GDTF Fixture Reference · by SOH

DMX REFERENCE

FINE 608 BATTEN

FINE ART 608 BATTEN

RentalikaLX



Manufacturer	RentalikaLX
GDTF file	RentalikaLX_FINE_608_BATTEN_103818.gdtf
GDTF revision	Rentalika Productions Indonesia, Uploaded to GDTF Share. · 2025-07-14
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1 About this manual

This document describes the FINE ART 608 BATTEN by RentalikaLX. It was compiled from the GDTF file RentalikaLX_FINE_608_BATTEN_103818.gdtf from the GDTF-Share library.

File revision: “Rentalika Productions Indonesia, Uploaded to GDTF Share.”.

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 RentalikaLX; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
STND 15Ch	15	34	1, 16, 31, 46, ...
RGB 39Ch	39	13	1, 40, 79, 118, ...
RGBW 47Ch	47	10	1, 48, 95, 142, ...
Shape	27	18	1, 28, 55, 82, ...

No light? Check these channels

- STND 15Ch: CH 7 Shutter at 104–107 or 208–212 or 252–255
- RGB 39Ch: CH 7 Shutter at 104–107 or 208–212 or 252–255
- RGBW 47Ch: CH 7 Shutter at 104–107 or 208–212 or 252–255
- Shape: CH 7 Shutter at 104–107 or 209–212 or 252–255; CH 27 Background Shutter at 104–107 or 208–212 or 252–255


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

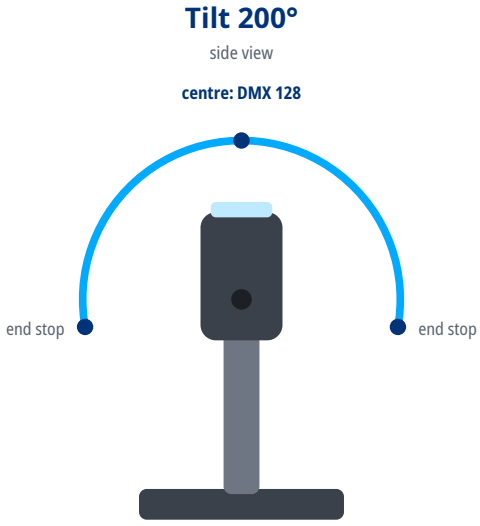
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

“FINEART 608 BATTEN, LED, Pixie 本产品为一款大功率LED多功能摇头光束效果灯, 它具有光束, 染色功能, 小角度光束效果强劲, 投射距离远, 大角度染色效果好, 铺光均匀, 灯具可纵向拼接, 多台灯具拼接制造出的光束效果令人震撼, 卓越的RGBW混色系统及多种内置程序可供选择, 它能创造出无限动感和色彩变幻效果, 适于室内演艺, 娱乐, 舞台, 酒吧, 及各种专业演出场所。”

Range of movement



5 Installation

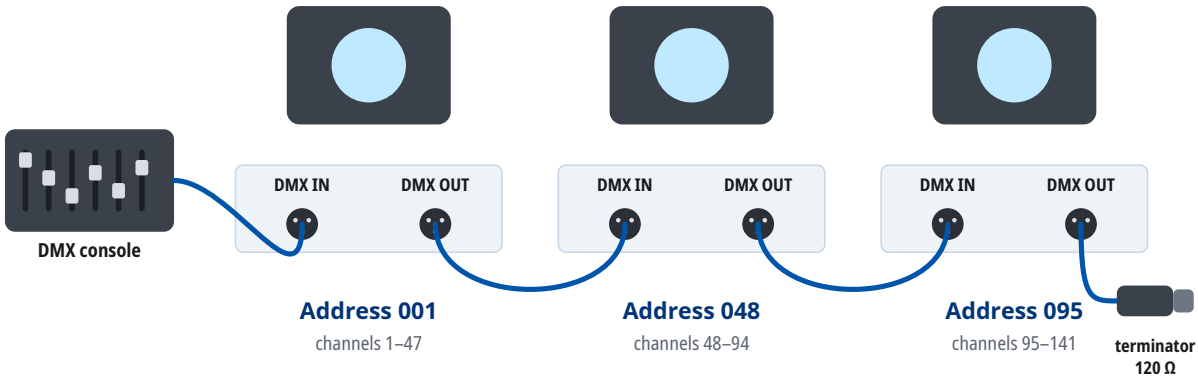
⚠ WARNING

- 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.
- 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 RGBW 47Ch: every unit occupies 47 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 “RGBW 47Ch”: 47.
- 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 “RGBW 47Ch”, you can use, for example, the start addresses 1, 48, 95, 142.
- 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

	STND 15Ch 15 channels	RGB 39Ch 39 channels	RGBW 47Ch 47 channels	Shape 27 channels
Pan / Tilt	10	10	10	10
Dimmer	8	8	8	8
Shutter / strobe	7	7	7	7, 21, 27
Color mixing	1–4	1–4, 16–39	1–4, 16–47	1–4, 22–25
Color temperature	5	5	5	5
Color wheel	6	6	6	6
Zoom	12, 13	12, 13	12, 13	12, 13
Pixel control	✓	8 cells	8 cells	✓

