DMX REFERENCE

Aurora Hybrid 200W(18chs)

Aurora Hybrid 200W

Prowalls



Manufacturer	Prowalls
GDTF file	Prowalls_Aurora_Hybrid_200W18chs_26412.gdtf
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1 About this manual

This document describes the Aurora Hybrid 200W by Prowalls. It was compiled from the GDTF file Prowalls_Aurora_Hybrid_200W18chs_26412.gdtf from the GDTF-Share library.

File revision: “MA Support for grandMA3”.

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 Prowalls; 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	15 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
One Mode_18chs	18	28	1, 19, 37, 55, ...

No light? Check these channels

- One Mode_18chs: CH 6 Dimmer above 0; CH 7 Shutter at 0–3 “open” or 251–255


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

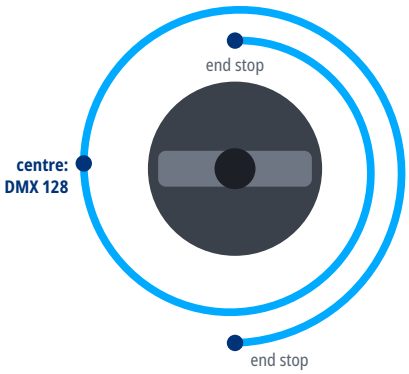
Description in the GDTF file

- *Beam Wash Spot BWS 3-in-1 Hybrid
- *New single LED COB 200W
- *Super bright and strong Beam
- *4-Facet Rotating Prisms (2 direction)
- *7-27° Linear Zoom , linear Frost/Dimmer/Focus
- *9 colors +open, Rainbow effect, two Gobo wheels, 3D Gobos

Range of movement

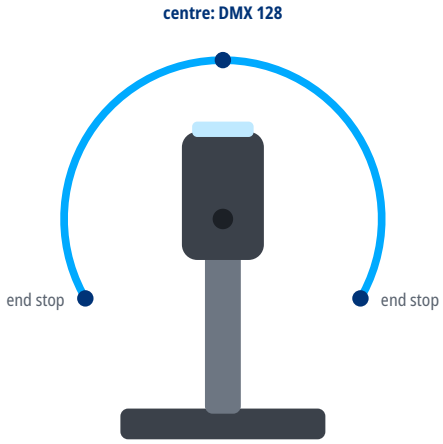
Pan 540°

top view



Tilt 240°

side view



5 Installation

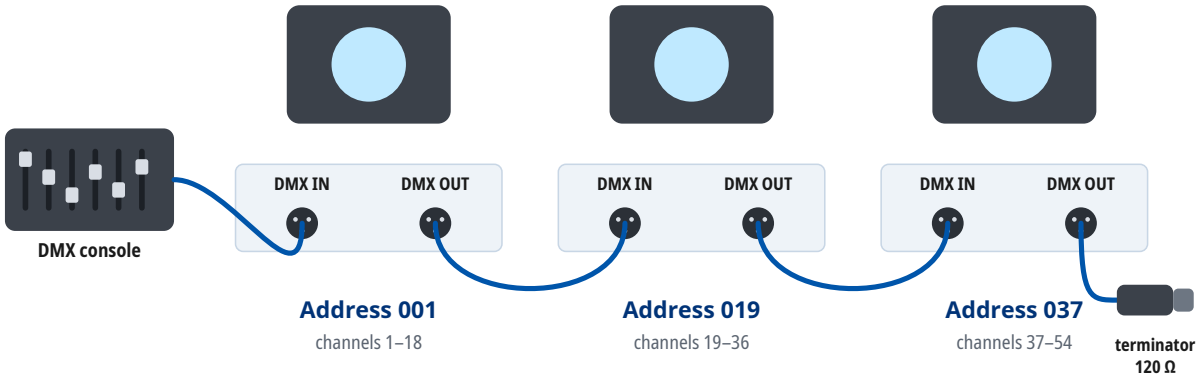
⚠ **WARNING**

- 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: 15 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 One Mode_18chs: every unit occupies 18 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

