DMX REFERENCE

Baracca 360 WET

Starway



Manufacturer	Starway
GDTF file	Starway_BARACCA_360_WET_103264.gdtf
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1 About this manual

This document describes the BARACCA 360 WET by Starway. It was compiled from the GDTF file Starway_BARACCA_360_WET_103264.gdtf from the GDTF-Share library.

File revision: “V102”.

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 Starway; 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	400 W
Weight	25.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
CK Extend 16b 34CH	34	15	1, 35, 69, 103, ...
CK Extend 8b 28CH	28	18	1, 29, 57, 85, ...
Standard 16b 30CH	30	17	1, 31, 61, 91, ...
Standard 8b 23CH	23	22	1, 24, 47, 70, ...

No light? Check these channels

- CK Extend 16b 34CH: CH 8 Dimmer above 0; CH 10 Shutter at 10–41, 74–105 or 138–169 “Open”
- CK Extend 8b 28CH: CH 8 Dimmer above 0; CH 10 Shutter at 10–41, 74–105 or 138–169 “Open”
- Standard 16b 30CH: CH 7 Dimmer above 0; CH 9 Shutter at 10–41, 74–105 or 138–169 “Open”
- Standard 8b 23CH: CH 7 Dimmer above 0; CH 9 Shutter at 10–41, 74–105 or 138–169 “Open”


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: 110–240 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

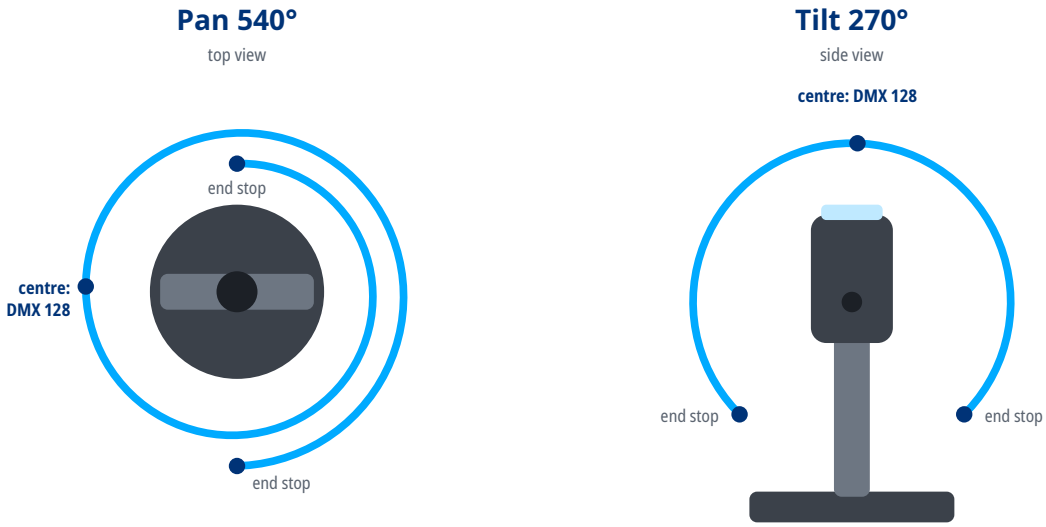
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do 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

Range of movement



5 Installation

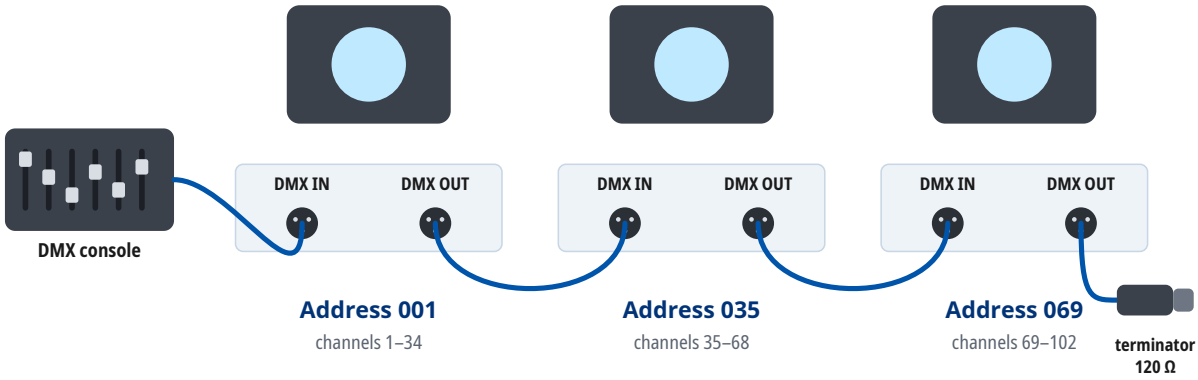
⚠ WARNING

- 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.
- Weight of the device: 25.5 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 CK Extend 16b 34CH: every unit occupies 34 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

