DMX REFERENCE

Roma Wet

STARWAY



Manufacturer	STARWAY
GDTF file	Starway_Roma_Wet_134800.gdtf
GDTF revision	V102 · 2026-03-23
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 7
9 DMX channels 9
Mode RGBL 16Bit 21CH 10
Mode RGBL 8Bit 17CH 13
Mode RGBW 16Bit 21CH 14
Mode RGBW 8Bit 17CH 15
Mode CMY 16Bit 19CH 16
Mode CMY 8Bit 16CH 17
Mode XY 16Bit 17CH 19
10 Technical specifications 20
11 Maintenance and cleaning 21
12 Troubleshooting 21
13 Disposal 22

1 About this manual

This document describes the Roma Wet by STARWAY. It was compiled from the GDTF file Starway_Roma_Wet_134800.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	500 W
Weight	14.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
RGBL 16Bit 21CH	21	24	1, 22, 43, 64, ...
RGBL 8Bit 17CH	17	30	1, 18, 35, 52, ...
RGBW 16Bit 21CH	21	24	1, 22, 43, 64, ...
RGBW 8Bit 17CH	17	30	1, 18, 35, 52, ...
CMY 16Bit 19CH	19	26	1, 20, 39, 58, ...
CMY 8Bit 16CH	16	32	1, 17, 33, 49, ...
XY 16Bit 17CH	17	30	1, 18, 35, 52, ...

No light? Check these channels

- RGBL 16Bit 21CH: CH 8 Shutter at 69–79 or 189–255
- RGBL 8Bit 17CH: CH 8 Shutter at 69–79 or 189–255
- RGBW 16Bit 21CH: CH 8 Shutter at 69–79 or 189–255
- RGBW 8Bit 17CH: CH 8 Shutter at 69–79 or 189–255
- CMY 16Bit 19CH: CH 8 Shutter at 69–79 or 189–255
- CMY 8Bit 16CH: CH 8 Shutter at 69–79 or 189–255
- XY 16Bit 17CH: CH 8 Shutter at 69–79 or 189–255


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.

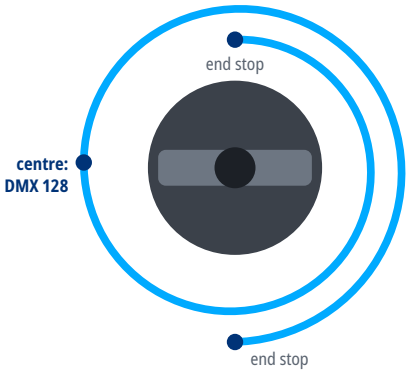
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Range of movement

