pulse-effect in sequences (1–10 Hz)
		160–191	No Function (Shutter Open)
		192–223	Random strobe effect slow to fast (0–10 Hz)
		224–255	No Function (Shutter Open)
36	Dimmer	0–63	0 percent ... 25 percent
		63	25 percent
		64–127	25 percent ... 50 percent
		127	50 percent
		128–191	50 percent ... 75 percent
		191	75 percent
		192–255	75 percent ... 100 percent
		255	100 percent
37	Dimmer Fine	0–255	Fine adjustment of CH 36
38	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121	0s
		122	0*1s
		123	0*2s
		124	0*3s
		125	0*4s

CH	Function	DMX	Description
38	Dimmer Mode (continued)	126	0*5s
		127	0*6s
		128	0*7s
		129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
39	Iris	0–191	MAX Diameter to MIN Diameter
		191–192	Iris
		192–223	Pulse Closing FAST to SLOW (0.1–1 Hz)
		223–224	Iris Pulse Close
		224–255	Pulse Opening SLOW to FAST (1–0.1 Hz)
40	Iris Fine	0–255	Fine adjustment of CH 39
41	Frost	0–127	Open to LIGHT Frost
		128–255	Open to WASH Frost
42	Animation Wheel	0–7	Open
		8–255	Animation Rotation MIN to MAX (0–540 °/s)
43	Animation Wheel Rotation	0–127	Animation Wheel Indexing (540°)
		128–189	CW from FAST to SLOW (540–10 °/s)
		190–193	No Rotation
		194–255	CCW from SLOW to FAST (10–540 °/s)
44	Color Macro Speed		SPEED of CMY + Color Macro
		0–255	Speed MAX to MIN
45	Color Macro		Color Macros
		0–31	Off
		32–39	Macro1
		40–47	Macro2
		48–55	Macro3
		56–63	Macro4
		64–71	Macro5
		72–79	Macro6
		80–87	Macro7
		88–95	Macro8
		96–103	Macro9
		104–111	Macro10
		112–119	Macro11
		120–127	Macro12
		128–135	Macro13
		136–143	Macro14
		144–151	Macro15

CH	Function	DMX	Description
45	Color Macro (continued)	152–159	Macro16
		160–167	Macro17
		168–175	Macro18
		176–183	Macro19
		184–191	Macro20
		192–199	Macro21
		200–207	Macro22
		208–215	Macro23
		216–223	Macro24
		224–231	Macro25
		232–239	Macro26
		240–247	Macro27
		248–255	Random CMY
46	Blade 1 A	0–255	Open to Close
47	Blade 1 A Fine	0–255	Fine adjustment of CH 46
48	Blade 1 B	0–255	Open to Close
49	Blade 1 B Fine	0–255	Fine adjustment of CH 48
50	Blade 2 A	0–255	Open to Close
51	Blade 2 A Fine	0–255	Fine adjustment of CH 50
52	Blade 2 B	0–255	Open to Close
53	Blade 2 B Fine	0–255	Fine adjustment of CH 52
54	Blade 3 A	0–255	Open to Close
55	Blade 3 A Fine	0–255	Fine adjustment of CH 54
56	Blade 3 B	0–255	Open to Close
57	Blade 3 B Fine	0–255	Fine adjustment of CH 56
58	Blade 4 A	0–255	Open to Close
59	Blade 4 A Fine	0–255	Fine adjustment of CH 58
60	Blade 4 B	0–255	Open to Close
61	Blade 4 B Fine	0–255	Fine adjustment of CH 60
62	Shaper Rotation	0–127	Frame Indexing (0-360 degrees)
		128–189	CW Frame Rotation from FAST to SLOW
		190–193	No Rotation
		194–255	CCW Frame rotation from FAST to SLOW
63	Shaper Rotation Fine	0–255	Fine adjustment of CH 62
64	Frame Speed		Framing Speed
		0–255	Speed MAX to MIN
65	Shaper Macros		Framing Macros
		0–7	Off
		8–15	Macro1
		16–23	Macro2
		24–31	Macro3
		32–39	Macro4

