DMX REFERENCE

X760A

V-Show



Manufacturer	V-Show
GDTF file	V-Show_X760A_136096.gdtf
GDTF revision	Version 1_2 · 2026-03-30
Generated	2026-11-24

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1 About this manual

This document describes the X760A by V-Show. It was compiled from the GDTF file V-Show_X760A_136096.gdtf from the GDTF-Share library.

File revision: “Version 1_2”.

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
Power consumption	220 W
Weight	14 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
31CH - Not Started	31	16	1, 32, 63, 94, ...
66 CH - Not Finished	55	9	1, 56, 111, 166, ...
20 CH - To Revise	20	25	1, 21, 41, 61, ...
28CH - Not Started	28	18	1, 29, 57, 85, ...
36 CH - Not Finished	20	25	1, 21, 41, 61, ...

No light? Check these channels

- 31CH - Not Started: CH 8 Dimmer 1 above 0; CH 10 Shutter 1 at 0, 250–254 “Open” or 1–9 or 255; CH 19 Dimmer 2 above 0; CH 20 Shutter 2 at 0, 250–254 “Open” or 1–9 or 255; CH 25 Dimmer 3 above 0; CH 26 Shutter 3 at 250–255 “Open”
- 66 CH - Not Finished: CH 1 Shutter 1 at 0, 250–254 “Open” or 1–9 or 255; CH 2 Dimmer 1 above 0; CH 43 Dimmer 2 above 0; CH 44 Shutter 2 at 0, 250–254 “Open” or 1–9 or 255; CH 49 Dimmer 3 above 0; CH 50 Shutter 3 at 250–255 “Open”
- 20 CH - To Revise: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0
- 28CH - Not Started: CH 8 Dimmer 1 above 0; CH 10 Shutter at 0, 250–254 “Open” or 1–9 or 255; CH 18 Dimmer 2 above 0; CH 23 Dimmer 3 above 0
- 36 CH - Not Finished: CH 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0


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.

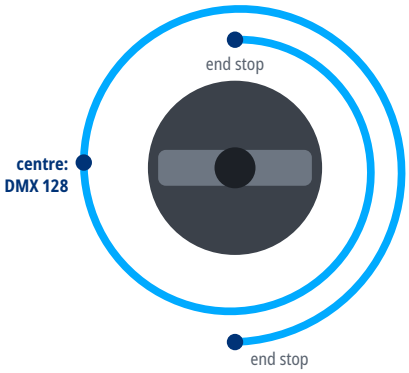
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

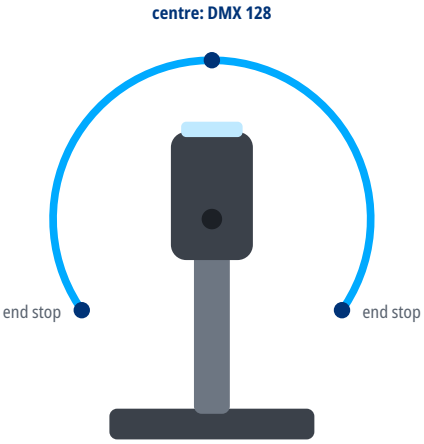
top view



full travel in 2.5 s

Tilt 250°

side view



full travel in 2 s

Full-travel times as stated in the GDTF file.

