DMX REFERENCE

AstraProfile600IP

Prolights



Manufacturer	Prolights
GDTF file	Prolights_AstraProfile600IP_147588.gdtf
GDTF revision	Rev 016 - HomePosition Standard 3D - ShaperRot Fixed · 2026-06-18
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1 About this manual

This document describes the AstraProfile600IP by Prolights. It was compiled from the GDTF file Prolights_AstraProfile600IP_147588.gdtf from the GDTF-Share library.

File revision: “Rev 016 - HomePosition Standard 3D - ShaperRot 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
Weight	45 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic_29ch	29	17	1, 30, 59, 88, ...
Standard_39ch	39	13	1, 40, 79, 118, ...
Extended_54ch	52	9	1, 53, 105, 157, ...

No light? Check these channels

- Basic_29ch: CH 3 Dimmer above 0; CH 4 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”
- Standard_39ch: CH 5 Dimmer above 0; CH 7 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”
- Extended_54ch: CH 5 Dimmer above 0; CH 7 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



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.

⚠ 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.

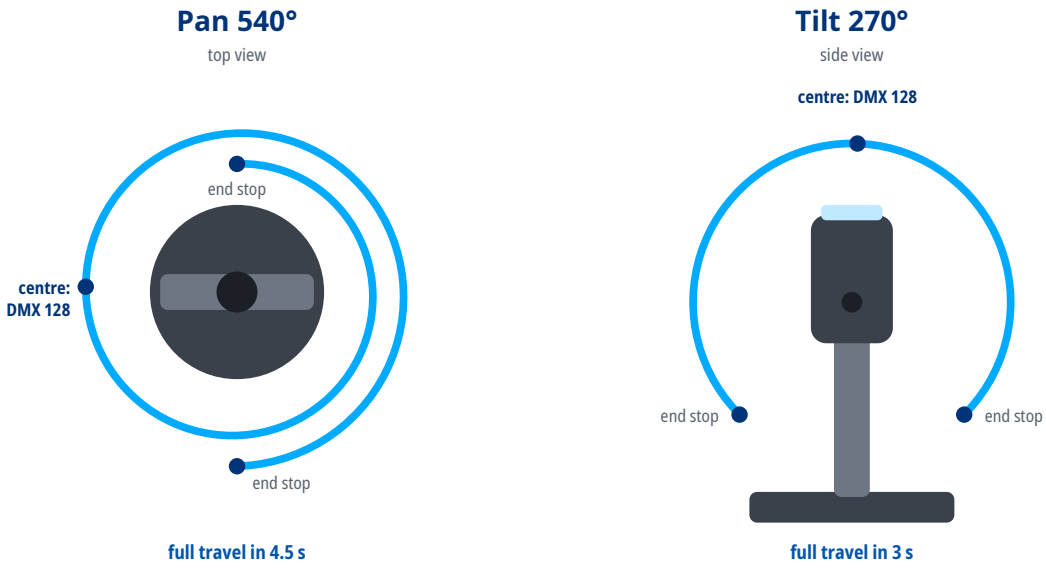
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

“The Astra Profile600IP is a bright, waterproofed (IP65) LED profile moving light, designed for any large-scale touring applications and exterior installations. Despite its waterproofed exterior, this unit is tremendous brightness and offers a superior evenness when comparing with other fixtures in the same class. Its light source delivers a pure white light emission at 6,500K, reaching 22,800 lumens whilst achieving a flat field beam projection. The Astra Profile600IP's optical system moves linearly from 7° to 54°, and it's equipped with a brand-new 600W LED source The extensive feature set of the Astra Profile600IP includes a 4-layer motorized framing system, linear CMY and CTO, 5,600K high CRI filter, colour and gobo wheels, frost filter, prism, and an iris.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