Color wheel



25 Macro 25 **DMX 34**

26 Macro 26 **DMX 35**

27 Macro 27 **DMX 36**

28 Macro 28 **DMX 37**

29 Macro 29 **DMX 38**

30 Macro 30 **DMX 39**

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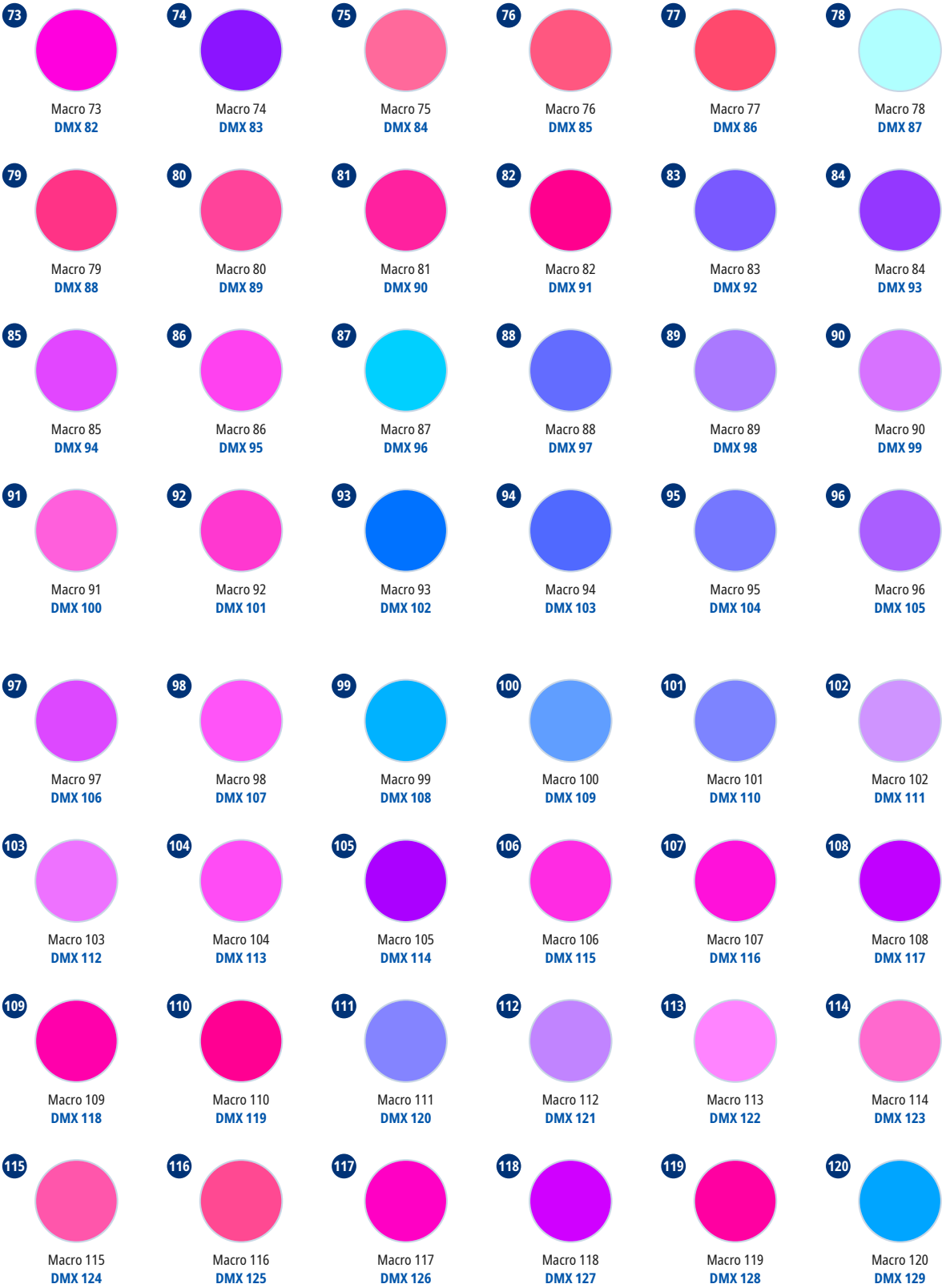
72 Macro 72 **DMX 81**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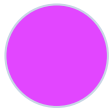
123 
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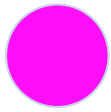
124 
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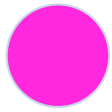
125 
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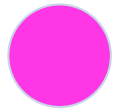
126 
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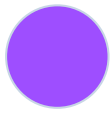
130 
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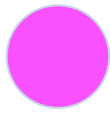
131 
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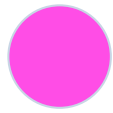
132 
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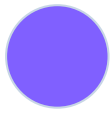
136 
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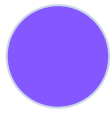
137 
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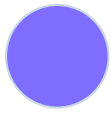
142 
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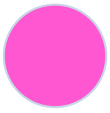
146 
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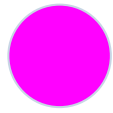
150 
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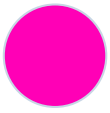
152 
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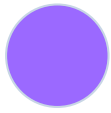
154 
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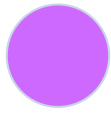
155 
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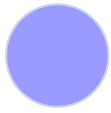
160 
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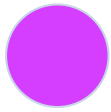
172 
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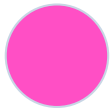
173 
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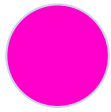
174 
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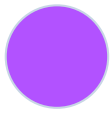
179 
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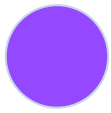
185 
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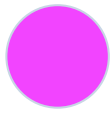
186 
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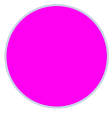
189 
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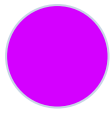
190 
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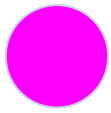
191 
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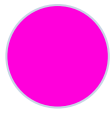
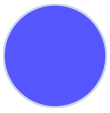
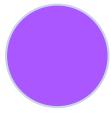
DMX 200