CH	Function	DMX	Description
65	Shaper Macros (continued)	40–47	Macro5
		48–55	Macro6
		56–63	Macro7
		64–71	Macro8
		72–79	Macro9
		80–87	Macro10
		88–95	Macro11
		96–103	Macro12
		104–111	Macro13
		112–119	Macro14
		120–127	Macro15
		128–135	Macro16
		136–143	Macro17
		144–151	Macro18
		152–159	Macro19
		160–167	Macro20
		168–175	Macro21
		176–183	Macro22
		184–191	Macro23
		192–199	Macro24
		200–207	Macro25
		208–215	Macro26
		216–223	Macro27
		224–231	Macro28
		232–239	Macro29
		240–247	Macro30
		248–255	Macro31
66	Speed Pan/Tilt	0–225	Pan/Tilt Speed: Speed MAX to MIN
		226–235	Blackout by Movement
		236–245	Blackout by All Wheel Changing
		246	NO Function
		247–255	No function
67	Function	0–19	Color Change Normal
		20–29	Color Change to Any Position
		30–39	Color - Gobo Change to Any Position
		40–44	Low Noise - Mute
		45–49	Low Noise - Studio
		50–59	Fan Mode Low
		60–69	Fan Mode High
		70–79	Fan Mode Auto
		80–84	All Motor Reset
		85–87	Pan / Tilt Motors Reset

CH	Function	DMX	Description
67	Function (continued)	88–90	Color Motors Reset
		91–93	NO Function
		94–96	Focus and Zoom Motor Reset
		97–99	Other Motor Reset
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010
		112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		130	1200
		131	1210
		132	1220
		133	1230
		134	1240
		135	1250
		136	1260
		137	1270

CH	Function	DMX	Description
67	Function (continued)	138	1280
		139	1290
		140	1300
		141	1310
		142	1320
		143	1330
		144	1340
		145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430
		154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–180	Idle
		181–190	PanTilt Smooth (default)
		191–200	PanTilt Fast
		201–210	Dimmer Curve Linear (default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241	Internal Program 1 (Scene 1-8)
		242	Internal Program 2 (Scene 9 -16)
		243	Internal Program 3 (Scene17-24)
		244	Internal Program 4 (Scene 25-32)

CH	Function	DMX	Description
67	Function (continued)	245	Internal Program 5 (Scene 33-40)
		246	Internal Program 6 (Scene 41-48)
		247	Internal Program 7 (Scene 49-56)
		248–249	Hibernate Off
		250–251	Hibernate
		252–255	No Feature: Idle

Mode Standard

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 23 Shutter 50, CH 24 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center

CH	Function	DMX	Description
3	Tilt (continued)	127	Center
		128–255	Center … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Red	0–255	Red
6	Green	0–255	Green
7	Blue	0–255	Blue
8	CTO	0	Min
		1–254	Min … Max
		255	Max
9	Pure Red	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
10	Pure Green	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
11	Pure Blue	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
12	Colors	0–19	Color: Open
		20–37	Red
		38–55	Green
		56–73	UV
		74–91	High CRI

CH	Function	DMX	Description
12	Colors (continued)	92–109	Orange
		110–127	Blue
		128–189	Color 1 Wheel Spin: Fast to Slow (360–10 °/s)
		190–193	Color 1 Wheel Spin: Stop
		194–255	Color 1 Wheel Spin: Slow to Fast (10–361 °/s)
13	Gobo	0–9	Gobo: Open
		10–19	Gobo: Splat O Miser
		20–29	Gobo: Tear me Up
		30–39	Gobo: Triangular
		40–49	Gobo: Concentric
		50–59	Gobo: Tri Slice
		60–69	Gobo: Star Trekking
		70–77	Gobo: Texture Glass
		78–93	Gobo 1 Select Shake: Splat O Miser
		94–109	Gobo 1 Select Shake: Tear me Up
		110–125	Gobo 1 Select Shake: Triangular
		126–141	Gobo 1 Select Shake: Concentric
		142–157	Gobo 1 Select Shake: Tri Slice
		158–173	Gobo 1 Select Shake: Star Trekking
		174–189	Gobo 1 Select Shake: Texture Glass
		190–221	Gobo 1 Wheel Spin: Fast to Slow (360–10 °/s)
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	Gobo 1 Wheel Spin: Slow to Fast (10–360 °/s)
14	Gobo Rotation	0–127	Gobo Indexing (540°)
		128–189	CW FAST to SLOW (360–10 °/s)
		190–193	NO Rotation
		194–255	CCW SLOW to FAST (10–360 °/s)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–9	Gobo: Open
		10–19	Gobo: Puddles
		20–29	Gobo: Broken Dreams
		30–39	Gobo: Sunset City
		40–49	Gobo: Highway Math
		50–59	Gobo: Starburst
		60–69	Gobo: Beams
		70–77	Gobo: Super Sic
		78–93	Gobo 2 Select Shake: Puddles
		94–109	Gobo 2 Select Shake: Broken Dreams
		110–125	Gobo 2 Select Shake: Sunset City
		126–141	Gobo 2 Select Shake: Highway Math
		142–157	Gobo 2 Select Shake: Starburst