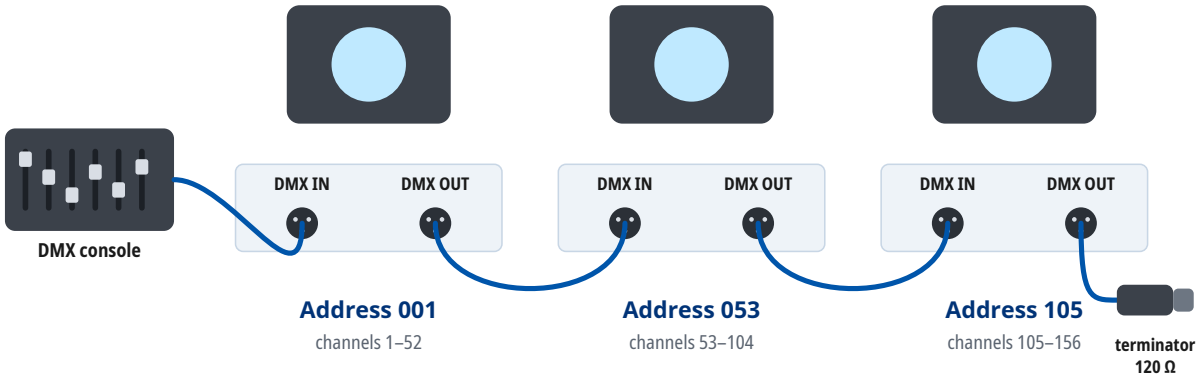
⚠ **WARNING**

- 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: 45 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_54ch: every unit occupies 52 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_54ch”: 52.
- 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_54ch”, you can use, for example, the start addresses 1, 53, 105, 157.
- 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

	Basic_29ch 29 channels	Standard_39ch 39 channels	Extended_54ch 52 channels
Pan / Tilt	1, 2	1, 3	1, 3
Pan / Tilt resolution	8 bit	16 bit	16 bit
Dimmer	3	5	5
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	4	7	7
Color mixing	5–7	8–10	8, 10, 12
Color temperature	8	11	14
Color wheel	9	12	16
Gobo wheel	10	13	17
Gobo rotation	11	14	18
Prism	12, 13	16, 17	20, 21
Frost	14	19	23
Zoom	16	21	27
Focus	17	23	29
Iris	15	20	25
Animation wheel	18, 19	25, 26	31, 32
Effects / macros		37	

Color wheel

1. Indexed: Open — DMX 0–8
2. 5600k High CRI — DMX 16–22
3. Bright Red — DMX 30–36
4. Deeper Blue — DMX 44–50
5. Forest Green — DMX 58–64
6. Deep Orange — DMX 72–78
7. Magenta — DMX 86–92
8. Congo Blue — DMX 100–106

