DMX REFERENCE

S550H IP

Terbly S550H IP

Terbly



Manufacturer	Terbly
GDTF file	Terbly_S550H_IP_91264.gdtf
GDTF revision	Corrected all rotation channel defaults · 2025-03-27
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1 About this manual

This document describes the Terbly S550H IP by Terbly. It was compiled from the GDTF file Terbly_S550H_IP_91264.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

Parameter	Value
Weight	42.6 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	27	18	1, 28, 55, 82, ...
Extended	39	13	1, 40, 79, 118, ...

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

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

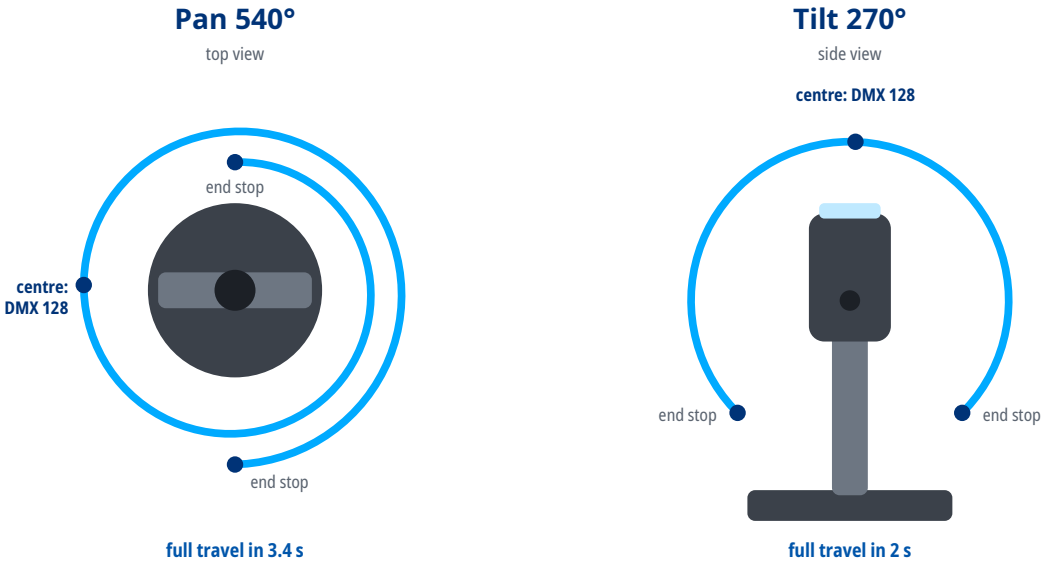
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them 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

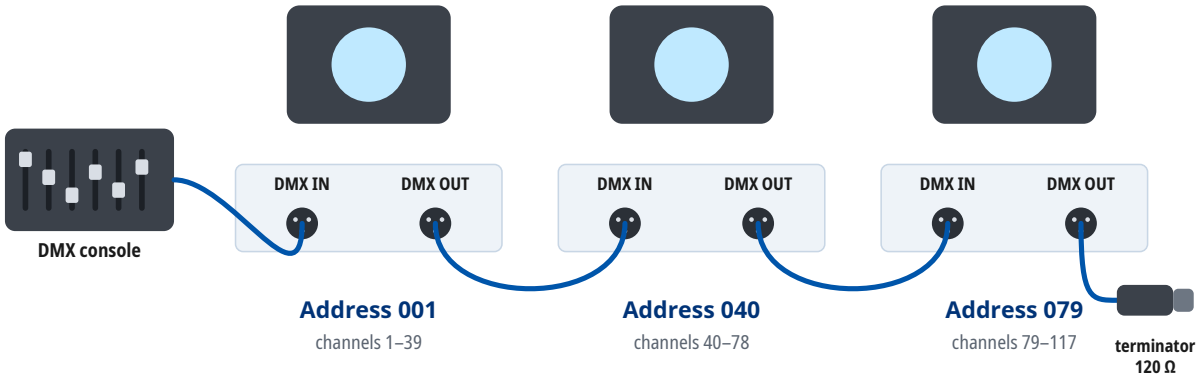
⚠ WARNING

- 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: 42.6 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 Extended: every unit occupies 39 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