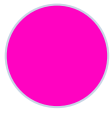
192 
Macro 192
DMX 201

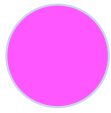
193 
Macro 193
DMX 202

194 
Macro 194
DMX 203

195 
Macro 195
DMX 204

196 
Macro 196
DMX 205

197 
Macro 197
DMX 206

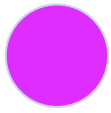
198 
Macro 198
DMX 207

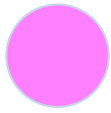
199 
Macro 199
DMX 208

200 
Macro 200
DMX 209

201 
Macro 201
DMX 210

202 
Macro 202
DMX 211

203 
Macro 203
DMX 212

204 
Macro 204
DMX 213

205 
Macro 205
DMX 214

206 
Macro 206
DMX 215

207 
Macro 207
DMX 216

208 
Macro 208
DMX 217

209
Macro 209
DMX 218

210
Macro 210
DMX 219

211
Macro 211
DMX 220

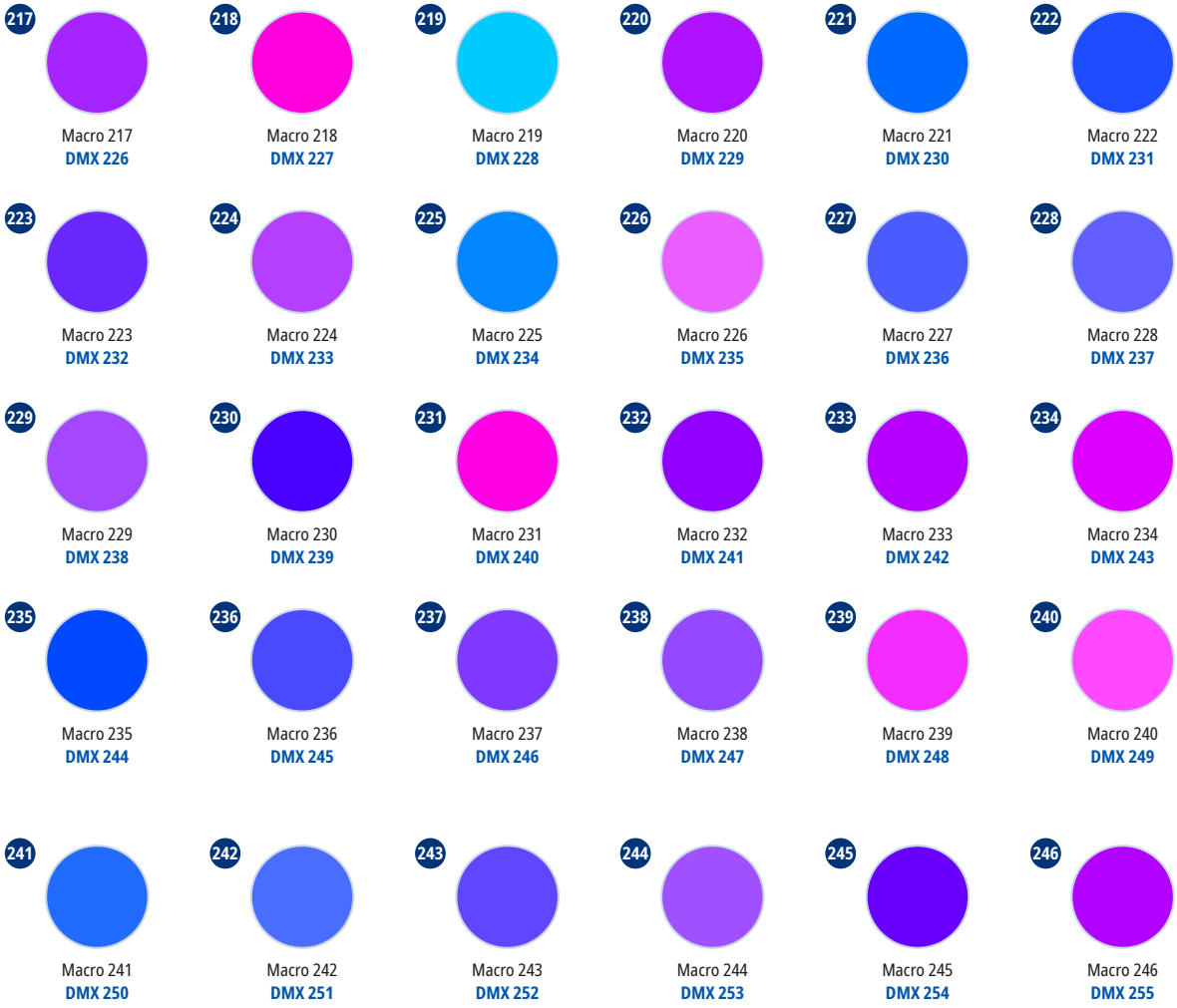
212
Macro 212
DMX 221

213
Macro 213
DMX 222

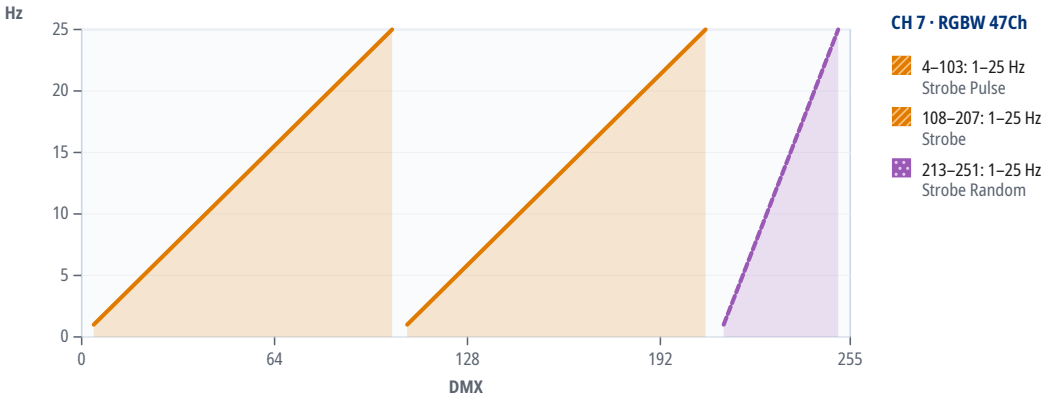
214
Macro 214
DMX 223

215
Macro 215
DMX 224

216
Macro 216
DMX 225



Strobe rate



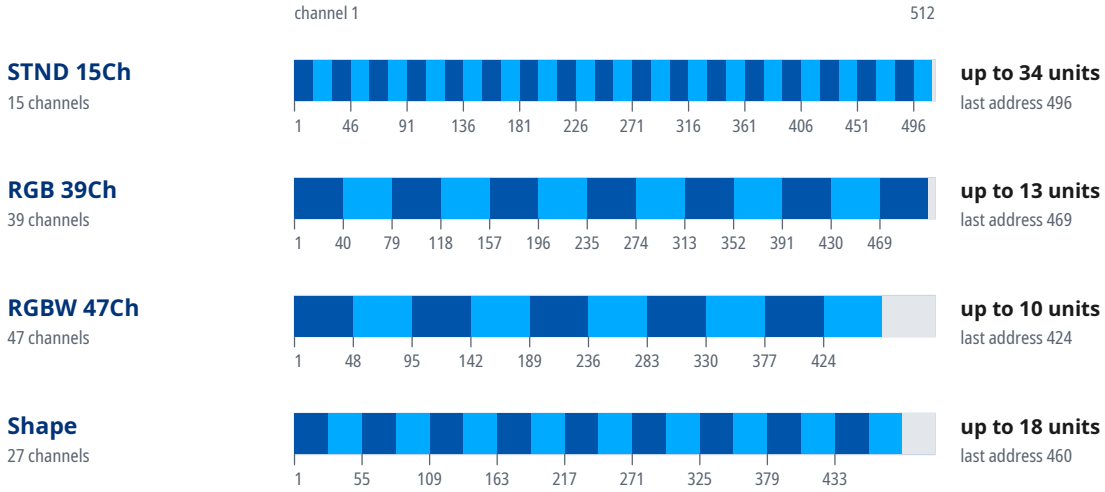
Cells (pixels)



8 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “RGBW 47Ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “RGBW 47Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	236	11	U2 · 1	16	U2 · 236
2	48	7	283	12	U2 · 48	17	U2 · 283
3	95	8	330	13	U2 · 95	18	U2 · 330
4	142	9	377	14	U2 · 142	19	U2 · 377
5	189	10	424	15	U2 · 189	20	U2 · 424

