DMX REFERENCE

S718 Elf

V-Show S718 Elf 150Watt LED-Moving Head Spot

V-Show



Manufacturer	V-Show
GDTF file	V-Show_S718_Elf_63897.gdtf
GDTF revision	v1.0 · 2024-05-13
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 4
6 Connections 5
7 Operation 5
8 Functions at a glance 6
9 DMX channels 8
Mode 1 - Standard 16 bit 8
10 Technical specifications 12
11 Maintenance and cleaning 12
12 Troubleshooting 13
13 Disposal 13

1 About this manual

This document describes the V-Show S718 Elf 150Watt LED-Moving Head Spot by V-Show. It was compiled from the GDTF file V-Show_S718_Elf_63897.gdtf from the GDTF-Share library.

File revision: “v1.0”.

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 V-Show; 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	14 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - Standard 16 bit	17	30	1, 18, 35, 52, ...

No light? Check these channels

- Mode 1 - Standard 16 bit: CH 6 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “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

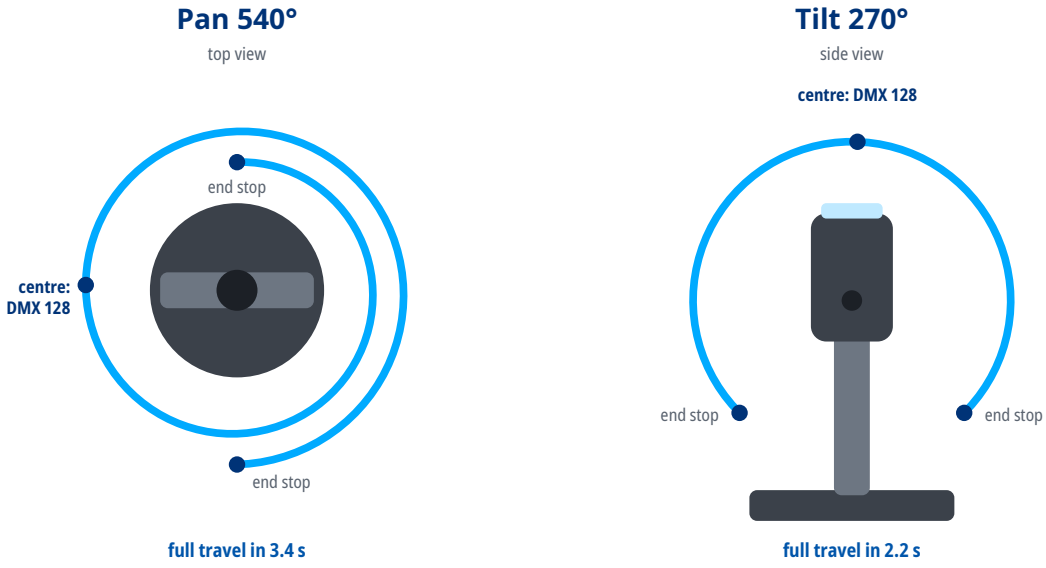
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

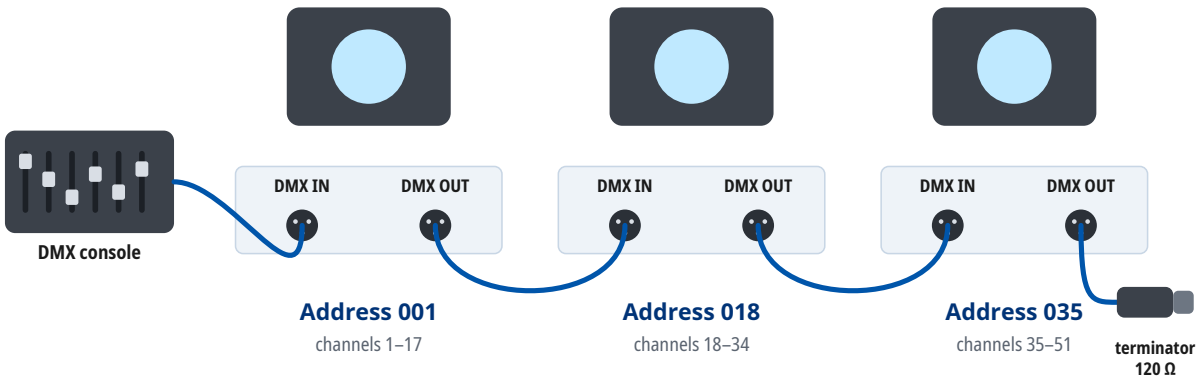
⚠ WARNING

- 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: 14 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 1 - Standard 16 bit: every unit occupies 17 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

