DMX REFERENCE

Robin DLS Profile

Robe Lighting



Manufacturer	Robe Lighting
GDTF file	Robe_Lighting_Robin_DLS_Profile_97313.gdtf
GDTF revision	2025-05-20 Tilt physical values revision
Generated	2026-11-24

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1 About this manual

This document describes the Robin® DLS Profile by Robe Lighting. It was compiled from the GDTF file Robe_Lighting_Robin_DLS_Profile_97313.gdtf from the GDTF-Share library.

File revision: “2025-05-20 Tilt physical values revision”.

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 Robe Lighting; 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	550 W
Weight	22 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 RGBW	47	10	1, 48, 95, 142, ...
Mode 1 CMY	47	10	1, 48, 95, 142, ...
Mode 2 RGBW Reduced	38	13	1, 39, 77, 115, ...
Mode 2 CMY Reduced	38	13	1, 39, 77, 115, ...
Mode 3 RGBW Minimal	36	14	1, 37, 73, 109, ...
Mode 3 CMY Minimal	36	14	1, 37, 73, 109, ...

No light? Check these channels

- Mode 1 RGBW: CH 45 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 46 Dimmer above 0
- Mode 1 CMY: CH 45 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 46 Dimmer above 0
- Mode 2 RGBW Reduced: CH 37 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 38 Dimmer above 0
- Mode 2 CMY Reduced: CH 37 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 38 Dimmer above 0
- Mode 3 RGBW Minimal: CH 35 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 36 Dimmer above 0
- Mode 3 CMY Minimal: CH 35 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 36 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- 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.

⚠ 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

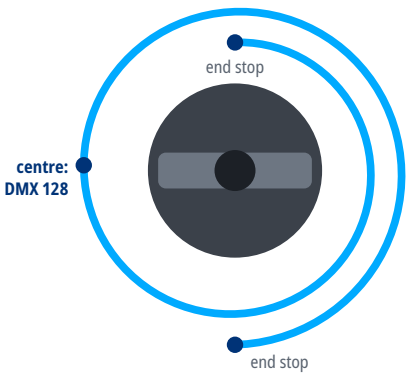
Description in the GDTF file

“This is the latest product in the DL range of luminaires that use the Robe RGBW LED module. The DLS adds a system of 4 fast, smooth, framing shutters within the optical path design of the proven DLX Spot format. There is individual control of each shutter blade position and angle, together with rotation of the complete framing module. As well as providing a sharp precise or soft frame for the projected image, the system produces a new series of effects through pre-programmed shutter blade shape and movement sequences. As with all models in the Robe DL luminaire range, the multiple shadows normally associated with an LED source have been eliminated.”

Range of movement

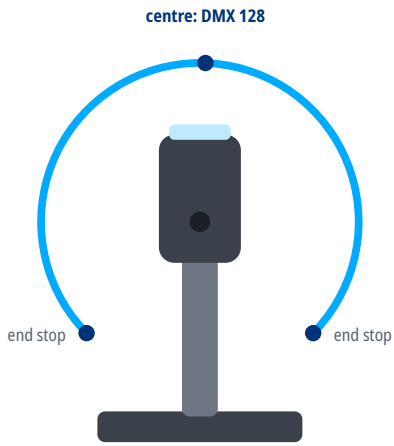
Pan 540°

top view



Tilt 269°

side view



5 Installation

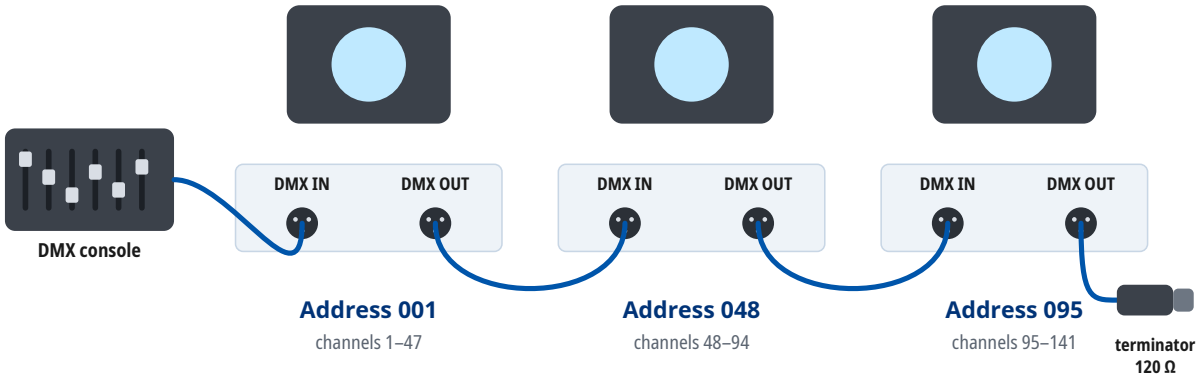
⚠ WARNING

- 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: 22 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 1 RGBW: 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 “Mode 1 RGBW”: 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 “Mode 1 RGBW”, 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.
- 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

	Mode 1 RGBW 47 channels	Mode 1 CMY 47 channels	Mode 2 RGBW Reduced 38 channels	Mode 2 CMY Reduced 38 channels	Mode 3 RGBW Minimal 36 channels	Mode 3 CMY Minimal 36 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 2	1, 2
Pan / Tilt resolution	16 bit	16 bit	16 bit	16 bit	8 bit	8 bit
Dimmer	46	46	38	38	36	36
Dimmer resolution	16 bit	16 bit	8 bit	8 bit	8 bit	8 bit
Shutter / strobe	45	45	37	37	35	35
Color mixing	4× (8–14)	8, 10, 12	8–11	8–10	6–9	6–8
Color temperature	16	16	12	12	10	10
Color wheel	7	7	7	7	5	5
Gobo wheel	21	21	17	17	15	15
Gobo rotation	22 *	22 *	18 *	18 *	16 *	16 *
Prism	24, 25	24, 25	19, 20	19, 20	17, 18	17, 18
Frost	26	26	21	21	19	19
Zoom	29	29	23	23	21	21
Focus	31, 33	31, 33	24, 25	24, 25	22, 23	22, 23
Iris	27	27	22	22	20	20
Animation wheel	18–20	18–20	14–16	14–16	12–14	12–14
Effects / macros	24, 43	24, 43	19, 35	19, 35	17, 33	17, 33

* The function works only when another channel switches it on; see the DMX table.