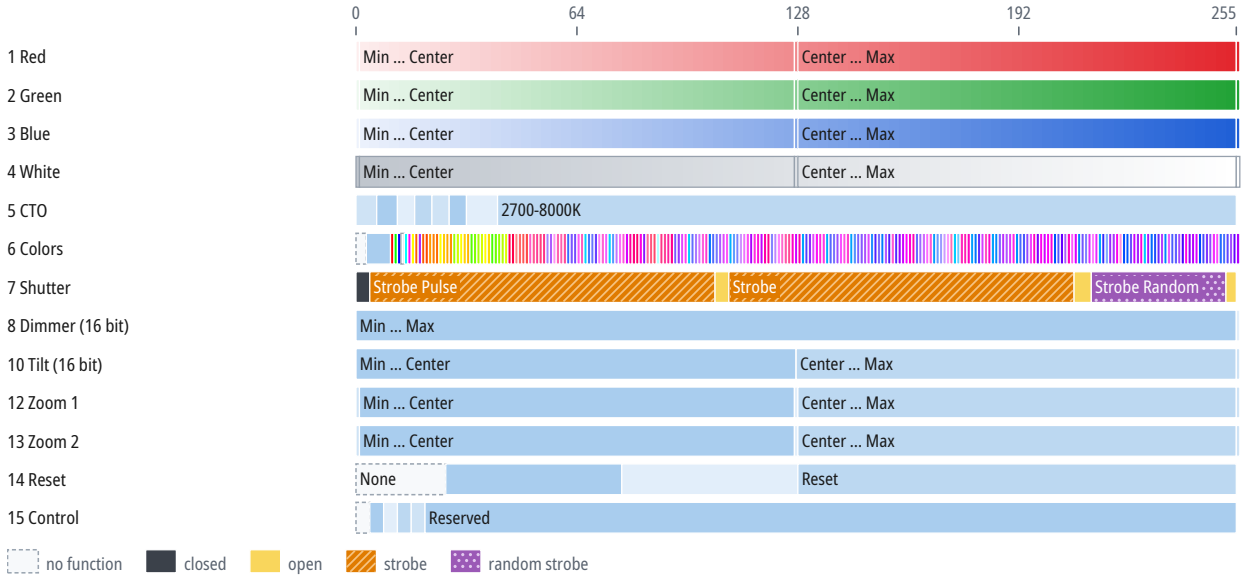
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode STND 15Ch

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 7 Shutter at 104–107 or 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 7 Shutter 105, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
2	Green	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
3	Blue	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
4	White	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
5	CTO	0–5	Close

CH	Function	DMX	Description
5	CTO (continued)	6–11	2700K
		12–16	3200K
		17–21	4300K
		22–26	5600K
		27–31	6500K
		32–40	8000K
		41–255	2700-8000K (2700–8000 K)
6	Colors	0–2	None
		3–9	Color
		10–36	Macro 1...27
		37	Macro 25
		38–255	Macro 29...246
7	Shutter	0–3	Close
		4–103	Strobe Pulse (1–25 Hz)
		104–107	Open 1
		108–207	Strobe (1–25 Hz)
		208–212	Open 2
		213–251	Strobe Random (1–25 Hz)
		252–255	Open 3
8	Dimmer	0–255	Min ... Max
		255	Max
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Tilt	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
11	Tilt Fine	0–255	Fine adjustment of CH 10
12	Zoom 1	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
13	Zoom 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
14	Reset	0–25	None
		26–76	Zoom Reset
		77–127	Tilt Reset
		128–255	Reset
15	Control	0–3	None

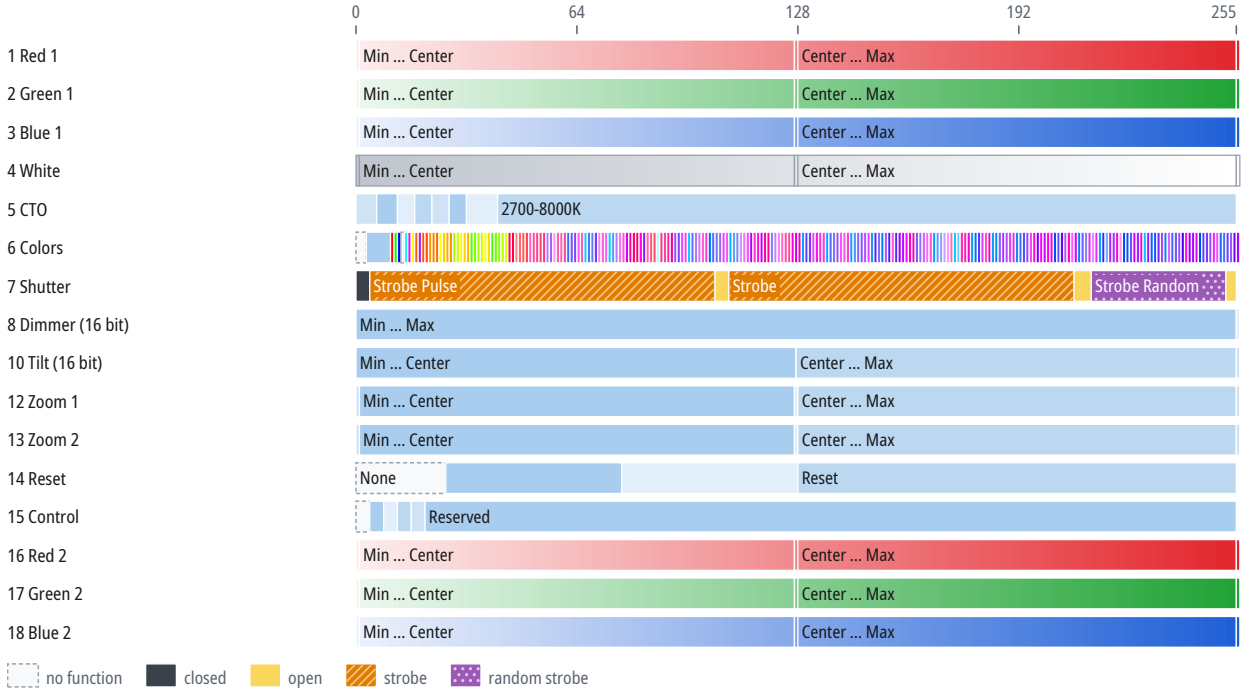
CH	Function	DMX	Description
15	Control (continued)	4–7	LED CCW Off
		8–11	LED CCW On
		12–15	Tilt CCW Off
		16–19	Tilt CCW On
		20–255	Reserved

