DMX REFERENCE

AstraProfile300LTIP

Prolights



Manufacturer	Prolights
GDTF file	Prolights_AstraProfile300LTIP_166190.gdtf
GDTF revision	Rev 023 - Extensive Spectrum Data - Prism Facet fixed · 2026-10-26
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1 About this manual

This document describes the AstraProfile300LTIP by Prolights. It was compiled from the GDTF file Prolights_AstraProfile300LTIP_166190.gdtf from the GDTF-Share library.

File revision: “Rev 023 - Extensive Spectrum Data - 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	491 W
Weight	26 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	42	12	1, 43, 85, 127, ...

No light? Check these channels

- Standard: 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

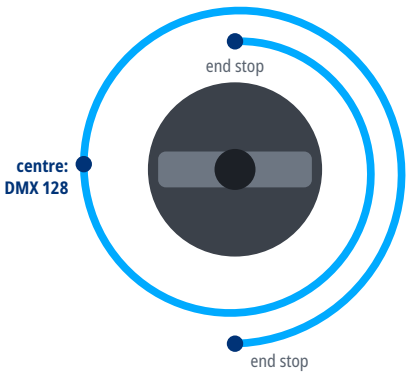
Description in the GDTF file

“IP65 LT 300W White LED source 6500K, 12.000 fixture lumen output (goniometer) 4°-44° zoom CMY+CTO Color mixing, four half-color wheels, 4 framing shutters, 1 rotating gobo wheel, 1 animation wheel, 1 frost, 2 prisms, iris The Astra Profile300LTIP is a compact, versatile LT and IP65 LED moving profile, engineered to be bright and offer robust performance under any indoor and outdoor conditions.”

Range of movement

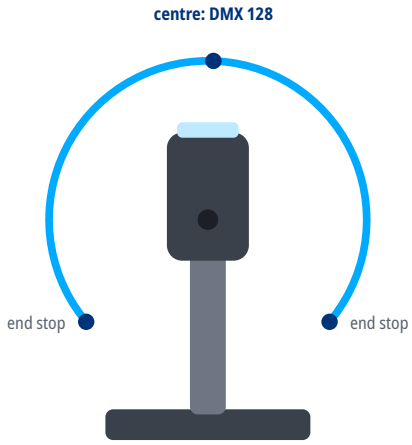
Pan 540°

top view



Tilt 260°

side view



5 Installation

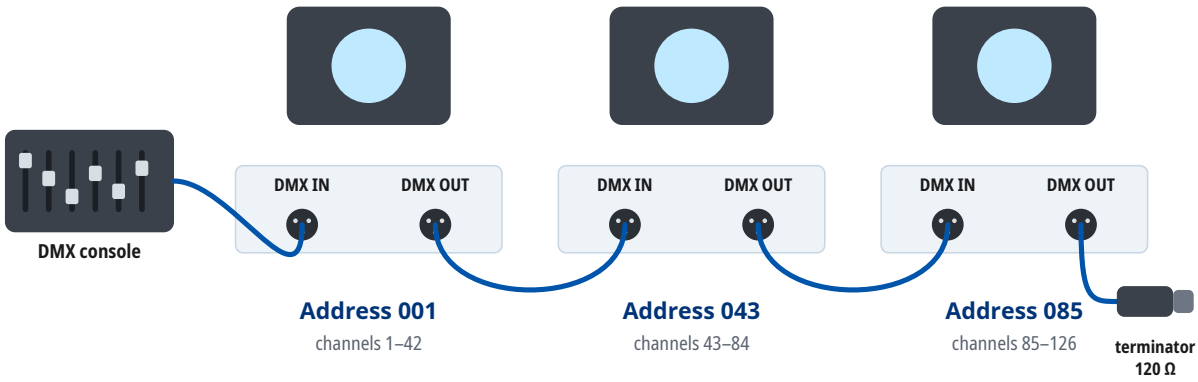
⚠ WARNING

- 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 Standard: every unit occupies 42 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

