DMX REFERENCE

Aria700Profile

Prolights



Manufacturer	Prolights
GDTF file	Prolights_Aria700Profile_64580.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 8
9 DMX channels 10
Mode Extended_39ch 11
Mode Extended_38ch 18
Mode Standard_33ch 20
10 Technical specifications 23
11 Maintenance and cleaning 24
12 Troubleshooting 24
13 Disposal 25

1 About this manual

This document describes the Aria700Profile by Prolights. It was compiled from the GDTF file Prolights_Aria700Profile_64580.gdtf from the GDTF-Share library.

File revision: “1.26”.

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 Prolights; 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	26 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended_39ch	39	13	1, 40, 79, 118, ...
Extended_38ch	38	13	1, 39, 77, 115, ...
Standard_33ch	33	15	1, 34, 67, 100, ...

No light? Check these channels

- Extended_39ch: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0
- Extended_38ch: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0
- Standard_33ch: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0



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.

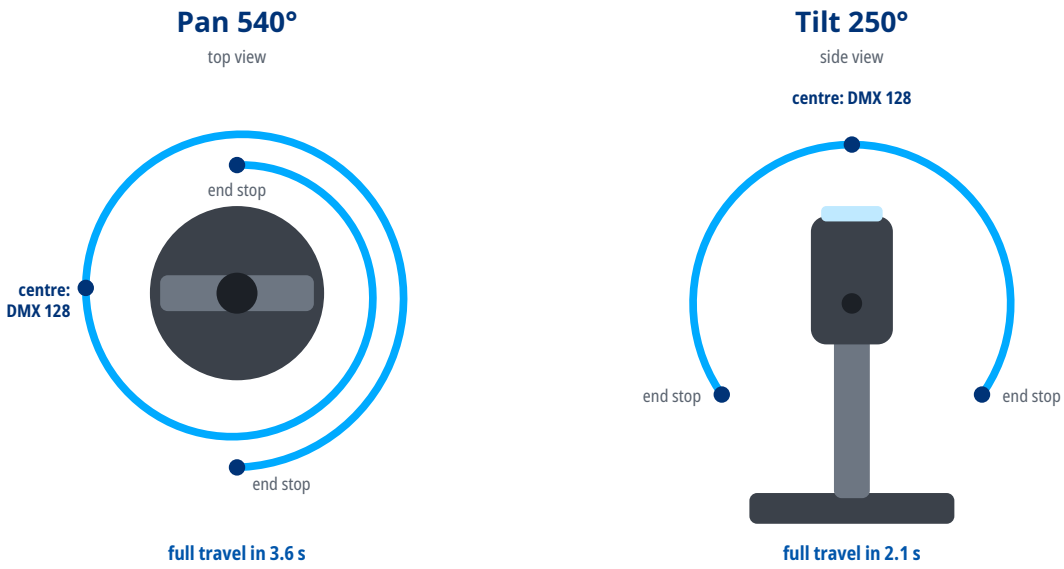
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

“Aria 700Profile is a 400W theatrical LED light designed to bring refinement and silence to the stage. Featuring a custom RGBW engine which delivers an extensive colour palette and an optical system designed to allow the layering of effects. The Aria 700Profile puts the theatre into LED.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