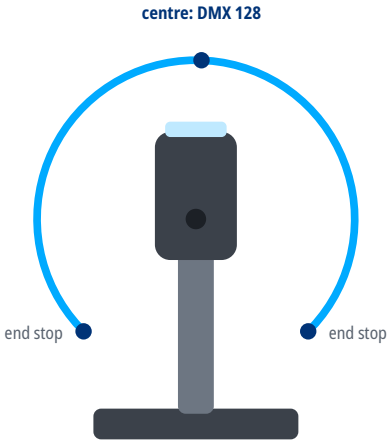
Pan 540°

top view



Tilt 270°

side view



5 Installation

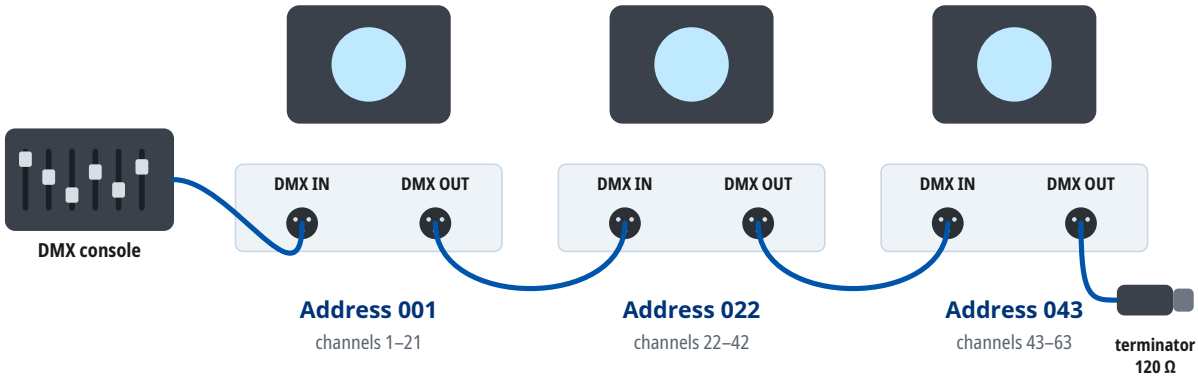
⚠ WARNING

- 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: 14.8 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 RGBL 16Bit 21CH: every unit occupies 21 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

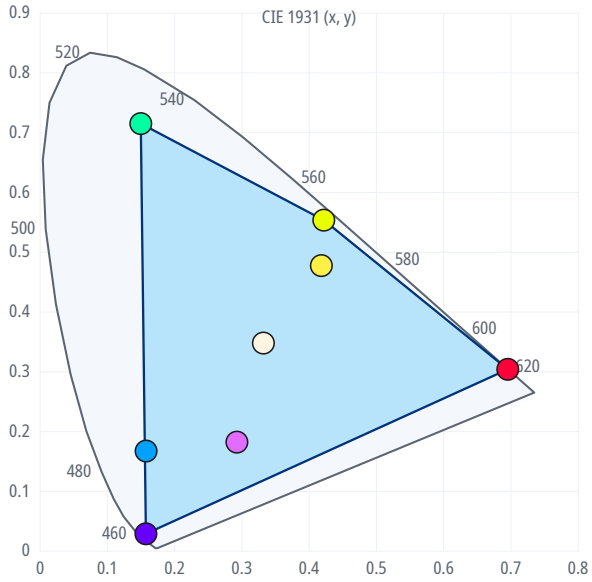
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “RGBL 16Bit 21CH”: 21.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “RGBL 16Bit 21CH”, you can use, for example, the start addresses 1, 22, 43, 64.
- 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

	RGBL 16Bit 21CH 21 channels	RGBL 8Bit 17CH 17 channels	RGBW 16Bit 21CH 21 channels	RGBW 8Bit 17CH 17 channels	CMY 16Bit 19CH 19 channels	CMY 8Bit 16CH 16 channels	XY 16Bit 17CH 17 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3	1, 3
Dimmer	6	6	6	6	6	6	6
Shutter / strobe	8	8	8	8	8	8	8
Color mixing	4× (9–15)	9–12	4× (9–15)	9–12	9, 11, 13	9–11	
Zoom	19	15	19	15	17	14	15
Effects / macros	17, 18	13, 14	17, 18	13, 14	15, 16	12, 13	13, 14

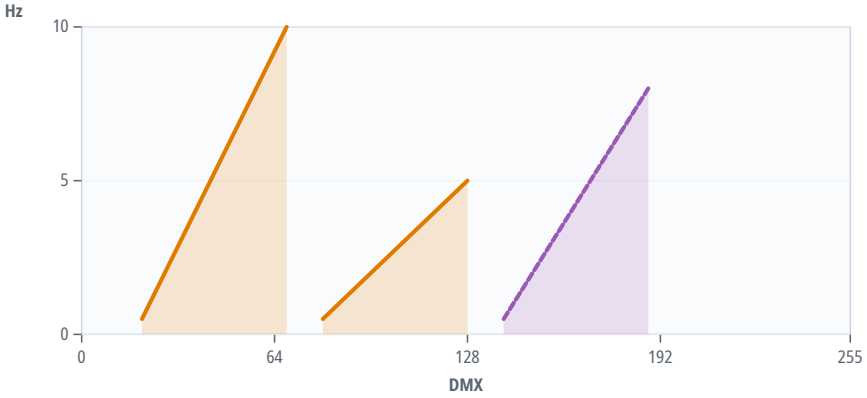
LED colors and the colors they mix



LED	x	y
Red	0.695	0.304
Green	0.150	0.715
Blue	0.157	0.029
Lime	0.422	0.554
White	0.332	0.348
Cyan	0.158	0.168
Magenta	0.292	0.182
Yellow	0.418	0.478