Gobo wheel

1 Gobo 1: Open
DMX 0–7


2 G1 - Nut Widge
DMX 8–15


3 G2 - Fan Flicker
DMX 16–23


4 G3 - Big Dot Littel
DMX 24–31


5 G4 - Tight Lines
DMX 32–39


6 G5 - Lost Lines
DMX 40–47


7 G6 - Candy Ripples
DMX 48–55


8 G7
DMX 56–64

Animation wheel

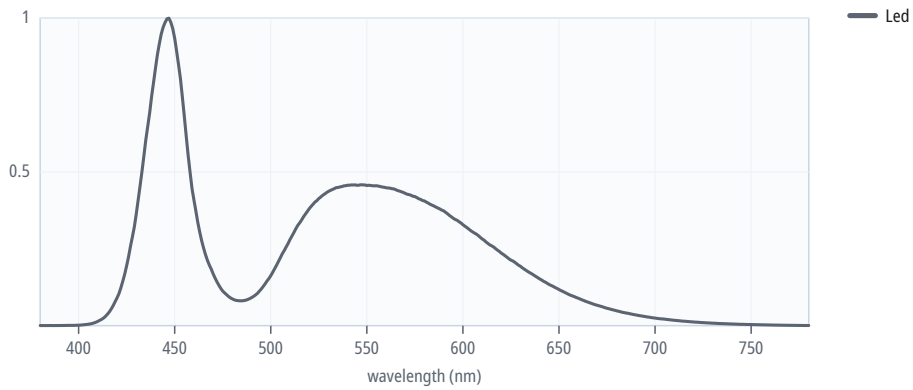

1 Insertion
DMX 0–255

Prism

1 Open
DMX 0–127

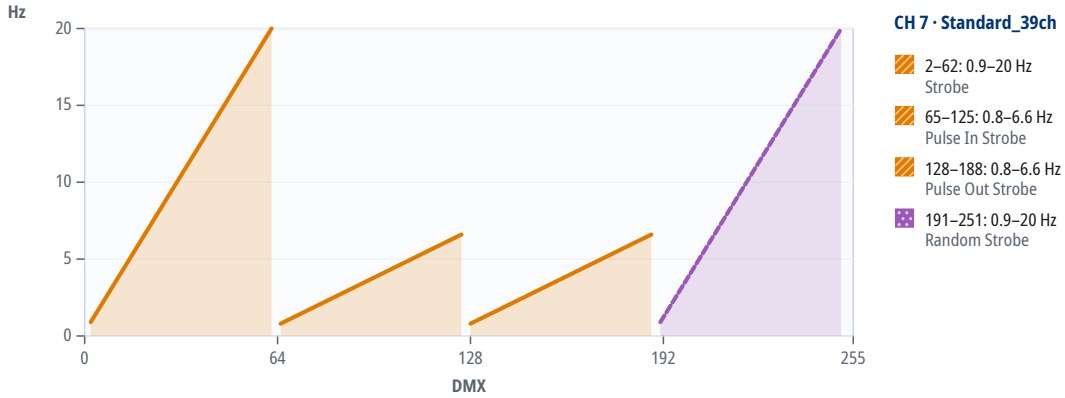

2 4 facets Prism
DMX 128–255

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



Start addresses of 20 units in the mode “Extended_54ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	261	11	U2 · 53	16	U2 · 313
2	53	7	313	12	U2 · 105	17	U2 · 365
3	105	8	365	13	U2 · 157	18	U2 · 417
4	157	9	417	14	U2 · 209	19	U3 · 1
5	209	10	U2 · 1	15	U2 · 261	20	U3 · 53

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 Basic_29ch

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 4 Shutter 255, CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 8 CTO 0, CH 9 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		129–255	Pan 1
2	Tilt	0–127	Tilt 1
		128	Center
		129–255	Tilt 1
3	Dimmer	0	Closed

CH	Function	DMX	Description
3	Dimmer (continued)	1–254	Closed … Open
		255	Open
4	Shutter	0–1	Closed
		2–62	Strobe (0.9–20 Hz)
		63–64	Open_nofeature: Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open_nofeature: Open
		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
5	Cyan	0	Min
		1–254	Min … Max
		255	Max
6	Magenta	0	Min
		1–254	Min … Max
		255	Max
7	Yellow	0	Min
		1–254	Min … Max
		255	Max
8	CTO	0	7000K
		1–254	7000K … 2700K
		255	2700K
9	Colors	0–8	Indexed: Open
		9–15	Open + 5600k High CRI
		16–22	5600k High CRI
		23–29	5600k High CRI + Bright Red
		30–36	Bright Red
		37–43	Bright Red + Deeper Blue
		44–50	Deeper Blue
		51–57	Deeper Blue + Forest Green
		58–64	Forest Green
		65–71	Forest Green + Deep Orange
		72–78	Deep Orange
		79–85	Deep Orange + Magenta
		86–92	Magenta
		93–99	Magenta + Congo Blue
		100–106	Congo Blue
		107–113	Congo Blue + Open
		114–127	Reserved
		128	CW Spin: Fast
		129–189	CW Spin: Fast2Slow (393.6–8.42 °/s)

