DMX REFERENCE

GLX

Terbly GLX

Terbly



Manufacturer	Terbly
GDTF file	Terbly_GLX_91293.gdtf
GDTF revision	Corrected all rotation channel defaults · 2025-03-27
Generated	2026-11-24

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1 About this manual

This document describes the Terbly GLX by Terbly. It was compiled from the GDTF file Terbly_GLX_91293.gdtf from the GDTF-Share library.

File revision: “Corrected all rotation channel defaults”.

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 Terbly; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	39	13	1, 40, 79, 118, ...
Extended	60	8	1, 61, 121, 181, ...

No light? Check these channels

- Standard: CH 6 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 7 Dimmer above 0
- Extended: CH 6 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 7 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.

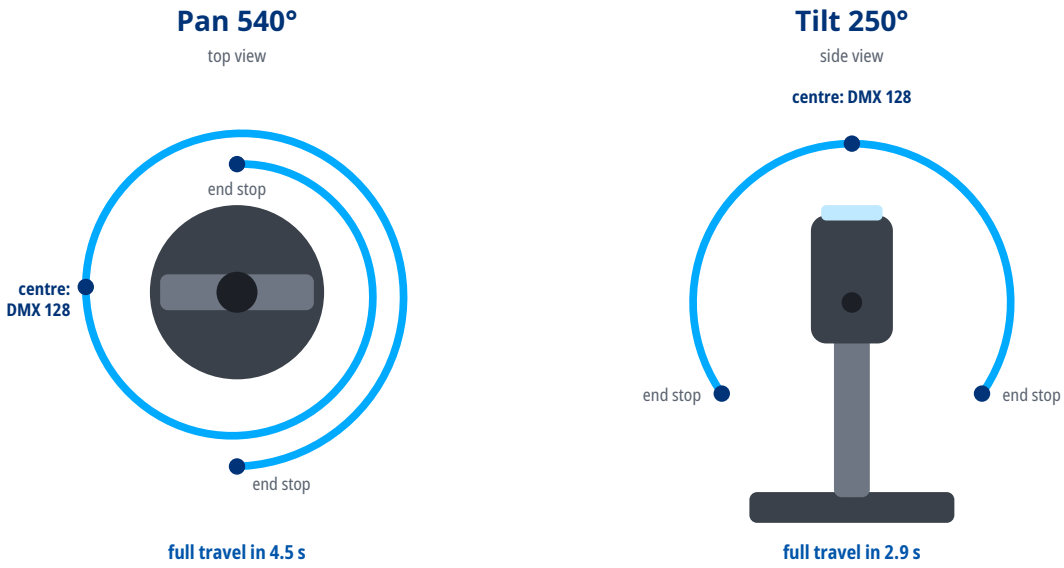
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

Description in the GDTF file

“1050W LED moving head with Spot and Framing.”

Range of movement



Full-travel times as stated in the GDTF file.

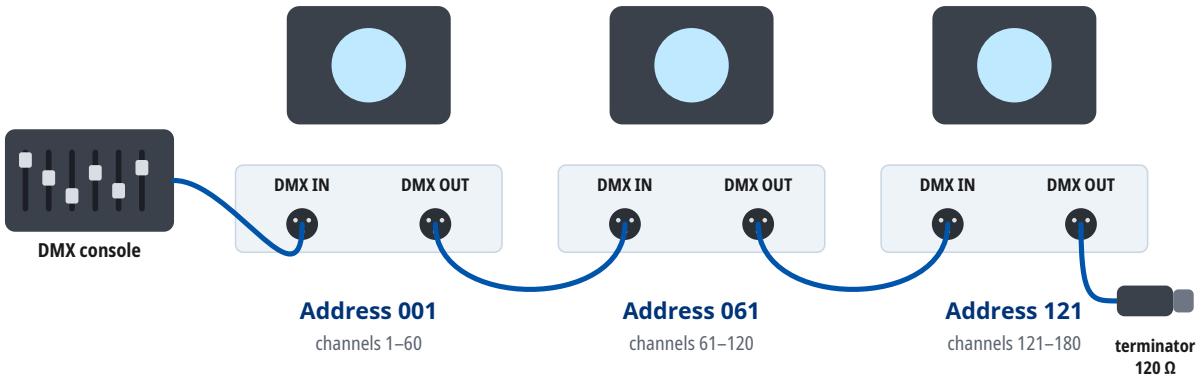
5 Installation

> ⚠ **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.
> - 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 Extended: 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 “Extended”: 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 “Extended”, 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.
- 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