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

Strobe rate

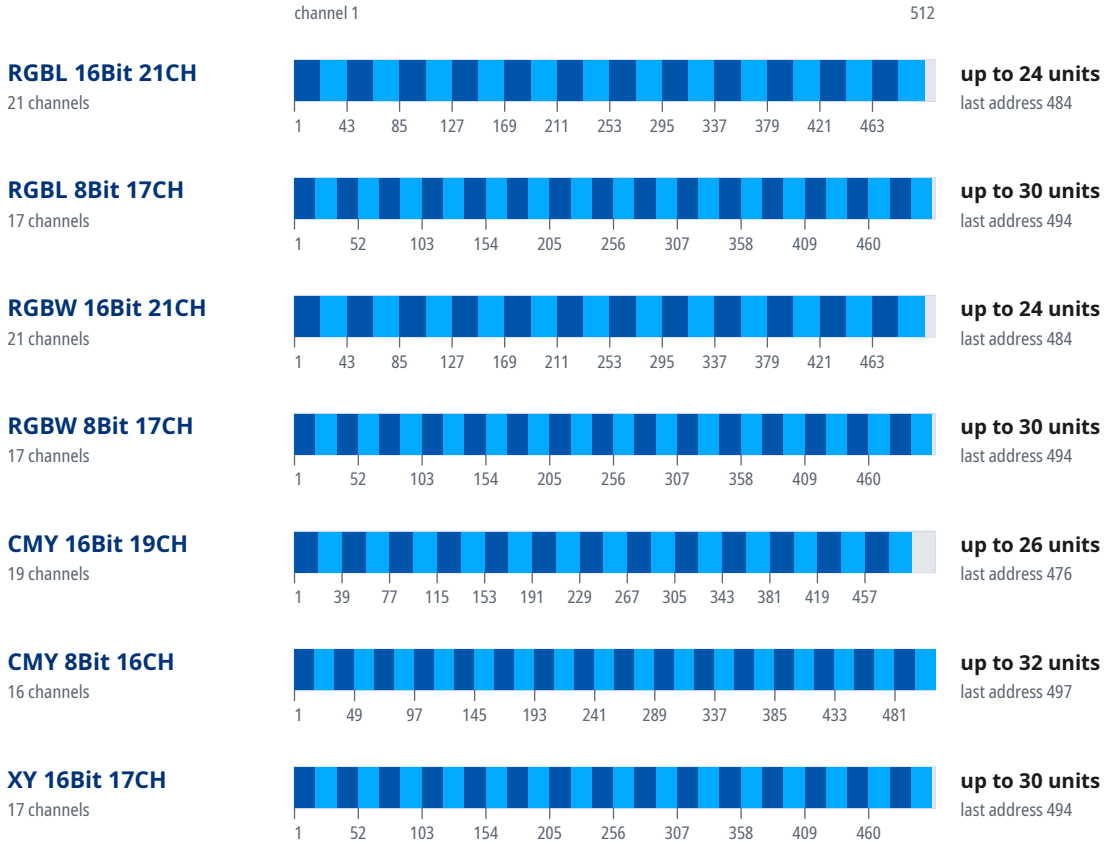


CH 8 · RGBL 16Bit 21CH

- 20–68: 0.5–10 Hz Strobe
- 80–128: 0.5–5 Hz Pulse
- 140–188: 0.5–8 Hz Random

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “RGBL 16Bit 21CH”

