DMX REFERENCE

Profile 650

Silverlite by Coemar Profile 650

Silverlite by Coemar



Manufacturer	Silverlite by Coemar
GDTF file	Silverlite_by_Coemar_Profile_650_140239.gdtf
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1 About this manual

This document describes the Silverlite by Coemar Profile 650 by Silverlite by Coemar. It was compiled from the GDTF file Silverlite_by_Coemar_Profile_650_140239.gdtf from the GDTF-Share library.

File revision: “Silverlite_Profile_650, 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 Silverlite by Coemar; 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	34 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode1-32Ch	32	16	1, 33, 65, 97, ...
Mode3-60Ch	60	8	1, 61, 121, 181, ...
Mode 2 35ch	35	14	1, 36, 71, 106, ...

No light? Check these channels

- Mode1-32Ch: CH 5 Shutter at 20–49 or 201–210 “Open”; CH 6 Dimmer above 0
- Mode3-60Ch: CH 5 Shutter at 20–49 or 201–210 “Open”; CH 6 Dimmer above 0
- Mode 2 35ch: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0


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.

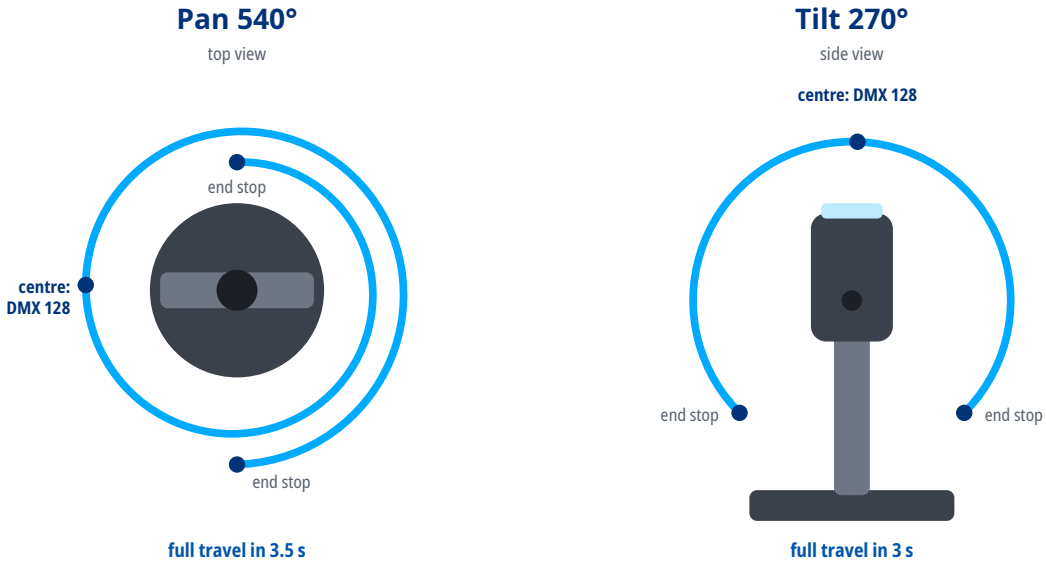
⚠ CAUTION

- 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

Range of movement



Full-travel times as stated in the GDTF file.

