DMX REFERENCE

Vero 300 wsb

Pluslite



Manufacturer	Pluslite
GDTF file	Pluslite_Vero_300_wsb_99519.gdtf
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1 About this manual

This document describes the vero 300 wsb by Pluslite. It was compiled from the GDTF file Pluslite_Vero_300_wsb_99519.gdtf from the GDTF-Share library.

File revision: “1234”.

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 Pluslite; 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	15 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
25 Channel Mode	25	20	1, 26, 51, 76, ...

No light? Check these channels

- 25 Channel Mode: CH 13 Dimmer above 0; CH 14 Shutter at 0–3 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

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

⚠ CAUTION

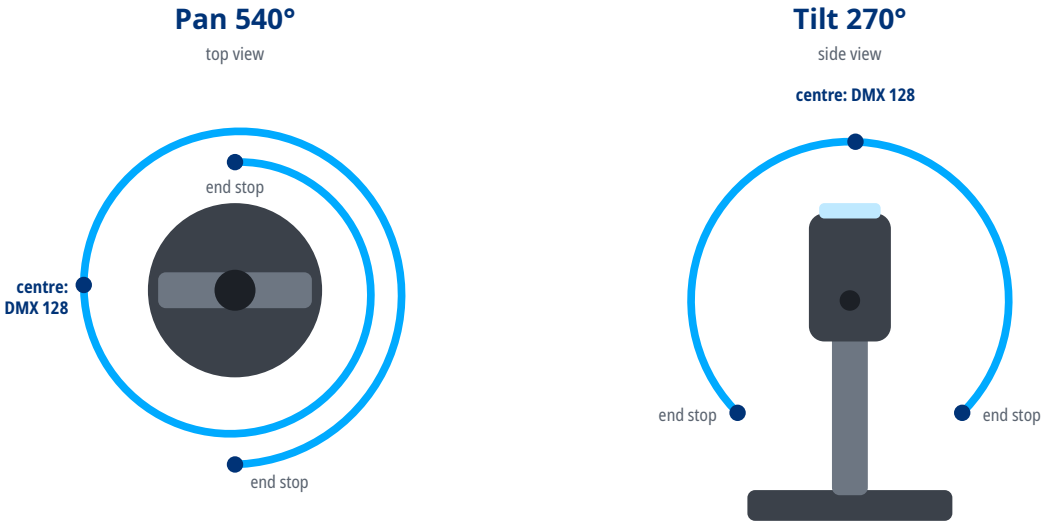
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

⚠ WARNING

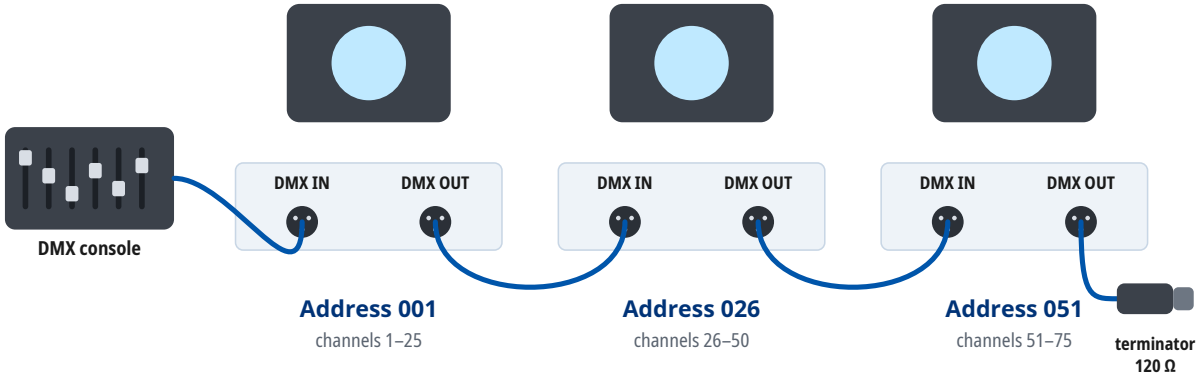
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 15 kg.
- 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 25 Channel Mode: every unit occupies 25 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