Gobo wheel

1
Open/hole
DMX 0–3

2 
Gobo 1 - Index
DMX 4–7

3 
Gobo 2 - Index
DMX 8–11

4 
Gobo 3 - Index
DMX 12–15

5 
Gobo 4 - Index
DMX 16–19

6 
Gobo 5 - Index
DMX 20–23

7 
Gobo 6 - Index
DMX 24–27

8 
Gobo 7
DMX 28–32

Animation wheel

1
Proportional indexing min
DMX 20

2 
11020177

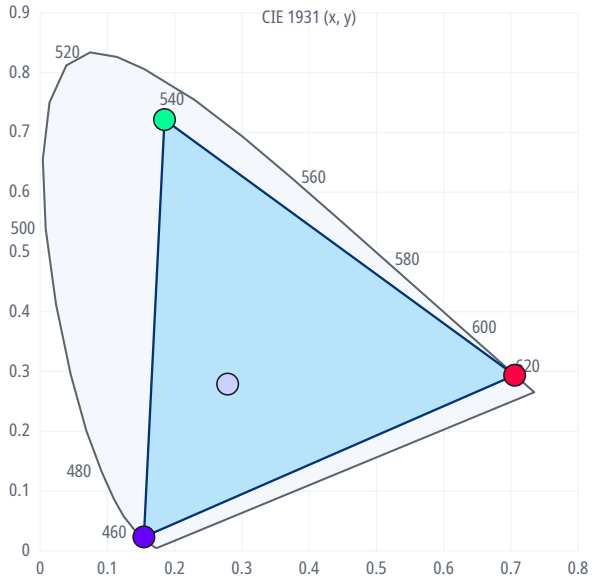
Color wheel

1. Virtual colour wheel: Open
   DMX 0
2. White 2700 K
   DMX 1–2
3. White 2700 K (Halogen lamp mode)
   DMX 3
4. White 3200 K
   DMX 4–5
5. White 3200 K (Halogen lamp mode)
   DMX 6
6. White 4200 K
   DMX 7–9
7. White 5600 K
   DMX 10–12
8. White 8000 K
   DMX 13–15
9. Blue
   DMX 16–36
10. Light Blue
    DMX 37–76
11. Green
    DMX 77–115
12. Yellow
    DMX 116–155
13. Red
    DMX 156–195
14. Magenta
    DMX 196–231

Prism

1. Open position (hole)
   DMX 0–19
2. 3 facets
   Prism
   DMX 20–128

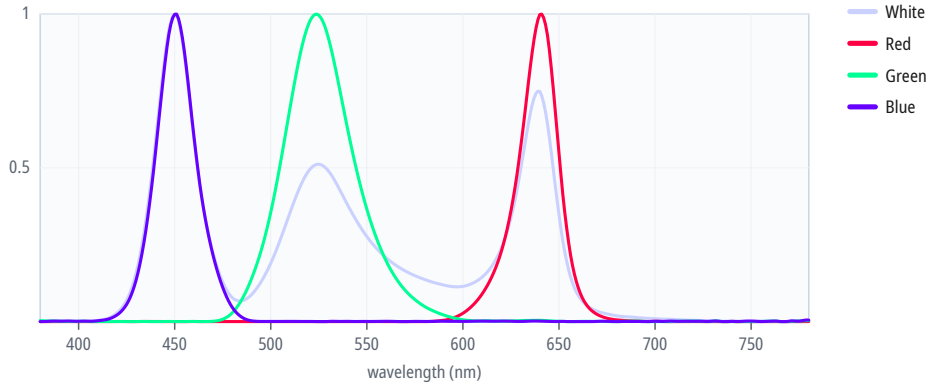
LED colors and the colors they mix



LED	x	y	nm
White	0.279	0.279	
Red	0.706	0.294	629
Green	0.185	0.721	530
Blue	0.154	0.023	453

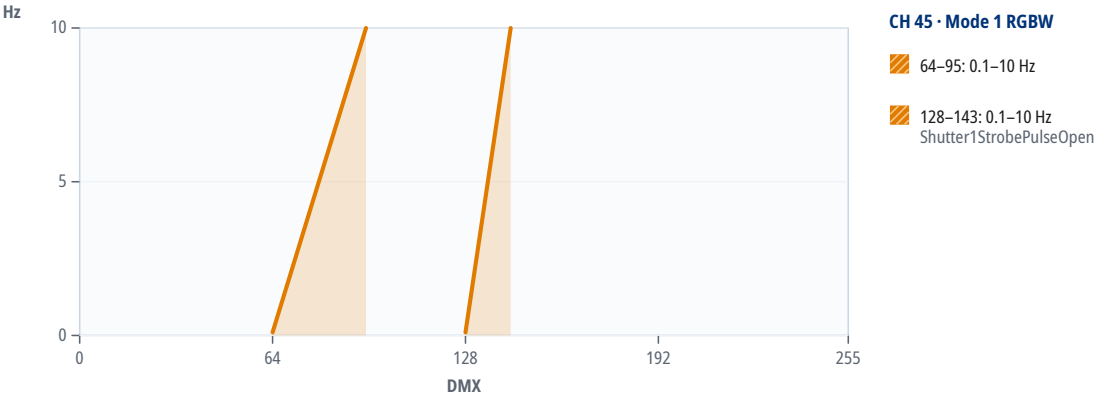
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



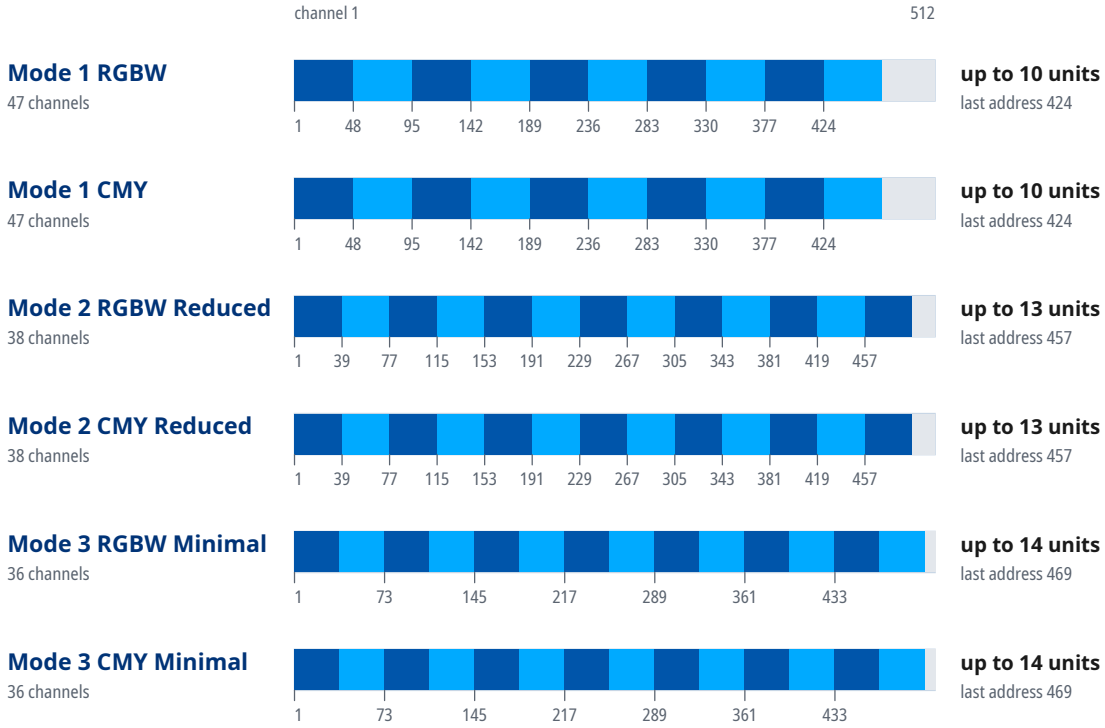
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 RGBW”

