DMX REFERENCE

AstraProfile1200IP

Prolights



Manufacturer	Prolights
GDTF file	Prolights_AstraProfile1200IP_166195.gdtf
GDTF revision	Rev 009 - Prism Facet fixed · 2026-10-26
Generated	2026-11-24

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1 About this manual

This document describes the AstraProfile1200IP by Prolights. It was compiled from the GDTF file Prolights_AstraProfile1200IP_166195.gdtf from the GDTF-Share library.

File revision: “Rev 009 - Prism Facet fixed”.

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
Power consumption	1,830 W
Weight	55 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard_46ch	46	11	1, 47, 93, 139, ...

No light? Check these channels

- Standard_46ch: CH 5 Dimmer above 0; CH 7 Shutter at 0–1, 63–64, 189–190 or 252–255 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light

3 Safety instructions



Read the manual before use



Risk of electric shock



Do not stare into the light

⚠ 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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

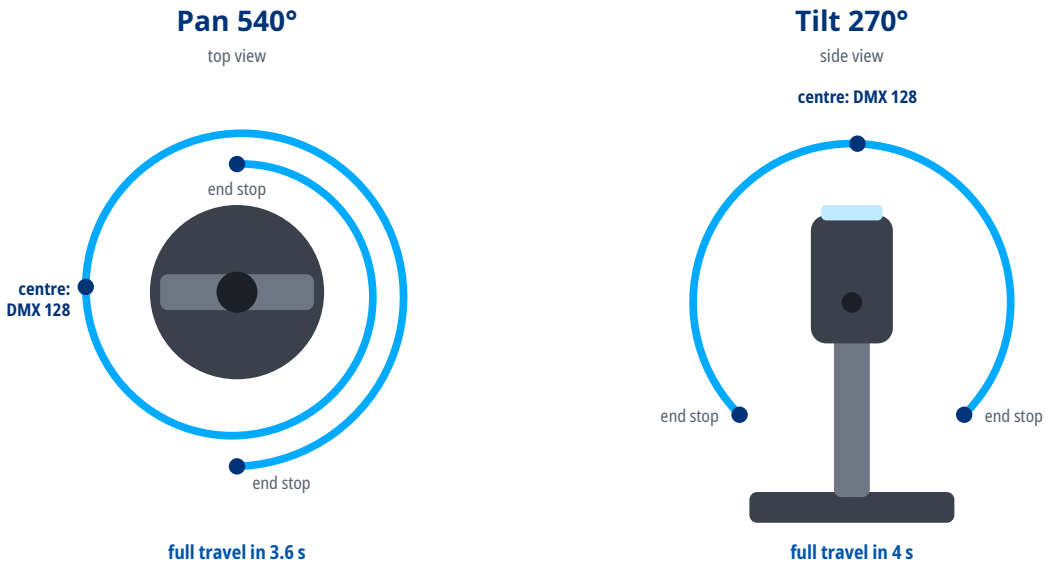
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

“IP65 1200W Profile Moving head, with 7000K LED source, 5° - 55° zoom, The Astra Profile1200IP is an advanced, large format IP65 LED moving profile, engineered to be bright and offer robust performance under any indoor and outdoor conditions.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