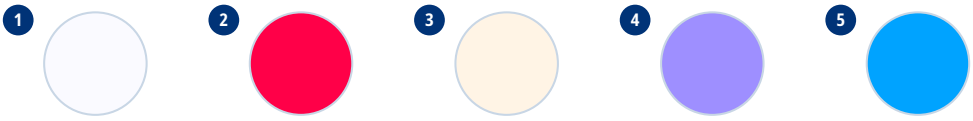
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard”: 42.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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”, you can use, for example, the start addresses 1, 43, 85, 127.
- 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 42 channels
Pan / Tilt	1, 3
Dimmer	5
Shutter / strobe	7
Color mixing	8–10
Color temperature	11
Color wheel	12–15
Gobo wheel	16
Gobo rotation	17
Prism	19–22
Frost	23
Zoom	24
Focus	26
Animation wheel	28, 29
Effects / macros	39

Color wheel 1



1 Color 1 Pos: Open DMX 0–15
2 Color 1 Pos: Dark Red DMX 16–46
3 High Cri DMX 47–77
4 Color 1 Pos: Lavander DMX 78–108
5 Cyan DMX 109–160

Color wheel 2

1. Color 2 Pos: Open — DMX 0–15
2. Dark Blue — DMX 16–46
3. Color 2 Pos: Light Orange — DMX 47–77
4. Color 2 Pos: Light Green — DMX 78–108
5. Magenta — DMX 109–160

Color wheel 3

1. Color 3 Pos: Open — DMX 0–15
2. Medium Blue — DMX 16–46
3. Aquamarine — DMX 47–77
4. Pink — DMX 78–108
5. Yellow — DMX 109–160

Color wheel 4

1. Color 4 Pos: Open — DMX 0–15
2. Color 4 Pos: Full CTB — DMX 16–46
3. Color 4 Pos: 2200K — DMX 47–77
4. Color 4 Pos: 2700K — DMX 78–108
5. CTO — DMX 109–160

Gobo wheel

1. Gobo 1 Index: Open — DMX 0–11
2. Gobo 1 Index: Gobo 1 — DMX 12–19
3. Gobo 1 Index: Gobo 2 — DMX 20–27
4. Gobo 1 Index: Gobo 3 — DMX 28–35
5. Gobo 1 Index: Gobo 4 — DMX 36–43
6. Gobo 1 Index: Gobo 5 — DMX 44–51
7. Gobo 1 Index: Gobo 6 — DMX 52–59
8. Gobo 7 — DMX 60–68