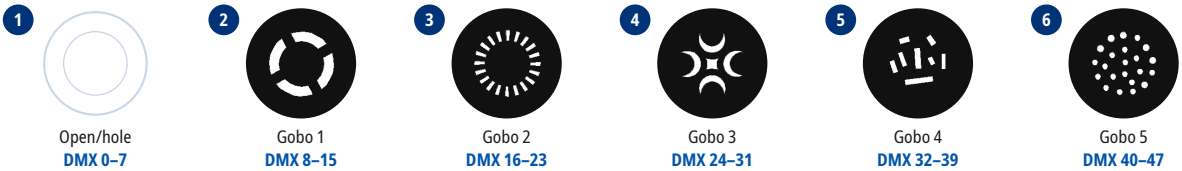
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1 - Standard 16 bit”: 17.
- Choose start addresses so that the channels of individual devices do not overlap and 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 “Mode 1 - Standard 16 bit”, you can use, for example, the start addresses 1, 18, 35, 52.
- 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

	Mode 1 - Standard 16 bit 17 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color wheel	8
Gobo wheel	9, 10
Gobo rotation	11
Prism	13, 14
Frost	12
Zoom	16
Focus	15

Gobo wheel 1



1 Open/hole
DMX 0–7

2 Gobo 1
DMX 8–15

3 Gobo 2
DMX 16–23

4 Gobo 3
DMX 24–31

5 Gobo 4
DMX 32–39

6 Gobo 5
DMX 40–47

7 Gobo 6
DMX 48–55

8 G07
DMX 56–64

Prism



1 Open position (hole)
DMX 0–127

2 6 facets
Prism In (snap)
DMX 128–255

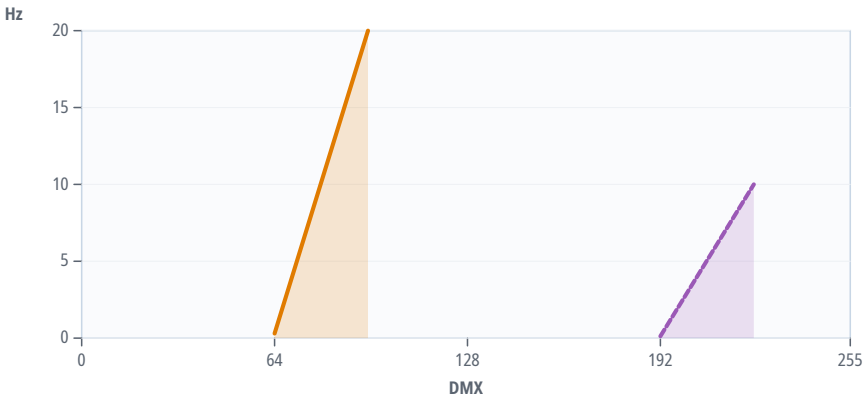
Color wheel

1. Open/white - continual
   DMX 0–7
2. Red
   DMX 16–23
3. Blue
   DMX 48–55
4. Green
   DMX 32–39
5. Yellow
   DMX 64–71
6. Orange
   DMX 80–87
7. Magenta
   DMX 96–103
8. Zyan
   DMX 112–119

Gobo wheel 2

1. Open/hole
   DMX 0–9
2. Gobo 1
   DMX 10–19
3. Gobo 2
   DMX 20–29
4. Gobo 3
   DMX 30–39
5. Gobo 4
   DMX 40–49
6. Gobo 5
   DMX 50–59
7. G06
   DMX 60–70

Strobe rate

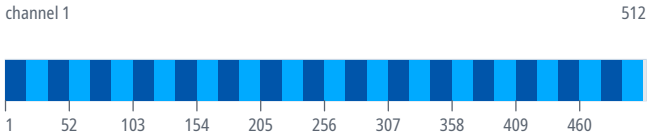


CH 7 · Mode 1 - Standard 16 bit

- 64–95: 0.3–20 Hz
  Strobe
- 192–223: 0.125–10 Hz
  Random strobe from slow to fast

9 DMX channels

Units in one DMX universe



Mode 1 - Standard 16 bit
17 channels

up to 30 units
last address 494

Start addresses of 20 units in the mode “Mode 1 - Standard 16 bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	86	11	171	16	256
2	18	7	103	12	188	17	273
3	35	8	120	13	205	18	290
4	52	9	137	14	222	19	307
5	69	10	154	15	239	20	324

Mode 1 - Standard 16 bit

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 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 32, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Standard mode
		1	Max
		2–254	Max ... min
		255	Min
6	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
7	Shutter	0–31	Open/Closed: Closed
		32–63	Open/Closed: Open
		64–67	Strobe: Slow to fast 1/12 (0.303–0.458 Hz)
		68–94	Strobe: Slow to fast 1/12 ... Slow to fast 12/12 (0.51–17.5 Hz)
		95	Strobe: Slow to fast 12/12
		96–127	Open
		128–130	Strobe Pulse Open: Slow to fast 1/7 (0.119–0.209 Hz)
		131–140	Strobe Pulse Open: Slow to fast 1/7 ... Slow to fast 7/7 (0.209–0.536 Hz)
		141–143	Strobe Pulse Open: Slow to fast 7/7 (0.536–0.656 Hz)
		144–145	Strobe Pulse Close: Fast to slow 1/7 (0.656–0.536 Hz)
		146–155	Strobe Pulse Close: Fast to slow 1/7 ... Fast to slow 7/7 (0.536–0.209 Hz)
		156–159	Strobe Pulse Close: Fast to slow 7/7 (0.209–0.119 Hz)
		160–191	Open
		192–223	Random strobe from slow to fast (0.125–10 Hz)
		224–255	Open
8	Colors	0–7	Open/white - continual
		8–15	Open/white - continual ... Red
		16–23	Red
		24–31	Red ... Green
		32–39	Green
		40–47	Green ... Blue
		48–55	Blue
		56–63	Blue ... Yellow
		64–71	Yellow
		72–79	Yellow ... Orange
		80–87	Orange
		88–95	Orange ... Magenta
		96–103	Magenta
		104–111	Magenta ... Zyan
		112–119	Zyan