	Standard 39 channels	Extended 60 channels
Pan / Tilt	**1, 3**	**1, 3**
Dimmer	**7**	**7**
Dimmer resolution	8 bit	16 bit
Shutter / strobe	**6**	**6**
Color mixing	**14–16**	**18, 20, 22**
Color temperature	**17**	**24**
Color wheel	**13**	**16**
Gobo wheel	**20, 22**	**28, 31**
Gobo rotation	**21**	**29**
Prism	**25, 26**	**36, 37**
Frost	**27**	**39**
Zoom	**9**	**10**
Focus	**10–12**	**12, 14, 15**
Iris	**24**	**34**
Animation wheel	**23**	**33**
Effects / macros	**18, 25, 38**	**26, 36, 59**

Gobo wheel 1

1

Gobo 1: Open
DMX 0–9

2

RG1
DMX 10–19

3

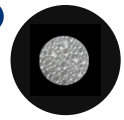
RG2
DMX 20–29

4

RG3
DMX 30–39

5

RG4
DMX 40–49

6

RG5
DMX 50–59

7

Gobo6
DMX 60–70

Gobo wheel 2

1 
Gobo 2: Open
DMX 0–9

2 
FG1
DMX 10–19

3 
FG2
DMX 20–29

4 
FG3
DMX 30–39

5 
FG4
DMX 40–49

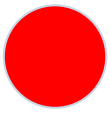
6 
FG5
DMX 50–59

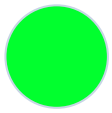
7 
FG6
DMX 60–69

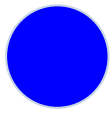
8 
Gobo7
DMX 70–78

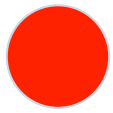
Color wheel

1
Color 1: Open
DMX 0–7

2 
Red
DMX 8–31

3 
Green
DMX 32–55

4 
Blue
DMX 56–79

5 
Orange
DMX 80–103

6 
Purple
DMX 104–128

Animation wheel

1
Open
DMX 0–8

2 
Anim

Prism

1
Prism 1: Open
DMX 0–63

2 
4 facets
4 Prism
DMX 64–95

3 
4 facets
4 Linear Prism
DMX 96–128

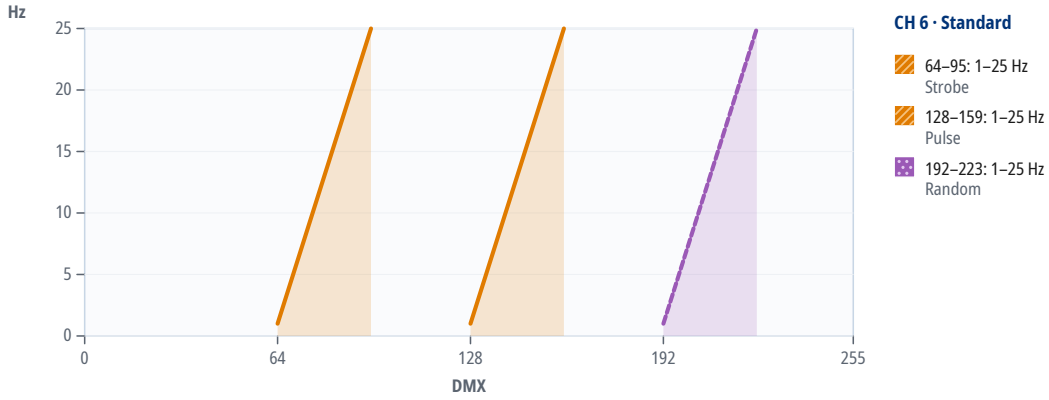
Gobo wheel 3

1
Open
DMX 0–63

2 
Light Frost
DMX 64–159

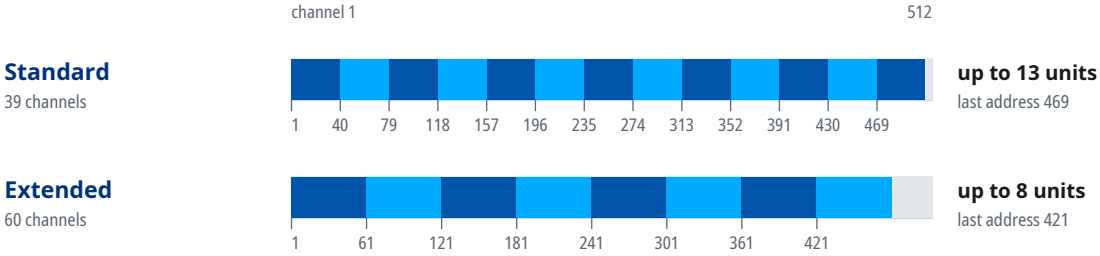
3 
Heavy Frost
DMX 160–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

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.

Mode Standard

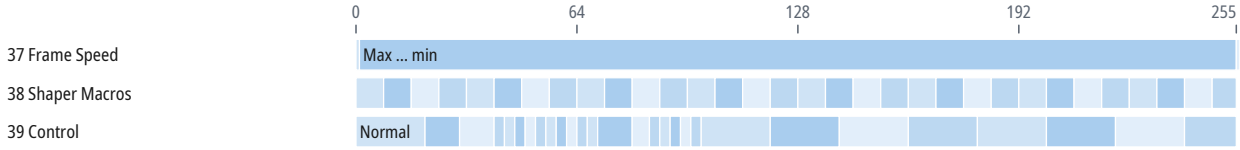
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 63, CH 7 Dimmer 255, CH 14 Cyan 0, CH 15 Magenta 0, CH 16 Yellow 0.

Channel functions at a glance



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