Prism 1

1. Prism: Open — DMX 0–29
2. Prism Index — DMX 30–59

Prism 2



1 Prism: Open
DMX 0–29

2 Prism Index
DMX 30–59

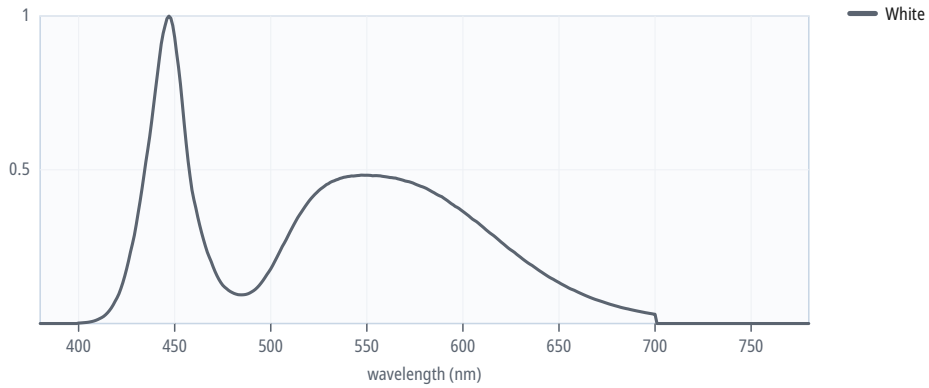
Animation wheel



1 Open
DMX 0

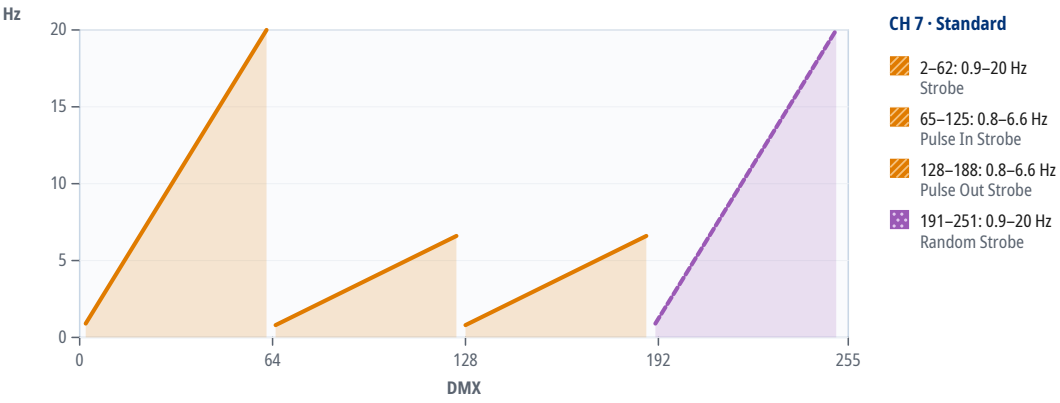
2 Animation
DMX 1–255

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.

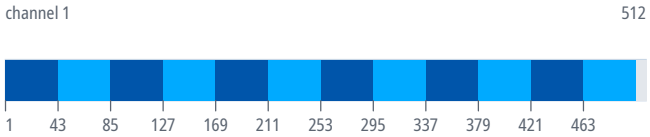
Strobe rate



9 DMX channels

Units in one DMX universe

Standard
42 channels



up to 12 units
last address 463

Start addresses of 20 units in the mode “Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	211	11	421	16	U2 · 127
2	43	7	253	12	463	17	U2 · 169
3	85	8	295	13	U2 · 1	18	U2 · 211
4	127	9	337	14	U2 · 43	19	U2 · 253
5	169	10	379	15	U2 · 85	20	U2 · 295