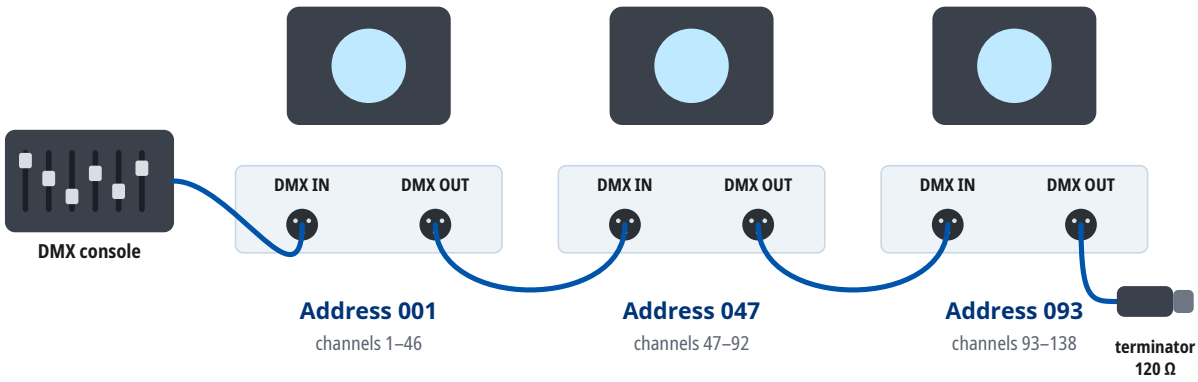
⚠ WARNING

- 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: 55 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 Standard_46ch: every unit occupies 46 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 “Standard_46ch”: 46.
- 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 “Standard_46ch”, you can use, for example, the start addresses 1, 47, 93, 139.
- 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.

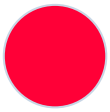
8 Functions at a glance

Functions in each DMX mode

	Standard_46ch 46 channels
Pan / Tilt	1, 3
Dimmer	5
Shutter / strobe	7
Color mixing	8–10
Color temperature	11
Color wheel	12
Gobo wheel	14, 17
Gobo rotation	15, 18
Prism	20–23
Frost	24, 25
Zoom	28
Focus	30, 45
Iris	26
Animation wheel	32, 33
Effects / macros	43