		1–224	Max ... min
		225	Min
		226–235	BO by Movement
		236–245	BO by all Wheel
		246–255	Position MSpeed 1
6	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
7	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
8	Dimmer Curve	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architecural
		81–100	Theatre

CH	Function	DMX	Description
8	Dimmer Curve (continued)	101–255	Default to Unit Setting
9	Zoom	0	Narrow
		1–126	Narrow ... normal
		127	Normal
		128–254	Normal ... wide
		255	Wide
10	Focus	0	Min
		1–254	Min ... max
		255	Max
11	Focus Distance	0–50	Safe
		51–100	5m
		101–150	7m
		151–200	10m
		201–255	15m
12	Focus Adjust	0	Min
		1–254	Min ... max
		255	Max
13	Colors	0–7	Color 1: Open
		8–31	Red
		32–55	Green
		56–79	Blue
		80–103	Orange
		104–127	Purple
		128	>>>
		129–188	>>
		189	>
		190–193	Color Spin: Stop
		194	<
		195–254	<<
		255	<<<
14	Cyan	0	Min
		1–254	Min ... max
		255	Max
15	Magenta	0	Min
		1–254	Min ... max
		255	Max
16	Yellow	0	Min
		1–254	Min ... max
		255	Max
17	CTO	0	6500K
		1–254	6500K ... 2700K
		255	2700K

CH	Function	DMX	Description
18	Color Macro	0–31	Safe
		32–39	Macro 1
		40–47	Macro 2
		48–55	Macro 3
		56–63	Macro 4
		64–71	Macro 5
		72–79	Macro 6
		80–87	Macro 7
		88–95	Macro 8
		96–103	Macro 9
		104–111	Macro 10
		112–119	Macro 11
		120–127	Macro 12
		128–135	Macro 13
		136–143	Macro 14
		144–151	Macro 15
		152–159	Macro 16
		160–167	Macro 17
		168–175	Macro 18
		176–183	Macro 19
		184–191	Macro 20
		192–199	Macro 21
		200–207	Macro 22
		208–215	Macro 23
		216–223	Macro 24
		224–231	Macro 25
		232–239	Macro 26
		240–247	Macro 27
		248–255	Random CMY
19	Color Mix Speed	0	Max
		1–254	Max ... min
		255	Min
20	Gobo	0–9	Gobo 1: Open
		10–19	RG1
		20–29	RG2
		30–39	RG3
		40–49	RG4
		50–59	RG5
		60–69	RG6
		70–89	RG1 Shake (1–5 Hz)
		90–109	RG2 Shake (0–5 Hz)
		110–129	RG3 Shake (0–5 Hz)