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.

RDM personalities

Mode	Channels	RDM personality
Mode 1 RGBW	47	1
Mode 1 CMY	47	1
Mode 2 RGBW Reduced	38	2
Mode 2 CMY Reduced	38	2
Mode 3 RGBW Minimal	36	3
Mode 3 CMY Minimal	36	3

Mode 1 RGBW

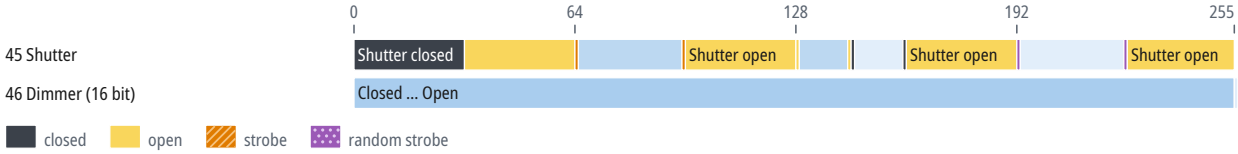
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 45 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 46 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Color Macro 0, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255, CH 14 White 255, CH 45 Shutter 32, CH 46 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Standard mode
		1	Max Speed Mode
		2–254	Max Speed Mode ... Min Speed Mode
		255	Min Speed Mode
6	Control	0–9	No function
		10–14	Wired DMX
		15–19	Wireless DMX
		20–24	White point 8000K ON
		25–29	White point 8000K OFF
		30–39	RGB colour mixing mode
		40–49	CMY colour mixing mode
		50–59	PT mode: Speed
		60–69	PT mode: Time
		70–79	BO while PAN TILT moving: ON
		80–89	BO while PAN TILT moving: OFF
		90–94	DL Colour compatible mode On
		95–99	DL Colour compatible mode Off
		100–104	Dimmer curve: Square law
		105–109	Dimmer curve: Linear
		110–119	Blackout while gobo wheel moving
		120–129	Disabled blackout while gobo wheel moving
		130–139	Fixture reset (except pan/tilt)
		140–149	Pan/Tilt reset
		150–159	No Feature: Reserved
		160–169	Gobo wheel reset
		170–179	No Feature: Reserved
		180–189	Zoom/focus/frost/prism reset

CH	Function	DMX	Description
6	Control (continued)	190–199	Iris /framing shutters/effect wheel reset
		200–209	Total fixture reset
		210–224	No Feature: Reserved
		225–229	RoboSpot enabled
		230–234	RoboSpot disabled - except handle faders and pan/tilt
		235–239	RoboSpot fully disabled except pan/tilt
		240	Disable Theatre mode
		241	Theatre mode - automatic control of fan noise
		242–255	Theatre mode - fan noise control from min to max
7	Color Macro	0	Virtual colour wheel: Open
		1–2	White 2700 K
		3	White 2700 K (Halogen lamp mode)
		4–5	White 3200 K
		6	White 3200 K (Halogen lamp mode)
		7–9	White 4200 K
		10–12	White 5600 K
		13–15	White 8000 K
		16–36	Blue
		37–76	Light Blue
		77–115	Green
		116–155	Yellow
		156–195	Red
		196–231	Magenta
		232–247	Blue
		248–251	Rainbow effect from slow to fast
		252–255	Rainbow effect from fast to slow
8	Red	0–255	Min ... Max
		255	Max
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green	0–255	Min ... Max
		255	Max
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue	0–255	Min ... Max
		255	Max
13	Blue Fine	0–255	Fine adjustment of CH 12
14	White	0–255	Min ... Max
		255	Max
15	White Fine	0–255	Fine adjustment of CH 14
16	CTO	0	8000 K
		1–63	8000 K ... 5600 K
		64	5600 K
		65–127	5600 K ... 4200 K

CH	Function	DMX	Description
16	CTO (continued)	128	4200 K
		129–191	4200 K ... 3200 K
		192	3200 K
		193–254	3200 K ... 2700 K
		255	2700 K
17	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
18	Animation Wheel		Effect wheel positioning
		0–19	Open
		20	Proportional indexing min
		21–72	Proportional indexing min ... Proportional indexing center
		73	Proportional indexing center
		74–126	Proportional indexing center ... Proportional indexing max
		127	Proportional indexing max
		128–170	Ramping from open to full position
		171–213	Ramping from open to half position
		214–255	Ramp from half position to full position
19	Animation Wheel Rotation		Effect wheel rotation
		0	No rotation
		1–127	Forwards rotation from fast to slow
		128	No rotation
		129–255	Backwards rotation from slow to fast
20	Animation Wheel Effects		Effect wheel animations
		0–7	No animation
		8–9	Macro 1 (Focus=152)
		10–11	Macro 2 (Focus=113)
		12–13	Macro 3 (Focus=100)
		14–15	Macro 4 (Focus=105)
		16–17	Macro 5 (Focus=102)
		18–19	Macro 6 (Focus=110)
		20–21	Macro 7 (Focus=108)
		22–23	Macro 8 (Focus=121)
		24–25	Macro 9 (Focus=102)
		26–27	Macro 10 (Focus=98)
		28–255	Reserved
21	Gobo	0–3	Open/hole
		4–7	Gobo 1 - Index
		8–11	Gobo 2 - Index
		12–15	Gobo 3 - Index
		16–19	Gobo 4 - Index
		20–23	Gobo 5 - Index
		24–27	Gobo 6 - Index
		28–31	Gobo 7 - Index