CH	Function	DMX	Description
8	Colors (continued)	120–127	Color 1
		128–191	Fast to slow Reverse (78.9–71.7 °/s)
		192–255	Color 1 Wheel Spin: Slow to fast Forward (71.7–78.9 °/s)
9	Gobo	0–7	Open/hole
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Gobo 1 Shake Index: Open
		72–79	Gobo 1 - Shaking Index (0.495–3.53 Hz)
		80–87	Gobo 2 - Shaking Index (0.495–3.53 Hz)
		88–95	Gobo 3 - Shaking Index (0.495–3.53 Hz)
		96–103	Gobo 4 - Shaking Index (0.495–3.53 Hz)
		104–111	Gobo 5 - Shaking Index (0.495–3.53 Hz)
		112–119	Gobo 6 - Shaking Index (0.495–3.53 Hz)
		120–127	Gobo 7 - Shaking Index (0.495–3.53 Hz)
		128–191	Gobo 1 Wheel Spin: Forward Fast to Slow (57.9–75 °/s)
		192–255	Reverse Slow to Fast (80.1–100.6 °/s)
10	Gobo 2	0–9	Open/hole
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 1 - Shaking Index (0.495–3.53 Hz)
		80–89	Gobo 2 - Shaking Index (0.495–3.53 Hz)
		90–99	Gobo 3 - Shaking Index (0.495–3.53 Hz)
		100–109	Gobo 4 - Shaking Index (0.495–3.53 Hz)
		110–119	Gobo 5 - Shaking Index (0.495–3.53 Hz)
		120–129	Gobo 6 - Shaking Index (0.495–3.53 Hz)
		130–192	Gobo 2 Wheel Spin: Forward Fast to Slow (57.9–75 °/s)
		193–255	Reverse Slow to Fast (80.1–100.6 °/s)
11	Gobo 2 Rotation		When CH 10 is 0–41:
		0–127	Angle Adjustment (360°)
		128–191	Forward Rotation
		192–255	Revers Rotation
12	Frost	0–127	Open
		128–255	100% Frost (Snap)

CH	Function	DMX	Description
13	Prism	0–127	Open position (hole)
		128–255	Prism In (snap)
14	Prism Rotation		When CH 13 is 74–127:
		0–127	Agle Adjustment (360°)
		128–191	Forwarde
		192–255	Reverse
15	Focus	0	Min
		1–254	Min ... max
		255	Max
16	Zoom	0	Max
		1–254	Max ... min
		255	Min
17	Position Reset	0–127	No Reset
		128–255	Reset All Motors

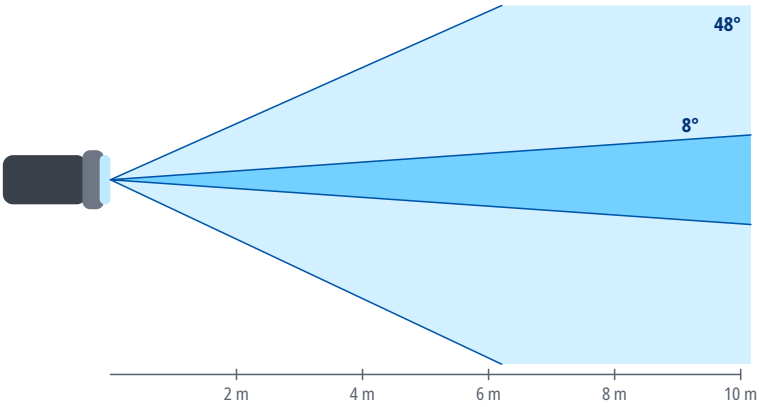
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Zoom	8–48°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	14 kg

Speeds and ranges

Parameter	Value
Strobe frequency	0.3–20 Hz
Color wheel rotation	up to 78.9 °/s (13 rpm)
Gobo wheel 1 rotation	up to 100.6 °/s (17 rpm)
Gobo wheel 2 rotation	up to 100.6 °/s (17 rpm)
Gobo 2 rotation	up to 1125 °/s (188 rpm)
Prism rotation	up to 1125 °/s (188 rpm)

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.