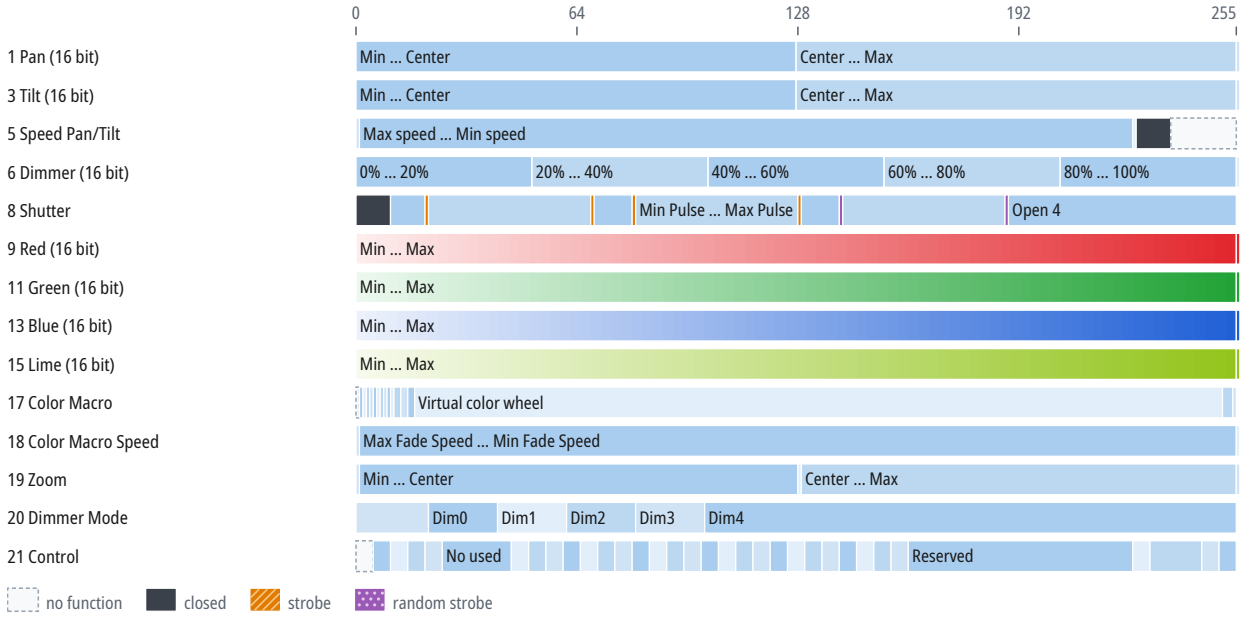
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	106	11	211	16	316
2	22	7	127	12	232	17	337
3	43	8	148	13	253	18	358
4	64	9	169	14	274	19	379
5	85	10	190	15	295	20	400

Mode RGBL 16Bit 21CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Red 255, CH 11 Green 255, CH 13 Blue 255, CH 15 Lime 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	Speed Pan/Tilt	0	Max speed
		1–224	Max speed ... Min speed
		225	Min speed
		226–235	Blackout by movement
		236–255	No function
6	Dimmer	0–51	0% ... 20%
		51–102	20% ... 40%
		102–153	40% ... 60%
		153–204	60% ... 80%
		204–255	80% ... 100%
		255	100%
7	Dimmer Fine	0–255	Fine adjustment of CH 6

CH	Function	DMX	Description
8	Shutter	0–9	Shutter closed
		10–19	Shutter open1
		20	Min Strobe
		21–67	Min Strobe ... Max Strobe
		68	Max Strobe
		69–79	Open 2
		80	Min Pulse
		81–127	Min Pulse ... Max Pulse
		128	Max Pulse
		129–139	Shutter open3
		140	Min Random
		141–187	Min Random ... Max Random
		188	Max Random
		189–255	Open 4
9	Red	0–255	Min ... Max
		255	Max
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	Min ... Max
		255	Max
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	Min ... Max
		255	Max
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Lime	0–255	Min ... Max
		255	Max
16	Lime Fine	0–255	Fine adjustment of CH 15
17	Color Macro	0	No function
		1	10000K
		2	8000K
		3	6500K
		4	5600K
		5	5000K
		6	4500K
		7	4000K
		8	3200K
		9	3000K
		10	2700K
		11–12	Tungsten emulation 3200k
		13–14	Tungsten emulation 4000k
		15–16	Tungsten emulation 4500k
		17–250	Virtual color wheel
		251–253	Rotation between the color level 12 to 250