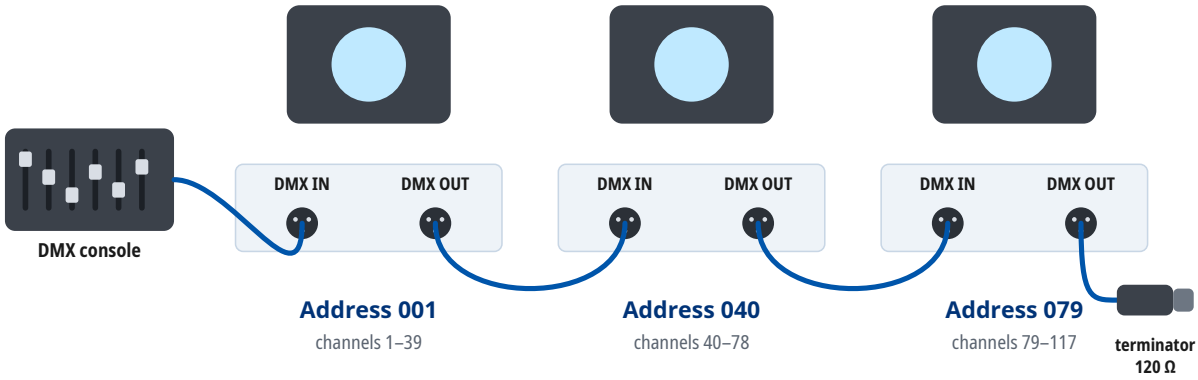
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 26 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_39ch: every unit occupies 39 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_39ch”: 39.
- 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_39ch”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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_39ch 39 channels	Extended_38ch 38 channels	Standard_33ch 33 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	7	7	7
Dimmer resolution	16 bit	16 bit	8 bit
Shutter / strobe	6	6	6
Color mixing	12–15	12–15	10–13
Color temperature	10, 11	10, 11	8, 9
Gobo wheel	16	16	14
Gobo rotation	17	17	15
Prism	19	19	16
Frost	21	20	17
Zoom	24	23	19
Focus	22	21	18
Iris	27	26	21
Animation wheel	26	25	20
Effects / macros	10, 11, 37	10, 11, 36	8, 9, 31