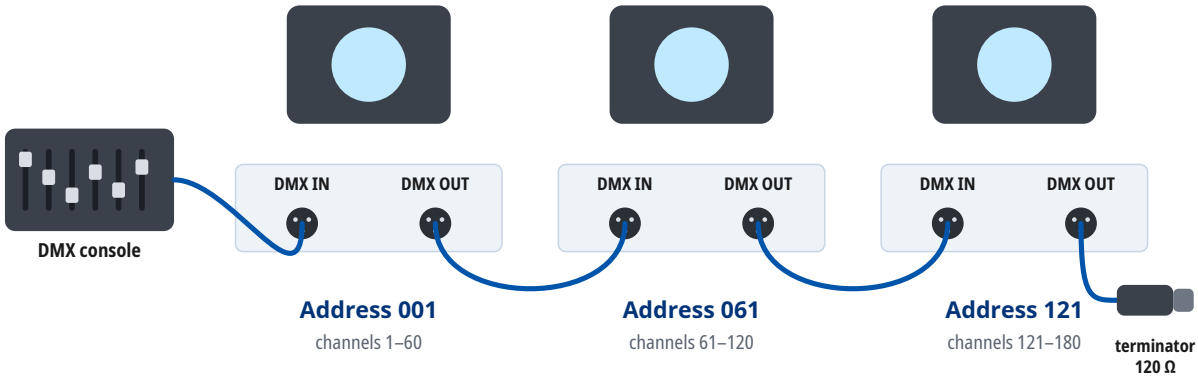
5 Installation

> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 34 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



Mode3-60Ch: every unit occupies 60 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

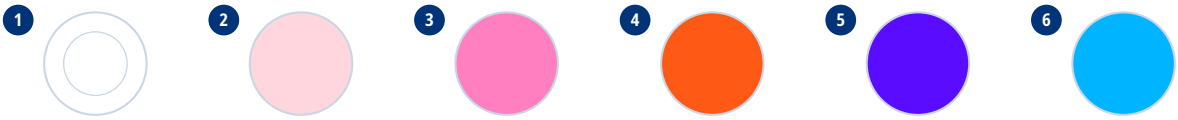
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode3-60Ch”: 60.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Mode3-60Ch”, you can use, for example, the start addresses 1, 61, 121, 181.
- 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

	Mode1-32Ch 32 channels	Mode3-60Ch 60 channels	Mode 2 35ch 35 channels
Pan / Tilt	1, 3	1, 3	31, 33
Dimmer	6	6	2
Color mixing	10–12	12, 14, 16	4–6
Color temperature	13	18	7
Color wheel	14	20	8
Gobo wheel	15, 18	22, 27	9, 12
Gobo rotation	16	23	10
Prism	19, 29, 30	29, 49, 50	13, 24, 25
Frost	31	51	23
Zoom	9	10	27
Focus	8	8	29
Iris	17	25	26

Color wheel



1. Open — DMX 120
2. High CRI — DMX 121–125
3. Pink — DMX 126–130
4. Orange — DMX 131–135
5. Purple — DMX 136–140
6. Deep Blue — DMX 141–145
7. Green — DMX 146–150
8. Deep Red — DMX 151–155

Gobo wheel 1



1. Open — DMX 0–10
2. RG1 — DMX 11–17
3. RG2 — DMX 18–24
4. RG3 — DMX 25–31
5. RG4 — DMX 32–38
6. RG5 — DMX 39–45
7. RG6 — DMX 46–52
8. RG7 — DMX 53–60