Mode RGB 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 7 Shutter at 104–107 or 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 255, CH 7 Shutter 105, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
2	Green 1	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
3	Blue 1	0	Min
		1–126	Min ... Center

CH	Function	DMX	Description
3	Blue 1 (continued)	127	Center
		128–254	Center … Max
		255	Max
4	White		Same as CH 4 in the mode “STND 15Ch” (p. 14)
5	CTO		Same as CH 5 in the mode “STND 15Ch” (p. 14)
6	Colors	0–2	None
		3–9	Color
		10–255	Macro 1…246
7	Shutter		Same as CH 7 in the mode “STND 15Ch” (p. 15)
8	Dimmer		Same as CH 8 in the mode “STND 15Ch” (p. 15)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Tilt		Same as CH 10 in the mode “STND 15Ch” (p. 15)
11	Tilt Fine	0–255	Fine adjustment of CH 10
12	Zoom 1		Same as CH 12 in the mode “STND 15Ch” (p. 15)
13	Zoom 2		Same as CH 13 in the mode “STND 15Ch” (p. 15)
14	Reset		Same as CH 14 in the mode “STND 15Ch” (p. 15)
15	Control		Same as CH 15 in the mode “STND 15Ch” (p. 15)
16	Red 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
17	Green 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
18	Blue 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max

CH 16–39: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 16–18); the table below gives each cell's channel numbers.

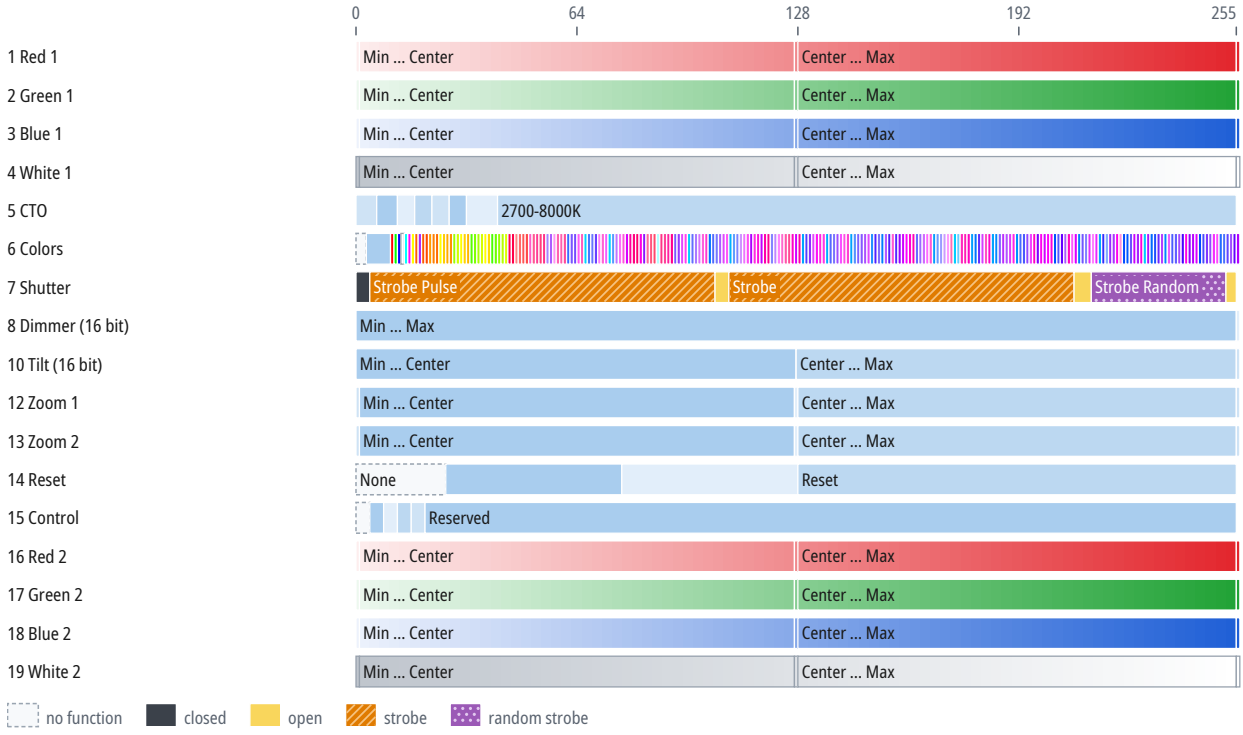
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	16	17	18	2	19	20	21	3	22	23	24
4	25	26	27	5	28	29	30	6	31	32	33
7	34	35	36	8	37	38	39				