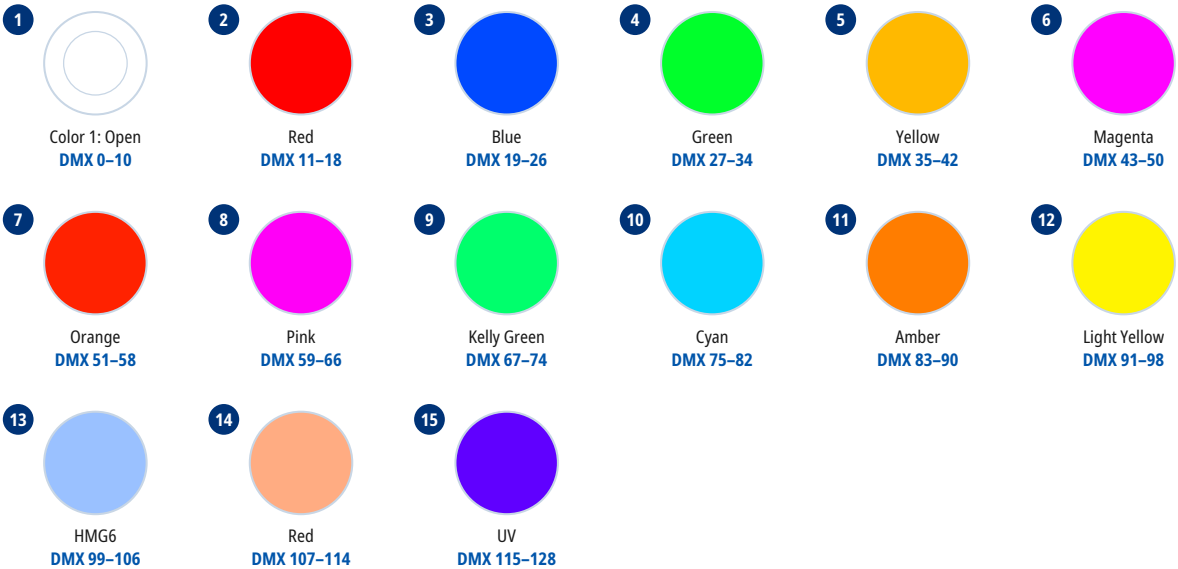
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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, 40, 79, 118.
- 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 27 channels	Extended 39 channels
Pan / Tilt	1, 3	1, 3
Dimmer	7	7
Dimmer resolution	8 bit	16 bit
Shutter / strobe	6	6
Color mixing	13–15	17, 19, 21
Color temperature	16	23
Color wheel	12	15
Gobo wheel	19, 21	27, 30
Gobo rotation	20	28
Prism	23–25	33, 34, 36
Frost	26	38
Zoom	8	9
Focus	9–11	11, 13, 14
Animation wheel	22	32
Effects / macros	17, 23	25, 33