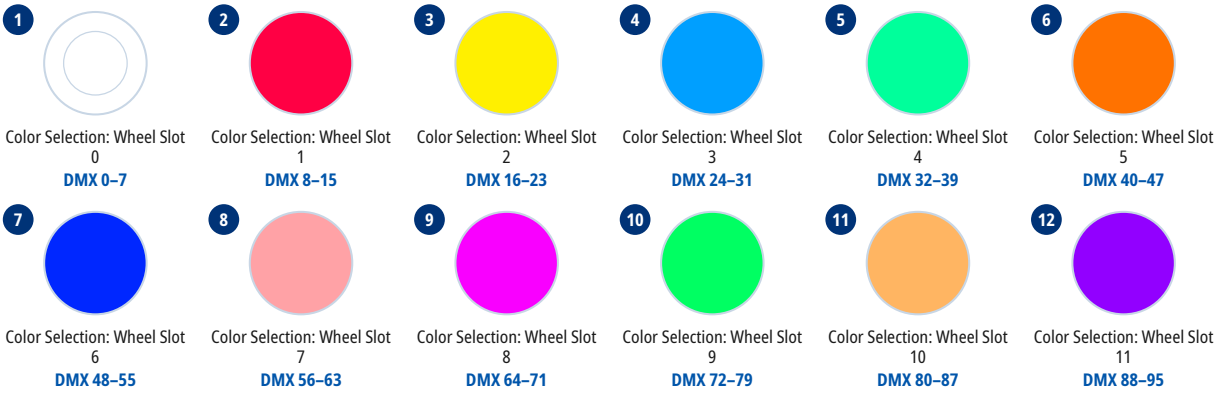
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “25 Channel Mode”: 25.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “25 Channel Mode”, you can use, for example, the start addresses 1, 26, 51, 76.
- 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

	25 Channel Mode 25 channels
Pan / Tilt	1, 3
Dimmer	13, 22
Shutter / strobe	14
Color mixing	6–8
Color temperature	9
Color wheel	5
Gobo wheel	10, 11
Gobo rotation	11, 12
Prism	16, 17
Frost	23
Zoom	18
Focus	19–21
Iris	22

Color wheel



Gobo wheel 1

1
Static Gobo: Open
DMX 0–3

2 
Gobo 1
DMX 4–7

3 
Gobo 2
DMX 8–11

4 
Gobo 3
DMX 12–15

5 
Gobo 4
DMX 16–19

6 
Gobo 5
DMX 20–23

7 
Gobo 6
DMX 24–27

8 
Gobo 7
DMX 28–31

9 
Gobo 8
DMX 32–35

10 
Gobo 9
DMX 36–39

11 
Gobo 10
DMX 40–43

12 
Gobo 11
DMX 44–47

13 
Gobo 12
DMX 48–51

14 
Gobo 13
DMX 52–55

Gobo wheel 2

1
Rotating Gobo: Open
DMX 0–7

2 
Gobo 1
DMX 8–15

3 
Gobo 2
DMX 16–23

4 
Gobo 3
DMX 24–31

5 
Gobo 4
DMX 32–39

6 
Gobo 5
DMX 40–47

7 
Gobo 6
DMX 48–55

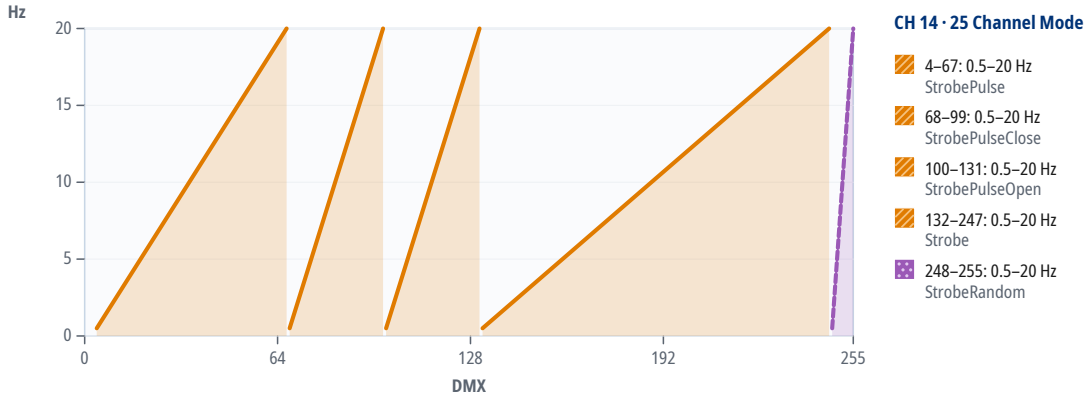
8 
Gobo 7
DMX 56–63

Prism

1
Open
DMX 0–31

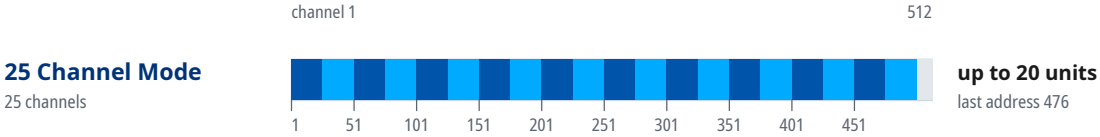
2 
6 facets
3-facet Prism
DMX 32–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “25 Channel Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