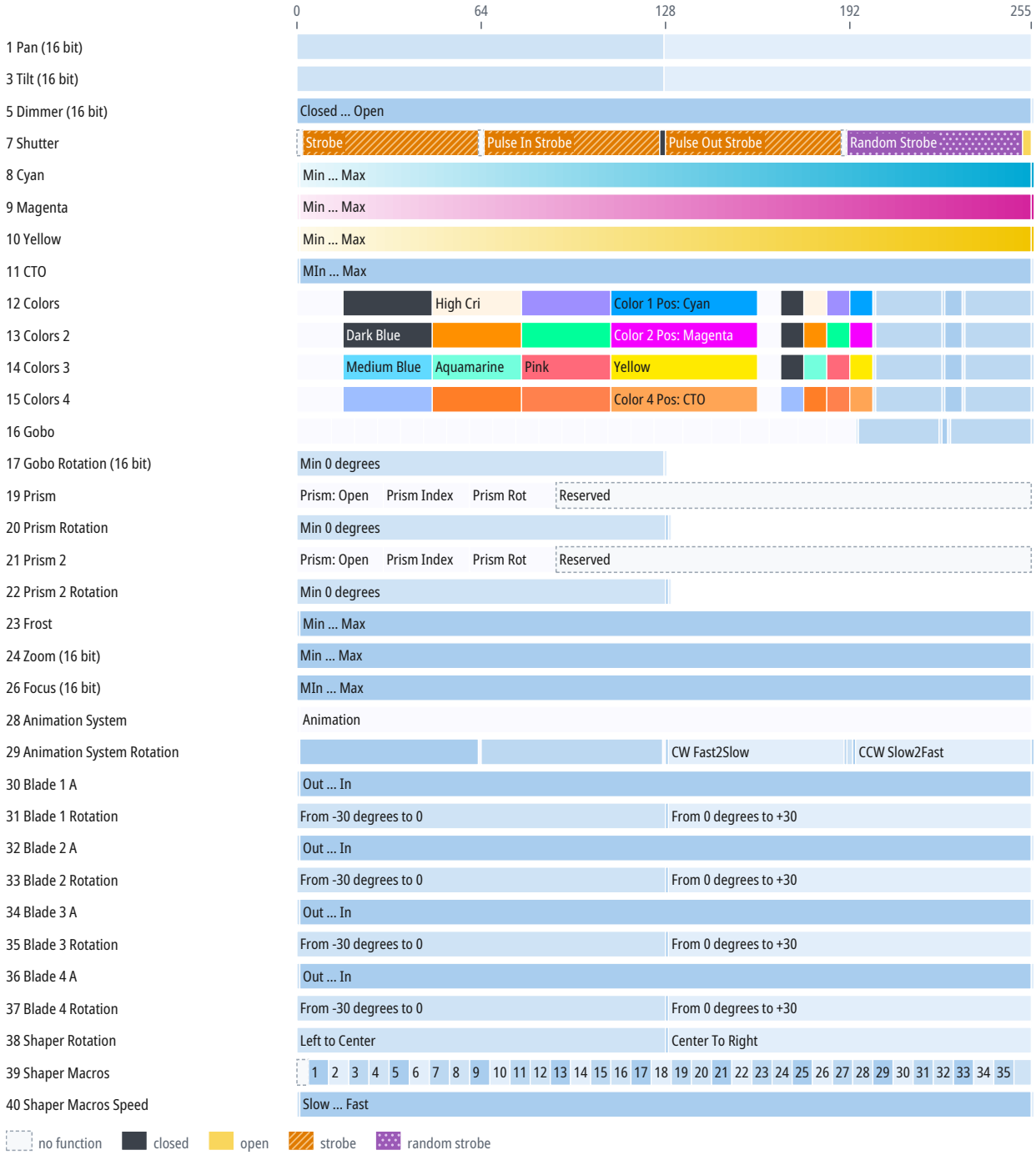
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard

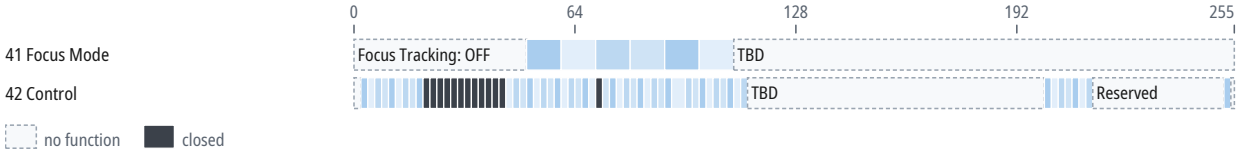
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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, CH 13 Colors 2 0, CH 14 Colors 3 0, CH 15 Colors 4 0.

Channel functions at a glance



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	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
		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
		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	MIn
		1–254	MIn ... Max
		255	Max
12	Colors	0–15	Color 1 Pos: Open
		16–46	Color 1 Pos: Dark Red
		47–77	High Cri

