DMX REFERENCE

Vero Profile 700

Pluslite

Manufacturer	Pluslite
GDTF file	Pluslite_Vero_Profile_700_61320.gdtf
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1 About this manual

This document describes the Vero Profile 700 by Pluslite. It was compiled from the GDTF file Pluslite_Vero_Profile_700_61320.gdtf from the GDTF-Share library.

File revision: “v1.2”.

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 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	25 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
43CH	38	13	1, 39, 77, 115, ...

No light? Check these channels

- 43CH: CH 15 Strobe 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.

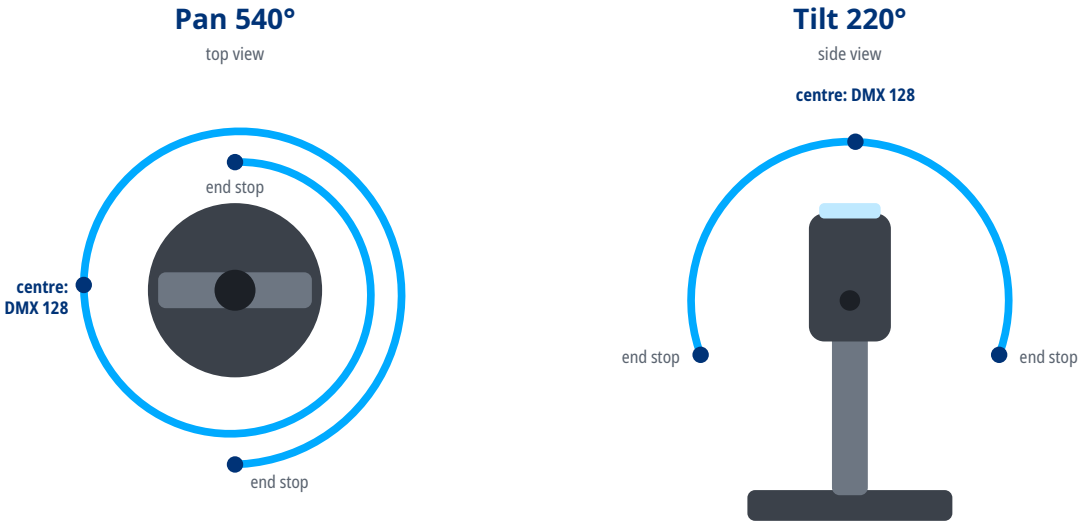
⚠ CAUTION

- 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

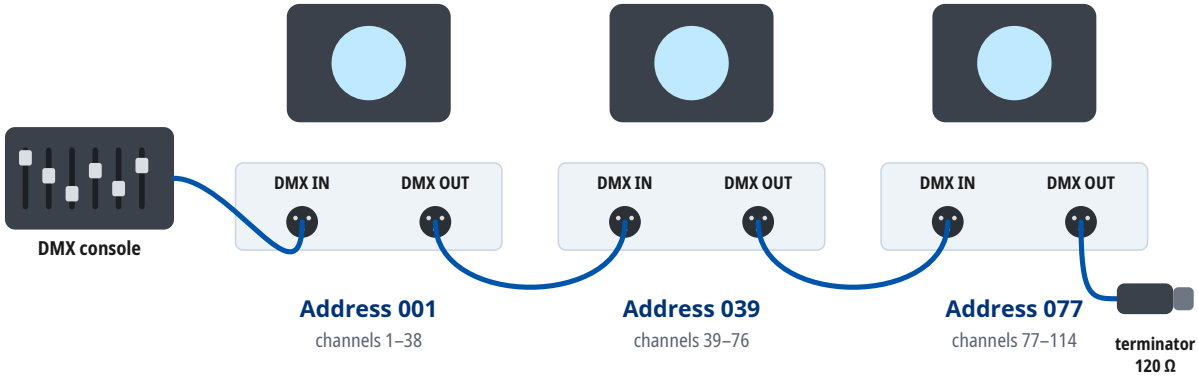
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 25 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 43CH: every unit occupies 38 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 “43CH”: 38.
- 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 “43CH”, you can use, for example, the start addresses 1, 39, 77, 115.
- 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

	43CH 38 channels
Pan / Tilt	1, 3
Dimmer	13
Color mixing	6–8
Color temperature	9
Color wheel	5
Gobo wheel	10, 11
Gobo rotation	12
Prism	17, 18
Frost	24
Zoom	19
Focus	21
Iris	23
Animation wheel	25