Mode 25 Channel Mode

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 13 Dimmer above 0; CH 14 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Colors 0, CH 6 Cyan 255, CH 7 Magenta 255, CH 8 Yellow 255, CH 9 CTO 0, CH 13 Dimmer 255, CH 14 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Home
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Color Selection: Wheel Slot 0
		8–15	Color Selection: Wheel Slot 1
		16–23	Color Selection: Wheel Slot 2

CH	Function	DMX	Description
5	Colors (continued)	24–31	Color Selection: Wheel Slot 3
		32–39	Color Selection: Wheel Slot 4
		40–47	Color Selection: Wheel Slot 5
		48–55	Color Selection: Wheel Slot 6
		56–63	Color Selection: Wheel Slot 7
		64–71	Color Selection: Wheel Slot 8
		72–79	Color Selection: Wheel Slot 9
		80–87	Color Selection: Wheel Slot 10
		88–95	Color Selection: Wheel Slot 11
		96–103	Color Selection: Wheel Slot 0
		104–113	Color 1 Wheel Index: Wheel Slot 0
		114–122	Color 1 Wheel Index: Wheel Slot 1
		123–131	Color 1 Wheel Index: Wheel Slot 2
		132–140	Color 1 Wheel Index: Wheel Slot 3
		141–149	Color 1 Wheel Index: Wheel Slot 4
		150–158	Color 1 Wheel Index: Wheel Slot 5
		159–167	Color 1 Wheel Index: Wheel Slot 6
		168–176	Color 1 Wheel Index: Wheel Slot 7
		177–185	Color 1 Wheel Index: Wheel Slot 8
		186–194	Color 1 Wheel Index: Wheel Slot 9
		195–203	Color 1 Wheel Index: Wheel Slot 10
		204–212	Color 1 Wheel Index: Wheel Slot 11
		213–221	Empty Channel Set
		222–238	Rotate CW (1–0.52 °/s)
		239–255	Roitate CCW (0.48–0 °/s)
6	Cyan	0	Min
		1–254	Min ... Max
		255	Max
7	Magenta	0	Min
		1–254	Min ... Max
		255	Max
8	Yellow	0	Min
		1–254	Min ... Max
		255	Max
9	CTO	0	7000K
		1–254	7000K ... 3500K
		255	3500K
10	Gobo	0–3	Static Gobo: Open
		4–7	Gobo 1
		8–11	Gobo 2
		12–15	Gobo 3
		16–19	Gobo 4

CH	Function	DMX	Description
10	Gobo (continued)	20–23	Gobo 5
		24–27	Gobo 6
		28–31	Gobo 7
		32–35	Gobo 8
		36–39	Gobo 9
		40–43	Gobo 10
		44–47	Gobo 11
		48–51	Gobo 12
		52–55	Gobo 13
		56–59	Static Gobo
		60–67	Gobo 1 Shake (0–0.071 Hz)
		68–75	Gobo 2 Shake (0.071–0.143 Hz)
		76–83	Gobo 3 Shake (0.143–0.214 Hz)
		84–91	Gobo 4 Shake (0.214–0.286 Hz)
		92–99	Gobo 5 Shake (0.286–0.357 Hz)
		100–107	Gobo 6 Shake (0.357–0.429 Hz)
		108–115	Gobo 7 Shake (0.429–0.5 Hz)
		116–123	Gobo 8 Shake (0.5–0.571 Hz)
		124–131	Gobo 9 Shake (0.571–0.643 Hz)
		132–139	Gobo 10 Shake (0.643–0.714 Hz)
		140–147	Gobo 11 Shake (0.714–0.786 Hz)
		148–155	Gobo 12 Shake (0.786–0.857 Hz)
		156–163	Gobo 13 Shake (0.857–0.929 Hz)
		164–167	Static Gobo Shake: Open (0.929–1 Hz)
		168–211	CW (0–0.49 °/s)
		212–255	CCW (0.51–1 °/s)
11	Gobo 2	0–7	Rotating Gobo: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Rotating Gobo
		72–79	Gobo 1 Shake (0–0.125 Hz)
		80–87	Gobo 2 Shake (0.125–0.25 Hz)
		88–95	Gobo 3 Shake (0.25–0.375 Hz)
		96–103	Gobo 4 Shake (0.375–0.5 Hz)
		104–111	Gobo 5 Shake (0.5–0.625 Hz)
		112–119	Gobo 6 Shake (0.625–0.75 Hz)
		120–127	Gobo 7 Shake (0.75–0.875 Hz)