CH	Function	DMX	Description
12	Colors (continued)	78–108	Color 1 Pos: Lavander
		109–159	Color 1 Pos: Cyan
		160–167	Color 1 Slot: Open
		168–175	Color 1 Slot: Dark Red
		176–183	Hi CRI
		184–191	Color 1 Slot: Lavander
		192–199	Color 1 Slot: Cyan
		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 2	0–15	Color 2 Pos: Open
		16–46	Dark Blue
		47–77	Color 2 Pos: Light Orange
		78–108	Color 2 Pos: Light Green
		109–159	Color 2 Pos: Magenta
		160–167	Color 2 Slot: Open
		168–175	Dark Red
		176–183	Color 2 Slot: Light Orange
		184–191	Color 2 Slot: Light Green
		192–199	Color 2 Slot: Magenta
		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 2 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)
14	Colors 3	0–15	Color 3 Pos: Open
		16–46	Medium Blue
		47–77	Aquamarine
		78–108	Pink
		109–159	Yellow
		160–167	Color 3 Slot: Open
		168–175	Dark Red
		176–183	Light Orange
		184–191	Light Green
		192–199	Magenta
		200	CW Fast (360–347.2 °/s)

CH	Function	DMX	Description
14	Colors 3 (continued)	201–223	CW Fast2Slow (347.1–51.5 °/s)
		224	CW Slow (51.4–38.6 °/s)
		225–230	Color 3 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)
15	Colors 4	0–15	Color 4 Pos: Open
		16–46	Color 4 Pos: Full CTB
		47–77	Color 4 Pos: 2200K
		78–108	Color 4 Pos: 2700K
		109–159	Color 4 Pos: CTO
		160–167	Color 4 Slot: Open
		168–175	Color 4 Slot: Full CTB
		176–183	Color 4 Slot: 2200K
		184–191	Color 4 Slot: 2700K
		192–199	Color 4 Slot: CTO
		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 4 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)
16	Gobo	0–11	Gobo 1 Index: Open
		12–19	Gobo 1 Index: Gobo 1
		20–27	Gobo 1 Index: Gobo 2
		28–35	Gobo 1 Index: Gobo 3
		36–43	Gobo 1 Index: Gobo 4
		44–51	Gobo 1 Index: Gobo 5
		52–59	Gobo 1 Index: Gobo 6
		60–67	Gobo 1 Index: Gobo 7
		68–75	Gobo 1 Roto: Gobo 1
		76–83	Gobo 1 Roto: Gobo 2
		84–91	Gobo 1 Roto: Gobo 3
		92–99	Gobo 1 Roto: Gobo 4
		100–107	Gobo 1 Roto: Gobo 5
		108–115	Gobo 1 Roto: Gobo 6
		116–123	Gobo 1 Roto: Gobo 7
		124–133	Gobo 1 Shake: Gobo 1 (0.4–4 Hz)
		134–143	Gobo 1 Shake: Gobo 2 (0.4–4 Hz)
		144–153	Gobo 1 Shake: Gobo 3 (0.4–4 Hz)
		154–163	Gobo 1 Shake: Gobo 4 (0.4–4 Hz)

CH	Function	DMX	Description
16	Gobo (continued)	164–173	Gobo 1 Shake: Gobo 5 (0.4–4 Hz)
		174–183	Gobo 1 Shake: Gobo 6 (0.4–4 Hz)
		184–193	Gobo 1 Shake: Gobo 7 (0.4–4 Hz)
		194	CW Fast
		195–222	CW Fast2Slow (351.4–17.1 °/s)
		223	CW Slow
		224–225	Spin Stop
		226	CCW Slow
		227–254	CCW Slow2Fast (17.1–351.4 °/s)
		255	CCW Fast
17	Gobo Rotation		When CH 16 is 0–67:
		0–127	Min 0 degrees
		128	Mid 180 degrees
		128–255	Max 360 degrees
			When CH 16 is 68–123:
		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 16 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 16 is 194–255:
		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)
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17