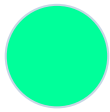
Color wheel

1
Color 1 Pos: Open
DMX 0

2 
Color 1 Pos: Red
DMX 22

3
Color 1 Pos: 5600K
DMX 44

4 
Color 1 Pos: Magenta
DMX 66

5 
Color 1 Pos: Green
DMX 88

6 
Color 1 Pos: Orange
DMX 110

7 
Color 1 Pos: Dark Blue
DMX 132

Gobo wheel 1

1
Gobo 1 Step Index: Open
DMX 0–9

2 
Gobo 1 Step Index: Gobo1
DMX 10–19

3 
Gobo 1 Step Index: Gobo2
DMX 20–29

4 
Gobo 1 Step Index: Gobo3
DMX 30–39

5 
Gobo 1 Step Index: Gobo4
DMX 40–49

6 
Gobo 1 Step Index: Gobo5
DMX 50–59

7 
Gobo6
DMX 60–70

Gobo wheel 2

1
Gobo 1 Step Index: Open
DMX 0–9

2 
Gobo 1 Step Index: Gobo1
DMX 10–19

3 
Gobo 1 Step Index: Gobo2
DMX 20–29

4 
Gobo 1 Step Index: Gobo3
DMX 30–39

5 
Gobo 1 Step Index: Gobo4
DMX 40–49

6 
Gobo 1 Step Index: Gobo5
DMX 50–59

7 
Gobo6
DMX 60–70

Prism 1

1
Prism: Open
DMX 0–29

2
Prism indexing
DMX 30–59

Animation wheel

1



Insertion
DMX 0–255

Prism 2

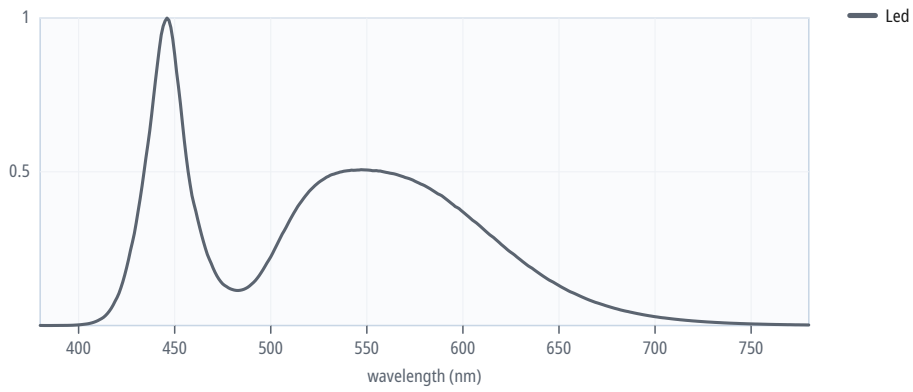
1

Prism: Open
DMX 0–29

2

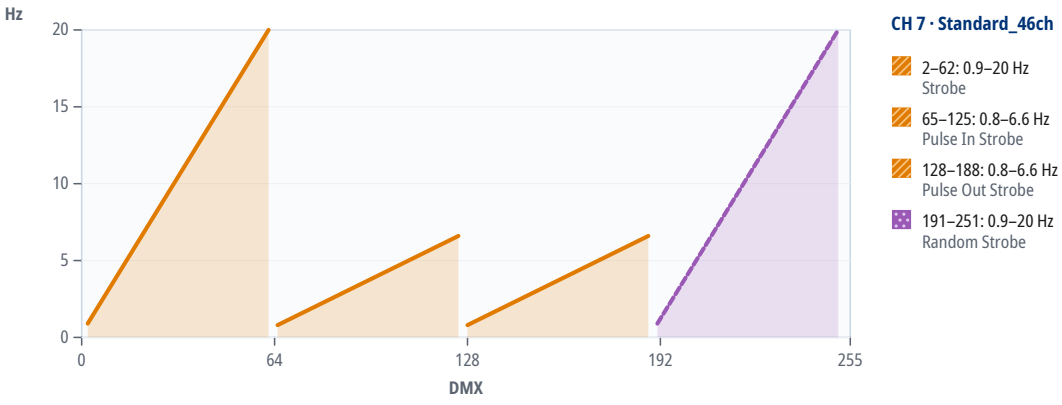
Prism indexing
DMX 30–59

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.

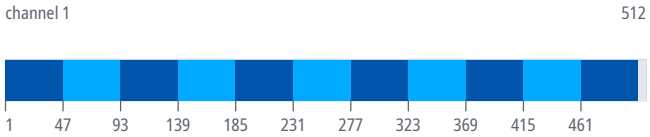
Strobe rate



9 DMX channels

Units in one DMX universe

Standard_46ch
46 channels



up to 11 units
last address 461

Start addresses of 20 units in the mode “Standard_46ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	231	11	461	16	U2 · 185
2	47	7	277	12	U2 · 1	17	U2 · 231
3	93	8	323	13	U2 · 47	18	U2 · 277
4	139	9	369	14	U2 · 93	19	U2 · 323
5	185	10	415	15	U2 · 139	20	U2 · 369

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 Standard_46ch

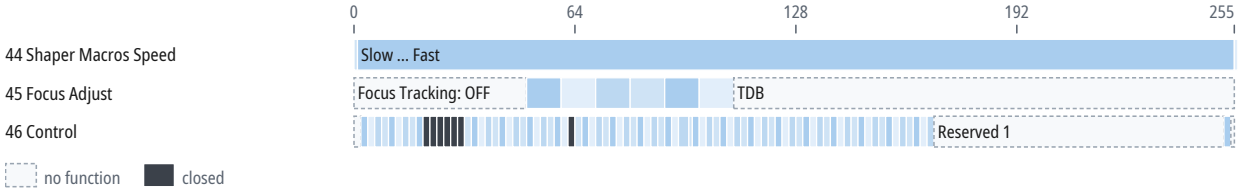
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0; CH 7 Shutter at 0–1, 63–64, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Shutter 255, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 11 CTO 0, CH 12 Colors 0.

Channel functions at a glance



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	Dimmer	0–255	Closed ... Open
		255	Open
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter	0–1	Open
		2–62	Strobe (0.9–20 Hz)
		63–64	Open_nofeature: Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Closed
		128–188	Pulse Out Strobe (0.8–6.6 Hz)
		189–190	Open_nofeature: Open
		191–251	Random Strobe (0.9–20 Hz)
		252–255	Open
8	Cyan	0	Min
		1–254	Min ... Max
		255	Max
9	Magenta	0	Min
		1–254	Min ... Max
		255	Max
10	Yellow	0	Min
		1–254	Min ... Max
		255	Max
11	CTO	0	7000K
		1–254	7000K ... 2700K
		255	2700K
12	Colors	0	Color 1 Pos: Open
		0	Open ... Open + Red
		1–21	Open + Red