CH	Function	DMX	Description
21	Gobo (continued)	32–35	Gobo 1 - Rotation
		36–39	Gobo 2 - Rotation
		40–43	Gobo 3 - Rotation
		44–47	Gobo 4 - Rotation
		48–51	Gobo 5 - Rotation
		52–55	Gobo 6 - Rotation
		56–59	Gobo 7 - Rotation
		60–69	Gobo 1 - Shaking Index
		70–79	Gobo 2 - Shaking Index
		80–89	Gobo 3 - Shaking Index
		90–99	Gobo 4 - Shaking Index
		100–109	Gobo 5 - Shaking Index
		110–119	Gobo 6 - Shaking Index
		120–129	Gobo 7 - Shaking Index
		130–139	Gobo 1 - Shaking Rotation
		140–149	Gobo 2 - Shaking Rotation
		150–159	Gobo 3 - Shaking Rotation
		160–169	Gobo 4 - Shaking Rotation
		170–179	Gobo 5 - Shaking Rotation
		180–189	Gobo 6 - Shaking Rotation
		190–199	Gobo 7 - Shaking Rotation
		200–201	Rotating Gobo Shake: Open
		202–221	Forwards gobo wheel rotation from fast to slow
		222–223	No rotation
		224–243	Backwards gobo wheel rotation from slow to fast
		244–249	Random gobo selection by audio control
		250–255	Auto random gobo selection from fast to slow
22	Gobo Rotation		When CH 21 is 0–31:
		0–127	Min ... center
		128–255	Center ... max
		255	Max
			When CH 21 is 32–59:
		0	No rotation
		0–127	Forwards gobo rotation fast to slow (30–0 °/s)
		128–129	No rotation
		130–255	Backwards gobo rotation from slow to fast (0–30 °/s)
			When CH 21 is 60–129:
		0–127	Min ... center
		128–255	Center ... max
		255	Max
			When CH 21 is 130–201:
		0–255	Rotating Gobo Shake Pos Rotation (up to 30 °/s (5 rpm))

CH	Function	DMX	Description
22	Gobo Rotation (continued)		When CH 21 is 202–255:
		0–255	
23	Gobo Rotation Fine	0–255	Fine adjustment of CH 22
24	Prism	0–19	Open position (hole)
		20–127	3 - facet rotating prism
		128–135	Macro 1
		136–143	Macro 2
		144–151	Macro 3
		152–159	Macro 4
		160–167	Macro 5
		168–175	Macro 6
		176–183	Macro 7
		184–191	Macro 8
		192–199	Macro 9
		200–207	Macro 10
		208–215	Macro 11
		216–223	Macro 12
		224–231	Macro 13
		232–239	Macro 14
		240–247	Macro 15
		248–255	Macro 16
25	Prism Rotation		When CH 24 is 20–255:
		0	Prism no rotation 0
		1	Forwards prism rotation fast
		2–127	Forwards prism rotation from fast to slow
		128	No rotation
		129–254	Backwards prism rotation from slow to fast
		255	Backwards prism rotation from fast
			When CH 24 is 0–19:
		0–255	
26	Frost	0	Open
		1–179	Frost from 0% to 100%
		180–189	100% frost
		190–211	Pulse closing from slow to fast
		212–233	Pulse opening from fast to slow
		234–255	Ramping from fast to slow
27	Iris	0–179	Iris: Open ... Closed
		180–191	Iris: Closed
		192–219	Pulse opening slow ... Pulse opening fast
		219	Pulse opening fast
		220–221	Pulse closing fast
		221–247	Pulse closing fast ... Pulse closing slow

CH	Function	DMX	Description
27	Iris (continued)	247	Pulse closing slow
		248–249	Random pulse opening (fast)
		250–251	Random pulse opening (slow)
		252–253	Random pulse closing (fast)
		254–255	Random pulse closing (slow)
28	Iris Fine	0–255	Fine adjustment of CH 27
29	Zoom	0–255	Max ... Min
		255	Min
30	Zoom Fine	0–255	Fine adjustment of CH 29
31	Focus	0–255	Min ... Max
		255	Max
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Focus Adjust	0	Autofocus Off
		1–7	4 metres
		8–15	6 metres
		16–23	8 metres
		24–31	10 metres
		32–39	12 metres
		40–47	14 metres
		48–55	16 metres
		56–63	18 metres
		64–71	4 metres
		72–79	6 metres
		80–87	8 metres
		88–95	10 metres
		96–103	12 metres
		104–111	14 metres
		112–119	16 metres
		120	18 metres
		121–255	No function
34	Shaper Rotation	0	Min
		1–127	Min ... mid
		128	Mid
		129–254	Mid ... max
		255	Max
35	Blade 1 A		Blade 1 - movement
		0	Min
		1–254	Min ... Max
		255	Max
36	Blade 1 Rotation		Blade 1 - swivelling
		0	Min
		1–127	Min ... Center

CH	Function	DMX	Description
36	Blade 1 Rotation (continued)	128	Center
		129–254	Center … Max
		255	Max
37	Blade 2 A		Blade 2 - movement
		0	Min
		1–254	Min … Max
		255	Max
38	Blade 2 Rotation		Blade 2 - swivelling
		0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
39	Blade 3 A		Blade 3 - movement
		0	Min
		1–254	Min … Max
		255	Max
40	Blade 3 Rotation		Blade 3 - swivelling
		0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
41	Blade 4 A		Blade 4 - movement
		0	Min
		1–254	Min … Max
		255	Max
42	Blade 4 Rotation		Blade 4 - swivelling
		0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
43	Shaper Macros		Framing shutters macros
		0–3	No function
		4–7	Macro 1
		8–11	Macro 2
		12–15	Macro 3
		16–19	Macro 4
		20–23	Macro 5
		24–27	Macro 6
		28–31	Macro 7

CH	Function	DMX	Description
43	Shaper Macros (continued)	32–35	Macro 8
		36–39	Macro 9
		40–43	Macro 10
		44–47	Macro 11
		48–51	Macro 12
		52–55	Macro 13
		56–59	Macro 14
		60–63	Macro 15
		64–67	Macro 16
		68–71	Macro 17
		72–75	Macro 18
		76–79	Macro 19
		80–83	Macro 20
		84–87	Macro 21
		88–91	Macro 22
		92–95	Macro 23
		96–99	Macro 24
		100–103	Macro 25
		104–107	Macro 26
		108–111	Macro 27
		112–115	Macro 28
		116–119	Macro 29
		120–123	Macro 30
		124–127	Macro 31
		128–131	Macro 32
		132–135	Macro 33
		136–139	Macro 34
		140–143	Macro 35
		144–147	Macro 36
		148–151	Macro 37
		152–155	Macro 38
		156–159	Macro 39
		160–163	Macro 40
		164–167	Macro 41
		168–171	Macro 42
		172–175	Macro 43
		176–179	Macro 44
		180–183	Macro 45
		184–187	Macro 46
		188–191	Macro 47
		192–195	Macro 48
		196–199	Macro 49