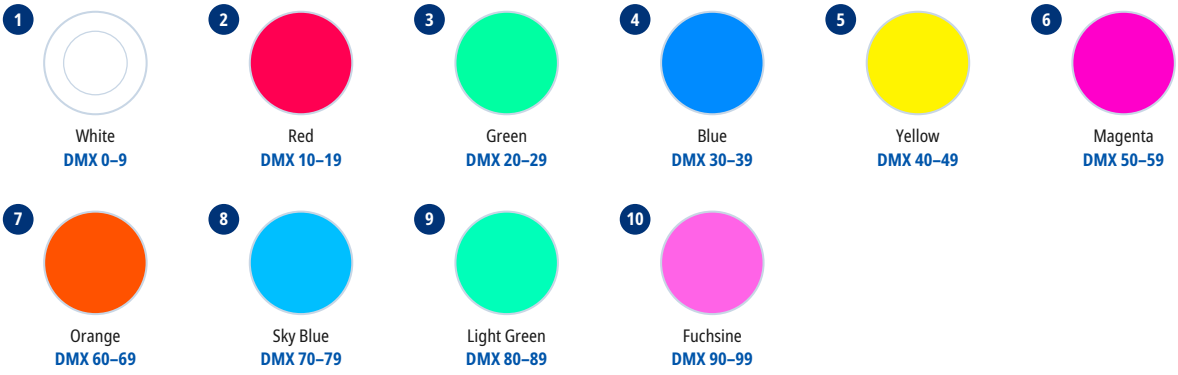
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “One Mode_18chs”: 18.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “One Mode_18chs”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	One Mode_18chs 18 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color wheel	8
Gobo wheel	9, 10
Gobo rotation	11
Prism	12, 13
Frost	14
Zoom	16
Focus	15
Effects / macros	17

Color wheel



1. White — DMX 0–9
2. Red — DMX 10–19
3. Green — DMX 20–29
4. Blue — DMX 30–39
5. Yellow — DMX 40–49
6. Magenta — DMX 50–59
7. Orange — DMX 60–69
8. Sky Blue — DMX 70–79
9. Light Green — DMX 80–89
10. Fuchsine — DMX 90–99

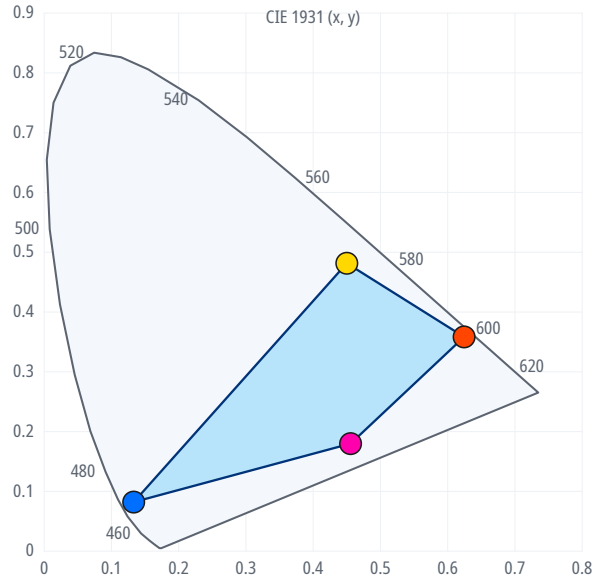
Gobo wheel 1

1	Gobo: Open	DMX 0–4	5 Gobo 5	DMX 20–24	9 Gobo 9	DMX 40–44
2	Gobo 2 _Small circle	DMX 5–9	6 Gobo 6	DMX 25–29	10 Gobo 10	DMX 45–49
3	Gobo 3	DMX 10–14	7 Gobo 7	DMX 30–34	11 Gobo 11 _Big circle	DMX 50–54
4	Gobo 4	DMX 15–19	8 Gobo 8	DMX 35–39		