CH	Function	DMX	Description
20	Gobo (continued)	130–149	RG4 Shake (0–5 Hz)
		150–169	RG5 Shake (0–5 Hz)
		170–189	RG6 Shake (0–5 Hz)
		190	>>>
		191–220	>>
		221	>
		222–223	Gobo Wheel 1 Spin: Stop
		224	<
		225–254	<<
		255	<<<
21	Gobo Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Spin: Stop
		194	<
		195–254	<<
		255	<<<
22	Gobo 2	0–9	Gobo 2: Open
		10–19	FG1
		20–29	FG2
		30–39	FG3
		40–49	FG4
		50–59	FG5
		60–69	FG6
		70–77	FG7
		78–93	FG1 S
		94–109	FG2 S
		110–125	FG3 S
		126–141	FG4 S
		142–157	FG5 S
		158–173	FG6 S
		174–189	FG7 S
		190	>>>
		191–220	>>
		221	>
		222–223	Gobo Wheel 2 Spin: Stop
		224	<
		225–254	<<
		255	<<<

CH	Function	DMX	Description
23	Animation Wheel	0–7	Animation Wheel 1: Open
		8	>>>
		9–126	>>
		127	>
		128–135	Animation Rot: Stop
		136	<
		137–254	<<
		255	<<<
24	Iris	0	Iris: Open
		1–190	Iris: Open ... Closed
		191	Iris: Closed
		192	Pulse closing fast
		193–222	Pulse closing fast ... Pulse closing slow
		223	Pulse closing slow
		224	Pulse opening slow
		225–254	Pulse opening slow ... Pulse opening fast
		255	Pulse opening fast
25	Prism	0–63	Prism 1: Open
		64–95	4 Prism
		96–127	4 Linear 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
26	Prism Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>

CH	Function	DMX	Description
26	Prism Rotation (continued)	190–193	Prism 1 Rot: Stop
		194	<
		195–254	<<
		255	<<<
27	Frost	0–63	Open
		64–159	Light Frost
		160–255	Heavy Frost
28	Blade 1 B	0	Open
		1–254	Open ... Closed
		255	Closed
29	Blade 1 A	0	Open
		1–254	Open ... Closed
		255	Closed
30	Blade 3 B	0	Open
		1–254	Open ... Closed
		255	Closed
31	Blade 3 A	0	Open
		1–254	Open ... Closed
		255	Closed
32	Blade 2 B	0	Open
		1–254	Open ... Closed
		255	Closed
33	Blade 2 A	0	Open
		1–254	Open ... Closed
		255	Closed
34	Blade 4 B	0	Open
		1–254	Open ... Closed
		255	Closed
35	Blade 4 A	0	Open
		1–254	Open ... Closed
		255	Closed
36	Shaper Rotation	0	45 Deg
		1–127	45 Deg ... 0
		128	0
		129–254	0 ... -45 Deg
		255	-45 Deg
37	Frame Speed	0	Max
		1–254	Max ... min
		255	Min
38	Shaper Macros	0–7	Safe
		8–15	Macro 1
		16–23	Macro 2

CH	Function	DMX	Description
38	Shaper Macros (continued)	24–31	Macro 3
		32–39	Macro 4
		40–47	Macro 5
		48–55	Macro 6
		56–63	Macro 7
		64–71	Macro 8
		72–79	Macro 9
		80–87	Macro 10
		88–95	Macro 11
		96–103	Macro 12
		104–111	Macro 13
		112–119	Macro 14
		120–127	Macro 15
		128–135	Macro 16
		136–143	Macro 17
		144–151	Macro 18
		152–159	Macro 19
		160–167	Macro 20
		168–175	Macro 21
		176–183	Macro 22
		184–191	Macro 23
		192–199	Macro 24
		200–207	Macro 25
		208–215	Macro 26
		216–223	Macro 27
		224–231	Macro 28
		232–239	Macro 29
		240–247	Macro 30
		248–255	Macro 31
39	Control	0–19	Normal
		20–29	Col any pos
		30–39	Col/Gobo any pos
		40–42	Display Off
		43–45	Display ON
		46–48	Fan Auto
		49–51	Fan High
		52–54	Fan Silent
		55–57	Gamma=2'0
		58–60	Gamma=2'2
		61–63	Gamma=2'4
		64–66	Gamma=2'6
		67–69	Gamma=2'8