CH	Function	DMX	Description
19	Prism	0–29	Prism: Open
		30–59	Prism Index
		60–89	Prism Rot
		90–255	Reserved
20	Prism Rotation		When CH 19 is 0–59:
		0–127	Min 0 degrees
		128	Mid 180 degrees
		129–255	Max 360 degrees
			When CH 19 is 60–89:
		0	No rotation
		1	CW Fast (1000–984.4 °/s)
		2–126	CW Fast2Slow (984.4–31.2 °/s)
		127	CW Slow
		128	Stop
		129	CCW Slow (15.7–31.2 °/s)
		130–254	CCW Slow2Fast (31.3–984.4 °/s)
		255	CCW Fast (984.4–1000 °/s)
21	Prism 2	0–29	Prism: Open
		30–59	Prism Index
		60–89	Prism Rot
		90–255	Reserved
22	Prism 2 Rotation		When CH 21 is 0–59:
		0–127	Min 0 degrees
		128	Mid 180 degrees
		129–255	Max 360 degrees
			When CH 21 is 60–89:
		0	No rotation
		1	CW Fast (1000–984.4 °/s)
		2–126	CW Fast2Slow (984.4–31.2 °/s)
		127	CW Slow
		128	Stop
		129	CCW Slow (15.7–31.2 °/s)
		130–254	CCW Slow2Fast (31.3–984.4 °/s)
		255	CCW Fast (984.4–1000 °/s)
23	Frost	0	Min
		1–254	Min ... Max
		255	Max
24	Zoom	0–255	Min ... Max
		255	Max
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	MIn ... Max
		255	Max

CH	Function	DMX	Description
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Animation System	0	Open
		1–255	Animation
29	Animation System Rotation	0	Min 0 Degrees
		1–62	Min 0 Degrees ... Mid 180 Degrees
		63	Mid 180 Degrees
		64–126	Mid 180 Degrees ... Max 360 Degrees
		127	Max 360 Degrees
		128	CW Fast
		129–189	CW Fast2Slow (787.4–31.5 °/s)
		190	CW Fast
		191–192	Animation System 1 Pos Rotate: Stop
		193	CCW Slow
		194–254	CCW Slow2Fast (31.5–787.4 °/s)
		255	CCW Fast
30	Blade 1 A	0	Out
		1–254	Out ... In
		255	In
31	Blade 1 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
32	Blade 2 A	0	Out
		1–254	Out ... In
		255	In
33	Blade 2 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
34	Blade 3 A	0	Out
		1–254	Out ... In
		255	In
35	Blade 3 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
36	Blade 4 A	0	Out
		1–254	Out ... In
		255	In
37	Blade 4 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
38	Shaper Rotation	0–127	Left to Center
		128	Center
		129–255	Center To Right

CH	Function	DMX	Description
39	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
		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
40	Shaper Macros Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
41	Focus Mode	0–49	Focus Tracking: OFF
		50–59	Priority GOBO

CH	Function	DMX	Description
41	Focus Mode (continued)	60–69	TDB
		70–79	Priority BLADES
		80–89	TDB
		90–99	Priority ANIMATION
		100–109	Priority OPEN
		110–255	TBD
42	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 WHEEL1 BLACKOUT ON (index)
		26–27	COLOR WHEEL1 BLACKOUT OFF (index)
		28–29	COLOR WHEEL2 BLACKOUT ON (index)
		30–31	COLOR WHEEL2 BLACKOUT OFF (index)
		32–33	COLOR WHEEL3 BLACKOUT ON (index)
		34–35	COLOR WHEEL3 BLACKOUT OFF (index)
		36–37	COLOR WHEEL4 BLACKOUT ON (index)
		38–39	COLOR WHEEL4 BLACKOUT OFF (index)
		40–41	ROTATING GOBO WHEEL BLACKOUT ON (index)
		42–43	ROTATING GOBO WHEEL BLACKOUT OFF (index)
		44–45	ROTATING GOBO WHEEL CONTINUOUS MOVEMENT (index)
		46–47	ROTATING GOBO WHEEL STEP MOVEMENT (index)
		48–49	DISPLAY ON
		50–51	DISPLAY 15S
		52–53	FLIP DISPLAY ON
		54–55	FLIP DISPLAY OFF
		56–57	FLIP DISPLAY AUTO
		58–59	KEY LOCK ON
		60–61	KEY LOCK OFF
		62–63	FAN MODE AUT0
		64–65	FAN MODE SILENT
		66–67	FAN MODE HIGH
		68–69	NO SIGNAL HOLD
		70–71	NO SIGNAL BLACKOUT