CH	Function	DMX	Description
9	Colors (continued)	190	CW Spin: Slow
		191–192	Stop
		193	CCW Spin: Slow
		194–254	CCW Spin: SLow2Fast (8.42–393.6 °/s)
		255	CCW Spin: Fast
10	Gobo	0–7	Gobo 1: Open
		8–15	G1 - Nut Widge
		16–23	G2 - Fan Flicker
		24–31	G3 - Big Dot Littel
		32–39	G4 - Tight Lines
		40–47	G5 - Lost Lines
		48–55	G6 - Candy Ripples
		56–63	Gobo 1: G7
		64	CW Spin Fast
		65–129	CW Spin (394.4–4.65 °/s)
		130	CW Spin Slow
		131–132	Wheel Spin Stop: Stop
		133	CCW Spin MIn
		134–198	CCW Spin (6.62–394.4 °/s)
		199	CCW Spin Max
		200–207	G1 (0.4–6 Hz)
		208–215	G2 (0.4–6 Hz)
		216–223	G3 (0.4–6 Hz)
		224–231	G4 (0.4–6 Hz)
		232–239	G5 (0.4–6 Hz)
		240–247	G6 (0.4–6 Hz)
		248–255	Gobo Shake: G7 (0.4–6 Hz)
11	Gobo Rotation	0–127	0-360 (360°)
		128	CW Spin Max
		129–189	CW Spin (360–1.02 °/s)
		190	CW Spin Min
		191–192	Stop
		193	CCW Spin Min
		194–254	CCW Spin (1.02–360 °/s)
		255	CCW Spin Max
12	Prism	0–127	Open
		128–255	Prism
13	Prism 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

CH	Function	DMX	Description
13	Prism Rotation (continued)	190	CW Spin Slow
		191–192	Stop
		193	CCW Spin Slow
		194–254	CCW Spin Slow ... CCW Spin Fast
		255	CCW Spin Fast
14	Frost	0	Open
		1–254	Open ... Frost max
		255	Frost max
15	Iris	0	Large
		1–62	Large ... Small
		63	Small
		64	Iris Close: Slow
		65–126	Iris Close: Slow ... Fast
		127	Iris Close: Fast
		128	Iris Open: Slow
		129–190	Iris Open: Slow ... Fast
		191	Iris Open: Fast
		192	Iris Open Close: Slow
		193–254	Iris Open Close: Slow ... Fast
		255	Iris Open Close: Fast
16	Zoom	0	Narrow
		1–127	Narrow ... Mid
		128	Mid
		129–254	Mid ... Wide
		255	Wide
17	Focus	0	Min
		1–126	Min ... Mid
		127	Mid
		128–254	Mid ... Msx
		255	Msx
18	Animation System		Animation System Insertion
		0–255	Insertion
19	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

CH	Function	DMX	Description
20	Blade 2 A	0	Out
		1–254	Out ... In
		255	In
21	Blade 2 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
22	Blade 4 A	0	Out
		1–254	Out ... In
		255	In
23	Blade 4 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
24	Blade 1 A	0	Out
		1–254	Out ... In
		255	In
25	Blade 1 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
26	Blade 3 A	0	Out
		1–254	Out ... In
		255	In
27	Blade 3 Rotation	0–127	From -30 degrees to 0
		128	0 degrees
		129–255	From 0 degrees to +30
28	Shaper Rotation	0–75	-15 > 0
		76	0
		77–255	0 > 75
29	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	MIB ON
		22–23	MIB OFF
		24–25	COL W BLACKOUT ON (index)
		26–27	COL W BLACKOUT OFF (index)
		28–29	COL W CONTINUOUS MOVEMENT (index)

