DMX REFERENCE

ZQ02060

ZQ02060 Mini Spider

UKing



Manufacturer	UKing
GDTF file	UKing_ZQ02060_168343.gdtf
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1 About this manual

This document describes the ZQ02060 Mini Spider by UKing. It was compiled from the GDTF file UKing_ZQ02060_168343.gdtf from the GDTF-Share library.

File revision: “2026-11-08_v001”.

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 UKing; 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	2.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
15 Ch	15	34	1, 16, 31, 46, ...
7 Ch	7	73	1, 8, 15, 22, ...

No light? Check these channels

- 15 Ch: CH 3 Dimmer above 0; CH 4 Strobe at 0–9 “Open”
- 7 Ch: CH 3 Dimmer above 0; CH 4 Strobe at 0–9 “Open”


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

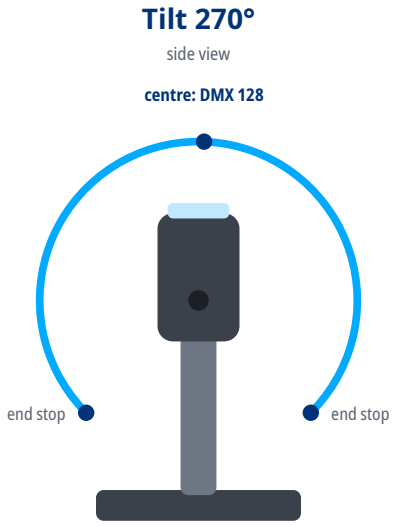
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

“8x3W Effects Fixture with 2x4 Light Segments on two Tilt axes”

Range of movement



5 Installation

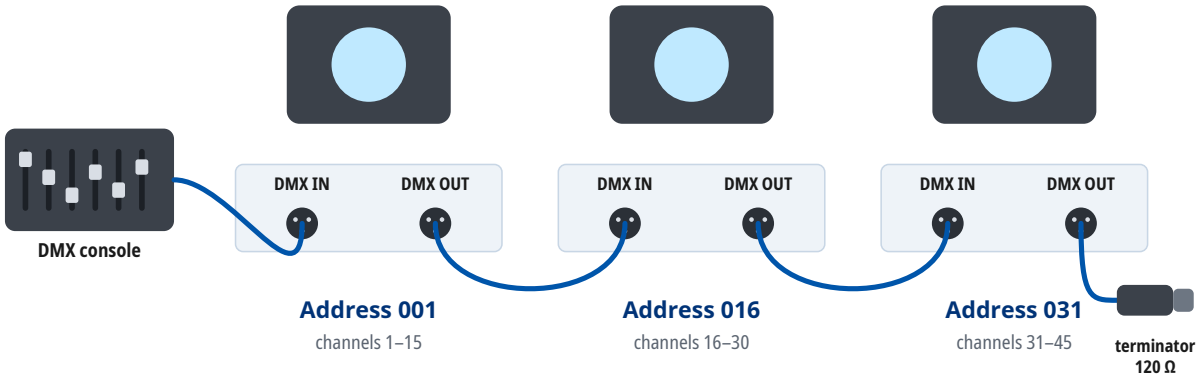
⚠ WARNING

- 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: 2.2 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 15 Ch: every unit occupies 15 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

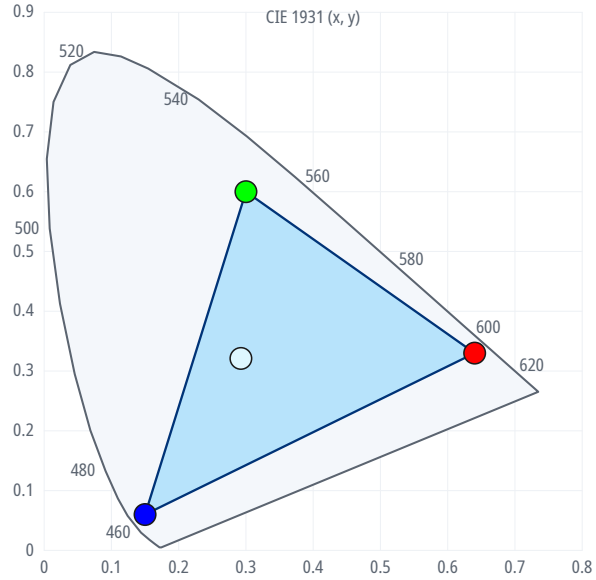
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “15 Ch”: 15.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “15 Ch”, you can use, for example, the start addresses 1, 16, 31, 46.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	15 Ch 15 channels	7 Ch 7 channels
Pan / Tilt	1, 2	1, 2
Dimmer	3, 13	3
Shutter / strobe	4	4
Color mixing	5–12	
Effects / macros	13, 14	5, 6