CH	Function	DMX	Description
12	Colors (continued)	22	Color 1 Pos: Red
		23–43	Red + 5600K
		44	Color 1 Pos: 5600K
		45–65	5600K + Magenta
		66	Color 1 Pos: Magenta
		67–87	Magenta + Green
		88	Color 1 Pos: Green
		89–109	Green + Orange
		110	Color 1 Pos: Orange
		111–131	Orange + Dark Blue
		132	Color 1 Pos: Dark Blue
		133–153	Dark Blue + Open
		154–159	Color 1 Pos: Open
		160–164	Color 1 Slot: Open
		165–169	Color 1 Slot: Red
		170–174	Color 1 Slot: 5600K
		175–179	Color 1 Slot: Magenta
		180–184	Color 1 Slot: Green
		185–189	Color 1 Slot: Orange
		190–199	Color 1 Slot: Dark Blue
		200	CW Fast (360–347.2 °/s)
		201–223	CW Fast2Slow (347.1–51.5 °/s)
		224	CW Slow (51.4–38.6 °/s)
		225–230	Color 1 Wheel Spin: Stop
		231	CCW Slow (38.6–51.4 °/s)
		232–254	CCW Slow2Fast (51.5–347.1 °/s)
		255	CCW Fast (347.2–360 °/s)
13	Colors Fine	0–255	Fine adjustment of CH 12
14	Gobo	0–9	Gobo 1 Step Index: Open
		10–19	Gobo 1 Step Index: Gobo1
		20–29	Gobo 1 Step Index: Gobo2
		30–39	Gobo 1 Step Index: Gobo3
		40–49	Gobo 1 Step Index: Gobo4
		50–59	Gobo 1 Step Index: Gobo5
		60–69	Gobo 1 Step Index: Gobo6
		70–79	Gobo 1 Step Rotation: Gobo1
		80–89	Gobo 1 Step Rotation: Gobo2
		90–99	Gobo 1 Step Rotation: Gobo3
		100–109	Gobo 1 Step Rotation: Gobo4
		110–119	Gobo 1 Step Rotation: Gobo5
		120–129	Gobo 1 Step Rotation: Gobo6
		130–139	Gobo 1 Shake Index: Gobo1 (0.4–4 Hz)

CH	Function	DMX	Description
14	Gobo (continued)	140–149	Gobo 1 Shake Index: Gobo2 (0.4–4 Hz)
		150–159	Gobo 1 Shake Index: Gobo3 (0.4–4 Hz)
		160–169	Gobo 1 Shake Index: Gobo4 (0.4–4 Hz)
		170–179	Gobo 1 Shake Index: Gobo5 (0.4–4 Hz)
		180–189	Gobo 1 Shake Index: Gobo6 (0.4–4 Hz)
		190–193	Gobo 1 Wheel Spin
		194	Fast CW
		195–223	Fast to Slow CW (348.2–17.7 °/s)
		224–225	No Rotation
		226–254	Slow to Fast CCW (17.7–348.2 °/s)
		255	Fast CCW
15	Gobo Rotation		When CH 14 is 0–67:
		0–127	Gobo Index Min
		128	Index Center
		128–255	Gobo Index max
			When CH 14 is 68–123:
		0	No rotation
		1–127	Fast to slow CW (360–0.1 °/s)
		128	No rotation
		128–255	Slow to fast CCW (0.1–360 °/s)
			When CH 14 is 124–193:
		0	No rotation
		1	CW Fast (357.2–354.4 °/s)
		2–126	CW Fast2Slow (354.4–2.82 °/s)
		127	CW Slow (2.81–0.01 °/s)
		128	Stop
		129	CCW Slow (2.82–5.62 °/s)
		130–254	CCW Slow2Fast (5.63–357.2 °/s)
		255	CCW Fast (357.2–360 °/s)
			When CH 14 is 194–255:
		0	No rotation
		1–127	Fast to slow CW (357.2–0.01 °/s)
		128	No rotation
		128–255	Slow to fast CCW (0.02–360 °/s)
16	Gobo Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo 2	0–9	Gobo 1 Step Index: Open
		10–19	Gobo 1 Step Index: Gobo1
		20–29	Gobo 1 Step Index: Gobo2
		30–39	Gobo 1 Step Index: Gobo3
		40–49	Gobo 1 Step Index: Gobo4
		50–59	Gobo 1 Step Index: Gobo5
		60–69	Gobo 1 Step Index: Gobo6