Color wheel



Gobo wheel 1

1
Beam mode(Open)
DMX 0–10

2
Spot mode(Open)
DMX 11–21

3 
RG1
DMX 22–31

4 
RG2
DMX 32–41

5 
RG3
DMX 42–51

6 
RG4
DMX 52–61

7 
RG5
DMX 62–71

8 
RG6
DMX 72–81

9 
RG7
DMX 82–91

10 
RG8
DMX 92–102

Gobo wheel 2

1
Gobo 2: Open
DMX 0–7

2 
FG1
DMX 8–14

3 
FG2
DMX 15–21

4 
FG3
DMX 22–28

5 
FG4
DMX 29–35

6 
FG5
DMX 36–42

7 
FG6
DMX 43–49

8 
FG7
DMX 50–56

9 
FG8
DMX 57–63

10 
FG9
DMX 64–70

11 
FG10
DMX 71–77

12 
FG11
DMX 78–84

13 
FG12
DMX 85–91

14 
FG13
DMX 92–98

15 
FG14
DMX 99–106

Prism

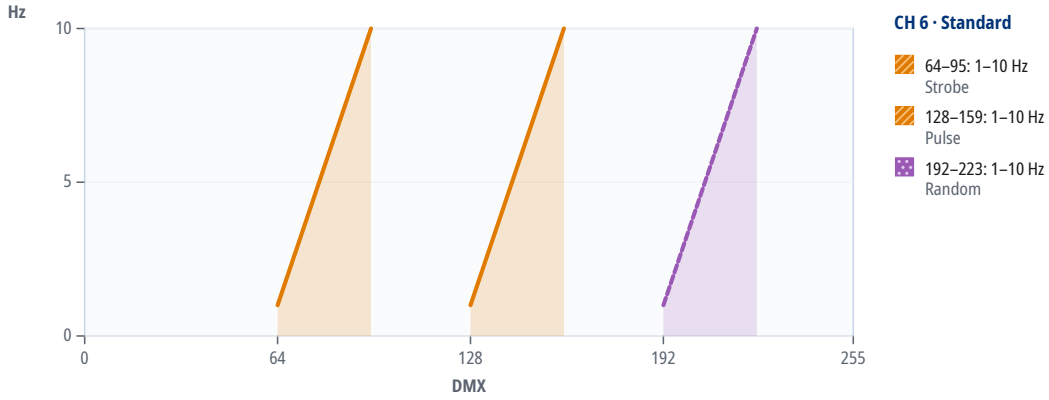
1
Prism: Open
DMX 0–63

2 
4 facets
4 Linear Prism
DMX 64–84

3 
8 facets
8 Prism
DMX 85–105

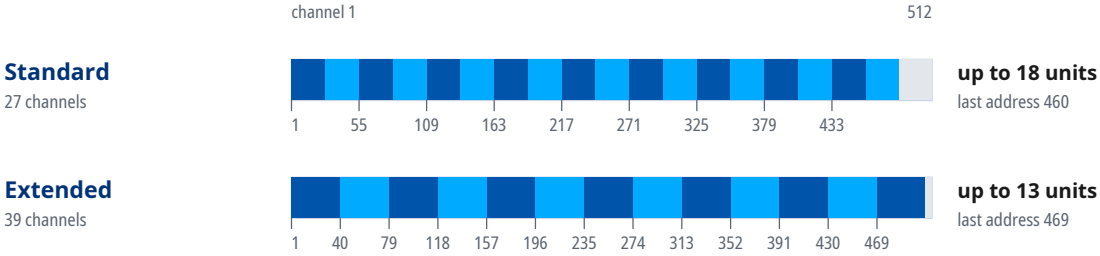
4 
32 facets
4+8 Prism
DMX 106–128

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	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 13 Cyan 0, CH 14 Magenta 0, CH 15 Yellow 0.

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

CH	Function	DMX	Description
5	Speed Pan/Tilt (continued)	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 ... max Rnd
		223	Max Rnd
		224–255	Open 4
7	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
8	Zoom	0	Narrow
		1–127	Narrow ... normal
		128	Normal
		129–254	Normal ... wide
		255	Wide
9	Focus	0	Min
		1–254	Min ... max
		255	Max
10	Focus Distance	0–50	Safe
		51–150	15m
		151–255	20m
11	Focus Adjust	0	Min
		1–254	Min ... max
		255	Max
12	Colors	0–10	Color 1: Open
		11–18	Red
		19–26	Blue
		27–34	Green
		35–42	Yellow
		43–50	Magenta

CH	Function	DMX	Description
12	Colors (continued)	51–58	Orange
		59–66	Pink
		67–74	Kelly Green
		75–82	Cyan
		83–90	Amber
		91–98	Light Yellow
		99–106	HMG6
		107–114	Red
		115–127	CTB
		128	>>>
		129–188	>>
		189	>
		190–193	Color Spin: Stop
		194	<
		195–254	<<
		255	<<<
13	Cyan	0	Min
		1–254	Min ... Max
		255	Max
14	Magenta	0	Min
		1–254	Min ... Max
		255	Max
15	Yellow	0	Min
		1–254	Min ... Max
		255	Max
16	CTO	0	Min
		1–254	Min ... Max
		255	Max
17	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