CH	Function	DMX	Description
29	Control (continued)	30–31	COL W STEP MOVEMENT (index)
		32–33	GOBO W BLACKOUT ON
		34–35	GOBO W BLACKOUT OFF
		36–37	GOBO W CONTINUOUS MOV
		38–39	GOBO W STEP MOV
		40–41	DISPLAY ON
		42–43	DISPLAY 10S
		44–45	DISPLAY 20S
		46–47	DISPLAY 30S
		48–49	FLIP DISPLAY ON
		50–51	FLIP DISPLAY OFF
		52–53	FLIP DISPLAY AUTO
		54–55	KEY LOCK ON
		56–57	KEY LOCK OFF
		58–59	FAN MODE AUT0
		60–61	FAN MODE SILENT
		62–63	FAN MODE HIGH
		64–65	NO SIGNAL HOLD
		66–67	NO SIGNAL BLACKOUT
		68–69	STATUS LED ON
		70–71	STATUS LED OFF
		72–73	LINEAR
		74–75	S-CURVE
		76–77	SQUARE LAW
		78–79	INV SQUARE LAW
		80–81	AUTO
		82–83	Dimmer Speed: FAST
		84–85	MEDIUM
		86–87	Dimmer Speed: SLOW
		88–89	600Hz
		90–91	1200Hz
		92–93	2000Hz
		94–95	4000Hz
		96–97	6000Hz
		98–99	25kHz
		100–101	50kHz
		102–103	INVERT OFF
		104–105	INVERT ON
		106–107	RESET ALL
		108–109	Pan Reset
		110–111	Tilt Reset
		112–113	PanTilt Reset

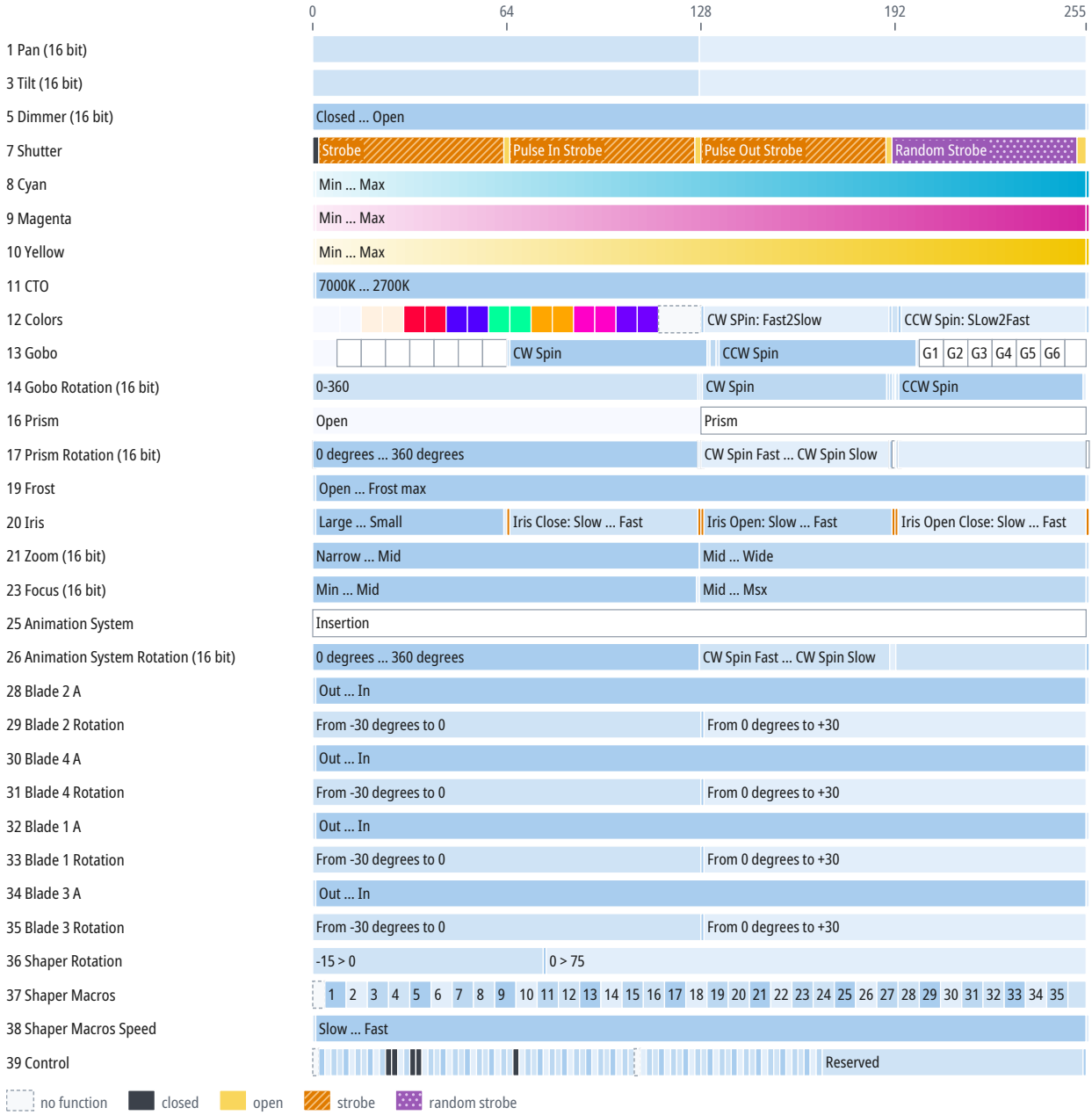
CH	Function	DMX	Description
29	Control (continued)	114–115	CYAN RESET
		116–117	MAGENTA RESET
		118–119	YELLOW RESET
		120–121	CTO RESET
		122–123	COL W RESET
		124–125	ROT G RESET
		126–127	G ROT RESET
		128–129	ANIMATION RESET
		130–131	ANIMATION ROT RESET
		132–133	4F PRISM RESET
		134–135	PRISM ROTATION RESET
		136–137	FROST RESET
		138–139	IRIS RESET
		140–141	RESET ZOOM
		142–143	RESET FOCUS
		144–145	RESET SHAPERS ROT
		146–147	RESET BLADE 1 POSITON
		148–149	RESET BLADE 1 ROT
		150–151	RESET BLADE 2 POSITON
		152–153	RESET BLADE 2 ROT
		154–155	RESET BLADE 3 POSITON
		156–157	RESET BLADE 3 ROT
		158–159	RESET BLADE 4 POSITON
		160–161	RESET BLADE 4 ROT
		162–163	Super Silent Mode
		164–165	ColdMode ON
		166–167	ColMode OFF
		168–253	Reserved
		254–255	FACTORY DEFAULT OF CONTROL FUNCTIONS