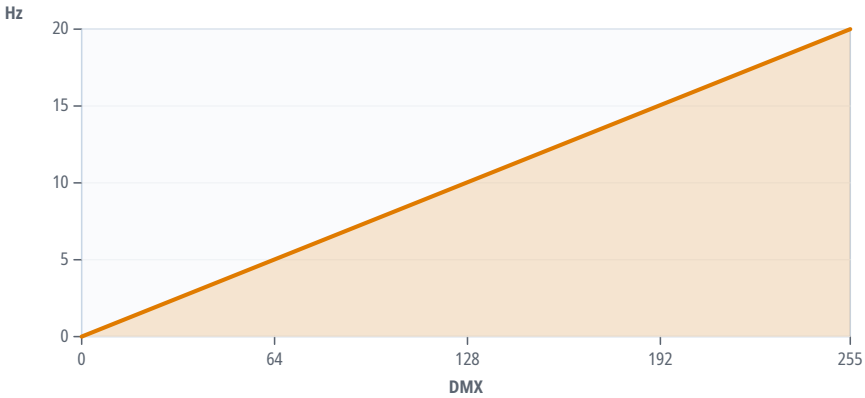
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
White	0.292	0.321

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

Strobe rate

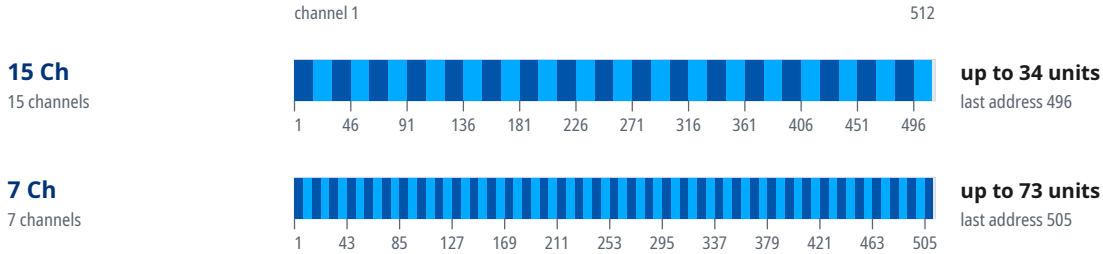


CH 4 · 15 Ch

0–255: 0–20 Hz
Shutter1Strobe 1

9 DMX channels

Units in one DMX universe



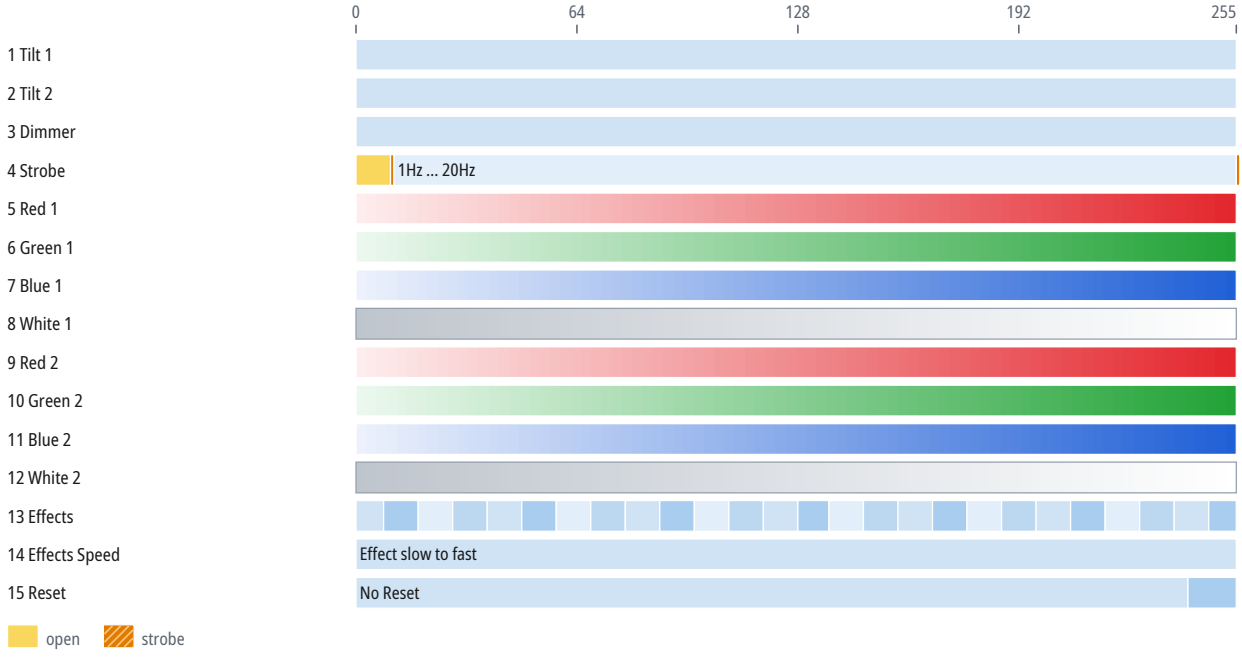
Start addresses of 20 units in the mode “15 Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	76	11	151	16	226
2	16	7	91	12	166	17	241
3	31	8	106	13	181	18	256
4	46	9	121	14	196	19	271
5	61	10	136	15	211	20	286

Mode 15 Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe at 0–9 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 4 Strobe 0, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 White 1 255, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255.