Gobo wheel

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3 
Gobo2
DMX 11–15

4 
Gobo3
DMX 16–20

5 
Gobo4
DMX 21–25

6 
Gobo5
DMX 26–30

7 
Gobo6
DMX 31–35

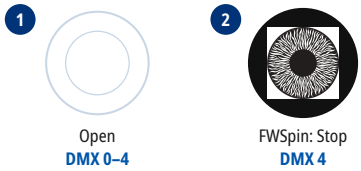
8 
Gobo7
DMX 36–41

Prism

1
Open
DMX 0–4

2 
3 facets
Prism
DMX 4–128

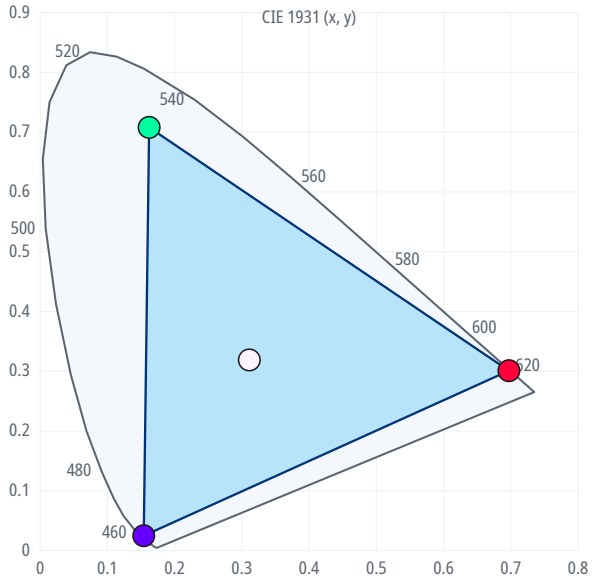
Animation wheel



1 Open
DMX 0–4

2 FWSpin: Stop
DMX 4

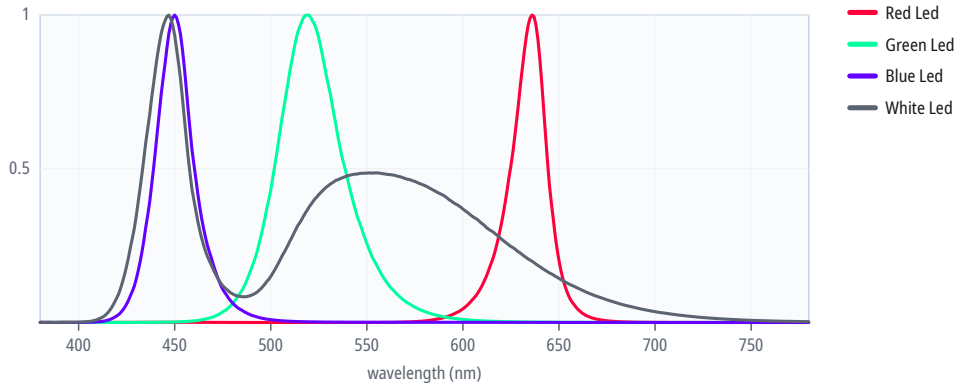
LED colors and the colors they mix



LED	x	y
Red Led	0.697	0.301
Green Led	0.162	0.708
Blue Led	0.154	0.025
White Led	0.311	0.319

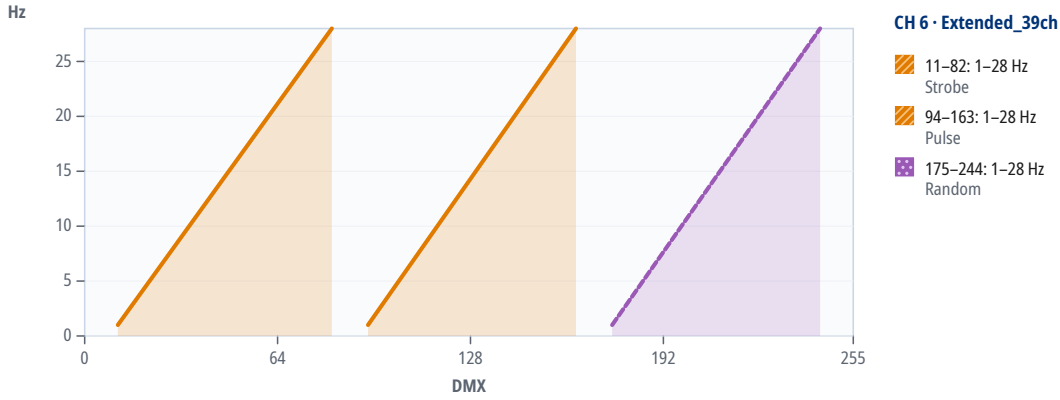
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



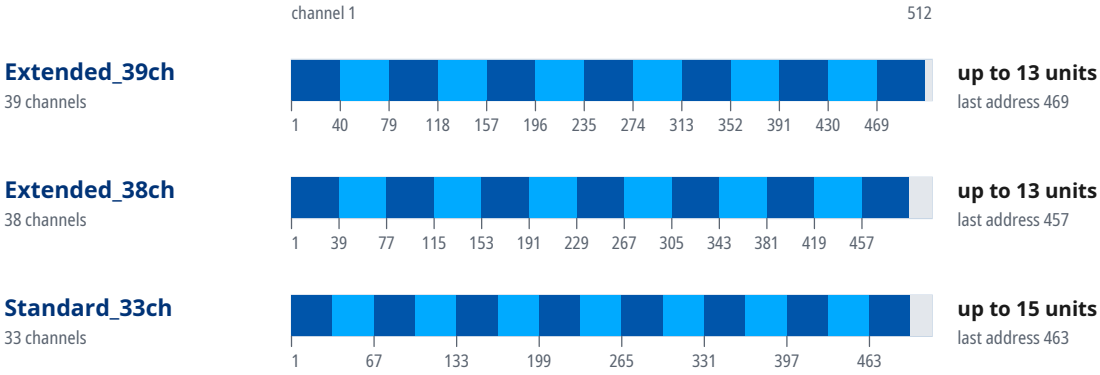
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended_39ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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_39ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 0, CH 7 Dimmer 255, CH 10 Colors Mode 0, CH 11 Color Macro 0, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255, CH 15 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Position Mode	0	Position Speed: Fast
		1–249	Position Speed: Fast ... Slow
		250	Position Speed: Slow
		251–254	Black Out Mode
		255	BlacOutMode
6	Shutter	0–10	Open
		11	Strobe: Slow
		12–81	Strobe: Slow ... Fast
		82	Strobe: Fast
		83–92	Open 1
		93	Open
		94	Pulse: Slow
		95–162	Pulse: Slow ... Fast
		163	Pulse: Fast
		164–173	Open 2
		174	Open
		175	Random: Slow
		176–243	Random: Slow ... Fast
		244	Random: Fast
		245–254	Open 3
		255	Open
7	Dimmer	0–255	Closed ... Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Dimmer Mode	0	Snap
		1–254	Snap ... Fade
		255	Fade
10	Colors Mode	0–15	No function
		16–31	White Presets
		32–47	FWSpin
		48–63	RWSpin
		64–79	Continuous