CH	Function	DMX	Description
43	Shaper Macros (continued)	200–203	Macro 50
		204–207	Macro 51
		208–211	Macro 52
		212–255	Reserved
44	Shaper Macros Speed		Framing shutters macro speed
		0	Min
		1–254	Min ... max
		255	Max
45	Shutter	0–31	Shutter closed
		32–63	Open/Closed: Shutter open
		64	Strobe slow
		65–94	Strobe slow ... Strobe fast
		95	Strobe fast
		96–127	Shutter open
		128	Open pulsing slow
		129–142	Open pulsing slow ... Open pulsing fast
		143	Open pulsing fast
		144	Close pulsing fast
		145–158	Close pulsing fast ... Close pulsing slow
		159	Close pulsing slow
		160–191	Shutter open
		192	Strobe random slow
		193–222	Strobe random slow ... Strobe random fast
		223	Strobe random fast
		224–255	Shutter open
46	Dimmer		Dimmer intensity
		0–255	Closed ... Open
		255	Open
47	Dimmer Fine	0–255	Fine adjustment of CH 46

Mode 1 CMY

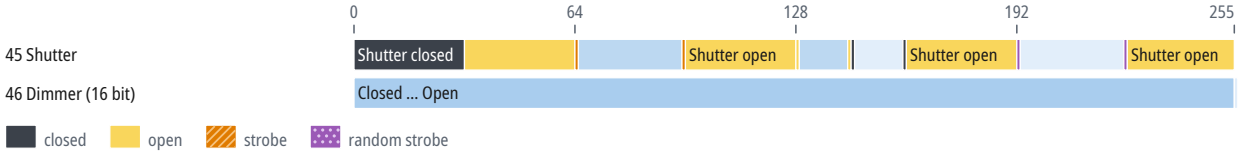
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 45 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 46 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Color Macro 0, CH 8 Cyan 0, CH 10 Magenta 0, CH 12 Yellow 0, CH 45 Shutter 32, CH 46 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 RGBW” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 RGBW” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 RGBW” (p. 13)
6	Control		Same as CH 6 in the mode “Mode 1 RGBW” (p. 13)
7	Color Macro		Same as CH 7 in the mode “Mode 1 RGBW” (p. 14)
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	Undefined	0–255	
15	Undefined Fine	0–255	Fine adjustment of CH 14
16	CTO		Same as CH 16 in the mode “Mode 1 RGBW” (p. 14)
17	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
18	Animation Wheel		Same as CH 18 in the mode “Mode 1 RGBW” (p. 15)
19	Animation Wheel Rotation		Same as CH 19 in the mode “Mode 1 RGBW” (p. 15)
20	Animation Wheel Effects		Same as CH 20 in the mode “Mode 1 RGBW” (p. 15)
21	Gobo		Same as CH 21 in the mode “Mode 1 RGBW” (p. 15)
22	Gobo Rotation		Same as CH 22 in the mode “Mode 1 RGBW” (p. 16)
23	Gobo Rotation Fine	0–255	Fine adjustment of CH 22
24	Prism		Same as CH 24 in the mode “Mode 1 RGBW” (p. 17)
25	Prism Rotation		Same as CH 25 in the mode “Mode 1 RGBW” (p. 17)
26	Frost		Same as CH 26 in the mode “Mode 1 RGBW” (p. 17)
27	Iris		Same as CH 27 in the mode “Mode 1 RGBW” (p. 17)
28	Iris Fine	0–255	Fine adjustment of CH 27
29	Zoom		Same as CH 29 in the mode “Mode 1 RGBW” (p. 18)
30	Zoom Fine	0–255	Fine adjustment of CH 29
31	Focus		Same as CH 31 in the mode “Mode 1 RGBW” (p. 18)
32	Focus Fine	0–255	Fine adjustment of CH 31

CH	Function	DMX	Description
33	Focus Adjust		Same as CH 33 in the mode “Mode 1 RGBW” (p. 18)
34	Shaper Rotation		Same as CH 34 in the mode “Mode 1 RGBW” (p. 18)
35	Blade 1 A		Same as CH 35 in the mode “Mode 1 RGBW” (p. 18)
36	Blade 1 Rotation		Same as CH 36 in the mode “Mode 1 RGBW” (p. 18)
37	Blade 2 A		Same as CH 37 in the mode “Mode 1 RGBW” (p. 19)
38	Blade 2 Rotation		Same as CH 38 in the mode “Mode 1 RGBW” (p. 19)
39	Blade 3 A		Same as CH 39 in the mode “Mode 1 RGBW” (p. 19)
40	Blade 3 Rotation		Same as CH 40 in the mode “Mode 1 RGBW” (p. 19)
41	Blade 4 A		Same as CH 41 in the mode “Mode 1 RGBW” (p. 19)
42	Blade 4 Rotation		Same as CH 42 in the mode “Mode 1 RGBW” (p. 19)
43	Shaper Macros		Same as CH 43 in the mode “Mode 1 RGBW” (p. 19)
44	Shaper Macros Speed		Same as CH 44 in the mode “Mode 1 RGBW” (p. 21)
45	Shutter		Same as CH 45 in the mode “Mode 1 RGBW” (p. 21)
46	Dimmer		Same as CH 46 in the mode “Mode 1 RGBW” (p. 21)
47	Dimmer Fine	0–255	Fine adjustment of CH 46