Gobo wheel 2

1
Open
DMX 0–3

2 
Fix1
DMX 4–8

3 
Fix2
DMX 9–13

4 
Fix 3
DMX 14–18

5 
Fix4
DMX 19–23

6 
Fix5
DMX 24–28

7 
Fix6
DMX 29–33

8 
Fix7
DMX 34–38

9 
Fix8
DMX 39–43

Prism 1

1
Open
DMX 0–10

2 
4 facets
Prism 1
DMX 11–255

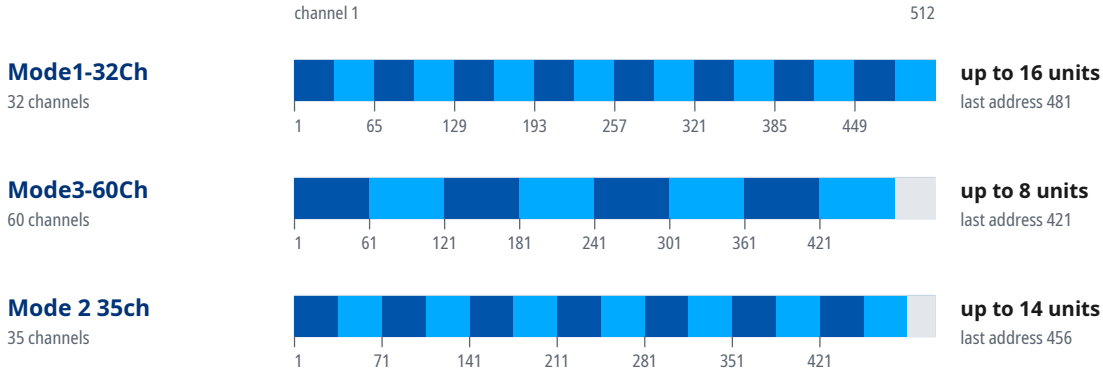
Prism 2

1
Open
DMX 0–10

2 
4 facets
Prism 2
DMX 11–255

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode3-60Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	301	11	U2 · 121	16	U2 · 421
2	61	7	361	12	U2 · 181	17	U3 · 1
3	121	8	421	13	U2 · 241	18	U3 · 61
4	181	9	U2 · 1	14	U2 · 301	19	U3 · 121
5	241	10	U2 · 61	15	U2 · 361	20	U3 · 181

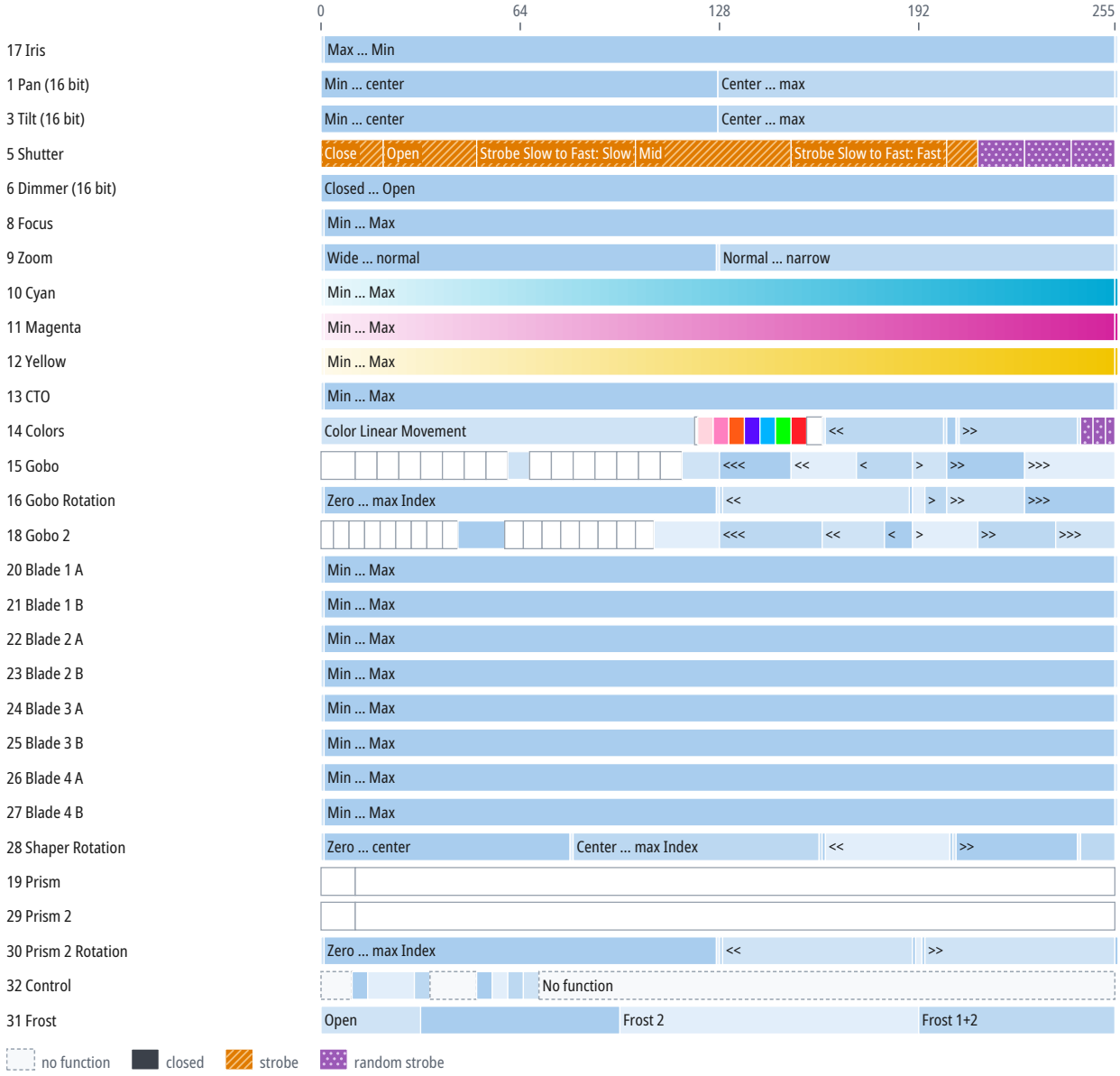
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode1-32Ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 20–49 or 201–210 “Open”; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 30, CH 6 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... center
		127	Center
		128–255	Center ... max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... center