CH	Function	DMX	Description
10	Colors Mode (continued)	80–111	CTC
		112–255	TBD
11	Color Macro		When CH 10 is 0–15:
		0–255	No function
			When CH 10 is 16–31:
		0–155	2000K-2700K
		156–175	2700K-3200K
		176–195	3200K-4200K
		196–215	4200K-5600K
		216–235	5600K-8000K
		236–255	8000K-10000K
			When CH 10 is 32–47:
		0	Slow
		1–254	Slow ... Fast
		255	Fast
			When CH 10 is 48–63:
		0	Slow
		1–254	Slow ... Fast
		255	Fast
			When CH 10 is 64–79:
		0	Black
		1	Red
		2	Green
		3	Blue
		4	White
		5–46	Effect1
		47–88	Effect2
		89–130	Effect3
		131–172	Effect4
		173–214	Effect5
		215–255	Effect6
			When CH 10 is 80–111:
		0	2000K
		1–254	2000K ... 10000K
		255	10000K
12	Red	0	Min
		1–254	Min ... Max
		255	Max
13	Green	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
14	Blue	0	Min
		1–254	Min ... Max
		255	Max
15	White	0	Min
		1–254	Min ... Max
		255	Max
16	Gobo	0–5	Gobo: Open
		6–10	Gobo 1
		11–15	Gobo2
		16–20	Gobo3
		21–25	Gobo4
		26–30	Gobo5
		31–35	Gobo6
		36–40	Gobo7
		41–55	Gobo1 (0.2–8 Hz)
		56–70	Gobo Shake: Gobo2 (0.2–8 Hz)
		71–85	Gobo Shake: Gobo3 (0.2–8 Hz)
		86–100	Gobo Shake: Gobo4 (0.2–8 Hz)
		101–115	Gobo Shake: Gobo5 (0.2–8 Hz)
		116–130	Gobo Shake: Gobo6 (0.2–8 Hz)
		131–145	Gobo Shake: Gobo7 (0.2–8 Hz)
		146	FWSpin: Stop
		147–199	FWSpin: Stop ... Fast
		200	FWSpin: Fast
		201	RWSpin: Fast
		202–254	RWSpin: Fast ... Stop
		255	RWSpin: Stop
17	Gobo Rotation	0–191	0-360
		191–192	Index
		192–221	FWSpin: Slow2Fast (360–1 °/s)
		221–226	Stop
		226–255	RWSpin: Fast2Slow (1–360 °/s)
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Prism	0–3	Open
		4–127	FWSpin: Slow2Fast (60°)
		128–131	Stop
		132–255	RWSpin: Fast2Slow (60°)
20	Focus Mode	0	No function
		1–7	Auto Focus_OPEN: 4m
		8–15	Auto Focus_OPEN: 6m
		16–23	Auto Focus_OPEN: 8m