CH	Function	DMX	Description
16	Gobo 2 (continued)	158–173	Gobo 2 Select Shake: Beams
		174–189	Gobo 2 Select Shake: Super Sic
		190–221	Gobo 2 Wheel Spin: Fast to Slow (360–10 °/s)
		222–223	Gobo 2 Wheel Spin: Stop
		224–255	Gobo 2 Wheel Spin: Slow to Fast (10–360 °/s)
17	Prism		Same as CH 26 in the mode “Extended” (p. 12)
18	Prism Rotation	0–127	Prism Indexing (360°)
		128–189	CW FAST to SLOW (360–10 °/s)
		190–193	NO Rotation
		194–255	CCW SLOW to FAST (10–360 °/s)
19	Focus	0–255	NEAR to FAR
20	Focus Fine	0–255	Fine adjustment of CH 19
21	Zoom	0–255	SMALL to BIG (8–56°)
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Shutter		Same as CH 35 in the mode “Extended” (p. 13)
24	Dimmer		Same as CH 36 in the mode “Extended” (p. 13)
25	Dimmer Fine	0–255	Fine adjustment of CH 24
26	Dimmer Mode		Same as CH 38 in the mode “Extended” (p. 13)
27	Iris	0–191	MAX Diameter to MIN Diameter
		192–223	Pulse Closing FAST to SLOW (0.1–1 Hz)
		224–255	Pulse Opening SLOW to FAST (1–0.1 Hz)
28	Frost		Same as CH 41 in the mode “Extended” (p. 14)
29	Animation Wheel		Same as CH 42 in the mode “Extended” (p. 14)
30	Animation Wheel Rotation		Same as CH 43 in the mode “Extended” (p. 14)
31	Blade 1 A	0–255	Open to Close
32	Blade 1 B	0–255	Open to Close
33	Blade 2 A	0–255	Open to Close
34	Blade 2 B	0–255	Open to Close
35	Blade 3 A	0–255	Open to Close
36	Blade 3 B	0–255	Open to Close
37	Blade 4 A	0–255	Open to Close
38	Blade 4 B	0–255	Open to Close
39	Shaper Rotation		Same as CH 62 in the mode “Extended” (p. 15)
40	Function		Same as CH 67 in the mode “Extended” (p. 16)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	74,000 lm
Color temperature	7,500 K
Color rendering index (CRI)	72
Optics	
Zoom	8–56°
Movement	
Pan	540°
Tilt	244°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x1545)
Dimensions and construction	
Weight	42.6 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

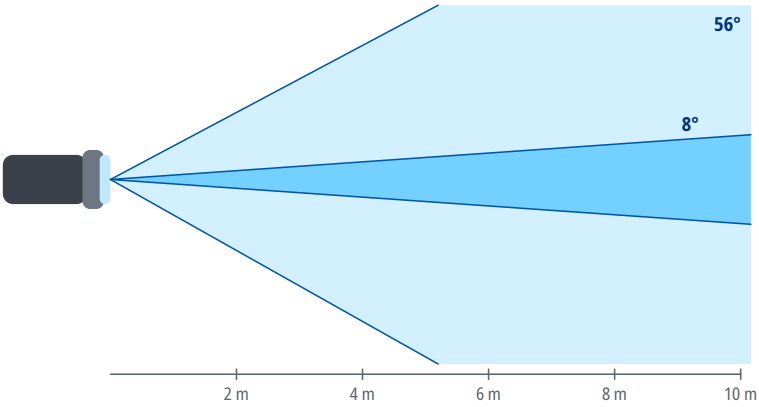
Parameter	Value
Strobe frequency	1–10 Hz
Color wheel rotation	up to 947.4 °/s (158 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 540 °/s (90 rpm)

Dimensions

weight 42.6 kg



Spot diameter



Distance	Ø 8°	Ø 56°
2 m	0.28 m	2.1 m
4 m	0.56 m	4.3 m
6 m	0.84 m	6.4 m
8 m	1.1 m	8.5 m
10 m	1.4 m	10.6 m
15 m	2.1 m	16 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.