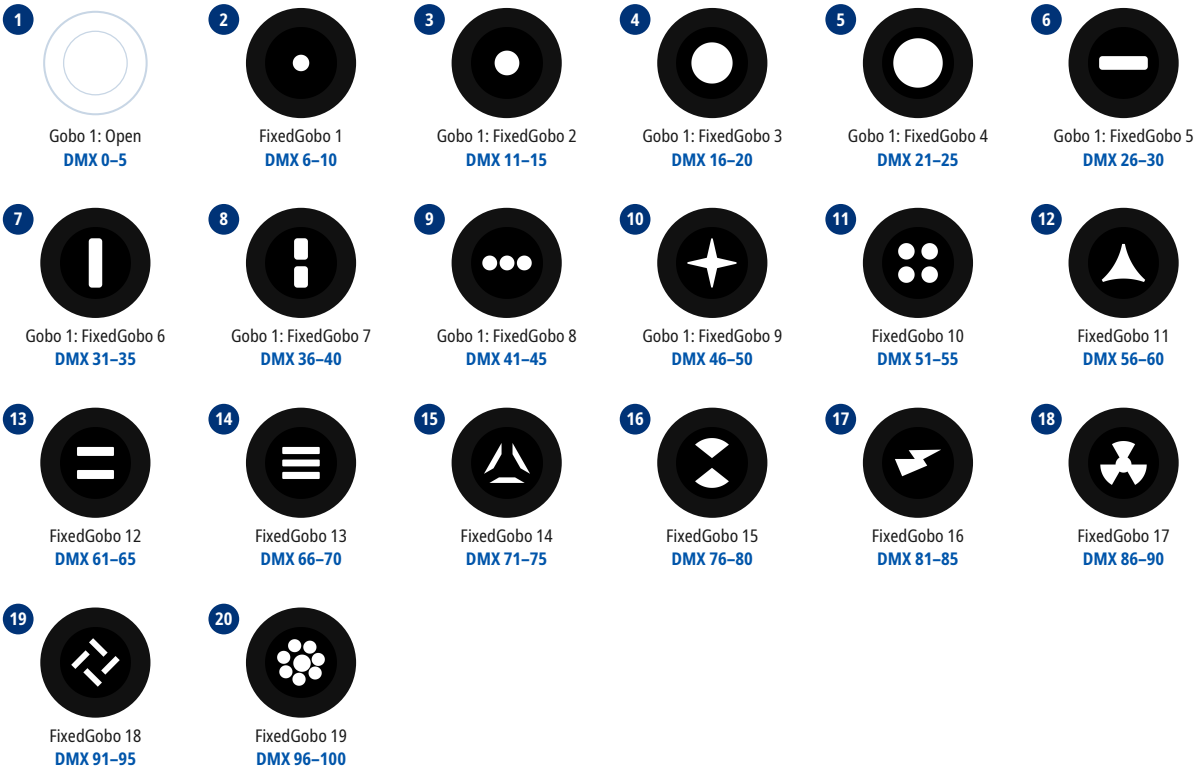
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “CK Extend 16b 34CH”: 34.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “CK Extend 16b 34CH”, you can use, for example, the start addresses 1, 35, 69, 103.
- 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

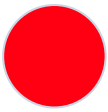
	CK Extend 16b 34CH 34 channels	CK Extend 8b 28CH 28 channels	Standard 16b 30CH 30 channels	Standard 8b 23CH 23 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	8	8	7	7
Shutter / strobe	10	10	9	9
Color mixing	15, 17, 19	15–17	10, 12, 14	10–12
Color wheel	21	18	16	13
Gobo wheel	23	20	18	15
Prism	24, 25, 27, 28	21–24	19, 20, 22, 23	16–19
Frost	32	26	27	21
Focus	30	25	25	20