CH	Function	DMX	Description
3	Tilt (continued)	127	Center
		128–255	Center … max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter	0–19	Close
		20–49	Open
		50–100	Strobe Slow to Fast: Slow
		101–150	Mid
		151–200	Strobe Slow to Fast: Fast
		201–210	Open
		211–225	Rnd Slow
		226–240	Rnd Mid
		241–255	Rnd Fast
6	Dimmer	0–255	Closed … Open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus	0	Min
		1–254	Min … Max
		255	Max
9	Zoom	0	Wide
		1–126	Wide … normal
		127	Normal
		128–254	Normal … narrow
		255	Narrow
10	Cyan	0	Min
		1–254	Min … Max
		255	Max
11	Magenta	0	Min
		1–254	Min … Max
		255	Max
12	Yellow	0	Min
		1–254	Min … Max
		255	Max
13	CTO	0	Min
		1–254	Min … Max
		255	Max
14	Colors	0–119	Color Linear Movement
		120	Color: Open
		121–125	High CRI
		126–130	Pink
		131–135	Orange
		136–140	Purple

CH	Function	DMX	Description
14	Colors (continued)	141–145	Deep Blue
		146–150	Green
		151–155	Deep Red
		156–160	Color: Open
		161	<<<
		162–199	<<
		200	<
		201–203	Color Spin: Stop
		204	>
		205–242	>>
		243	>>>
		244–247	Random fast
		248–251	Random medium
		252–255	Random slow
15	Gobo	0–10	Gobo: Open
		11–17	RG1
		18–24	RG2
		25–31	RG3
		32–38	RG4
		39–45	RG5
		46–52	RG6
		53–59	RG7
		60–66	Gobo 1 Wheel Shake: Open
		67–73	RG1 Shake
		74–80	RG2 Shake
		81–87	RG3 Shake
		88–94	RG4 Shake
		95–101	RG5 Shake
		102–108	RG6 Shake
		109–115	RG7 Shake
		116–127	Gobo 1 Wheel Shake: Open
		128–150	<<<
		151–171	<<
		172–189	<
		190–200	>
		201–225	>>
		226–255	>>>
16	Gobo Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	<<<
		129–188	<<

CH	Function	DMX	Description
16	Gobo Rotation (continued)	189	<
		190–193	Gobo 1 Pos Rotate: Stop
		194–200	>
		201–225	>>
		226–255	>>>
17	Iris	0	Max
		1–254	Max ... Min
		255	Min
18	Gobo 2	0–3	Gobo: Open
		4–8	Fix1
		9–13	Fix2
		14–18	Fix3
		19–23	Fix4
		24–28	Fix5
		29–33	Fix6
		34–38	Fix7
		39–43	Fix8
		44–58	Gobo: Open
		59–64	Fix1 Shake (1–10 Hz)
		65–70	Fix2 Shake (1–10 Hz)
		71–76	Fix3 Shake (1–10 Hz)
		77–82	Fix4 Shake (1–10 Hz)
		83–88	Fix5 Shake (1–10 Hz)
		89–94	Fix6 Shake (1–10 Hz)
		95–100	Fix7 Shake
		101–106	Fix8 Shake
		107–127	Gobo 2 Wheel Shake: Open
		128–160	<<<
		161–180	<<
		181–189	<
		190–210	>
		211–235	>>
		236–255	>>>
19	Prism	0–10	Open
		11–255	Prism 1
20	Blade 1 A	0	Min
		1–254	Min ... Max
		255	Max
21	Blade 1 B	0	Min
		1–254	Min ... Max
		255	Max
22	Blade 2 A	0	Min