CH	Function	DMX	Description
20	Focus Mode (continued)	24–31	Auto Focus_OPEN: 10m
		32–39	Auto Focus_OPEN: 12m
		40–47	Auto Focus_OPEN: 14m
		48–55	Auto Focus_OPEN: 16m
		56–63	Auto Focus_OPEN: 18m
		64–71	Auto Focus_GOBO: 4m
		72–79	Auto Focus_GOBO: 6m
		80–87	Auto Focus_GOBO: 8m
		88–95	Auto Focus_GOBO: 10m
		96–103	Auto Focus_GOBO: 12m
		104–111	Auto Focus_GOBO: 14m
		112–119	Auto Focus_GOBO: 16m
		120–127	Auto Focus_GOBO: 18m
		128–255	TBD
21	Frost	0	0%
		1–254	0% ... 100%
		255	100%
22	Focus	0–255	Min ... Max
		255	Max
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–255	Min ... Max
		255	Max
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Animation Wheel	0–3	Open
		4	FWSpin: Stop
		5–126	FWSpin: Stop ... Fast
		127	FWSpin: Fast
		128–131	Stop
		132	RWSpin: Stop
		133–254	RWSpin: Stop ... Fast
		255	RWSpin: Fast
27	Iris	0	Large
		1–62	Large ... Small
		63	Small
		64	Effect_Open Close: Slow
		65–126	Effect_Open Close: Slow ... Fast
		127	Effect_Open Close: Fast
		128	Open_Slow 2 Fast: Slow
		129–190	Open_Slow 2 Fast: Slow ... Fast
		191	Open_Slow 2 Fast: Fast
		192	Close_Slow 2 Fast: Slow

CH	Function	DMX	Description
27	Iris (continued)	193–254	Close_Slow 2 Fast: Slow ... Fast
		255	Close_Slow 2 Fast: Fast
28	Blade 1 A	0	Out
		1–254	Out ... In
		255	In
29	Blade 1 Rotation	0–127	From -25 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +25
30	Blade 2 A	0	Out
		1–254	Out ... In
		255	In
31	Blade 2 Rotation	0–127	From -25 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +25
32	Blade 3 A	0	Out
		1–254	Out ... In
		255	In
33	Blade 3 Rotation	0–127	From -25 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +25
34	Blade 4 A	0	Out
		1–254	Out ... In
		255	In
35	Blade 4 Rotation	0–127	From -25 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +25
36	Shaper Rotation	0	Left to Center
		1–127	Left to Center ... Center
		128	Center
		129–254	Center ... Center To Right
		255	Center To Right
37	Shaper Macros	0–3	No Function
		4–11	1
		12–18	2
		19–25	3
		26–32	4
		33–39	5
		40–47	6
		48–54	7
		55–61	8
		62–68	9
		69–75	10

CH	Function	DMX	Description
37	Shaper Macros (continued)	76–82	11
		83–90	12
		91–97	13
		98–104	14
		105–111	15
		112–118	16
		119–125	17
		126–133	18
		134–140	19
		141–147	20
		148–155	21
		156–161	22
		162–168	23
		169–176	24
		177–183	25
		184–190	26
		191–197	27
		198–204	28
		205–211	29
		212–219	30
		220–226	31
		227–233	32
		234–240	33
		241–247	34
		248–255	35
38	Shaper Macros Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
39	Control	0–7	No function
		8–15	FixtureGlobalReset
		16–23	PositionReset
		24–31	Prism-Iris-Frost reset
		32–39	Gobo Wheel Reset
		40–47	Frame Reset
		48–55	Zoom-Focus Reset
		56–255	TBD