Gobo wheel 2

1	G2: Open	DMX 0–9	4 Rotated gobo 3	DMX 30–39	7 Rotated gobo 6	DMX 60–69
2	Rotated gobo 1	DMX 10–19	5 Rotated gobo 4	DMX 40–49	8 Rotated gobo 7	DMX 70–79
3	Rotated gobo 2	DMX 20–29	6 Rotated gobo 5	DMX 50–59		

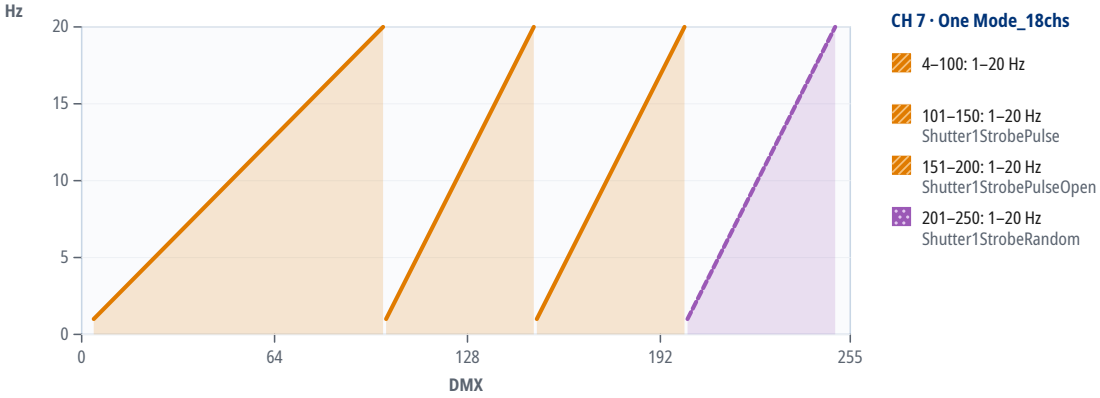
LED colors and the colors they mix



LED	x	y
Emitter 1	0.133	0.082
Emitter 2	0.456	0.180
Emitter 3	0.450	0.482
Emitter 4	0.624	0.358

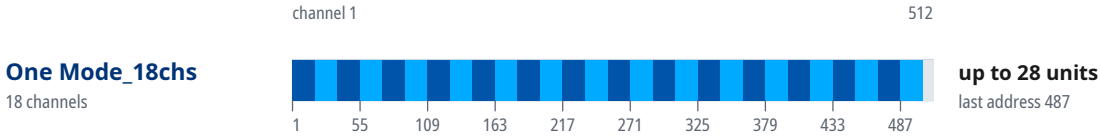
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “One Mode_18chs”