CH	Function	DMX	Description
22	Blade 2 A (continued)	1–254	Min ... Max
		255	Max
23	Blade 2 B	0	Min
		1–254	Min ... Max
		255	Max
24	Blade 3 A	0	Min
		1–254	Min ... Max
		255	Max
25	Blade 3 B	0	Min
		1–254	Min ... Max
		255	Max
26	Blade 4 A	0	Min
		1–254	Min ... Max
		255	Max
27	Blade 4 B	0	Min
		1–254	Min ... Max
		255	Max
28	Shaper Rotation	0	Zero
		1–79	Zero ... center
		80	Shaper Rot Index: center
		81–159	Center ... max Index
		160	Max Index
		161	<<<
		162–201	<<
		202	<
		203	>
		204–242	>>
		243	>>>
		244–255	Reserved
29	Prism 2	0–10	Open
		11–255	Prism 2
30	Prism 2 Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	<<<
		129–189	<<
		190	<
		191–192	Prism 2 Pos Rotate: Stop
		193	>
		194–254	>>
		255	>>>
31	Frost	0–31	Open

CH	Function	DMX	Description
31	Frost (continued)	32–95	Frost 1
		96–191	Frost 2
		192–255	Frost 1+2
32	Control	0–9	No function
		10–14	Reset All
		15–29	Reset Specific
		30–34	Reset P/T
		35–49	No function
		50–54	1`2KHz
		55–59	6KHz
		60–64	12KHz
		65–69	24KHz
		70–255	No function

Mode3-60Ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 20–49 or 201–210 “Open”; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 30, CH 6 Dimmer 255, CH 12 Cyan 0, CH 14 Magenta 0, CH 16 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Mode1-32Ch” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Mode1-32Ch” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode1-32Ch” (p. 11)
6	Dimmer		Same as CH 6 in the mode “Mode1-32Ch” (p. 11)

CH	Function	DMX	Description
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Focus	0–255	Min ... Max
		255	Max
9	Focus Fine	0–255	Fine adjustment of CH 8
10	Zoom	0–127	Wide ... normal
		127–255	Normal ... narrow
		255	Narrow
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Cyan	0–255	Min ... Max
		255	Max
13	Cyan Fine	0–255	Fine adjustment of CH 12
14	Magenta	0–255	Min ... Max
		255	Max
15	Magenta Fine	0–255	Fine adjustment of CH 14
16	Yellow	0–255	Min ... Max
		255	Max
17	Yellow Fine	0–255	Fine adjustment of CH 16
18	CTO	0–255	Min ... Max
		255	Max
19	CTO Fine	0–255	Fine adjustment of CH 18
20	Colors		Same as CH 14 in the mode “Mode1-32Ch” (p. 11)
21	Colors Fine	0–255	Fine adjustment of CH 20
22	Gobo		Same as CH 15 in the mode “Mode1-32Ch” (p. 12)
23	Gobo Rotation	0–127	Zero ... max Index
		127	Max Index
		128	<<<
		129–189	<<
		190	<
		191–192	Gobo 1 Pos Rotate: Stop
		193	>
		194–254	>>
		255	>>>
24	Gobo Rotation Fine	0–255	Fine adjustment of CH 23
25	Iris	0–255	Max ... Min
		255	Min
26	Iris Fine	0–255	Fine adjustment of CH 25
27	Gobo 2	0–3	Gobo: Open
		4–8	Fix1
		9–13	Fix2
		14–18	Fix3
		19–23	Fix4
		24–28	Fix5