Mode Standard_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 5 Dimmer above 0; CH 7 Shutter at 63–64, 126–127, 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



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

CH	Function	DMX	Description
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	Closed
		2–62	Strobe (0.9–20 Hz)
		63–64	Open_nofeature: Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open_nofeature: Open
		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		Same as CH 5 in the mode “Basic_29ch” (p. 12)
9	Magenta		Same as CH 6 in the mode “Basic_29ch” (p. 12)
10	Yellow		Same as CH 7 in the mode “Basic_29ch” (p. 12)
11	CTO		Same as CH 8 in the mode “Basic_29ch” (p. 12)
12	Colors	0–8	Indexed: Open
		9–15	Open + 5600k High CRI
		16–22	5600k High CRI
		23–29	5600k High CRI + Bright Red
		30–36	Bright Red
		37–43	Bright Red + Deeper Blue
		44–50	Deeper Blue
		51–57	Deeper Blue + Forest Green
		58–64	Forest Green
		65–71	Forest Green + Deep Orange
		72–78	Deep Orange
		79–85	Deep Orange + Magenta
		86–92	Magenta
		93–99	Magenta + Congo Blue
		100–106	Congo Blue
		107–113	Congo Blue + Open
		114–127	Reserved
		128	CW SPin: Fast
		129–189	CW SPin: Fast2Slow (393.6–8.42 °/s)
		190	CW SPin: Slow
		191–192	Stop
		193	CCW Spin: Slow