CH	Function	DMX	Description
17	Gobo 2 (continued)	70–79	Gobo 1 Step Rotation: Gobo1
		80–89	Gobo 1 Step Rotation: Gobo2
		90–99	Gobo 1 Step Rotation: Gobo3
		100–109	Gobo 1 Step Rotation: Gobo4
		110–119	Gobo 1 Step Rotation: Gobo5
		120–129	Gobo 1 Step Rotation: Gobo6
		130–139	Gobo 1 Shake Index: Gobo1 (0.4–4 Hz)
		140–149	Gobo 1 Shake Index: Gobo2 (0.4–4 Hz)
		150–159	Gobo 1 Shake Index: Gobo3 (0.4–4 Hz)
		160–169	Gobo 1 Shake Index: Gobo4 (0.4–4 Hz)
		170–179	Gobo 1 Shake Index: Gobo5 (0.4–4 Hz)
		180–189	Gobo 1 Shake Index: Gobo6 (0.4–4 Hz)
		190–193	Gobo 1 Wheel Spin
		194	Fast CW
		195–223	Fast to Slow CW (348.2–17.7 °/s)
		224–225	No Rotation
		226–254	Slow to Fast CCW (17.7–348.2 °/s)
		255	Fast CCW
18	Gobo 2 Rotation		When CH 17 is 0–67:
		0–127	Gobo Index Min
		128	Index Center
		128–255	Gobo Index max
			When CH 17 is 68–123:
		0	No rotation
		1–127	Fast to slow CW (360–0.1 °/s)
		128	No rotation
		128–255	Slow to fast CCW (0.1–360 °/s)
			When CH 17 is 124–193:
		0	No rotation
		1	CW Fast (357.2–354.4 °/s)
		2–126	CW Fast2Slow (354.4–2.82 °/s)
		127	CW Slow (2.81–0.01 °/s)
		128	Stop
		129	CCW Slow (2.82–5.62 °/s)
		130–254	CCW Slow2Fast (5.63–357.2 °/s)
		255	CCW Fast (357.2–360 °/s)
			When CH 17 is 194–255:
		0	No rotation
		1–127	Fast to slow CW (357.2–0.01 °/s)
		128	No rotation
		128–255	Slow to fast CCW (0.02–360 °/s)
19	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 18

CH	Function	DMX	Description
20	Prism	0–29	Prism: Open
		30–59	Prism indexing
		60–89	Prism rotation
		90–255	Reserved
21	Prism Rotation		When CH 20 is 0–59:
		0	Prism Pos
		1–127	Min
		128	Center
		129–255	Max
			When CH 20 is 60–89:
		0	No rotation
		1–127	Fast to slow CW (360–1 °/s)
		128	No rotation
		129–255	Slow to fast CW (1–360 °/s)
22	Prism 2	0–29	Prism: Open
		30–59	Prism indexing
		60–89	Prism rotation
		90–255	Reserved
23	Prism 2 Rotation		When CH 22 is 0–59:
		0	Prism Pos
		1–127	Min
		128	Center
		129–255	Max
			When CH 22 is 60–89:
		0	No rotation
		1–127	Fast to slow CW (360–1 °/s)
		128	No rotation
		129–255	Slow to fast CW (1–360 °/s)
24	Frost		Light Frost
		0	Open
		1–254	Open ... Light Frost max
		255	Light Frost max
25	Frost 2		Light Frost
		0	Open
		1–254	Open ... Heavy Frost max
		255	Heavy Frost max
26	Iris	0	Iris Open
		1–127	Large ... Small
		127	Small
		128–129	Iris Close
		130–154	Iris Pulse Close: Fast ... Slow
		154	Iris Pulse Close: Slow