CH	Function	DMX	Description
17	Color Macro (continued)	254–255	Color rotation backward
18	Color Macro Speed	0	Max Fade Speed
		1–254	Max Fade Speed ... Min Fade Speed
		255	Min Fade Speed
19	Zoom	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
20	Dimmer Mode	0–20	Default unit setting
		21–40	Dim0
		41–60	Dim1
		61–80	Dim2
		81–100	Dim3
		101–255	Dim4
21	Control	0–4	No function
		5–9	Invert Pan on (Hold 3s)
		10–14	Invert Pan off (Hold 3s)
		15–19	Invert Tilt on (Hold 3s)
		20–24	Invert Tilt off (Hold 3s)
		25–44	No used
		45–49	Fan Quiet (Hold 3s)
		50–54	Fan Auto (Hold 3s)
		55–59	Fan High (Hold 3s)
		60–64	Linear Dimmer Curve (hold 3s)
		65–69	Square Dimmer Curve (hold 3s)
		70–74	Inv-Square Dimmer Curve (hold 3s)
		75–79	S - Dimmer Curve (hold 3s)
		80–84	Fast Dim disable (hold 3s)
		85–89	Fast Dim enable (hold 3s)
		90–94	900 Hz (hold 3s)
		95–99	1000 Hz (hold 3s)
		100–104	1100 Hz (hold 3s)
		105–109	1200 Hz (hold 3s)
		110–114	1300 Hz (hold 3s)
		115–119	1400 Hz (hold 3s)
		120–124	1500 Hz (hold 3s)
		125–129	2500 Hz (hold 3s)
		130–134	4000 Hz (hold 3s)
		135–139	5000 Hz (hold 3s)
		140–144	10000 Hz (hold 3s)
		145–149	15000 Hz (hold 3s)

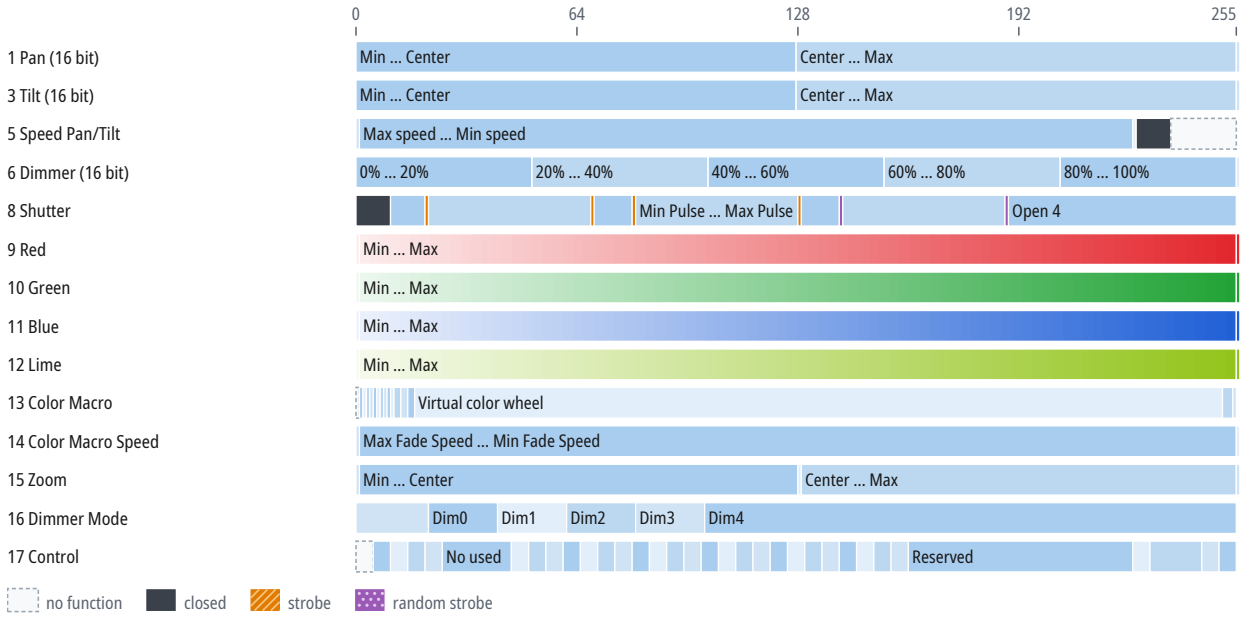
CH	Function	DMX	Description
21	Control (continued)	150–154	20000 Hz (hold 3s)
		155–159	25000 Hz (hold 3s)
		160–224	Reserved
		225–229	Reset Pan/Tilt (Hold 3s)
		230–244	Reserved
		245–249	Reset Zoom (Hold 3s)
		250–255	Reset All Functions (Hold 3s)