CH	Function	DMX	Description
12	Colors (continued)	194–254	CCW Spin: SLow2Fast (8.42–393.6 °/s)
		255	CCW Spin: Fast
13	Gobo		Same as CH 10 in the mode “Basic_29ch” (p. 13)
14	Gobo Rotation	0–127	0-360
		128	CW Spin Max
		129–189	CW Spin (360–1.02 °/s)
		190	CW Spin Min
		191–192	Stop
		193	CCW Spin Min
		194–254	CCW Spin (1.02–360 °/s)
		255	CCW Spin Max
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Prism		Same as CH 12 in the mode “Basic_29ch” (p. 13)
17	Prism Rotation	0–127	0 degrees ... 360 degrees
		127	360 degrees
		128–190	CW Spin Fast ... CW Spin Slow
		190	CW Spin Slow
		191–192	Stop
		193–255	CCW Spin Slow ... CCW Spin Fast
		255	CCW Spin Fast
18	Prism Rotation Fine	0–255	Fine adjustment of CH 17
19	Frost		Same as CH 14 in the mode “Basic_29ch” (p. 14)
20	Iris		Same as CH 15 in the mode “Basic_29ch” (p. 14)
21	Zoom	0–127	Narrow ... Mid
		128–255	Mid ... Wide
		255	Wide
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–126	Min ... Mid
		127	Mid
		128–255	Mid ... Msx
		255	Msx
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Animation System		Same as CH 18 in the mode “Basic_29ch” (p. 14)
26	Animation System Rotation	0–127	0 degrees ... 360 degrees
		127	360 degrees
		128–190	CW Spin Fast ... CW Spin Slow
		190	CW Spin Slow
		191–192	Stop
		193–255	CCW Spin Slow ... CCW Spin Fast
		255	CCW Spin Fast
27	Animation System Rotation Fine	0–255	Fine adjustment of CH 26
28	Blade 2 A		Same as CH 20 in the mode “Basic_29ch” (p. 15)

CH	Function	DMX	Description
29	Blade 2 Rotation		Same as CH 21 in the mode “Basic_29ch” (p. 15)
30	Blade 4 A		Same as CH 22 in the mode “Basic_29ch” (p. 15)
31	Blade 4 Rotation		Same as CH 23 in the mode “Basic_29ch” (p. 15)
32	Blade 1 A		Same as CH 24 in the mode “Basic_29ch” (p. 15)
33	Blade 1 Rotation		Same as CH 25 in the mode “Basic_29ch” (p. 15)
34	Blade 3 A		Same as CH 26 in the mode “Basic_29ch” (p. 15)
35	Blade 3 Rotation		Same as CH 27 in the mode “Basic_29ch” (p. 15)
36	Shaper Rotation		Same as CH 28 in the mode “Basic_29ch” (p. 15)
37	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

CH	Function	DMX	Description
37	Shaper Macros (continued)	235–241	34
		242–248	35
		249–255	36
38	Shaper Macros Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
39	Control		Same as CH 29 in the mode “Basic_29ch” (p. 15)

Mode Extended_54ch

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 63–64, 126–127, 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 10 Magenta 0, CH 12 Yellow 0, CH 14 CTO 0, CH 16 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard_39ch” (p. 18)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard_39ch” (p. 19)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “Standard_39ch” (p. 19)

CH	Function	DMX	Description
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “Standard_39ch” (p. 19)
8	Cyan	0–255	Min ... Max
		255	Max
9	Cyan Fine	0–255	Fine adjustment of CH 8
10	Magenta	0–255	Min ... Max
		255	Max
11	Magenta Fine	0–255	Fine adjustment of CH 10
12	Yellow	0–255	Min ... Max
		255	Max
13	Yellow Fine	0–255	Fine adjustment of CH 12
14	CTO	0–255	7000K ... 2700K
		255	2700K
15	CTO Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 12 in the mode “Standard_39ch” (p. 19)
17	Gobo		Same as CH 10 in the mode “Basic_29ch” (p. 13)
18	Gobo Rotation		Same as CH 14 in the mode “Standard_39ch” (p. 20)
19	Gobo Rotation Fine	0–255	Fine adjustment of CH 18
20	Prism		Same as CH 12 in the mode “Basic_29ch” (p. 13)
21	Prism Rotation		Same as CH 17 in the mode “Standard_39ch” (p. 20)
22	Prism Rotation Fine	0–255	Fine adjustment of CH 21
23	Frost	0–255	Open ... Frost max
		255	Frost max
24	Frost Fine	0–255	Fine adjustment of CH 23
25	Iris	0–63	Large ... Small
		63	Small
		63–64	Iris
		64–127	Iris Close: Slow ... Fast
		127	Iris Close: Fast
		127–128	Iris Close
		128–191	Iris Open: Slow ... Fast
		191	Iris Open: Fast
		191–192	Iris Open
		192–255	Iris Open Close: Slow ... Fast
		255	Iris Open Close: Fast
26	Iris Fine	0–255	Fine adjustment of CH 25
27	Zoom		Same as CH 21 in the mode “Standard_39ch” (p. 20)
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Focus		Same as CH 23 in the mode “Standard_39ch” (p. 20)
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Animation System		Same as CH 18 in the mode “Basic_29ch” (p. 14)