Mode RGBW 47Ch

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 7 Shutter at 104–107 or 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 7 Shutter 105, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGB 39Ch” (p. 16)
2	Green 1		Same as CH 2 in the mode “RGB 39Ch” (p. 16)
3	Blue 1		Same as CH 3 in the mode “RGB 39Ch” (p. 16)
4	White 1	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
5	CTO		Same as CH 5 in the mode “STND 15Ch” (p. 14)
6	Colors		Same as CH 6 in the mode “RGB 39Ch” (p. 17)
7	Shutter		Same as CH 7 in the mode “STND 15Ch” (p. 15)
8	Dimmer		Same as CH 8 in the mode “STND 15Ch” (p. 15)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Tilt		Same as CH 10 in the mode “STND 15Ch” (p. 15)
11	Tilt Fine	0–255	Fine adjustment of CH 10
12	Zoom 1		Same as CH 12 in the mode “STND 15Ch” (p. 15)
13	Zoom 2		Same as CH 13 in the mode “STND 15Ch” (p. 15)

CH	Function	DMX	Description
14	Reset		Same as CH 14 in the mode “STND 15Ch” (p. 15)
15	Control		Same as CH 15 in the mode “STND 15Ch” (p. 15)
16	Red 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
17	Green 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
18	Blue 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
19	White 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max

CH 16–47: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 16–19); the table below gives each cell's channel numbers.

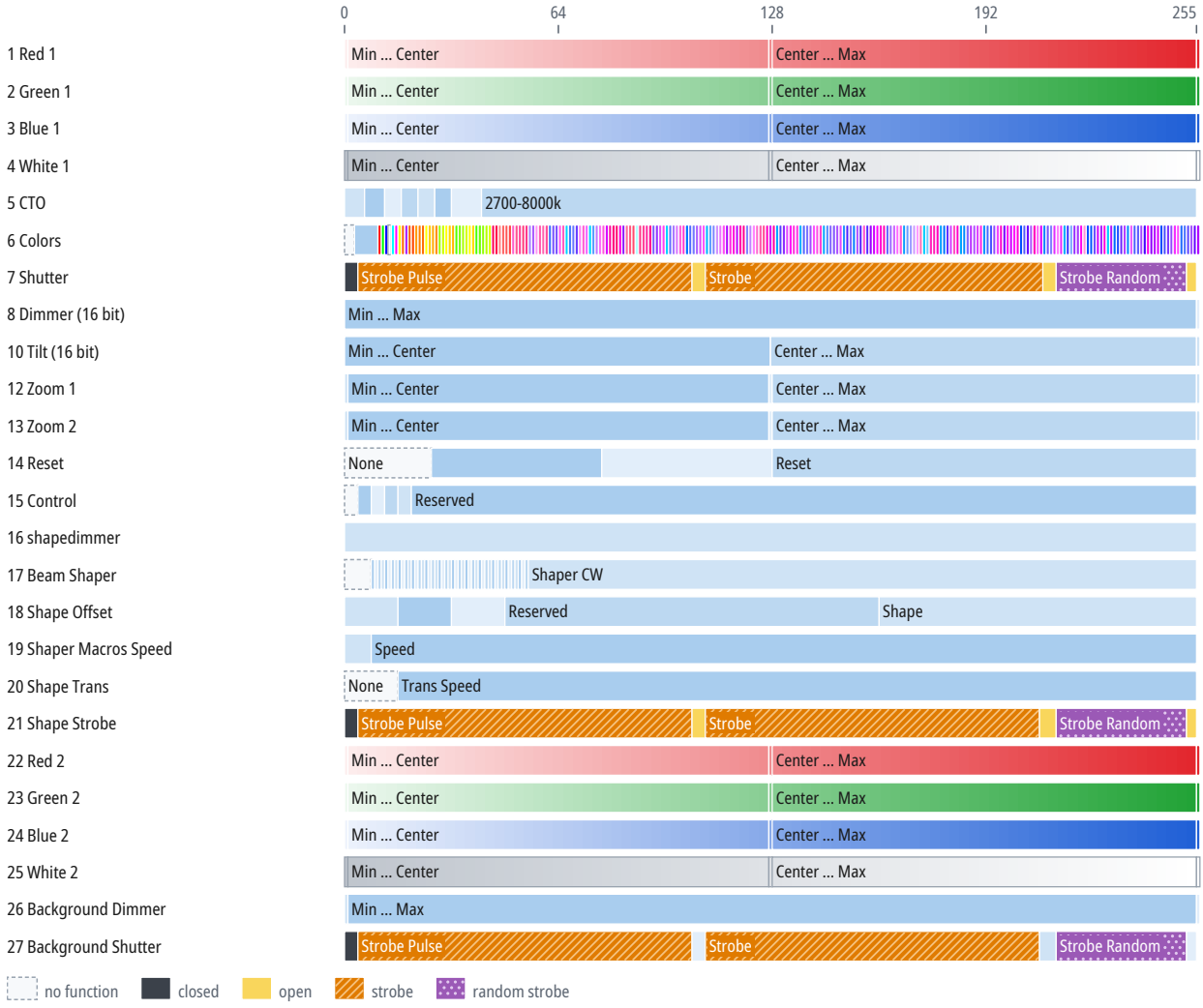
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	16	17	18	19	2	20	21	22	23
3	24	25	26	27	4	28	29	30	31
5	32	33	34	35	6	36	37	38	39
7	40	41	42	43	8	44	45	46	47