Mode RGBL 8Bit 17CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255, CH 12 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	Red	0	Min
		1–254	Min ... Max
		255	Max
10	Green	0	Min

CH	Function	DMX	Description
10	Green (continued)	1–254	Min … Max
		255	Max
11	Blue	0	Min
		1–254	Min … Max
		255	Max
12	Lime	0	Min
		1–254	Min … Max
		255	Max
13	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
14	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
15	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
16	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
17	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

Mode RGBW 16Bit 21CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Red 255, CH 11 Green 255, CH 13 Blue 255, CH 15 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)

CH	Function	DMX	Description
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	Red		Same as CH 9 in the mode “RGBL 16Bit 21CH” (p. 11)
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green		Same as CH 11 in the mode “RGBL 16Bit 21CH” (p. 11)
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue		Same as CH 13 in the mode “RGBL 16Bit 21CH” (p. 11)
14	Blue Fine	0–255	Fine adjustment of CH 13
15	White	0–255	Min … Max
		255	Max
16	White Fine	0–255	Fine adjustment of CH 15
17	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
18	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
19	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
20	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
21	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

Mode RGBW 8Bit 17CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255, CH 12 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)

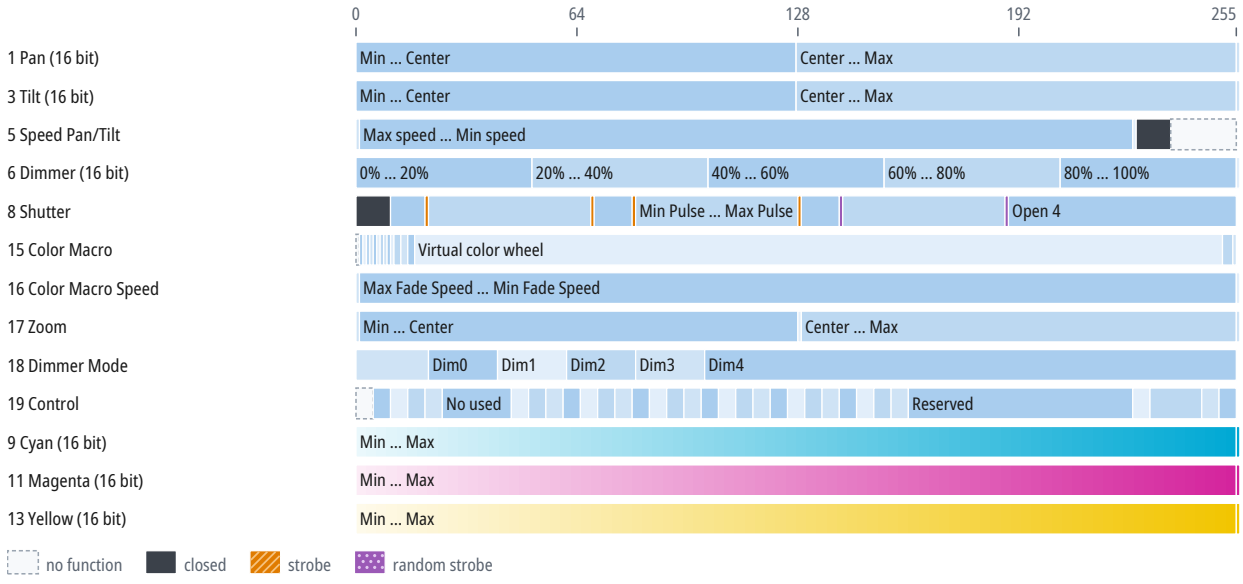
CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	Red		Same as CH 9 in the mode “RGBL 8Bit 17CH” (p. 13)
10	Green		Same as CH 10 in the mode “RGBL 8Bit 17CH” (p. 13)
11	Blue		Same as CH 11 in the mode “RGBL 8Bit 17CH” (p. 14)
12	White	0	Min
		1–254	Min ... Max
		255	Max
13	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
14	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
15	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
16	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
17	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