Mode 2 RGBW Reduced

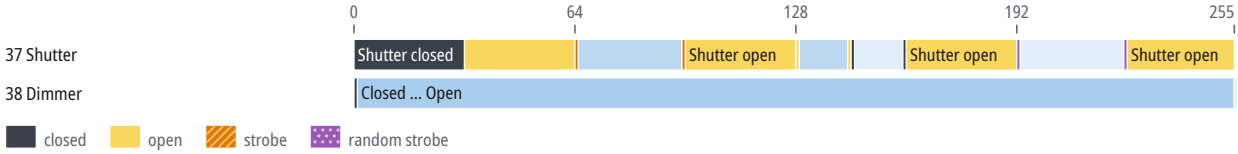
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 37 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 38 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Color Macro 0, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 White 255, CH 37 Shutter 32, CH 38 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 RGBW” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 RGBW” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 RGBW” (p. 13)
6	Control		Same as CH 6 in the mode “Mode 1 RGBW” (p. 13)
7	Color Macro		Same as CH 7 in the mode “Mode 1 RGBW” (p. 14)
8	Red	0	Min
		1–254	Min ... Max
		255	Max
9	Green	0	Min
		1–254	Min ... Max
		255	Max
10	Blue	0	Min
		1–254	Min ... Max
		255	Max
11	White	0	Min
		1–254	Min ... Max
		255	Max
12	CTO		Same as CH 16 in the mode “Mode 1 RGBW” (p. 14)
13	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
14	Animation Wheel		Same as CH 18 in the mode “Mode 1 RGBW” (p. 15)
15	Animation Wheel Rotation		Same as CH 19 in the mode “Mode 1 RGBW” (p. 15)
16	Animation Wheel Effects		Same as CH 20 in the mode “Mode 1 RGBW” (p. 15)
17	Gobo		Same as CH 21 in the mode “Mode 1 RGBW” (p. 15)
18	Gobo Rotation		When CH 17 is 0–31:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 17 is 32–59:
		0	No rotation
		1–127	Forwards gobo rotation fast to slow (30–0 °/s)
		128–129	No rotation

CH	Function	DMX	Description
18	Gobo Rotation (continued)	130–255	Backwards gobo rotation from slow to fast (0–30 °/s)
			When CH 17 is 60–129:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 17 is 130–201:
		0	No rotation
		1–127	Forwards gobo rotation fast to slow (30–0 °/s)
		128–129	No rotation
		130–255	Backwards gobo rotation from slow to fast (0–30 °/s)
			When CH 17 is 202–255:
		0–255	
19	Prism		Same as CH 24 in the mode “Mode 1 RGBW” (p. 17)
20	Prism Rotation		When CH 19 is 20–255:
		0	Prism no rotation 0
		1	Forwards prism rotation fast
		2–127	Forwards prism rotation from fast to slow
		128	No rotation
		129–254	Backwards prism rotation from slow to fast
		255	Backwards prism rotation from fast
			When CH 19 is 0–19:
		0–255	
21	Frost		Same as CH 26 in the mode “Mode 1 RGBW” (p. 17)
22	Iris	0	Iris: Open
		1–178	Iris: Open ... Closed
		179–191	Iris: Closed
		192	Pulse opening slow
		193–218	Pulse opening slow ... Pulse opening fast
		219	Pulse opening fast
		220	Pulse closing fast
		221–246	Pulse closing fast ... Pulse closing slow
		247	Pulse closing slow
		248–249	Random pulse opening (fast)
		250–251	Random pulse opening (slow)
		252–253	Random pulse closing (fast)
		254–255	Random pulse closing (slow)
23	Zoom	0	Max
		1–254	Max ... Min
		255	Min
24	Focus	0	Min

CH	Function	DMX	Description
24	Focus (continued)	1–254	Min ... Max
		255	Max
25	Focus Adjust		Same as CH 33 in the mode “Mode 1 RGBW” (p. 18)
26	Shaper Rotation		Same as CH 34 in the mode “Mode 1 RGBW” (p. 18)
27	Blade 1 A		Same as CH 35 in the mode “Mode 1 RGBW” (p. 18)
28	Blade 1 Rotation		Same as CH 36 in the mode “Mode 1 RGBW” (p. 18)
29	Blade 2 A		Same as CH 37 in the mode “Mode 1 RGBW” (p. 19)
30	Blade 2 Rotation		Same as CH 38 in the mode “Mode 1 RGBW” (p. 19)
31	Blade 3 A		Same as CH 39 in the mode “Mode 1 RGBW” (p. 19)
32	Blade 3 Rotation		Same as CH 40 in the mode “Mode 1 RGBW” (p. 19)
33	Blade 4 A		Same as CH 41 in the mode “Mode 1 RGBW” (p. 19)
34	Blade 4 Rotation		Same as CH 42 in the mode “Mode 1 RGBW” (p. 19)
35	Shaper Macros		Same as CH 43 in the mode “Mode 1 RGBW” (p. 19)
36	Shaper Macros Speed		Same as CH 44 in the mode “Mode 1 RGBW” (p. 21)
37	Shutter		Same as CH 45 in the mode “Mode 1 RGBW” (p. 21)
38	Dimmer		Dimmer intensity
		0	Closed
		1–254	Closed ... Open
		255	Open

Mode 2 CMY Reduced

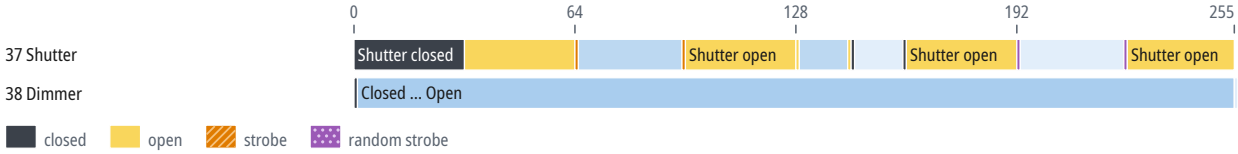
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 37 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 38 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Color Macro 0, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 37 Shutter 32, CH 38 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 1 RGBW” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode 1 RGBW” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 RGBW” (p. 13)
6	Control		Same as CH 6 in the mode “Mode 1 RGBW” (p. 13)
7	Color Macro		Same as CH 7 in the mode “Mode 1 RGBW” (p. 14)
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	Undefined	0	Min
		1–254	Min ... Max
		255	Max
12	CTO		Same as CH 16 in the mode “Mode 1 RGBW” (p. 14)
13	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
14	Animation Wheel		Same as CH 18 in the mode “Mode 1 RGBW” (p. 15)
15	Animation Wheel Rotation		Same as CH 19 in the mode “Mode 1 RGBW” (p. 15)
16	Animation Wheel Effects		Same as CH 20 in the mode “Mode 1 RGBW” (p. 15)
17	Gobo		Same as CH 21 in the mode “Mode 1 RGBW” (p. 15)
18	Gobo Rotation		Same as CH 18 in the mode “Mode 2 RGBW Reduced” (p. 26)
19	Prism		Same as CH 24 in the mode “Mode 1 RGBW” (p. 17)
20	Prism Rotation		Same as CH 20 in the mode “Mode 2 RGBW Reduced” (p. 27)
21	Frost		Same as CH 26 in the mode “Mode 1 RGBW” (p. 17)
22	Iris		Same as CH 22 in the mode “Mode 2 RGBW Reduced” (p. 27)
23	Zoom		Same as CH 23 in the mode “Mode 2 RGBW Reduced” (p. 27)
24	Focus		Same as CH 24 in the mode “Mode 2 RGBW Reduced” (p. 27)
25	Focus Adjust		Same as CH 33 in the mode “Mode 1 RGBW” (p. 18)
26	Shaper Rotation		Same as CH 34 in the mode “Mode 1 RGBW” (p. 18)
27	Blade 1 A		Same as CH 35 in the mode “Mode 1 RGBW” (p. 18)