Mode Shape

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 7 Shutter at 104–107 or 209–212 or 252–255; CH 27 Background Shutter at 104–107 or 208–212 or 252–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 8 Dimmer 255, CH 22 Red 2 0, CH 23 Green 2 0, CH 24 Blue 2 0, CH 25 White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGB 39Ch” (p. 16)
2	Green 1		Same as CH 2 in the mode “RGB 39Ch” (p. 16)
3	Blue 1		Same as CH 3 in the mode “RGB 39Ch” (p. 16)
4	White 1		Same as CH 4 in the mode “RGBW 47Ch” (p. 18)
5	CTO	0–5	Close
		6–11	2700K
		12–16	3200K
		17–21	4300K
		22–26	5600K

CH	Function	DMX	Description
5	CTO (continued)	27–31	6500K
		32–40	8000K
		41–255	2700-8000k (2700–8000 K)
6	Colors		Same as CH 6 in the mode “RGB 39Ch” (p. 17)
7	Shutter	0–3	Close
		4–103	Strobe Pulse (1–25 Hz)
		104–107	Open 1
		108–208	Strobe (1–25 Hz)
		209–212	Open 2
		213–251	Strobe Random (1–25 Hz)
		252–255	Open 3
8	Dimmer		Same as CH 8 in the mode “STND 15Ch” (p. 15)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Tilt		Same as CH 10 in the mode “STND 15Ch” (p. 15)
11	Tilt Fine	0–255	Fine adjustment of CH 10
12	Zoom 1		Same as CH 12 in the mode “STND 15Ch” (p. 15)
13	Zoom 2		Same as CH 13 in the mode “STND 15Ch” (p. 15)
14	Reset		Same as CH 14 in the mode “STND 15Ch” (p. 15)
15	Control		Same as CH 15 in the mode “STND 15Ch” (p. 15)
16	shapedimmer		Shape Dimmer
		0–255	Shape Dimmer
17	Beam Shaper	0–7	None
		8–18	Shape 1...11
		19	Shape 2
		20–54	Shape 13...47
		55–255	Shaper CW
18	Shape Offset	0–15	Shape CW
		16–31	Shape CCW
		32–47	Shape Offset
		48–159	Reserved
		160–255	Shape
19	Shaper Macros Speed	0–7	Stop
		8–255	Speed
20	Shape Trans	0–15	None
		16–255	Trans Speed
21	Shape Strobe	0–3	Closed
		4–103	Strobe Pulse (1–25 Hz)
		104–107	Open
		108–207	Strobe (1–25 Hz)
		208–212	Open
		213–251	Strobe Random (1–25 Hz)

CH	Function	DMX	Description
21	Shape Strobe (continued)	252–255	Open
22	Red 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
23	Green 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
24	Blue 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
25	White 2	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
26	Background Dimmer	0	Min
		1–254	Min … Max
		255	Max
27	Background Shutter	0–3	Closed
		4–103	Strobe Pulse (1–25 Hz)
		104–107	Open 1
		108–207	Strobe (1–25 Hz)
		208–212	Open 2
		213–251	Strobe Random (1–25 Hz)
		252–255	Open 3

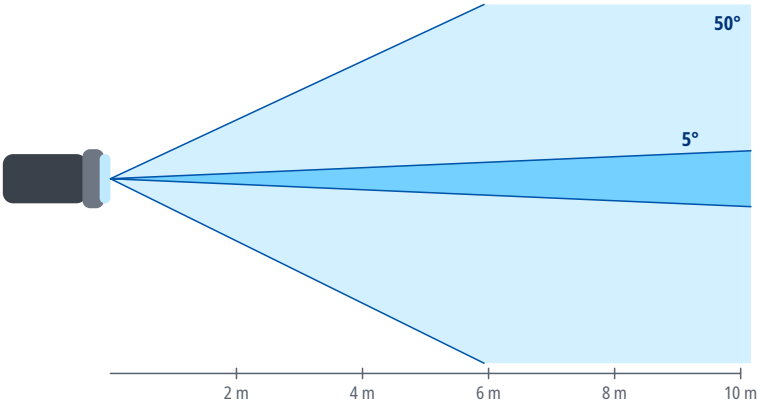
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	5–50°
Tilt	200°
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 5°	Ø 50°
2 m	0.17 m	1.9 m
4 m	0.35 m	3.7 m
6 m	0.52 m	5.6 m
8 m	0.7 m	7.5 m
10 m	0.87 m	9.3 m
15 m	1.3 m	14 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.