CH	Function	DMX	Description
39	Control (continued)	70–84	Reset All
		85–87	Reset P/T
		88–90	Reset Colors
		91–93	Reset Gobos
		94–96	Reset Zoom
		97–99	Reset Others
		100–119	Internal pro 1
		120–139	Internal pro 2
		140–159	Internal pro 3
		160–179	Internal pro 4
		180–199	Internal pro 5
		200–219	Internal pro 6
		220–239	Internal pro 7
		240–255	Internal programs

Mode Extended

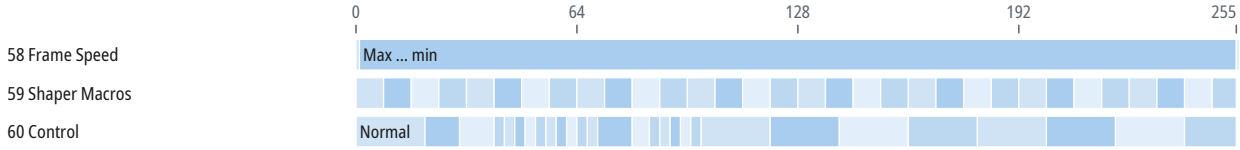
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 63, CH 7 Dimmer 255, CH 18 Cyan 0, CH 20 Magenta 0, CH 22 Yellow 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Standard” (p. 10)
6	Shutter		Same as CH 6 in the mode “Standard” (p. 10)
7	Dimmer	0	Closed
		1–255	Closed ... Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Dimmer Curve		Same as CH 8 in the mode “Standard” (p. 10)
10	Zoom	0	Narrow
		1–127	Narrow ... normal
		128–255	Normal ... wide
		255	Wide
11	Zoom Fine	0–255	Fine adjustment of CH 10
12	Focus	0	Min
		1–255	Min ... max
		255	Max
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Focus Distance		Same as CH 11 in the mode “Standard” (p. 11)
15	Focus Adjust		Same as CH 12 in the mode “Standard” (p. 11)
16	Colors	0–7	Color 1: Open
		8–31	Red
		32–55	Green
		56–79	Blue
		80–103	Orange
		104–127	Purple
		128	>>>
		129–188	>>
		189	>
		190–193	Color Spin: Stop
		194	<
		195–254	<<
		255	<< ... <<<
		255	<<<

CH	Function	DMX	Description
17	Colors Fine	0–255	Fine adjustment of CH 16
18	Cyan	0–255	Min ... max
		255	Max
19	Cyan Fine	0–255	Fine adjustment of CH 18
20	Magenta	0–255	Min ... max
		255	Max
21	Magenta Fine	0–255	Fine adjustment of CH 20
22	Yellow	0–255	Min ... max
		255	Max
23	Yellow Fine	0–255	Fine adjustment of CH 22
24	CTO	0–255	6500K ... 2700K
		255	2700K
25	CTO Fine	0–255	Fine adjustment of CH 24
26	Color Macro		Same as CH 18 in the mode “Standard” (p. 12)
27	Color Mix Speed		Same as CH 19 in the mode “Standard” (p. 12)
28	Gobo		Same as CH 20 in the mode “Standard” (p. 12)
29	Gobo Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Spin: Stop
		194	<
		195–254	<<
		255	<< ... <<<
		255	<<<
30	Gobo Rotation Fine	0–255	Fine adjustment of CH 29
31	Gobo 2	0–9	Gobo 2: Open
		10–19	FG1
		20–29	FG2
		30–39	FG3
		40–49	FG4
		50–59	FG5
		60–69	FG6
		70–77	FG7
		78–93	FG1 S
		94–109	FG2 S
		110–125	FG3 S
		126–141	FG4 S
		142–157	FG5 S
		158–173	FG6 S