CH	Function	DMX	Description
28	Blade 1 Rotation		Same as CH 36 in the mode “Mode 1 RGBW” (p. 18)
29	Blade 2 A		Same as CH 37 in the mode “Mode 1 RGBW” (p. 19)
30	Blade 2 Rotation		Same as CH 38 in the mode “Mode 1 RGBW” (p. 19)
31	Blade 3 A		Same as CH 39 in the mode “Mode 1 RGBW” (p. 19)
32	Blade 3 Rotation		Same as CH 40 in the mode “Mode 1 RGBW” (p. 19)
33	Blade 4 A		Same as CH 41 in the mode “Mode 1 RGBW” (p. 19)
34	Blade 4 Rotation		Same as CH 42 in the mode “Mode 1 RGBW” (p. 19)
35	Shaper Macros		Same as CH 43 in the mode “Mode 1 RGBW” (p. 19)
36	Shaper Macros Speed		Same as CH 44 in the mode “Mode 1 RGBW” (p. 21)
37	Shutter		Same as CH 45 in the mode “Mode 1 RGBW” (p. 21)
38	Dimmer		Same as CH 38 in the mode “Mode 2 RGBW Reduced” (p. 28)

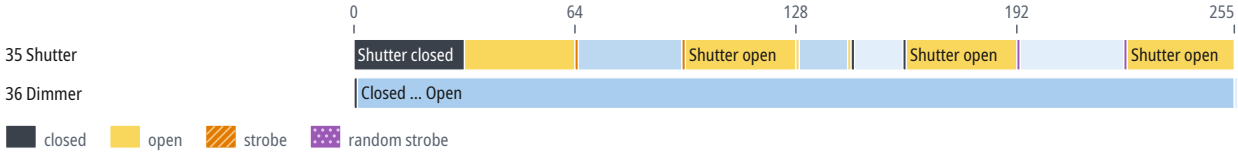
Mode 3 RGBW Minimal

If the device receives DMX in this mode but gives no light, check these channels: CH 35 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 36 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Color Macro 0, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 White 255, CH 35 Shutter 32, CH 36 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		129–255	Pan
2	Tilt	0–127	Tilt
		128	Center
		129–255	Tilt
3	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 RGBW” (p. 13)
4	Control		Same as CH 6 in the mode “Mode 1 RGBW” (p. 13)
5	Color Macro		Same as CH 7 in the mode “Mode 1 RGBW” (p. 14)
6	Red		Same as CH 8 in the mode “Mode 2 RGBW Reduced” (p. 26)
7	Green		Same as CH 9 in the mode “Mode 2 RGBW Reduced” (p. 26)
8	Blue		Same as CH 10 in the mode “Mode 2 RGBW Reduced” (p. 26)
9	White		Same as CH 11 in the mode “Mode 2 RGBW Reduced” (p. 26)
10	CTO		Same as CH 16 in the mode “Mode 1 RGBW” (p. 14)
11	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
12	Animation Wheel		Same as CH 18 in the mode “Mode 1 RGBW” (p. 15)
13	Animation Wheel Rotation		Same as CH 19 in the mode “Mode 1 RGBW” (p. 15)
14	Animation Wheel Effects		Same as CH 20 in the mode “Mode 1 RGBW” (p. 15)
15	Gobo		Same as CH 21 in the mode “Mode 1 RGBW” (p. 15)
16	Gobo Rotation		When CH 15 is 0–31:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max
		255	Max
			When CH 15 is 32–59:
		0	No rotation
		1–127	Forwards gobo rotation fast to slow (30–0 °/s)
		128–129	No rotation
		130–255	Backwards gobo rotation from slow to fast (0–30 °/s)
			When CH 15 is 60–129:
		0	Min
		1–127	Min ... center
		128	Center
		129–254	Center ... max

CH	Function	DMX	Description
16	Gobo Rotation (continued)	255	Max
			When CH 15 is 130–201:
		0	No rotation
		1–127	Forwards gobo rotation fast to slow (30–0 °/s)
		128–129	No rotation
		130–255	Backwards gobo rotation from slow to fast (0–30 °/s)
			When CH 15 is 202–255:
		0–255	
17	Prism		Same as CH 24 in the mode “Mode 1 RGBW” (p. 17)
18	Prism Rotation		When CH 17 is 20–255:
		0	Prism no rotation 0
		1	Forwards prism rotation fast
		2–127	Forwards prism rotation from fast to slow
		128	No rotation
		129–254	Backwards prism rotation from slow to fast
		255	Backwards prism rotation from fast
			When CH 17 is 0–19:
		0–255	
19	Frost		Same as CH 26 in the mode “Mode 1 RGBW” (p. 17)
20	Iris		Same as CH 22 in the mode “Mode 2 RGBW Reduced” (p. 27)
21	Zoom		Same as CH 23 in the mode “Mode 2 RGBW Reduced” (p. 27)
22	Focus		Same as CH 24 in the mode “Mode 2 RGBW Reduced” (p. 27)
23	Focus Adjust		Same as CH 33 in the mode “Mode 1 RGBW” (p. 18)
24	Shaper Rotation		Same as CH 34 in the mode “Mode 1 RGBW” (p. 18)
25	Blade 1 A		Same as CH 35 in the mode “Mode 1 RGBW” (p. 18)
26	Blade 1 Rotation		Same as CH 36 in the mode “Mode 1 RGBW” (p. 18)
27	Blade 2 A		Same as CH 37 in the mode “Mode 1 RGBW” (p. 19)
28	Blade 2 Rotation		Same as CH 38 in the mode “Mode 1 RGBW” (p. 19)
29	Blade 3 A		Same as CH 39 in the mode “Mode 1 RGBW” (p. 19)
30	Blade 3 Rotation		Same as CH 40 in the mode “Mode 1 RGBW” (p. 19)
31	Blade 4 A		Same as CH 41 in the mode “Mode 1 RGBW” (p. 19)
32	Blade 4 Rotation		Same as CH 42 in the mode “Mode 1 RGBW” (p. 19)
33	Shaper Macros		Same as CH 43 in the mode “Mode 1 RGBW” (p. 19)
34	Shaper Macros Speed		Same as CH 44 in the mode “Mode 1 RGBW” (p. 21)
35	Shutter		Same as CH 45 in the mode “Mode 1 RGBW” (p. 21)
36	Dimmer		Same as CH 38 in the mode “Mode 2 RGBW Reduced” (p. 28)