Gobo wheel



1 Gobo 1: Open — DMX 0–5
2 FixedGobo 1 — DMX 6–10
3 Gobo 1: FixedGobo 2 — DMX 11–15
4 Gobo 1: FixedGobo 3 — DMX 16–20
5 Gobo 1: FixedGobo 4 — DMX 21–25
6 Gobo 1: FixedGobo 5 — DMX 26–30
7 Gobo 1: FixedGobo 6 — DMX 31–35
8 Gobo 1: FixedGobo 7 — DMX 36–40
9 Gobo 1: FixedGobo 8 — DMX 41–45
10 Gobo 1: FixedGobo 9 — DMX 46–50
11 FixedGobo 10 — DMX 51–55
12 FixedGobo 11 — DMX 56–60
13 FixedGobo 12 — DMX 61–65
14 FixedGobo 13 — DMX 66–70
15 FixedGobo 14 — DMX 71–75
16 FixedGobo 15 — DMX 76–80
17 FixedGobo 16 — DMX 81–85
18 FixedGobo 17 — DMX 86–90
19 FixedGobo 18 — DMX 91–95
20 FixedGobo 19 — DMX 96–100

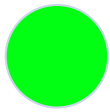
Color wheel

1 
Color 1
DMX 6–9

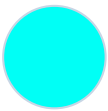
2 
Color 2
DMX 10–13

3
Color 3
DMX 14–17

4 
Color 4
DMX 18–21

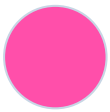
5 
Color 5
DMX 22–25

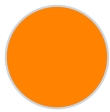
6 
Color 6
DMX 26–29

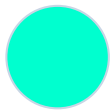
7 
Color 7
DMX 30–33

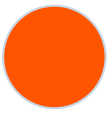
8 
Color 8
DMX 34–37

9
Color 9
DMX 38–41

10 
Color 10
DMX 42–45

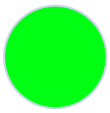
11 
Color 11
DMX 46–49

12 
Color 12
DMX 50–53

13 
Color 13
DMX 54–57

14
Color 14
DMX 58–61

15
Color 15
DMX 62–65

16 
Color 16
DMX 66–69

17 
Color 17
DMX 70–74

18
Color 0(open)
DMX 0–5

Prism 1

1
Open
DMX 0–5

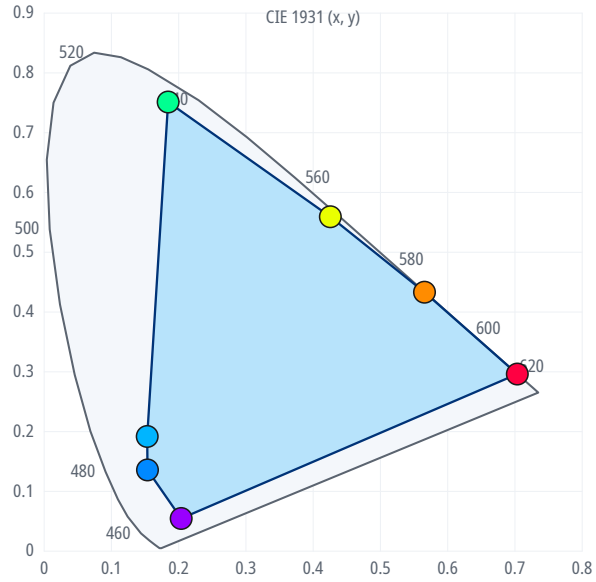
2 
6 facets
6 Liner prism
DMX 6–255

Prism 2

1
Open
DMX 0–5

2 
16 facets
16 facet prism
DMX 6–255

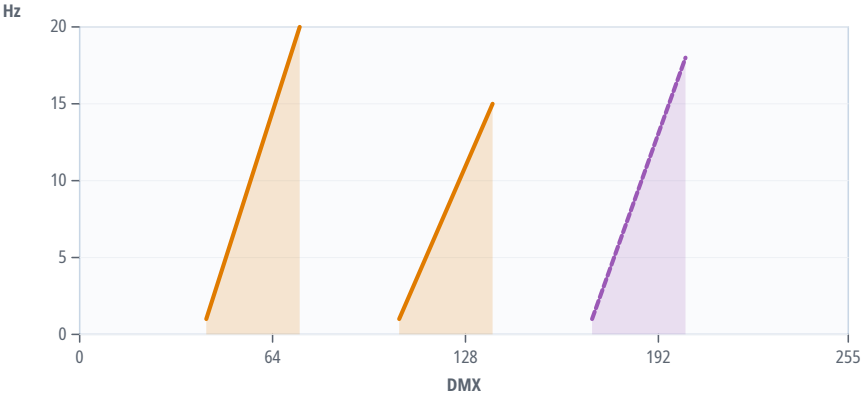
LED colors and the colors they mix



LED	x	y
Cyan	0.153	0.192
Magenta	0.204	0.055
Yellow	0.425	0.559
Red	0.704	0.296
Green	0.184	0.751
Blue	0.154	0.136
Orange	0.566	0.433