Color wheel



1 Color 1

2 Colour0
DMX 0–7

3 Colour1
DMX 8–15

4 Colour2
DMX 16–23

5 Colour3
DMX 24–31

6 Colour4
DMX 32–39

Gobo wheel 1



1 No gobo
DMX 0–7

2 Gobo1
DMX 8–15

3 Gobo2
DMX 16–23

4 Gobo3
DMX 24–31

5 Gobo4
DMX 32–39

6 Gobo5
DMX 40–47



7 Gobo6
DMX 48–55

Gobo wheel 2

1
No Gobo
DMX 0–8

2 
Gobo 1
DMX 9–17

3 
Gobo 2
DMX 18–26

4 
Gobo 3
DMX 27–35

5 
Gobo 4
DMX 36–44

6 
Gobo 5
DMX 45–53

7 
Gobo 6
DMX 54–62

Gobo wheel 3

1 
Flame wheel

2
Wheel Slot 1

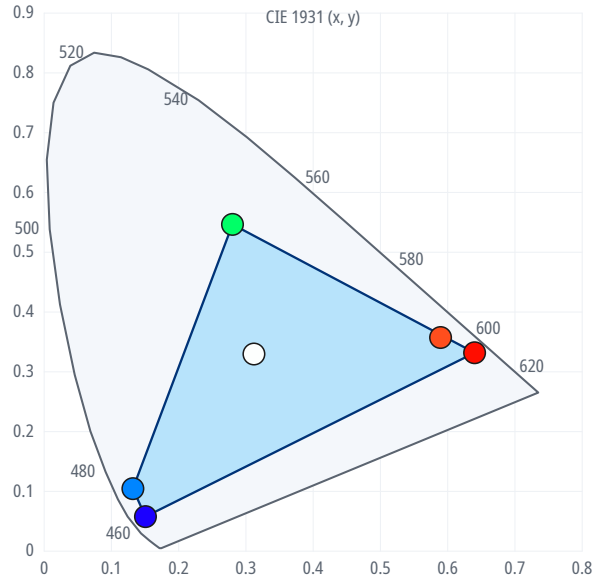
Prism 1

1 
4 facets
Prism stop
DMX 0–3

Prism 2

1 
5 facets
Prism 2

LED colors and the colors they mix

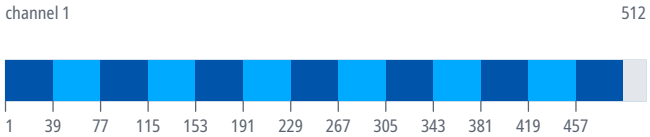


LED	x	y
White 1	0.312	0.330
Red 2	0.640	0.332
Blue 3	0.132	0.105
Green 4	0.280	0.547
Orange 5	0.589	0.357
deep blue 6	0.151	0.058

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

9 DMX channels

Units in one DMX universe



43CH
38 channels

up to 13 units
last address 457

Start addresses of 20 units in the mode “43CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	191	11	381	16	U2 · 77
2	39	7	229	12	419	17	U2 · 115
3	77	8	267	13	457	18	U2 · 153
4	115	9	305	14	U2 · 1	19	U2 · 191
5	153	10	343	15	U2 · 39	20	U2 · 229

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 43CH

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 15 Strobe at 0–3 “Open”.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	1 Pan
		128	Pan
		128–255	1 Pan
2	Pan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Tilt	0–127	3 Tilt
		128	Tilt
		128–255	3 Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors		5 Colour wheel
		0–7	Colour0
		8–15	Colour1
		16–23	Colour2
		24–31	Colour3
		32–39	Colour4
		40–47	Colour5
		48–255	5 Colour wheel
6	Cyan		6 Color Sub_C
		0	Min
		1–254	Min ... Max
		255	Max
7	Magenta		7 Color Sub_M
		0	Min
		1–254	Min ... Max
		255	Max
8	Yellow		8 Color Sub_Y
		0	Min
		1–254	Min ... Max
		255	Max
9	Color Temperature		9 CTC
		0–3	7000K
		4–67	6500K
		68–99	5600K
		100–131	4500K
		132–175	4200K
		176–247	3200K
		248–251	2700K
		252–255	2500K
10	Gobo Spin	0–7	No gobo
		8–15	Gobo1
		16–23	Gobo2
		24–31	Gobo3
		32–39	Gobo4
		40–47	Gobo5
		48–55	Gobo6
		56–79	No gobo
		80–87	Gobo1 shake