Mode CMY 16Bit 19CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Cyan 0, CH 11 Magenta 0, CH 13 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)

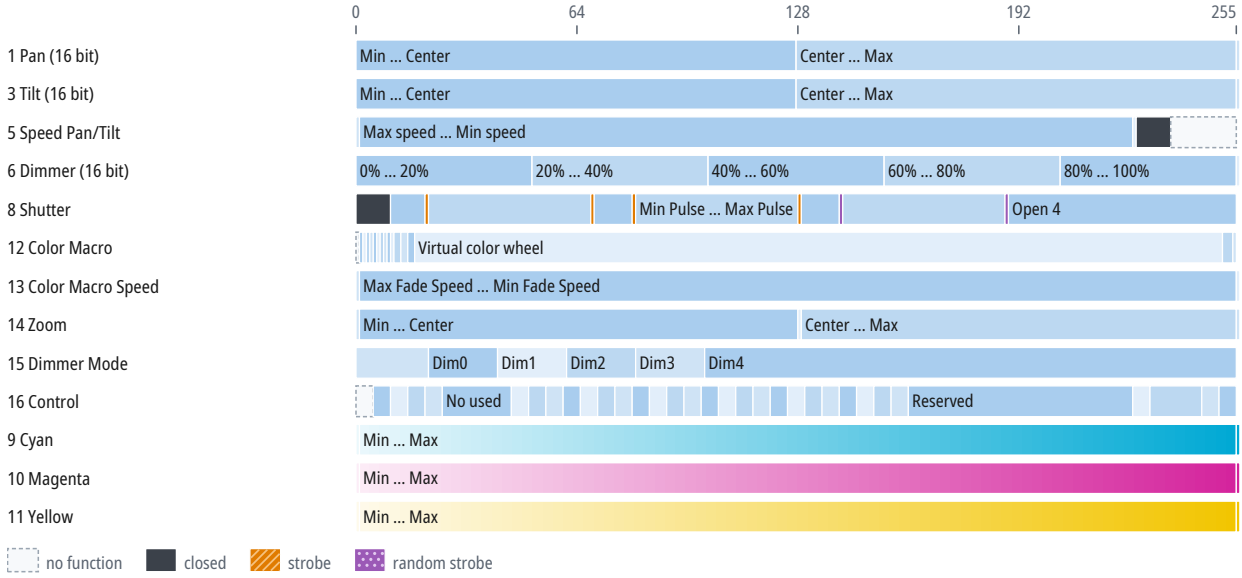
CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	Cyan	0–255	Min … Max
		255	Max
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Magenta	0–255	Min … Max
		255	Max
12	Magenta Fine	0–255	Fine adjustment of CH 11
13	Yellow	0–255	Min … Max
		255	Max
14	Yellow Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
16	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
17	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
18	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
19	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

Mode CMY 8Bit 16CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0.