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

Strobe rate

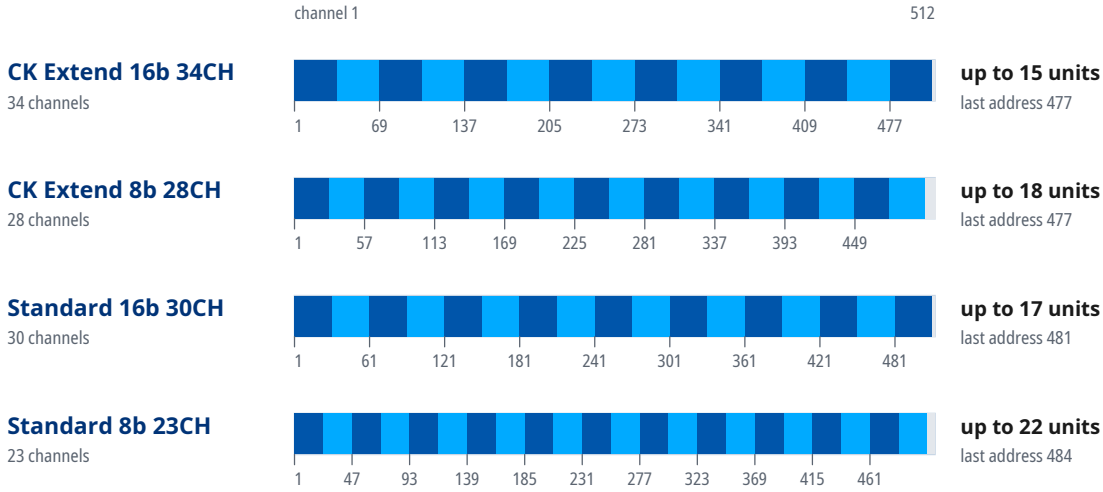


CH 10 · CK Extend 16b 34CH

- 42–73: 1–20 Hz Strobe
- 106–137: 1–15 Hz Pulse
- 170–201: 1–18 Hz Random

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “CK Extend 16b 34CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	171	11	341	16	U2 · 1
2	35	7	205	12	375	17	U2 · 35
3	69	8	239	13	409	18	U2 · 69
4	103	9	273	14	443	19	U2 · 103
5	137	10	307	15	477	20	U2 · 137

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 CK Extend 16b 34CH

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 8 Dimmer above 0; CH 10 Shutter at 10–41, 74–105 or 138–169 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Speed	0	Fast
		1–254	Fast ... Slow
		255	Slow

CH	Function	DMX	Description
6	Tilt Speed	0	Fast
		1–254	Fast ... Slow
		255	Slow
7	Position Effect	0–9	No function
		10–15	CK effect of PanTilt
		16–31	Blackout During Movements
		32–47	Pan Rotation Clockwise
		48–63	Pan Rotation Counter-Clockwise
		64–79	Tilt Rotation Clockwise
		80–95	Tilt Rotation Counter-Clockwise
		96–111	Pan and Tilt Rotation Clockwise
		112–127	Pan and Tilt Rotation Counter-Clockwise
		128–143	Pan Clockwise and Tilt Counter-Clockwise
		144–159	Pan Counter-Clockwise and Tilt Clockwise
		160–255	No function
8	Dimmer	0–255	Closed ... open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter	0–9	No function (shutter closed)
		10–41	Shutter: Open
		42	Strobe effect slow
		43–72	Strobe effect slow ... Strobe effect fast
		73	Strobe effect fast
		74–105	Open
		106	Pulse-effect slow
		107–136	Pulse-effect slow ... Empty Channel Set
		137	Pulse: Empty Channel Set
		138–169	Open
		170	Random strobe slow
		171–200	Random strobe slow ... Random strobe fast
		201	Random strobe fast
		202–233	CK Fade(Only CK mode)
		234–255	Shutter: Empty Channel Set
11	CK effect Pan Angle	0–14	No function
		15–255	Angle during which the led is on 360 to 0 degrees
12	CK effect Pan Position	0–14	No function
		15–255	Position of the sector led ON 0 to 360 degrees
13	CK effect Tilt Angle	0–14	No function
		15–255	Angle during which the led is on 360 to 0 degrees
14	CK effect Tilt Position	0–14	No function
		15–255	Position of the sector led ON 0 to 360 degrees
15	Cyan	0–255	