CH	Function	DMX	Description
32	Animation System Rotation		Same as CH 26 in the mode “Standard_39ch” (p. 20)
33	Animation System Rotation Fine	0–255	Fine adjustment of CH 32
34	Blade 2 A	0–255	Out … In
		255	In
35	Blade 2 A Fine	0–255	Fine adjustment of CH 34
36	Blade 2 Rotation		Same as CH 21 in the mode “Basic_29ch” (p. 15)
37	Blade 2 Rotation Fine	0–255	Fine adjustment of CH 36
38	Blade 4 A	0–255	Out … In
		255	In
39	Blade 4 A Fine	0–255	Fine adjustment of CH 38
40	Blade 4 Rotation		Same as CH 23 in the mode “Basic_29ch” (p. 15)
41	Blade 4 Rotation Fine	0–255	Fine adjustment of CH 40
42	Blade 1 A	0–255	Out … In
		255	In
43	Blade 1 A Fine	0–255	Fine adjustment of CH 42
44	Blade 1 Rotation		Same as CH 25 in the mode “Basic_29ch” (p. 15)
45	Blade 1 Rotation Fine	0–255	Fine adjustment of CH 44
46	Blade 3 A	0–255	Out … In
		255	In
47	Blade 3 A Fine	0–255	Fine adjustment of CH 46
48	Blade 3 Rotation		Same as CH 27 in the mode “Basic_29ch” (p. 15)
49	Blade 3 Rotation Fine	0–255	Fine adjustment of CH 48
50	Shaper Rotation		Same as CH 28 in the mode “Basic_29ch” (p. 15)
51	Shaper Macros Speed		Same as CH 38 in the mode “Standard_39ch” (p. 22)
52	Control		Same as CH 29 in the mode “Basic_29ch” (p. 15)

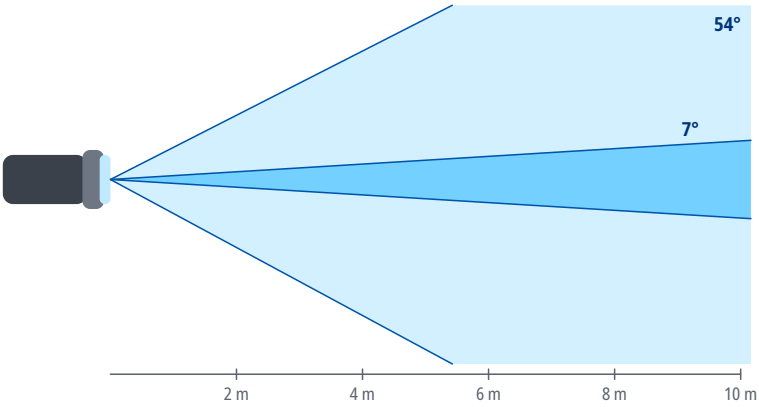
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	22,368 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	7–54°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x15D0, device model ID 0xA018)
Dimensions and construction	
Weight	45 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 400 °/s (67 rpm)
Gobo wheel rotation	up to 400 °/s (67 rpm)
Gobo rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 7°	Ø 54°
2 m	0.24 m	2 m
4 m	0.49 m	4.1 m
6 m	0.73 m	6.1 m
8 m	0.98 m	8.2 m
10 m	1.2 m	10.2 m
15 m	1.8 m	15.3 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.