CH	Function	DMX	Description
11	Gobo 2 (continued)	128–135	Rotating Gobo Shake: Open (0.875–1 Hz)
		136–195	CW
		196–255	CCW
12	Gobo 2 Rotation	0	0
		1–30	0 … 90
		31	90
		32–61	90 … 180
		62	180
		63–93	180 … 270
		94	270
		95–122	270 … 360
		123	360
		124–187	CW (600–22.9 °/s)
		188–191	Rotating Gobo Rotate: Stop (up to 13.7 °/s (2.3 rpm))
		192–255	CCW (22.9–600 °/s)
13	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open
14	Shutter	0–3	Shutter: Open
		4	Pulse Min
		5–66	Pulse Min … Pulse Max
		67	Pulse Max
		68	Pulse Close Min
		69–98	Pulse Close Min … Pulse Close Max
		99	Pulse Close Max
		100	Pulse Open Min
		101–130	Pulse Open Min … Pulse Open Max
		131	Pulse Open Max
		132	Strobe Min
		133–246	Strobe Min … Strobe Max
		247	Strobe Max
		248	Random Min
		249–254	Random Min … Random Max
		255	Random Max
15	LED Frequency	0	LEDFrequency
		1–63	1200 Hz Auto
		64–127	1200 Hz Fast
		128–191	13672 Hz Auto
		192–255	13672 Hz Fast
16	Prism	0–31	Open
		32–255	3-facet Prism
17	Prism Rotation	0	0

CH	Function	DMX	Description
17	Prism Rotation (continued)	1–30	0 … 90
		31	90
		32–60	90 … 180
		61	180
		62–91	180 … 270
		92	270
		93–122	270 … 360
		123	360
		124–187	CW (600–22.9 °/s)
		188–191	Prism Rotate: Stop (up to 13.7 °/s (2.3 rpm))
		192–255	CCW (22.9–600 °/s)
18	Zoom	0	Narrow
		1–127	Narrow … Medium
		128	Medium
		129–254	Medium … wide
		255	Wide
19	Focus	0	Min
		1–254	Min … max
		255	Max
20	Focus Distance	0–3	No function
		4–63	5m
		64–127	7m
		128–191	10m
		192–255	15m
21	Focus Adjust	0	Near
		1–127	Near … Medium
		128	Medium
		129–254	Medium … Far
		255	Far
22	Iris	0	Iris: Open
		1–134	Iris: Open … Closed
		135	Iris: Closed
		136	Iris Random Pulse Open: Pulse min
		137–172	Pulse min … Pulse Max
		173	Iris Random Pulse Open: Pulse Max
		174	Pulse Min
		175–210	Pulse Min … Pulse Max
		211	Iris Pulse Close: Pulse Max
		212	Iris Pulse Open: Pulse min
		213–254	Pulse min … Pulse max
		255	Pulse max
23	Frost	0–9	No Frost

CH	Function	DMX	Description
23	Frost (continued)	10–255	Frost
24	Speed Pan/Tilt	0–255	Max to min speed
25	Control	0–19	Control: NoFunction
		20–29	Global Reset
		30–39	Position Reset
		40–49	Color Reset
		50–59	Beam Reset
		60–69	No Feature: NoFunction
		70–74	Display Default
		75–79	Display Off
		80–84	Display On
		85–89	Fan Quiet
		90–94	Fan Normal
		95–99	Fan Performance
		100–255	No Feature: NoFunction

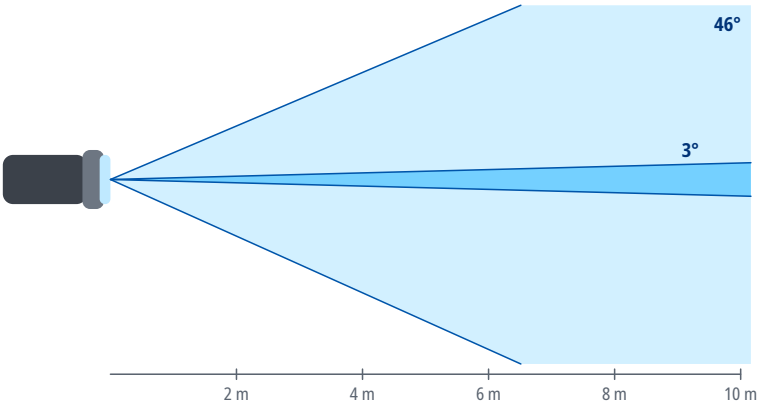
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	300 W
Luminous flux	13,000 lm
Color temperature	7,000 K
Color rendering index (CRI)	80
Optics	
Zoom	3–46°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	15 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3500–7000 K
Strobe frequency	0.5–20 Hz
Color wheel rotation	up to 1 °/s (0.2 rpm)
Gobo wheel 1 rotation	up to 1 °/s (0.2 rpm)
Gobo 2 rotation	up to 600 °/s (100 rpm)
Prism rotation	up to 600 °/s (100 rpm)

Spot diameter



Distance	Ø 3°	Ø 46°
2 m	0.1 m	1.7 m
4 m	0.21 m	3.4 m
6 m	0.31 m	5.1 m
8 m	0.42 m	6.8 m
10 m	0.52 m	8.5 m
15 m	0.79 m	12.7 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.