CH	Function	DMX	Description
26	Iris (continued)	155–179	Iris Pulse Open: Slow ... Fast
		179	Iris Pulse Open: Fast
		180–204	Iris Random Pulse Close: Slow ... Fast
		204	Iris Random Pulse Close: Fast
		205–229	Iris Random Pulse Open: Slow ... Fast
		229	Iris Random Pulse Open: Fast
		230–255	No function
27	Iris Fine	0–255	Fine adjustment of CH 26
28	Zoom	0–127	Narrow ... Center
		128–255	Center ... Wide
		255	Wide
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Focus	0–126	Min ... Mid
		127	Mid
		128–255	Mid ... Msx
		255	Msx
31	Focus Fine	0–255	Fine adjustment of CH 30
32	Animation System		Animation System Insertion
		0–255	Insertion
33	Animation System Rotation	0	0 degrees
		1–126	0 degrees ... 360 degrees
		127	360 degrees
		128	CW Spin Fast
		129–189	CW Spin Fast ... CW Spin Slow
		190	CW Spin Slow
		191–192	Stop
		193	CCW Spin Slow
		194–254	CCW Spin Slow ... CCW Spin Fast
		255	CCW Spin Fast
34	Blade 1 A	0	Out
		1–254	Out ... In
		255	In
35	Blade 1 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
36	Blade 2 A	0	Out
		1–254	Out ... In
		255	In
37	Blade 2 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
38	Blade 3 A	0	Out

CH	Function	DMX	Description
38	Blade 3 A (continued)	1–254	Out … In
		255	In
39	Blade 3 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
40	Blade 4 A	0	Out
		1–254	Out … In
		255	In
41	Blade 4 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
42	Shaper Rotation	0–127	Left to Center
		128	Center
		129–255	Center To Right
43	Shaper Macros	0–3	No function
		4–10	1
		11–17	2
		18–24	3
		25–31	4
		32–38	5
		39–45	6
		46–52	7
		53–59	8
		60–66	9
		67–73	10
		74–80	11
		81–87	12
		88–94	13
		95–101	14
		102–108	15
		109–115	16
		116–122	17
		123–129	18
		130–136	19
		137–143	20
		144–150	21
		151–157	22
		158–164	23
		165–171	24
		172–178	25
		179–185	26
		186–192	27

CH	Function	DMX	Description
43	Shaper Macros (continued)	193–199	28
		200–206	29
		207–213	30
		214–220	31
		221–227	32
		228–234	33
		235–241	34
		242–248	35
		249–255	36
44	Shaper Macros Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
45	Focus Adjust	0–49	Focus Tracking: OFF
		50–59	ON - Priority GOBO WHL 1
		60–69	ON - Priority GOBO WHL 2
		70–79	ON - Priority BLADES
		80–89	ON - Priority IRIS
		90–99	ON - Priority ANIMATION
		100–109	ON - Priority OPEN
		110–255	TDB
46	Control	0–1	No function
		2–3	Pan Reverse ON
		4–5	Pan Resverse OFF
		6–7	Tilt Reverse ON
		8–9	Tilt Reverse OFF
		10–11	P/T Mode Fast
		12–13	P/T Mode Mid
		14–15	P/T Mode Slow
		16–17	HOME MODE STANDARD
		18–19	HOME MODE CUSTOM
		20–21	MOVEMENT IN BLACKOUT ON
		22–23	MOVEMENT IN BLACKOUT OFF
		24–25	COLOR WHEEL BLACKOUT ON (index)
		26–27	COLOR WHEEL BLACKOUT OFF (index)
		28–29	ROTATING GOBO WHEEL BLACKOUT ON (index)
		30–31	ROTATING GOBO WHEEL BLACKOUT OFF (index)
		32–33	ROTATING GOBO WHEEL CONTINUOUS MOVEMENT (index)
		34–35	ROTATING GOBO WHEEL STEP MOVEMENT (index)
		36–37	DISPLAY ON
		38–39	DISPLAY 10S
		40–41	DISPLAY 20S
		42–43	DISPLAY 30S