CH	Function	DMX	Description
42	Control (continued)	72–73	Led ON
		74–75	Led OFF
		76–77	DIMMER CURVE LINEAR
		78–79	DIMMER CURVE S-CURVE
		80–81	DIMMER CURVE SQUARE LAW
		82–83	DIMMER CURVE INVERSE SQUARE LAW
		84–85	DIMMER SPEED AUTO
		86–87	DIMMER SPEED FAST
		88–89	DIMMER SPEED MEDIUM
		90–91	DIMMER SPEED SLOW
		92–95	1000HZ
		96–97	2000HZ
		98–99	4000HZ
		100–101	6000HZ
		102–103	25KHZ
		104–105	50KHZ
		106–107	INVERT ZOOM OFF
		108–109	INVERT ZOOM ON
		110–111	InvertBlades ON
		112–113	InvertBlades OFF
		114–199	TBD
		200–201	RESET ALL
		202–203	PanTilt Reset
		204–205	Zoom Reset
		206–207	Colors Reset
		208–209	Gobos / Animation Reset
		210–211	Effects Reset
		212–213	Blades Reset
		214–251	Reserved
		252–253	FACTORY DEFAULT OF CONTROL FUNCTIONS
		254–255	Reserved 2

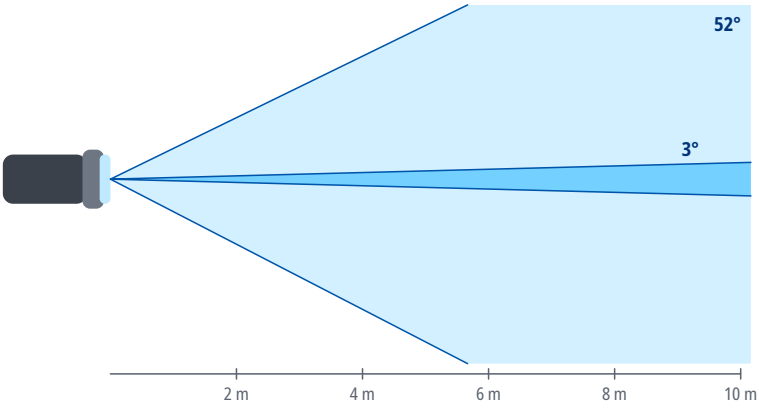
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	300 W
Luminous flux	11,979 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	3–52°
Movement	
Pan	540°
Tilt	260°
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x15D0, device model ID 0xA040)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	491 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	26 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6500 K
Strobe frequency	0.9–20 Hz
LED frequency	1000–50000 Hz
Color wheel 1 rotation	up to 360 °/s (60 rpm)
Color wheel 2 rotation	up to 360 °/s (60 rpm)
Color wheel 3 rotation	up to 360 °/s (60 rpm)
Color wheel 4 rotation	up to 360 °/s (60 rpm)
Gobo wheel rotation	up to 360 °/s (60 rpm)
Gobo rotation	up to 360 °/s (60 rpm)
Prism 1 rotation	up to 1000 °/s (167 rpm)
Prism 2 rotation	up to 1000 °/s (167 rpm)

Spot diameter



Distance	Ø 3°	Ø 52°
2 m	0.1 m	2 m
4 m	0.21 m	3.9 m
6 m	0.31 m	5.9 m
8 m	0.42 m	7.8 m
10 m	0.52 m	9.8 m
15 m	0.79 m	14.6 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.