CH	Function	DMX	Description
31	Gobo 2 (continued)	174–189	FG7 S
		190	>>>
		191–220	>>
		221	>
		222–223	Gobo Wheel 2 Spin: Stop
		224	<
		225–254	<<
		255	<< ... <<<
		255	<<<
32	Gobo 2 Fine	0–255	Fine adjustment of CH 31
33	Animation Wheel		Same as CH 23 in the mode “Standard” (p. 14)
34	Iris	0	Iris: Open
		1–190	Iris: Open ... Closed
		191	Iris: Closed
		192	Pulse closing slow
		193–222	Pulse closing slow ... Pulse closing fast
		223	Pulse closing fast
		224	Pulse opening slow
		225–255	Pulse opening slow ... Pulse opening fast
		255	Pulse opening fast
35	Iris Fine	0–255	Fine adjustment of CH 34
36	Prism		Same as CH 25 in the mode “Standard” (p. 14)
37	Prism Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 1 Rot: Stop
		194	<
		195–254	<<
		255	<< ... <<<
		255	<<<
38	Prism Rotation Fine	0–255	Fine adjustment of CH 37
39	Frost		Same as CH 27 in the mode “Standard” (p. 15)
40	Blade 1 B	0	Open
		1–255	Open ... Closed
		255	Closed
41	Blade 1 B Fine	0–255	Fine adjustment of CH 40
42	Blade 1 A	0	Open
		1–255	Open ... Closed
		255	Closed

CH	Function	DMX	Description
43	Blade 1 A Fine	0–255	Fine adjustment of CH 42
44	Blade 3 B	0	Open
		1–255	Open ... Closed
		255	Closed
45	Blade 3 B Fine	0–255	Fine adjustment of CH 44
46	Blade 3 A	0	Open
		1–255	Open ... Closed
		255	Closed
47	Blade 3 A Fine	0–255	Fine adjustment of CH 46
48	Blade 2 B	0	Open
		1–255	Open ... Closed
		255	Closed
49	Blade 2 B Fine	0–255	Fine adjustment of CH 48
50	Blade 2 A	0	Open
		1–255	Open ... Closed
		255	Closed
51	Blade 2 A Fine	0–255	Fine adjustment of CH 50
52	Blade 4 B	0	Open
		1–255	Open ... Closed
		255	Closed
53	Blade 4 B Fine	0–255	Fine adjustment of CH 52
54	Blade 4 A	0	Open
		1–255	Open ... Closed
		255	Closed
55	Blade 4 A Fine	0–255	Fine adjustment of CH 54
56	Shaper Rotation	0	45 Deg
		1–127	45 Deg ... 0
		128	0
		129–255	0 ... -45 Deg
		255	-45 Deg
57	Shaper Rotation Fine	0–255	Fine adjustment of CH 56
58	Frame Speed		Same as CH 37 in the mode “Standard” (p. 15)
59	Shaper Macros		Same as CH 38 in the mode “Standard” (p. 15)
60	Control		Same as CH 39 in the mode “Standard” (p. 16)

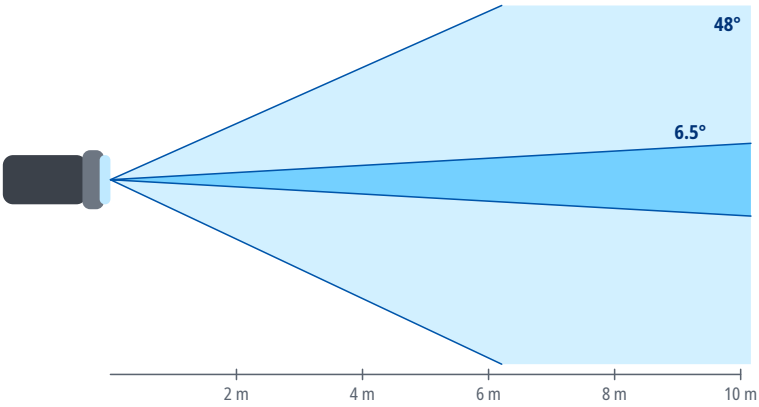
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,050 W
Luminous flux	52,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	6.5–48°
Movement	
Pan	540°
Tilt	250°
Control	
RDM	yes (manufacturer ID 0x4753, device model ID 0x0643)
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	1–25 Hz
Color wheel rotation	up to 703.2 °/s (117 rpm)
Gobo wheel 1 rotation	up to 281.3 °/s (47 rpm)
Gobo wheel 2 rotation	up to 281.3 °/s (47 rpm)
Gobo 1 rotation	up to 1125 °/s (188 rpm)
Prism rotation	up to 729.6 °/s (122 rpm)
Animation wheel rotation	up to 210.9 °/s (35 rpm)

Spot diameter



Distance	Ø 6.5°	Ø 48°
2 m	0.23 m	1.8 m
4 m	0.45 m	3.6 m
6 m	0.68 m	5.3 m
8 m	0.91 m	7.1 m
10 m	1.1 m	8.9 m
15 m	1.7 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.