CH	Function	DMX	Description
27	Gobo 2 (continued)	29–33	Fix6
		34–38	Fix7
		39–43	Fix8
		44–58	Gobo: Open
		58–59	Gobo 2
		59–60	Gobo 2 Wheel Shake
		60–64	Fix1 Shake (1–10 Hz)
		65–70	Fix2 Shake (1–10 Hz)
		71–76	Fix3 Shake (1–10 Hz)
		77–82	Fix4 Shake (1–10 Hz)
		83–88	Fix5 Shake (1–10 Hz)
		89–94	Fix6 Shake (1–10 Hz)
		95–100	Fix7 Shake
		101–106	Fix8 Shake
		107–127	Gobo 2 Wheel Shake: Open
		128–160	<<<
		161–180	<<
		181–189	<
		190–210	>
		211–235	>>
		236–255	>>>
28	Gobo 2 Fine	0–255	Fine adjustment of CH 27
29	Prism		Same as CH 19 in the mode “Mode1-32Ch” (p. 13)
30	Prism Fine	0–255	Fine adjustment of CH 29
31	Blade 1 A	0–255	Min ... Max
		255	Max
32	Blade 1 A Fine	0–255	Fine adjustment of CH 31
33	Blade 1 B	0–255	Min ... Max
		255	Max
34	Blade 1 B Fine	0–255	Fine adjustment of CH 33
35	Blade 2 A	0–255	Min ... Max
		255	Max
36	Blade 2 A Fine	0–255	Fine adjustment of CH 35
37	Blade 2 B	0–255	Min ... Max
		255	Max
38	Blade 2 B Fine	0–255	Fine adjustment of CH 37
39	Blade 3 A	0–255	Min ... Max
		255	Max
40	Blade 3 A Fine	0–255	Fine adjustment of CH 39
41	Blade 3 B	0–255	Min ... Max
		255	Max
42	Blade 3 B Fine	0–255	Fine adjustment of CH 41

CH	Function	DMX	Description
43	Blade 4 A	0–255	Min ... Max
		255	Max
44	Blade 4 A Fine	0–255	Fine adjustment of CH 43
45	Blade 4 B	0–255	Min ... Max
		255	Max
46	Blade 4 B Fine	0–255	Fine adjustment of CH 45
47	Shaper Rotation	0–79	Zero ... center
		80	Shaper Rot: center
		80–160	Center ... max Index
		160	Max Index
		161	<<<
		162–201	<<
		202	<
		203	>
		204–242	>>
		243	>>>
		244–255	Reserved
48	Shaper Rotation Fine	0–255	Fine adjustment of CH 47
49	Prism 2		Same as CH 29 in the mode “Mode1-32Ch” (p. 14)
50	Prism 2 Rotation		Same as CH 30 in the mode “Mode1-32Ch” (p. 14)
51	Frost		Same as CH 31 in the mode “Mode1-32Ch” (p. 14)
52	Control		Same as CH 32 in the mode “Mode1-32Ch” (p. 15)
53	Undefined	0–255	

CH 53–60: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 53); the table below gives each cell's channel numbers.

Cell	Undefined	Cell	Undefined	Cell	Undefined	Cell	Undefined	Cell	Undefined	Cell	Undefined
1	53	2	54	3	55	4	56	5	57	6	58
7	59	8	60								

Mode 2 35ch

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 30, CH 2 Dimmer 255, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 5 in the mode “Mode1-32Ch” (p. 11)
2	Dimmer		Same as CH 6 in the mode “Mode1-32Ch” (p. 11)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan		Same as CH 10 in the mode “Mode1-32Ch” (p. 11)
5	Magenta		Same as CH 11 in the mode “Mode1-32Ch” (p. 11)
6	Yellow		Same as CH 12 in the mode “Mode1-32Ch” (p. 11)