CH	Function	DMX	Description
17	Color Macro (continued)	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
18	Color Mix Speed	0	Max
		1–254	Max ... min
		255	Min
19	Gobo	0–10	Beam mode(Open)
		11–21	Spot mode(Open)
		22–31	RG1
		32–41	RG2
		42–51	RG3
		52–61	RG4
		62–71	RG5
		72–81	RG6
		82–91	RG7
		92–101	RG8
		102–112	RG1 Shake (1–5 Hz)
		113–123	RG2 Shake (1–5 Hz)
		124–134	RG3 Shake (1–5 Hz)
		135–145	RG4 Shake (1–5 Hz)
		146–156	RG5 Shake (1–5 Hz)
		157–167	RG6 Shake (1–5 Hz)
		168–178	RG7 Shake (1–5 Hz)
		179–189	RG8 Shake (1–5 Hz)
		190	>>>
		191–220	>>
		221	>
		222–223	Gobo Wheel 1 Spin: Stop
		224	<
		225–254	<<

CH	Function	DMX	Description
19	Gobo (continued)	255	<<<
20	Gobo Rotation	0	Zero
		1–126	Zero … max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Spin: Stop
		194	<
		195–254	<<
		255	<<<
21	Gobo 2	0–7	Gobo 2: Open
		8–14	FG1
		15–21	FG2
		22–28	FG3
		29–35	FG4
		36–42	FG5
		43–49	FG6
		50–56	FG7
		57–63	FG8
		64–70	FG9
		71–77	FG10
		78–84	FG11
		85–91	FG12
		92–98	FG13
		99–105	FG14
		106–111	FG1 Shake (1–5 Hz)
		112–117	FG2 Shake (1–5 Hz)
		118–123	FG3 Shake (1–5 Hz)
		124–129	FG4 Shake (1–5 Hz)
		130–135	FG5 Shake (1–5 Hz)
		136–141	FG6 Shake (1–5 Hz)
		142–147	FG7 Shake (1–5 Hz)
		148–153	FG8 Shake (1–5 Hz)
		154–159	FG9 Shake (1–5 Hz)
		160–165	FG10 Shake (1–5 Hz)
		166–171	FG11 Shake (1–5 Hz)
		172–177	FG12 Shake (1–5 Hz)
		178–183	FG13 Shake (1–5 Hz)
		184–189	FG14 Shake (1–5 Hz)
		190	>>>
		191–220	>>

CH	Function	DMX	Description
21	Gobo 2 (continued)	221	>
		222–223	Gobo Wheel 2 Spin: Stop
		224	<
		225–254	<<
		255	<<<
22	Animation Wheel	0–7	Animation Wheel 1: Open
		8	>>>
		9–126	>>
		127	>
		128–135	Animation Wheel 1 Pos Rotate: Stop
		136	<
		137–254	<<
		255	<<<
23	Prism	0–63	Prism: Open
		64–84	4 Linear Prism
		85–105	8 Prism
		106–127	4+8 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
24	Prism Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 1 Pos Rotate: Stop
		194	<
		195–254	<<

CH	Function	DMX	Description
24	Prism Rotation (continued)	255	<<<
25	Prism 2 Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 2 Pos Rotate: Stop
		194	<
		195–254	<<
		255	<<<
26	Frost		Frost 1
		0	Open
		1–254	Open ... 100% Frost
		255	100% Frost
27	Control	0–19	Normal
		20–29	Col any pos
		30–39	Col/Gobo any pos
		40–49	Lamp On
		50–59	Lamp Off
		60–79	Lamp Control
		80–84	Reset All
		85–87	Reset P/T
		88–90	Reset Colors
		91–93	Reset Gobos
		94–96	Reset Shutter
		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
		240–241	Home Pos On
		242–243	Home Pos Off
		244–255	Home Pos

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 17 Cyan 0, CH 19 Magenta 0, CH 21 Yellow 0.