CH	Function	DMX	Description
16	Cyan Fine	0–255	Fine adjustment of CH 15
17	Magenta	0–255	
18	Magenta Fine	0–255	Fine adjustment of CH 17
19	Yellow	0–255	
20	Yellow Fine	0–255	Fine adjustment of CH 19
21	Colors	0–5	Color 0(open)
		6–9	Color 1
		10–13	Color 2
		14–17	Color 3
		18–21	Color 4
		22–25	Color 5
		26–29	Color 6
		30–33	Color 7
		34–37	Color 8
		38–41	Color 9
		42–45	Color 10
		46–49	Color 11
		50–53	Color 12
		54–57	Color 13
		58–61	Color 14
		62–65	Color 15
		66–69	Color 16
		70–74	Color 17
		74–181	Index
		182–213	Clockwise from fast to slow (180–27.1 °/s)
		214–223	Spin: Stop
		224–255	Counter-clockwise from slow to fast (27.1–180 °/s)
22	Colors Fine	0–255	Fine adjustment of CH 21
23	Gobo	0–5	Gobo 1: Open
		6–10	FixedGobo 1
		11–15	Gobo 1: FixedGobo 2
		16–20	Gobo 1: FixedGobo 3
		21–25	Gobo 1: FixedGobo 4
		26–30	Gobo 1: FixedGobo 5
		31–35	Gobo 1: FixedGobo 6
		36–40	Gobo 1: FixedGobo 7
		41–45	Gobo 1: FixedGobo 8
		46–50	Gobo 1: FixedGobo 9
		51–55	FixedGobo 10
		56–60	FixedGobo 11
		61–65	FixedGobo 12
		66–70	FixedGobo 13

CH	Function	DMX	Description
23	Gobo (continued)	71–75	FixedGobo 14
		76–80	FixedGobo 15
		81–85	FixedGobo 16
		86–90	FixedGobo 17
		91–95	FixedGobo 18
		96–100	FixedGobo 19
		101–105	Gobo 1: Open
		106–110	Shake: FixedGobo 1 (0.1–1 Hz)
		111–115	Shake: FixedGobo 2 (0.1–1 Hz)
		116–120	Shake: FixedGobo 3 (0.1–1 Hz)
		121–125	Shake: FixedGobo 4 (0.1–1 Hz)
		126–130	Shake: FixedGobo 5 (0.1–1 Hz)
		131–135	Shake: FixedGobo 6 (0.1–1 Hz)
		136–140	Shake: FixedGobo 7 (0.1–1 Hz)
		141–145	Shake: FixedGobo 8 (0.1–1 Hz)
		146–150	Shake: FixedGobo 9 (0.1–1 Hz)
		151–155	Shake: FixedGobo 10 (0.1–1 Hz)
		156–160	Shake: FixedGobo 11 (0.1–1 Hz)
		161–165	Shake: FixedGobo 12 (0.1–1 Hz)
		166–170	Shake: FixedGobo 13 (0.1–1 Hz)
		171–175	Shake: FixedGobo 14 (0.1–1 Hz)
		176–180	Shake: FixedGobo 15 (0.1–1 Hz)
		181–185	Shake: FixedGobo 16 (0.1–1 Hz)
		186–190	Shake: FixedGobo 17 (0.1–1 Hz)
		191–195	Shake: FixedGobo 18 (0.1–1 Hz)
		196–200	Shake: FixedGobo 19 (0.1–1 Hz)
		201–222	Clockwise from fast to slow (180–10 °/s)
		223–232	Gobo 1 Wheel Spin: Stop
		233–255	Counter-clockwise from slow to fast (10–180 °/s)
24	Prism	0–5	Open
		6–255	6 Liner prism
25	Prism Rotation Speed	0–5	Prism 1 Pos Rotate: Open
		6–128	Prism1 indexing
		128–191	Forwards prism1 rotation from fast to slow (180–10 °/s)
		192	No rotation
		193–255	Backwards prism1 rotation from slow to fast (10–180 °/s)
26	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 25
27	Prism 2	0–5	Open
		6–255	16 facet prism
28	Prism 2 Rotation Speed	0–5	Prism 2 Pos Rotate: Open
		6–128	Prism2 indexing
		129–191	Forwards prism2 rotation from fast to slow (180–10 °/s)