Channel functions at a glance



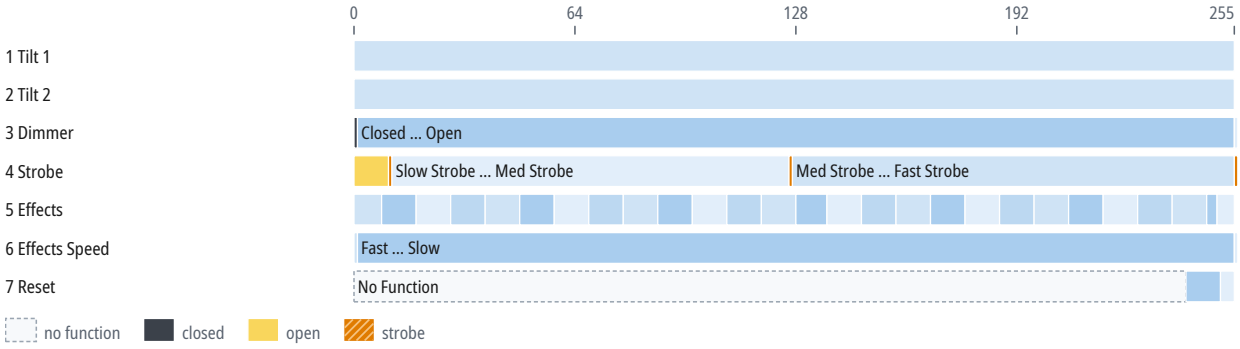
CH	Function	DMX	Description
1	Tilt 1	0–255	180°
2	Tilt 2	0–255	180°
3	Dimmer	0–255	
4	Strobe	0–9	Open
		10	1Hz
		11–254	1Hz ... 20Hz
		255	20Hz
5	Red 1	0–255	
6	Green 1	0–255	
7	Blue 1	0–255	
8	White 1	0–255	
9	Red 2	0–255	
10	Green 2	0–255	
11	Blue 2	0–255	
12	White 2	0–255	
13	Effects	0–7	No Effect
		8–17	Effects 1
		18–27	Effects 2
		28–37	Effects 3
		38–47	Effects 4
		48–57	Effects 5
		58–67	Effects 6
		68–77	Effects 7
		78–87	Effect 8
		88–97	Effect 9
		98–107	Effect 10
		108–117	Effect 11
		118–127	Effect 12
		128–136	Effect 13
		137–146	Effect 14
		147–156	Effect 15
		157–166	Effect 16
		167–176	Effect 17
		177–186	Effect 18
		187–196	Effect 19
		197–206	Effect 20
		207–216	Effect 21
		217–226	Effect 22
		227–236	Effect 23
		237–246	Effect 24 self-propelled multi-effects

CH	Function	DMX	Description
13	Effects (continued)	247–255	Effect 25 Sound reactive
14	Effects Speed		effect slow to fast
		0–255	Effect slow to fast
15	Reset	0–240	No Reset
		241–255	Reset when 5 seconds active

Mode 7 Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe at 0–9 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 4 Strobe 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt 1	0–255	270°
2	Tilt 2	0–255	270°
3	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
4	Strobe	0–9	Shutter: Open
		10	Slow Strobe
		11–125	Slow Strobe ... Med Strobe
		126	Med Strobe
		127–254	Med Strobe ... Fast Strobe
		255	Fast Strobe
5	Effects	0–7	No Effect
		8–17	Effect 1
		18–27	Effect 2
		28–37	Effect 3
		38–47	Effect 4
		48–57	Effect 5
		58–67	Effect 6
		68–77	Effect 7
		78–87	Effect 8

CH	Function	DMX	Description
5	Effects (continued)	88–97	Effect 9
		98–107	Effect 10
		108–117	Effect 11
		118–127	Effect 12
		128–136	Effect 13
		137–146	Effect 14
		147–156	Effect 15
		157–166	Effect 16
		167–176	Effect 17
		177–186	Effect 18
		187–196	Effect 19
		197–206	Effect 20
		207–216	Effect 21
		217–226	Effect 22
		227–236	Effect 23
		237–246	Self-propelled multi-effects
		247–255	Sound 2 Light
6	Effects Speed		Effect Speed
		0	Fast
		1–254	Fast ... Slow
		255	Slow
7	Reset	0–240	No Function
		241–250	For 5 seconds to Reset
		251–255	Reset

10 Technical specifications

Parameter	Value
Tilt	270°
DMX connection	3-pin XLR IN/OUT
Power connectors	IEC 60320-C13/14 IN/OUT
Weight	2.2 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–20 Hz

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.