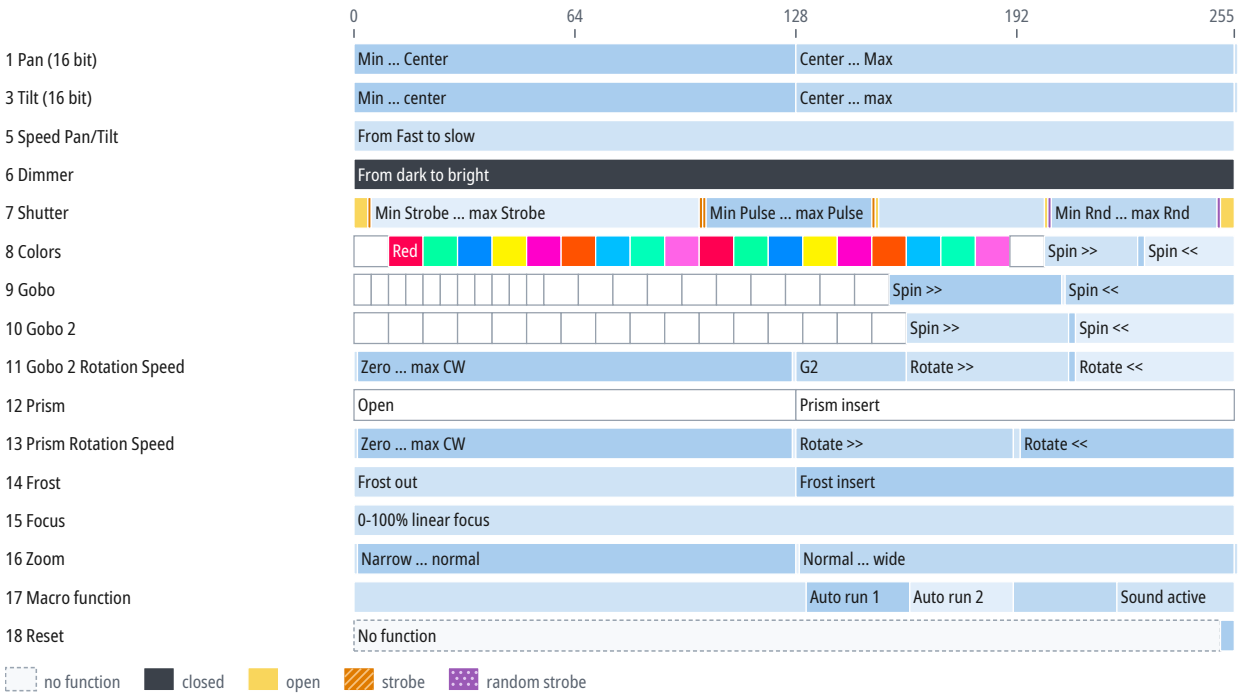
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode One Mode_18chs

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 Dimmer above 0; CH 7 Shutter at 0–3 “open” or 251–255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Tilt	0–128	Min ... center
		128–255	Center ... max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	From Fast to slow
6	Dimmer	0–255	From dark to bright
7	Shutter	0–3	Shutter: open
		4	Min Strobe
		5–99	Min Strobe ... max Strobe
		100	Max Strobe
		101	Min Pulse
		102–149	Min Pulse ... max Pulse
		150	Max Pulse
		151	Min Pulse Open
		152–199	Min Pulse Open ... max Pulse Open
		200	Max Pulse Open
		201	Min Rnd
		202–249	Min Rnd ... max Rnd
		250	Max Rnd
		251–255	Shutter: open (2)
8	Colors	0–9	White
		10–19	Red
		20–29	Green
		30–39	Blue
		40–49	Yellow
		50–59	Magenta
		60–69	Orange
		70–79	Sky Blue
		80–89	Light Green
		90–99	Fuchsine
		100–109	White + Red
		110–119	Red + Green
		120–129	Green + Blue
		130–139	Blue + Yellow
		140–149	Yellow + Magenta
		150–159	Magenta + Orange
		160–169	Orange + Sky Blue
		170–179	Sky Blue + Light Green
		180–189	Light Green + Fuchsine
		190–199	Fuchsine + White
		200–226	Spin >>
		227–228	Color 1 Wheel Spin: Stop

CH	Function	DMX	Description
8	Colors (continued)	229–255	Spin <<
9	Gobo	0–4	Gobo: Open
		5–9	Gobo 2 _Small circle
		10–14	Gobo 3
		15–19	Gobo 4
		20–24	Gobo 5
		25–29	Gobo 6
		30–34	Gobo 7
		35–39	Gobo 8
		40–44	Gobo 9
		45–49	Gobo 10
		50–54	Gobo 11 _Big circle
		55–64	Gobo 1 shake from fast to slow
		65–74	Gobo 2 shake from fast to slow
		75–84	Gobo 3 shake from fast to slow
		85–94	Gobo 4 shake from fast to slow
		95–104	Gobo 5 shake from fast to slow
		105–114	Gobo 6 shake from fast to slow
		115–124	Gobo 7 shake from fast to slow
		125–134	Gobo 8 shake from fast to slow
		135–144	Gobo 9 shake from fast to slow
		145–154	Gobo 10 shake from fast to slow
		155–204	Spin >>
		205	Gobo 1 Wheel Spin: Stop
		206–255	Spin <<
10	Gobo 2	0–9	G2: Open
		10–19	Rotated gobo 1
		20–29	Rotated gobo 2
		30–39	Rotated gobo 3
		40–49	Rotated gobo 4
		50–59	Rotated gobo 5
		60–69	Rotated gobo 6
		70–79	Rotated gobo 7
		80–89	Circle shake from fast to slow
		90–99	Rotated gobo 1 shake from fast to slow
		100–109	Rotated gobo 2 shake from fast to slow
		110–119	Rotated gobo 3 shake from fast to slow
		120–129	Rotated gobo 4 shake from fast to slow
		130–139	Rotated gobo 5 shake from fast to slow
		140–149	Rotated gobo 6 shake from fast to slow
		150–159	Rotated gobo 7 shake from fast to slow
		160–206	Spin >>