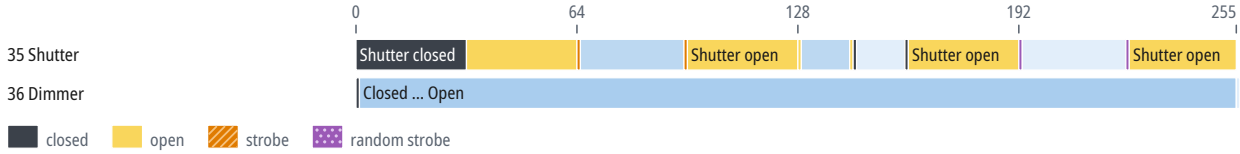
Mode 3 CMY Minimal

If the device receives DMX in this mode but gives no light, check these channels: CH 35 Shutter at 32–63, 96–127, 160–191, 224–255 “Shutter open” or 128 or 143; CH 36 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Color Macro 0, CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 35 Shutter 32, CH 36 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode 3 RGBW Minimal” (p. 33)
2	Tilt		Same as CH 2 in the mode “Mode 3 RGBW Minimal” (p. 33)
3	Speed Pan/Tilt		Same as CH 5 in the mode “Mode 1 RGBW” (p. 13)
4	Control		Same as CH 6 in the mode “Mode 1 RGBW” (p. 13)
5	Color Macro		Same as CH 7 in the mode “Mode 1 RGBW” (p. 14)
6	Cyan		Same as CH 8 in the mode “Mode 2 CMY Reduced” (p. 30)
7	Magenta		Same as CH 9 in the mode “Mode 2 CMY Reduced” (p. 30)
8	Yellow		Same as CH 10 in the mode “Mode 2 CMY Reduced” (p. 30)
9	Undefined	0–255	
10	CTO		Same as CH 16 in the mode “Mode 1 RGBW” (p. 14)
11	Gobo Wheel Speed	0–255	Speed of rot gobo selection from max to min
12	Animation Wheel		Same as CH 18 in the mode “Mode 1 RGBW” (p. 15)
13	Animation Wheel Rotation		Same as CH 19 in the mode “Mode 1 RGBW” (p. 15)
14	Animation Wheel Effects		Same as CH 20 in the mode “Mode 1 RGBW” (p. 15)
15	Gobo		Same as CH 21 in the mode “Mode 1 RGBW” (p. 15)
16	Gobo Rotation		Same as CH 16 in the mode “Mode 3 RGBW Minimal” (p. 33)
17	Prism		Same as CH 24 in the mode “Mode 1 RGBW” (p. 17)
18	Prism Rotation		Same as CH 18 in the mode “Mode 3 RGBW Minimal” (p. 34)
19	Frost		Same as CH 26 in the mode “Mode 1 RGBW” (p. 17)
20	Iris		Same as CH 22 in the mode “Mode 2 RGBW Reduced” (p. 27)
21	Zoom		Same as CH 23 in the mode “Mode 2 RGBW Reduced” (p. 27)
22	Focus		Same as CH 24 in the mode “Mode 2 RGBW Reduced” (p. 27)
23	Focus Adjust		Same as CH 33 in the mode “Mode 1 RGBW” (p. 18)
24	Shaper Rotation		Same as CH 34 in the mode “Mode 1 RGBW” (p. 18)
25	Blade 1 A		Same as CH 35 in the mode “Mode 1 RGBW” (p. 18)
26	Blade 1 Rotation		Same as CH 36 in the mode “Mode 1 RGBW” (p. 18)
27	Blade 2 A		Same as CH 37 in the mode “Mode 1 RGBW” (p. 19)
28	Blade 2 Rotation		Same as CH 38 in the mode “Mode 1 RGBW” (p. 19)
29	Blade 3 A		Same as CH 39 in the mode “Mode 1 RGBW” (p. 19)
30	Blade 3 Rotation		Same as CH 40 in the mode “Mode 1 RGBW” (p. 19)
31	Blade 4 A		Same as CH 41 in the mode “Mode 1 RGBW” (p. 19)
32	Blade 4 Rotation		Same as CH 42 in the mode “Mode 1 RGBW” (p. 19)
33	Shaper Macros		Same as CH 43 in the mode “Mode 1 RGBW” (p. 19)

CH	Function	DMX	Description
34	Shaper Macros Speed		Same as CH 44 in the mode “Mode 1 RGBW” (p. 21)
35	Shutter		Same as CH 45 in the mode “Mode 1 RGBW” (p. 21)
36	Dimmer		Same as CH 38 in the mode “Mode 2 RGBW Reduced” (p. 28)

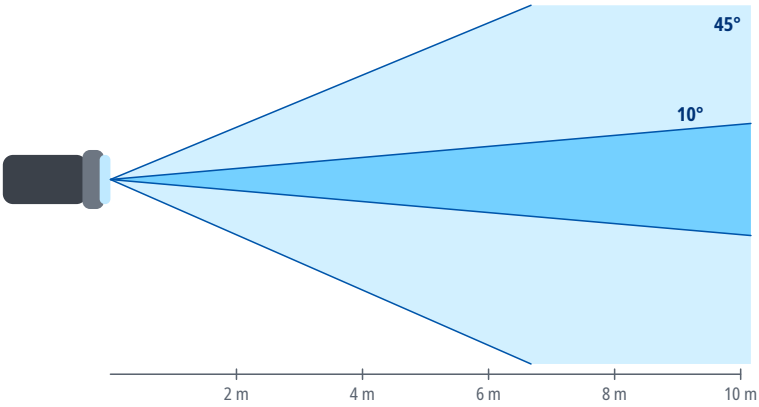
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	500 W
Luminous flux	6,480 lm
Color temperature	8,000 K
Color rendering index (CRI)	63
Optics	
Zoom	10–45°
Movement	
Pan	540°
Tilt	269°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x5253, device model ID 0x006C)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	550 W
Power connectors	NAC3MPA IN
Dimensions and construction	
Weight	22 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.1–10 Hz
Gobo wheel rotation	up to 30 °/s (5 rpm)
Gobo rotation	up to 30 °/s (5 rpm)
Prism rotation	up to 30 °/s (5 rpm)

Spot diameter



Distance	Ø 10°	Ø 45°
2 m	0.35 m	1.7 m
4 m	0.7 m	3.3 m
6 m	1 m	5 m
8 m	1.4 m	6.6 m
10 m	1.7 m	8.3 m
15 m	2.6 m	12.4 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.