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. 11)
7	Dimmer	0–255	Closed ... Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7

CH	Function	DMX	Description
9	Zoom	0–128	Narrow ... normal
		128–255	Normal ... wide
		255	Wide
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Focus	0–255	Min ... max
		255	Max
12	Focus Fine	0–255	Fine adjustment of CH 11
13	Focus Distance		Same as CH 10 in the mode “Standard” (p. 11)
14	Focus Adjust		Same as CH 11 in the mode “Standard” (p. 11)
15	Colors		Same as CH 12 in the mode “Standard” (p. 11)
16	Colors Fine	0–255	Fine adjustment of CH 15
17	Cyan	0–255	Min ... Max
		255	Max
18	Cyan Fine	0–255	Fine adjustment of CH 17
19	Magenta	0–255	Min ... Max
		255	Max
20	Magenta Fine	0–255	Fine adjustment of CH 19
21	Yellow	0–255	Min ... Max
		255	Max
22	Yellow Fine	0–255	Fine adjustment of CH 21
23	CTO	0–255	Min ... Max
		255	Max
24	CTO Fine	0–255	Fine adjustment of CH 23
25	Color Macro		Same as CH 17 in the mode “Standard” (p. 12)
26	Color Mix Speed		Same as CH 18 in the mode “Standard” (p. 13)
27	Gobo		Same as CH 19 in the mode “Standard” (p. 13)
28	Gobo Rotation	0–127	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Spin: Stop
		194	<
		195–254	<<
		255	<<<
29	Gobo Rotation Fine	0–255	Fine adjustment of CH 28
30	Gobo 2		Same as CH 21 in the mode “Standard” (p. 14)
31	Gobo 2 Fine	0–255	Fine adjustment of CH 30
32	Animation Wheel		Same as CH 22 in the mode “Standard” (p. 15)
33	Prism		Same as CH 23 in the mode “Standard” (p. 15)
34	Prism Rotation	0–127	Zero ... max Index
		127	Max Index

CH	Function	DMX	Description
34	Prism Rotation (continued)	128	>>>
		129–188	>>
		189	>
		190–193	Prism 1 Pos Rotate: Stop
		194	<
		195–254	<<
		255	<<<
35	Prism Rotation Fine	0–255	Fine adjustment of CH 34
36	Prism 2 Rotation	0–127	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 2 Pos Rotate: Stop
		194	<
		195–254	<<
		255	<<<
37	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 36
38	Frost		Same as CH 26 in the mode “Standard” (p. 16)
39	Control		Same as CH 27 in the mode “Standard” (p. 16)

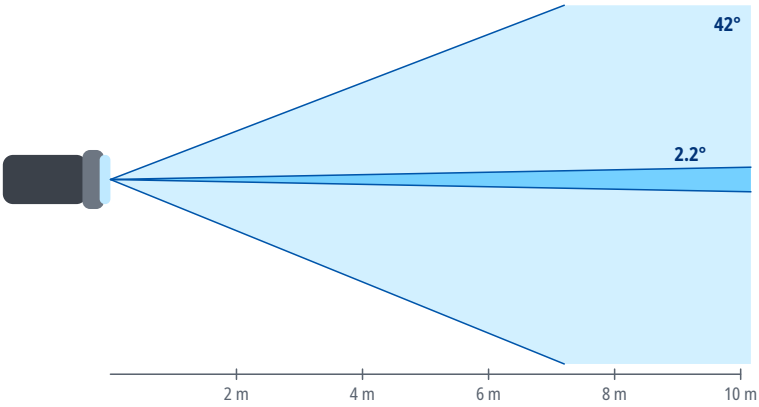
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	550 W
Luminous flux	22,000 lm
Color temperature	8,000 K
Color rendering index (CRI)	70
Optics	
Zoom	2.2–42°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x4753, device model ID 0x069B)
Dimensions and construction	
Weight	42.6 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3200–8000 K
Strobe frequency	1–10 Hz
Color wheel rotation	up to 421.8 °/s (70 rpm)
Gobo wheel 1 rotation	up to 281.2 °/s (47 rpm)
Gobo wheel 2 rotation	up to 281.2 °/s (47 rpm)
Gobo 1 rotation	up to 2146 °/s (358 rpm)
Prism rotation	up to 729.5 °/s (122 rpm)
Prism rotation	up to 729.5 °/s (122 rpm)
Animation wheel rotation	up to 210.9 °/s (35 rpm)

Spot diameter



Distance	Ø 2.2°	Ø 42°
2 m	0.08 m	1.5 m
4 m	0.15 m	3.1 m
6 m	0.23 m	4.6 m
8 m	0.31 m	6.1 m
10 m	0.38 m	7.7 m
15 m	0.58 m	11.5 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.