CH	Function	DMX	Description
46	Control (continued)	44–45	FLIP DISPLAY ON
		46–47	FLIP DISPLAY OFF
		48–49	FLIP DISPLAY AUTO
		50–51	KEY LOCK ON
		52–53	KEY LOCK OFF
		54–55	FAN MODE AUT0
		56–57	FAN MODE SILENT
		58–59	FAN MODE HIGH
		60–61	NO SIGNAL HOLD
		62–63	NO SIGNAL BLACKOUT
		64–65	STATUS LED ON
		66–67	STATUS LED OFF
		68–69	DIMMER CURVE LINEAR
		70–71	DIMMER CURVE S-CURVE
		72–73	DIMMER CURVE SQUARE LAW
		74–75	DIMMER CURVE INVERSE SQUARE LAW
		76–77	DIMMER SPEED AUTO
		78–79	DIMMER SPEED FAST
		80–81	DIMMER SPEED MEDIUM
		82–83	DIMMER SPEED SLOW
		84–85	600HZ
		86–87	1200HZ
		88–89	2000HZ
		90–91	4000HZ
		92–93	6000HZ
		94–96	25KHZ
		97	50KHZ
		98–99	INVERT ZOOM OFF
		100–101	INVERT ZOOM ON
		102–103	RESET ALL
		104–105	Pan Reset
		106–107	Tilt Reset
		108–109	PanTilt Reset
		110–111	CYAN RESET
		112–113	MAGENTA RESET
		114–115	YELLOW RESET
		116–117	CTO RESET
		118–119	COLOR WHEEL RESET
		120–121	RESET GOBO WHEEL 1
		122–123	RESET GOBO ROTATION 1
		124–125	RESET GOBO WHEEL 2
		126–127	RESET GOBO ROTATION 2

CH	Function	DMX	Description
46	Control (continued)	128–129	RESET PRISM 1
		130–131	RESET PRISM 1 ROTATION
		132–133	RESET PRISM 2
		134–135	RESET PRISM 2 ROTATION
		136–137	FROST 1 RESET
		138–139	FROST 2 RESET
		140–141	IRIS RESET
		142–143	RESET ZOOM
		144–145	RESET FOCUS
		146–147	RESET ANIMATION
		148–149	RESET ANIMATION ROTATION
		150–151	RESET BLADE 1 POSITON
		152–153	RESET BLADE 1 ROT
		154–155	RESET BLADE 2 POSITON
		156–157	RESET BLADE 2 ROT
		158–159	RESET BLADE 3 POSITON
		160–161	RESET BLADE 3 ROT
		162–163	RESET BLADE 4 POSITON
		164–165	RESET BLADE 4 ROT
		166–167	RESET FRAME ROTATION
		168–251	Reserved 1
		252–253	Reset ControlChannel
		254–255	Reserved 2

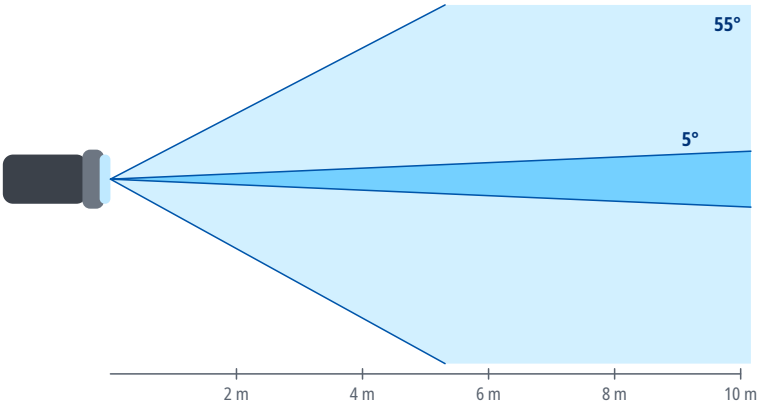
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,200 W
Luminous flux	53,957 lm
Color temperature	7,000 K
Color rendering index (CRI)	70
Optics	
Zoom	5–55°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x15D0, device model ID 0xA028)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,830 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	55 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.9–20 Hz
LED frequency	600–50000 Hz
Color wheel rotation	up to 360 °/s (60 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)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism 1 rotation	up to 360 °/s (60 rpm)
Prism 2 rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 5°	Ø 55°
2 m	0.17 m	2.1 m
4 m	0.35 m	4.2 m
6 m	0.52 m	6.2 m
8 m	0.7 m	8.3 m
10 m	0.87 m	10.4 m
15 m	1.3 m	15.6 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.