Channel functions at a glance



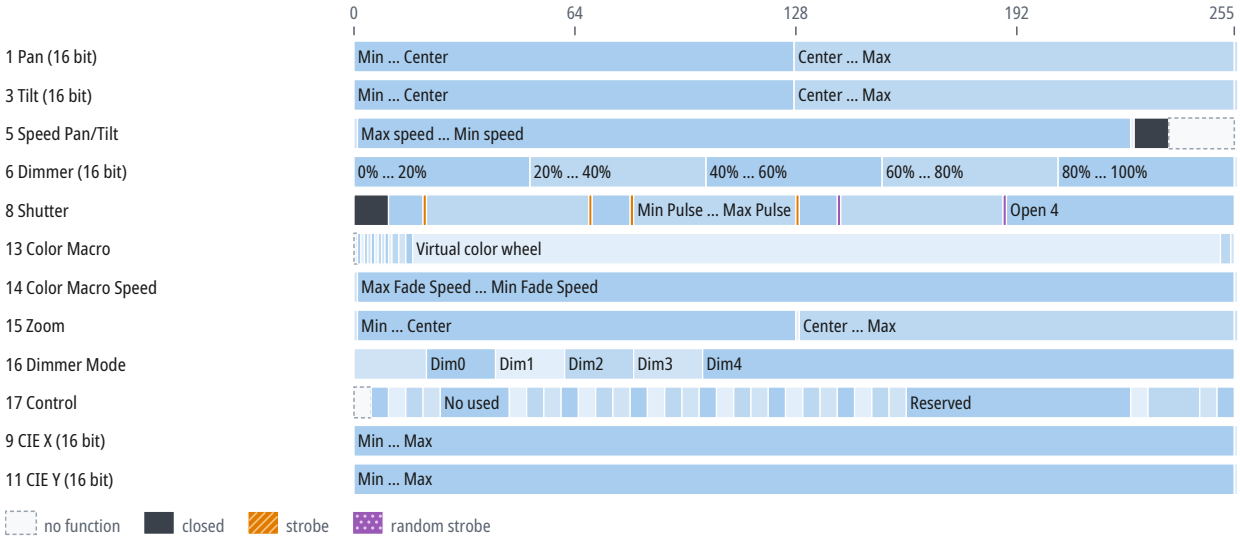
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	Cyan	0	Min
		1–254	Min ... Max
		255	Max
10	Magenta	0	Min
		1–254	Min ... Max
		255	Max
11	Yellow	0	Min
		1–254	Min ... Max
		255	Max
12	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
13	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
14	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
15	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
16	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

Mode XY 16Bit 17CH

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 Shutter at 69–79 or 189–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 15.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “RGBL 16Bit 21CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “RGBL 16Bit 21CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “RGBL 16Bit 21CH” (p. 10)
6	Dimmer		Same as CH 6 in the mode “RGBL 16Bit 21CH” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 8 in the mode “RGBL 16Bit 21CH” (p. 11)
9	CIE X	0–255	Min ... Max
		255	Max
10	CIE X Fine	0–255	Fine adjustment of CH 9
11	CIE Y	0–255	Min ... Max
		255	Max
12	CIE Y Fine	0–255	Fine adjustment of CH 11
13	Color Macro		Same as CH 17 in the mode “RGBL 16Bit 21CH” (p. 11)
14	Color Macro Speed		Same as CH 18 in the mode “RGBL 16Bit 21CH” (p. 12)
15	Zoom		Same as CH 19 in the mode “RGBL 16Bit 21CH” (p. 12)
16	Dimmer Mode		Same as CH 20 in the mode “RGBL 16Bit 21CH” (p. 12)
17	Control		Same as CH 21 in the mode “RGBL 16Bit 21CH” (p. 12)

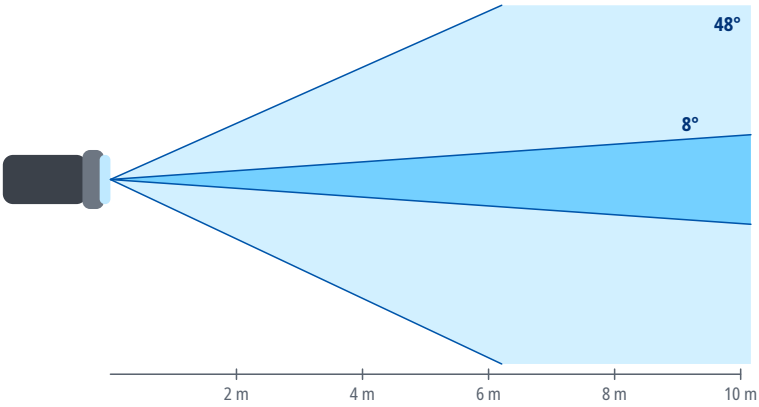
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	380 W
Luminous flux	9,000 lm
Color temperature	10,000 K
Color rendering index (CRI)	60
Optics	
Zoom	8–48°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x09E9, device model ID 0x001D)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	500 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	14.8 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–10 Hz

Spot diameter



Distance	Ø 8°	Ø 48°
2 m	0.28 m	1.8 m
4 m	0.56 m	3.6 m
6 m	0.84 m	5.3 m
8 m	1.1 m	7.1 m
10 m	1.4 m	8.9 m
15 m	2.1 m	13.4 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.