5 Installation

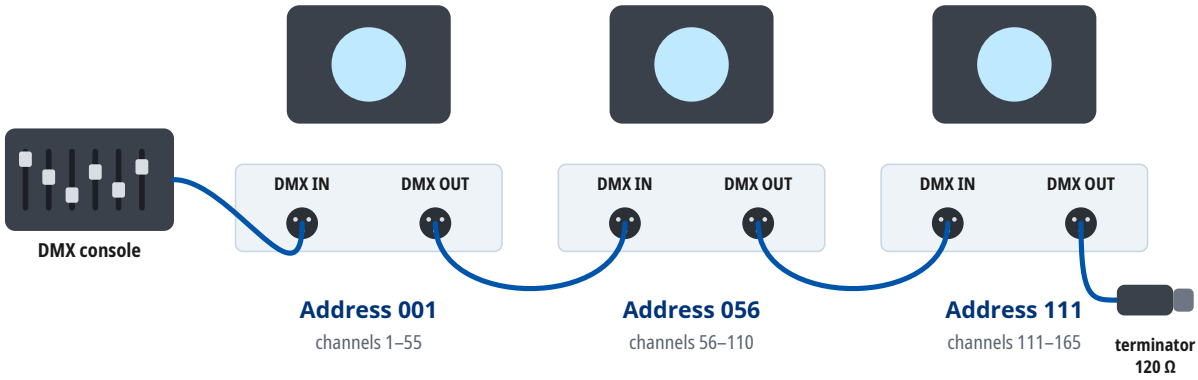
⚠ WARNING

- 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 66 CH - Not Finished: every unit occupies 55 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 “66 CH - Not Finished”: 55.
- 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 “66 CH - Not Finished”, you can use, for example, the start addresses 1, 56, 111, 166.
- 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

	31CH - Not Started 31 channels	66 CH - Not Finished 55 channels	20 CH - To Revise 20 channels	28CH - Not Started 28 channels	36 CH - Not Finished 20 channels
Pan / Tilt	1, 3	17, 19	15, 17	1, 3	15, 17
Dimmer	8, 19, 25	2, 43, 49	2	8, 18, 23	2
Shutter / strobe	10, 20, 26	1, 44, 50	1	10	1
Color mixing	11–14, 21–24, 27–29	35 channels (4–53)	4, 6, 8	19–22, 24–26	4, 6, 8
Color temperature	15	12	10	12	10
Color wheel			12	17	12
Zoom	6	15	13	6	13
Effects / macros	16, 18, 30	14, 24, 54		5 channels (11–27)	
Pixel control		✓			

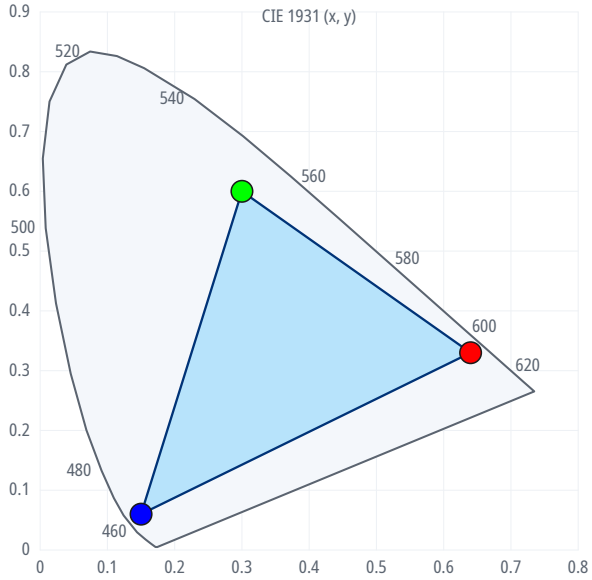
Color wheel

1 Open	2 Moroccan Pink	3 Pink	4 Special Rose Pink	5 Follies Pink	6 Fuchsia Pink
7 Surprise Pink	8 Congo Blue	9 Tokyo Blue	10 Deep Blue	11 Just Blue	12 Medium Blue
13 33 Double CT Blue	14 Slate Blue	15 Full CT Blue	16 Half CT Blue	17 Steel Blue	18 Lighter Blue
19 Light Blue	20 Medium Blue Green	21 Dark Green	22 Primary Green	23 Moss Green	24 Fern Green
25 Jas Green	26 Lime Green	27 Spring Yellow	28 Deep Amber	29 Chrome Orange	30 Orange
31 Gold Amber	32 Millennium Gold	33 Deep Golden Amber	34 Flame Red	35 Red Magenta	36 Medium Lavender
37 Pure White	38 Pure Red	39 Pure Yellow	40 Pure Green	41 Pure Cyan	42 Pure Blue
43 Pure Magenta	44 Peacock Blue	45 Dark Lavender	46 Double CT Orange	47 Full CT Orange	48 Half CT Orange