CH	Function	DMX	Description
10	Gobo 2 (continued)	207–208	Gobo 2 Wheel Spin: Stop
		209–255	Spin <<
11	Gobo 2 Rotation Speed	0	Zero
		1–126	Zero ... max CW
		127	Max CW
		128–159	G2
		160–206	Rotate >>
		207–208	Gobo 2 Pos Rotate: Stop
		209–255	Rotate <<
12	Prism	0–127	Open
		128–255	Prism insert
13	Prism Rotation Speed	0	Zero
		1–126	Zero ... max CW
		127	Max CW
		128–190	Rotate >>
		191–192	Prism 1 Pos Rotate: Stop
		193–255	Rotate <<
14	Frost	0–127	Frost out
		128–255	Frost insert
15	Focus	0–255	0-100% linear focus
16	Zoom	0	Narrow
		1–127	Narrow ... normal
		128	Normal
		129–254	Normal ... wide
		255	Wide
17	Macro function	0–130	Macro function
		131–160	Auto run 1
		161–190	Auto run 2
		191–220	Auto run 2 ... Sound active
		221–255	Sound active
18	Reset	0–250	No function
		251–255	Reset _keep 5 seconds

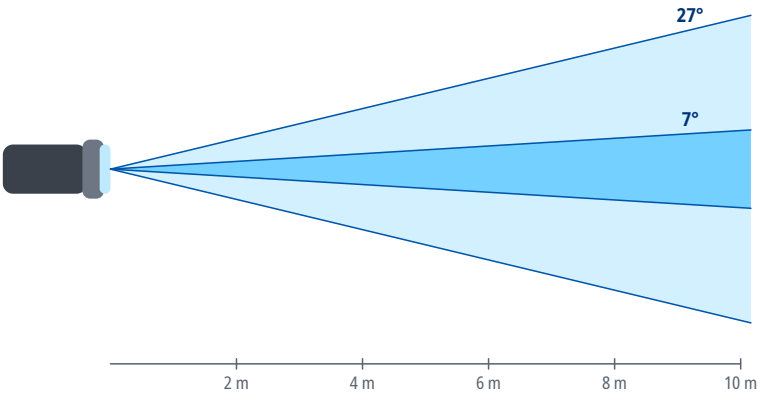
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	200 W
Luminous flux	9,500 lm
Color temperature	6,300 K
Color rendering index (CRI)	90
Optics	
Zoom	7–27°
Movement	
Pan	540°
Tilt	240°
Dimensions and construction	
Weight	15 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz
Color wheel rotation	up to 180 °/s (30 rpm)
Gobo wheel 1 rotation	up to 180 °/s (30 rpm)
Gobo wheel 2 rotation	up to 180 °/s (30 rpm)
Gobo 2 rotation	up to 180 °/s (30 rpm)
Prism rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 7°	Ø 27°
2 m	0.24 m	0.96 m
4 m	0.49 m	1.9 m
6 m	0.73 m	2.9 m
8 m	0.98 m	3.8 m
10 m	1.2 m	4.8 m
15 m	1.8 m	7.2 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.