CH	Function	DMX	Description
10	Gobo Spin (continued)	88–95	Gobo2 shake
		96–103	Gobo3 shake
		104–111	Gobo4 shake
		112–119	Gobo5 shake
		120–127	Gobo6 shake
		128–143	No Gobo
		144–255	Gobo 1 Wheel Shake 2
11	Gobo 2 Spin	0–8	No Gobo
		9–17	Gobo 1
		18–26	Gobo 2
		27–35	Gobo 3
		36–44	Gobo 4
		45–53	Gobo 5
		54–62	Gobo 6
		63–71	No Gobo
		72–79	Gobo1 shake
		80–87	Gobo2 shake
		88–95	Gobo3 shake
		96–103	Gobo4 shake
		104–111	Gobo5 shake
		112–119	Gobo6 shake
		120–135	No gobo
		136–255	Gobo 2 Wheel Shake 2
12	Gobo 2 Rotation	0–3	No effect
		4–123	Rotating gobo angle
		124–187	Rotate left
		188–191	Gobo 2 Pos Rotate: Stop
		192–255	Rotate right
13	Dimmer		13 Dimmer
		0	Dimmer
		1–255	13 Dimmer
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Strobe	0–3	Strobe Mode Strobe: Open
		4–247	Strobe
		248–255	Random strobe
16	LED Frequency		16 Dimmer mode
		0–255	16 Dimmer mode
17	Prism		17 Prism 1
		0–31	No prism
		32–255	Prism1
18	Prism Rotation	0–3	Prism stop
		4–123	Prism angle

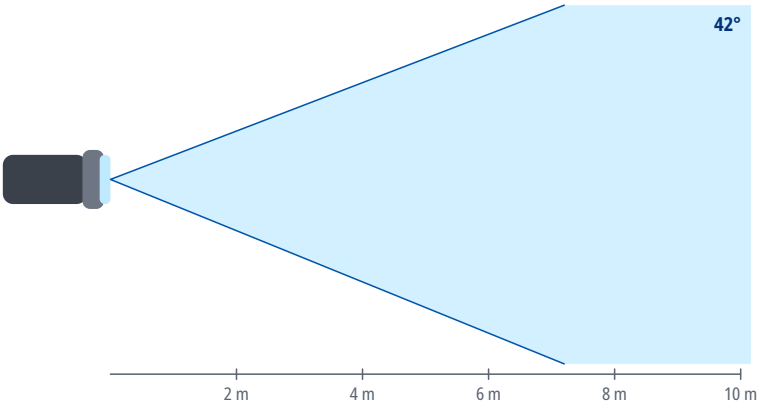
CH	Function	DMX	Description
18	Prism Rotation (continued)	124–187	Rotate left fast to slow
		188–255	Prism 1 Pos Rotate: Stop
19	Zoom		21 Zoom
		0	Zoom
		1–255	21 Zoom
20	Zoom Fine	0–255	Fine adjustment of CH 19
21	Focus		23 Focus
		0	Focus
		1–255	23 Focus
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Iris	0–127	27 Iris open: Open to close
		128–135	27 Iris open: Close
		136–249	Iris movement
		250–255	Iris Pulse Open: Close
24	Frost 1 Pulse Open		28 Frost 1
		0–9	No effect
		10–255	Liner frost
25	Animation Wheel		30 Flame wheel
		0–31	Flame OFF
		32–255	Flame on
26	Blade 1 A		32 Frame 1 A
		0–255	32Frame 1A
27	Blade 1 B		33 Frame 1 B
		0–255	33 Frame 1 B
28	Blade 2 A		34 Frame 2 A
		0–255	34 Frame 2 A
29	Blade 2 B		35 Frame 2 B
		0–255	35 Frame 2 B
30	Blade 3 A		36 Frame 3 A
		0–255	36 Frame 3 A
31	Blade 3 B		37 Frame 3 B
		0–255	37 Frame 3 B
32	Blade 4 A		38 Frame 4 A
		0–255	38 Frame 4 A
33	Blade 4 B		39 Frame 4 B
		0–255	39 Frame 4 B
34	Blade 1 Rotation		40 Frame angle
		0–7	No effect
		8–239	Angle
		240–255	Rotate left and right
35	Blade 1 Rotation Fine	0–255	Fine adjustment of CH 34
36	Frame macro	0–3	No effect

CH	Function	DMX	Description
36	Frame macro (continued)	4–255	Effect
37	42 Scan speed	0–255	
38	Control	0–19	No used
		20–29	Reset all
		30–34	Reset pan
		35–39	Reset tilt
		40–255	Reset colour

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	580 W
Luminous flux	20,500 lm
Color temperature	7,000 K
Color rendering index (CRI)	90
Optics	
Beam angle	42°
Movement	
Pan	540°
Tilt	220°
Dimensions and construction	
Weight	25 kg
Operating environment	
Operating temperature	-10 to 50 °C

Spot diameter



Distance	Ø 42°
2 m	1.5 m
4 m	3.1 m
6 m	4.6 m
8 m	6.1 m
10 m	7.7 m
15 m	11.5 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.