CH	Function	DMX	Description
28	Prism 2 Rotation Speed (continued)	192	No rotation
		193–255	Backwards prism2 rotation from slow to fast (10–180 °/s)
29	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 28
30	Focus	0–255	
31	Focus Fine	0–255	Fine adjustment of CH 30
32	Frost	0	Min
		1–254	Min ... max
		255	Max
33	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Setting
34	Control	0–5	No function
		6–17	Invert Pan off
		18–29	Invert Pan on
		30–41	Invert Tilt off
		42–53	Invert Tilt on
		54–61	Fan Auto
		62–69	Fan Silent
		70–77	Fan High
		78–89	Linear
		90–101	SQUARE
		102–113	INV-SQUARE
		114–125	S-Curve
		126–131	900hz
		132–137	1000hz
		138–143	1100hz
		144–149	1200hz
		150–155	1300hz
		156–161	1400hz
		162–167	1500hz
		168–173	2500hz
		174–179	4000hz
		180–185	5000hz
		186–191	10khz
		192–197	15khz
		198–203	20khz
		204–209	25khz
		210–215	Quick path P/T Off
		216–221	Quick path P/T On

CH	Function	DMX	Description
34	Control (continued)	222–232	P/T Reset
		233–243	Head Reset
		244–255	All Reset

Mode CK Extend 8b 28CH

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 8 Dimmer above 0; CH 10 Shutter at 10–41, 74–105 or 138–169 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “CK Extend 16b 34CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CK Extend 16b 34CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Speed		Same as CH 5 in the mode “CK Extend 16b 34CH” (p. 12)
6	Tilt Speed		Same as CH 6 in the mode “CK Extend 16b 34CH” (p. 13)
7	Position Effect		Same as CH 7 in the mode “CK Extend 16b 34CH” (p. 13)

CH	Function	DMX	Description
8	Dimmer		Same as CH 8 in the mode “CK Extend 16b 34CH” (p. 13)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter		Same as CH 10 in the mode “CK Extend 16b 34CH” (p. 13)
11	CK effect Pan Angle		Same as CH 11 in the mode “CK Extend 16b 34CH” (p. 13)
12	CK effect Pan Position		Same as CH 12 in the mode “CK Extend 16b 34CH” (p. 13)
13	CK effect Tilt Angle		Same as CH 13 in the mode “CK Extend 16b 34CH” (p. 13)
14	CK effect Tilt Position		Same as CH 14 in the mode “CK Extend 16b 34CH” (p. 13)
15	Cyan	0–255	
16	Magenta	0–255	
17	Yellow	0–255	
18	Colors		Same as CH 21 in the mode “CK Extend 16b 34CH” (p. 14)
19	Colors Fine	0–255	Fine adjustment of CH 18
20	Gobo		Same as CH 23 in the mode “CK Extend 16b 34CH” (p. 14)
21	Prism		Same as CH 24 in the mode “CK Extend 16b 34CH” (p. 15)
22	Prism Rotation Speed	0–5	Prism 1 Pos Rotate: Open
		6–128	Prism1 indexing
		129–191	Forwards prism1 rotation from fast to slow (180–10 °/s)
		192	No rotation
		193–255	Backwards prism1 rotation from slow to fast (10–180 °/s)
23	Prism 2		Same as CH 27 in the mode “CK Extend 16b 34CH” (p. 15)
24	Prism 2 Rotation Speed		Same as CH 28 in the mode “CK Extend 16b 34CH” (p. 15)
25	Focus	0–255	
26	Frost		Same as CH 32 in the mode “CK Extend 16b 34CH” (p. 16)
27	Dimmer Mode		Same as CH 33 in the mode “CK Extend 16b 34CH” (p. 16)
28	Control		Same as CH 34 in the mode “CK Extend 16b 34CH” (p. 16)