Mode Extended_38ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 0, CH 7 Dimmer 255, CH 10 Colors Mode 0, CH 11 Color Macro 0, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255, CH 15 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended_39ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended_39ch” (p. 12)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Position Mode		Same as CH 5 in the mode “Extended_39ch” (p. 12)
6	Shutter		Same as CH 6 in the mode “Extended_39ch” (p. 12)
7	Dimmer		Same as CH 7 in the mode “Extended_39ch” (p. 12)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Dimmer Mode		Same as CH 9 in the mode “Extended_39ch” (p. 12)
10	Colors Mode		Same as CH 10 in the mode “Extended_39ch” (p. 12)
11	Color Macro		Same as CH 11 in the mode “Extended_39ch” (p. 13)
12	Red		Same as CH 12 in the mode “Extended_39ch” (p. 13)
13	Green		Same as CH 13 in the mode “Extended_39ch” (p. 13)
14	Blue		Same as CH 14 in the mode “Extended_39ch” (p. 14)
15	White		Same as CH 15 in the mode “Extended_39ch” (p. 14)
16	Gobo		Same as CH 16 in the mode “Extended_39ch” (p. 14)
17	Gobo Rotation		Same as CH 17 in the mode “Extended_39ch” (p. 14)
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Prism		Same as CH 19 in the mode “Extended_39ch” (p. 14)
20	Frost		Same as CH 21 in the mode “Extended_39ch” (p. 15)
21	Focus		Same as CH 22 in the mode “Extended_39ch” (p. 15)
22	Focus Fine	0–255	Fine adjustment of CH 21
23	Zoom		Same as CH 24 in the mode “Extended_39ch” (p. 15)
24	Zoom Fine	0–255	Fine adjustment of CH 23
25	Animation Wheel		Same as CH 26 in the mode “Extended_39ch” (p. 15)
26	Iris		Same as CH 27 in the mode “Extended_39ch” (p. 15)
27	Blade 1 A		Same as CH 28 in the mode “Extended_39ch” (p. 16)
28	Blade 1 Rotation		Same as CH 29 in the mode “Extended_39ch” (p. 16)
29	Blade 2 A		Same as CH 30 in the mode “Extended_39ch” (p. 16)
30	Blade 2 Rotation		Same as CH 31 in the mode “Extended_39ch” (p. 16)
31	Blade 3 A		Same as CH 32 in the mode “Extended_39ch” (p. 16)
32	Blade 3 Rotation		Same as CH 33 in the mode “Extended_39ch” (p. 16)
33	Blade 4 A		Same as CH 34 in the mode “Extended_39ch” (p. 16)
34	Blade 4 Rotation		Same as CH 35 in the mode “Extended_39ch” (p. 16)
35	Shaper Rotation		Same as CH 36 in the mode “Extended_39ch” (p. 16)
36	Shaper Macros		Same as CH 37 in the mode “Extended_39ch” (p. 16)
37	Shaper Macros Speed		Same as CH 38 in the mode “Extended_39ch” (p. 17)
38	Control		Same as CH 39 in the mode “Extended_39ch” (p. 17)

Mode Standard_33ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 0–10, 93, 174, 255 “Open” or 83–92 or 164–173 or 245–254; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 0, CH 7 Dimmer 255, CH 8 Colors Mode 0, CH 9 Color Macro 0, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended_39ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended_39ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Position Mode		Same as CH 5 in the mode “Extended_39ch” (p. 12)
6	Shutter		Same as CH 6 in the mode “Extended_39ch” (p. 12)
7	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
8	Colors Mode		Same as CH 10 in the mode “Extended_39ch” (p. 12)
9	Color Macro		When CH 8 is 0–15:
		0–255	No function
			When CH 8 is 16–31:
		0–155	2000K-2700K
		156–175	2700K-3200K
		176–195	3200K-4200K
		196–215	4200K-5600K
		216–235	5600K-8000K
		236–255	8000K-10000K
			When CH 8 is 32–47:
		0	Slow
		1–254	Slow ... Fast
		255	Fast
			When CH 8 is 48–63:
		0	Slow
		1–254	Slow ... Fast
		255	Fast
			When CH 8 is 64–79:
		0	Black
		1	Red
		2	Green
		3	Blue
		4	White
		5–46	Effect1
		47–88	Effect2
		89–130	Effect3
		131–172	Effect4
		173–214	Effect5
		215–255	Effect6
			When CH 8 is 80–111:
		0	2000K
		1–254	2000K ... 10000K
		255	10000K
10	Red		Same as CH 12 in the mode “Extended_39ch” (p. 13)
11	Green		Same as CH 13 in the mode “Extended_39ch” (p. 13)
12	Blue		Same as CH 14 in the mode “Extended_39ch” (p. 14)