CH	Function	DMX	Description
7	CTO		Same as CH 13 in the mode “Mode1-32Ch” (p. 11)
8	Colors		Same as CH 14 in the mode “Mode1-32Ch” (p. 11)
9	Gobo		Same as CH 15 in the mode “Mode1-32Ch” (p. 12)
10	Gobo Rotation	0–127	Zero ... max Index
		127	Max Index
		127–128	Gobo 1 Pos
		128	<<<
		129–188	<<
		189	<
		190–193	Gobo 1 Pos Rotate: Stop
		194–200	>
		201–225	>>
		226–255	>>>
11	Gobo Rotation Fine	0–255	Fine adjustment of CH 10
12	Gobo 2		Same as CH 18 in the mode “Mode1-32Ch” (p. 13)
13	Prism		Same as CH 19 in the mode “Mode1-32Ch” (p. 13)
14	Blade 1 A		Same as CH 20 in the mode “Mode1-32Ch” (p. 13)
15	Blade 1 B		Same as CH 21 in the mode “Mode1-32Ch” (p. 13)
16	Blade 2 A		Same as CH 22 in the mode “Mode1-32Ch” (p. 13)
17	Blade 2 B		Same as CH 23 in the mode “Mode1-32Ch” (p. 14)
18	Blade 3 A		Same as CH 24 in the mode “Mode1-32Ch” (p. 14)
19	Blade 3 B		Same as CH 25 in the mode “Mode1-32Ch” (p. 14)
20	Blade 4 A		Same as CH 26 in the mode “Mode1-32Ch” (p. 14)
21	Blade 4 B		Same as CH 27 in the mode “Mode1-32Ch” (p. 14)
22	Shaper Rotation		Same as CH 28 in the mode “Mode1-32Ch” (p. 14)
23	Frost		Same as CH 31 in the mode “Mode1-32Ch” (p. 14)
24	Prism 2		Same as CH 29 in the mode “Mode1-32Ch” (p. 14)
25	Prism 2 Rotation		Same as CH 30 in the mode “Mode1-32Ch” (p. 14)
26	Iris		Same as CH 17 in the mode “Mode1-32Ch” (p. 13)
27	Zoom		Same as CH 10 in the mode “Mode3-60Ch” (p. 17)
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Focus		Same as CH 8 in the mode “Mode3-60Ch” (p. 17)
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Pan		Same as CH 1 in the mode “Mode1-32Ch” (p. 10)
32	Pan Fine	0–255	Fine adjustment of CH 31
33	Tilt		Same as CH 3 in the mode “Mode1-32Ch” (p. 10)
34	Tilt Fine	0–255	Fine adjustment of CH 33
35	Control		Same as CH 32 in the mode “Mode1-32Ch” (p. 15)

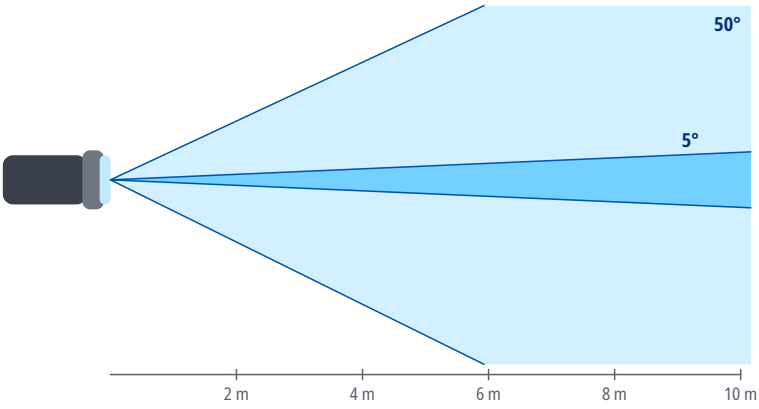
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,600 W
Luminous flux	50,000 lm
Color temperature	7,000 K
Optics	
Zoom	5–50°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	34 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Color wheel rotation	up to 1800 °/s (300 rpm)
Gobo wheel 1 rotation	up to 1800 °/s (300 rpm)
Gobo wheel 2 rotation	up to 1800 °/s (300 rpm)
Gobo 1 rotation	up to 1200 °/s (200 rpm)
Prism 2 rotation	up to 1800 °/s (300 rpm)

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.