Mode Standard 16b 30CH

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 Dimmer above 0; CH 9 Shutter at 10–41, 74–105 or 138–169 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “CK Extend 16b 34CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CK Extend 16b 34CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Mode	0–127	No function
		128–189	Pan clockwise from fast to slow
		190–193	No rotation
		194–255	Pan counter-clockwise from slow to fast
6	Tilt Mode	0–127	No function
		128–189	Tilt clockwise from fast to slow
		190–193	No rotation
		194–255	Tilt counter-clockwise from slow to fast
7	Dimmer		Same as CH 8 in the mode “CK Extend 16b 34CH” (p. 13)
8	Dimmer Fine	0–255	Fine adjustment of CH 7

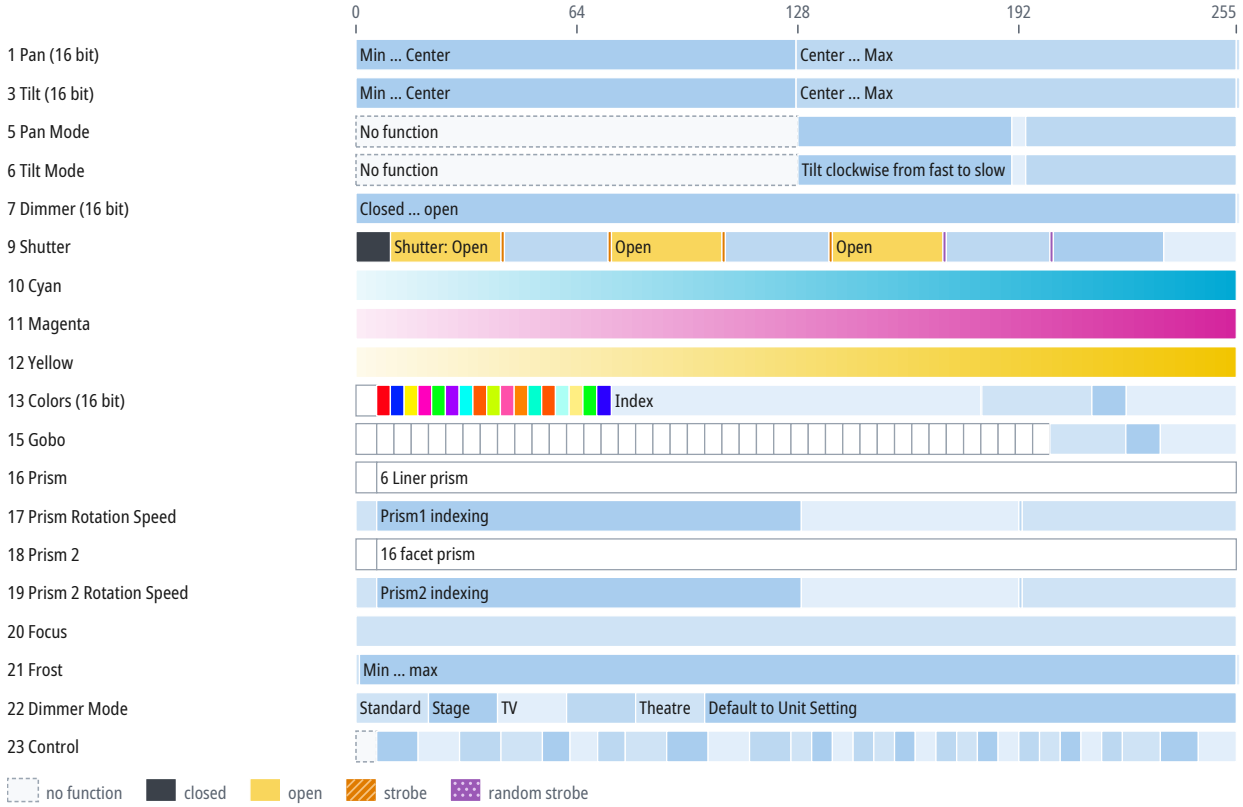
CH	Function	DMX	Description
9	Shutter		Same as CH 10 in the mode “CK Extend 16b 34CH” (p. 13)
10	Cyan	0–255	
11	Cyan Fine	0–255	Fine adjustment of CH 10
12	Magenta	0–255	
13	Magenta Fine	0–255	Fine adjustment of CH 12
14	Yellow	0–255	
15	Yellow Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 21 in the mode “CK Extend 16b 34CH” (p. 14)
17	Colors Fine	0–255	Fine adjustment of CH 16
18	Gobo		Same as CH 23 in the mode “CK Extend 16b 34CH” (p. 14)
19	Prism		Same as CH 24 in the mode “CK Extend 16b 34CH” (p. 15)
20	Prism Rotation Speed		Same as CH 22 in the mode “CK Extend 8b 28CH” (p. 18)
21	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 20
22	Prism 2		Same as CH 27 in the mode “CK Extend 16b 34CH” (p. 15)
23	Prism 2 Rotation Speed	0–5	Prism 2 Pos Rotate: Open
		6–128	Prism2 indexing
		128–191	Forwards prism2 rotation from fast to slow (180–10 °/s)
		192	No rotation
		193–255	Backwards prism2 rotation from slow to fast (10–180 °/s)
24	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Frost		Same as CH 32 in the mode “CK Extend 16b 34CH” (p. 16)
28	Dimmer Mode		Same as CH 33 in the mode “CK Extend 16b 34CH” (p. 16)
29	Position Effect Speed	0	Max
		1–254	Max ... Min
		255	Min
30	Control		Same as CH 34 in the mode “CK Extend 16b 34CH” (p. 16)