CH	Function	DMX	Description
13	White		Same as CH 15 in the mode “Extended_39ch” (p. 14)
14	Gobo		Same as CH 16 in the mode “Extended_39ch” (p. 14)
15	Gobo Rotation	0–191	0-360 (360°)
		192–221	FWSpin: Slow2Fast (360–1 °/s)
		222–225	Stop
		226–255	RWSpin: Fast2Slow (1–360 °/s)
16	Prism		Same as CH 19 in the mode “Extended_39ch” (p. 14)
17	Frost		Same as CH 21 in the mode “Extended_39ch” (p. 15)
18	Focus	0	Min
		1–254	Min ... Max
		255	Max
19	Zoom	0	Min
		1–254	Min ... Max
		255	Max
20	Animation Wheel		Same as CH 26 in the mode “Extended_39ch” (p. 15)
21	Iris		Same as CH 27 in the mode “Extended_39ch” (p. 15)
22	Blade 1 A		Same as CH 28 in the mode “Extended_39ch” (p. 16)
23	Blade 1 Rotation		Same as CH 29 in the mode “Extended_39ch” (p. 16)
24	Blade 2 A		Same as CH 30 in the mode “Extended_39ch” (p. 16)
25	Blade 2 Rotation		Same as CH 31 in the mode “Extended_39ch” (p. 16)
26	Blade 3 A		Same as CH 32 in the mode “Extended_39ch” (p. 16)
27	Blade 3 Rotation		Same as CH 33 in the mode “Extended_39ch” (p. 16)
28	Blade 4 A		Same as CH 34 in the mode “Extended_39ch” (p. 16)
29	Blade 4 Rotation		Same as CH 35 in the mode “Extended_39ch” (p. 16)
30	Shaper Rotation		Same as CH 36 in the mode “Extended_39ch” (p. 16)
31	Shaper Macros		Same as CH 37 in the mode “Extended_39ch” (p. 16)
32	Shaper Macros Speed		Same as CH 38 in the mode “Extended_39ch” (p. 17)
33	Control		Same as CH 39 in the mode “Extended_39ch” (p. 17)

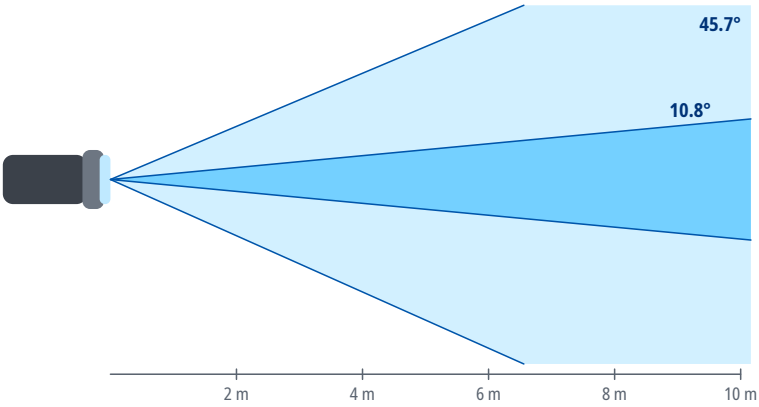
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	390 W
Luminous flux	5,290 lm
Color temperature	6,000 K
Color rendering index (CRI)	70
Optics	
Zoom	10.8–45.7°
Movement	
Pan	540°
Tilt	250°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x150D, device model ID 0xD006)
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	26 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2000–10000 K
Strobe frequency	1–28 Hz
Gobo wheel rotation	up to 360 °/s (60 rpm)
Gobo rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 10.8°	Ø 45.7°
2 m	0.38 m	1.7 m
4 m	0.76 m	3.4 m
6 m	1.1 m	5.1 m
8 m	1.5 m	6.7 m
10 m	1.9 m	8.4 m
15 m	2.8 m	12.6 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.