Mode Standard 8b 23CH

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 Dimmer above 0; CH 9 Shutter at 10–41, 74–105 or 138–169 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “CK Extend 16b 34CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “CK Extend 16b 34CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Mode		Same as CH 5 in the mode “Standard 16b 30CH” (p. 19)
6	Tilt Mode		Same as CH 6 in the mode “Standard 16b 30CH” (p. 19)
7	Dimmer		Same as CH 8 in the mode “CK Extend 16b 34CH” (p. 13)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Shutter		Same as CH 10 in the mode “CK Extend 16b 34CH” (p. 13)
10	Cyan	0–255	
11	Magenta	0–255	
12	Yellow	0–255	
13	Colors		Same as CH 21 in the mode “CK Extend 16b 34CH” (p. 14)
14	Colors Fine	0–255	Fine adjustment of CH 13
15	Gobo		Same as CH 23 in the mode “CK Extend 16b 34CH” (p. 14)

CH	Function	DMX	Description
16	Prism		Same as CH 24 in the mode “CK Extend 16b 34CH” (p. 15)
17	Prism Rotation Speed		Same as CH 22 in the mode “CK Extend 8b 28CH” (p. 18)
18	Prism 2		Same as CH 27 in the mode “CK Extend 16b 34CH” (p. 15)
19	Prism 2 Rotation Speed	0–5	Prism Pos Rotate: Open
		6–128	Prism2 indexing
		129–191	Forwards prism2 rotation from fast to slow (180–10 °/s)
		192	No rotation
		193–255	Backwards prism2 rotation from slow to fast (10–180 °/s)
20	Focus	0–255	
21	Frost		Same as CH 32 in the mode “CK Extend 16b 34CH” (p. 16)
22	Dimmer Mode		Same as CH 33 in the mode “CK Extend 16b 34CH” (p. 16)
23	Control		Same as CH 34 in the mode “CK Extend 16b 34CH” (p. 16)

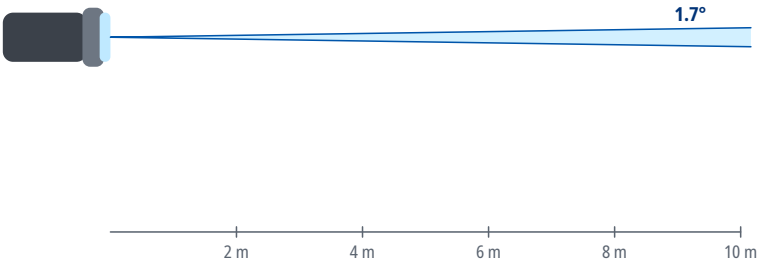
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	260 W
Luminous flux	7,910 lm
Color temperature	9,650 K
Color rendering index (CRI)	70
Optics	
Beam angle	1.7°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x09E9, device model ID 0x0012)
Electrical	
Power supply	110–240 V, 50/60 Hz
Power consumption	400 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	25.5 kg
Operating environment	
Operating temperature	-25 to 45 °C

Speeds and ranges

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

Spot diameter



Distance	Ø 1.7°
2 m	0.06 m
4 m	0.12 m
6 m	0.18 m
8 m	0.24 m
10 m	0.3 m
15 m	0.45 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.

Problem	Remedy
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.