49

Deep Straw

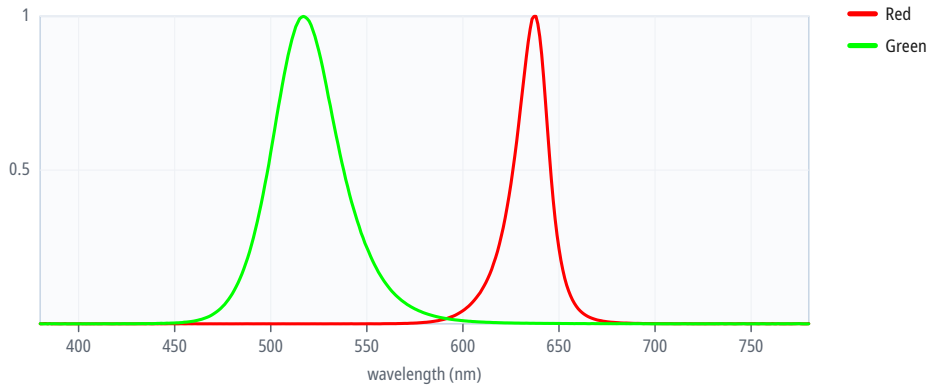
LED colors and the colors they mix



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

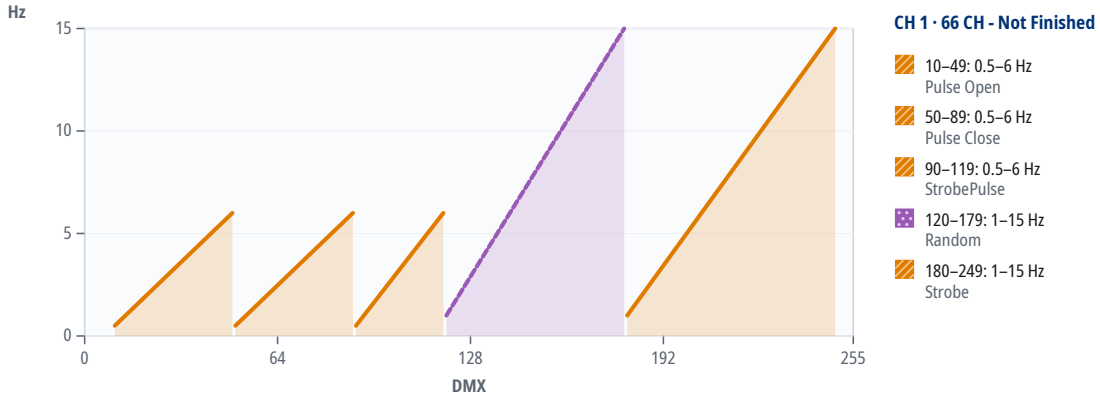
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources

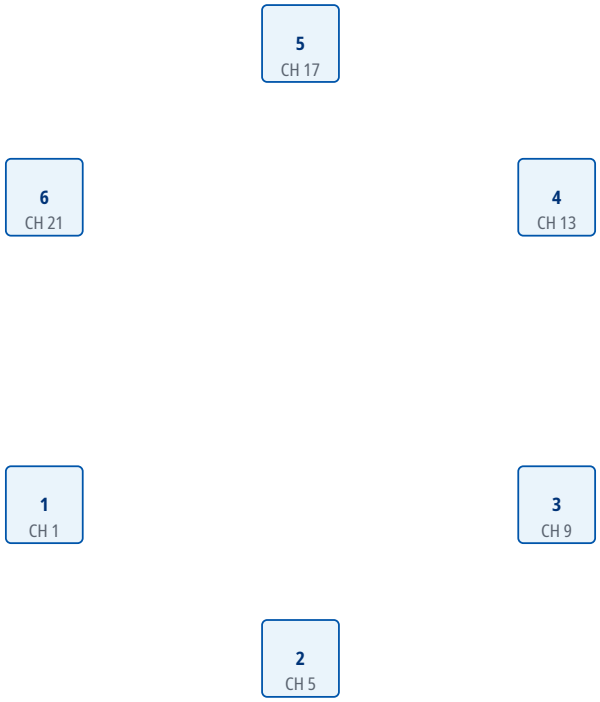


Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



Cells (pixels)



6 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “66 CH - Not Finished”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “66 CH - Not Finished”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	276	11	U2 · 56	16	U2 · 331
2	56	7	331	12	U2 · 111	17	U2 · 386
3	111	8	386	13	U2 · 166	18	U2 · 441
4	166	9	441	14	U2 · 221	19	U3 · 1
5	221	10	U2 · 1	15	U2 · 276	20	U3 · 56

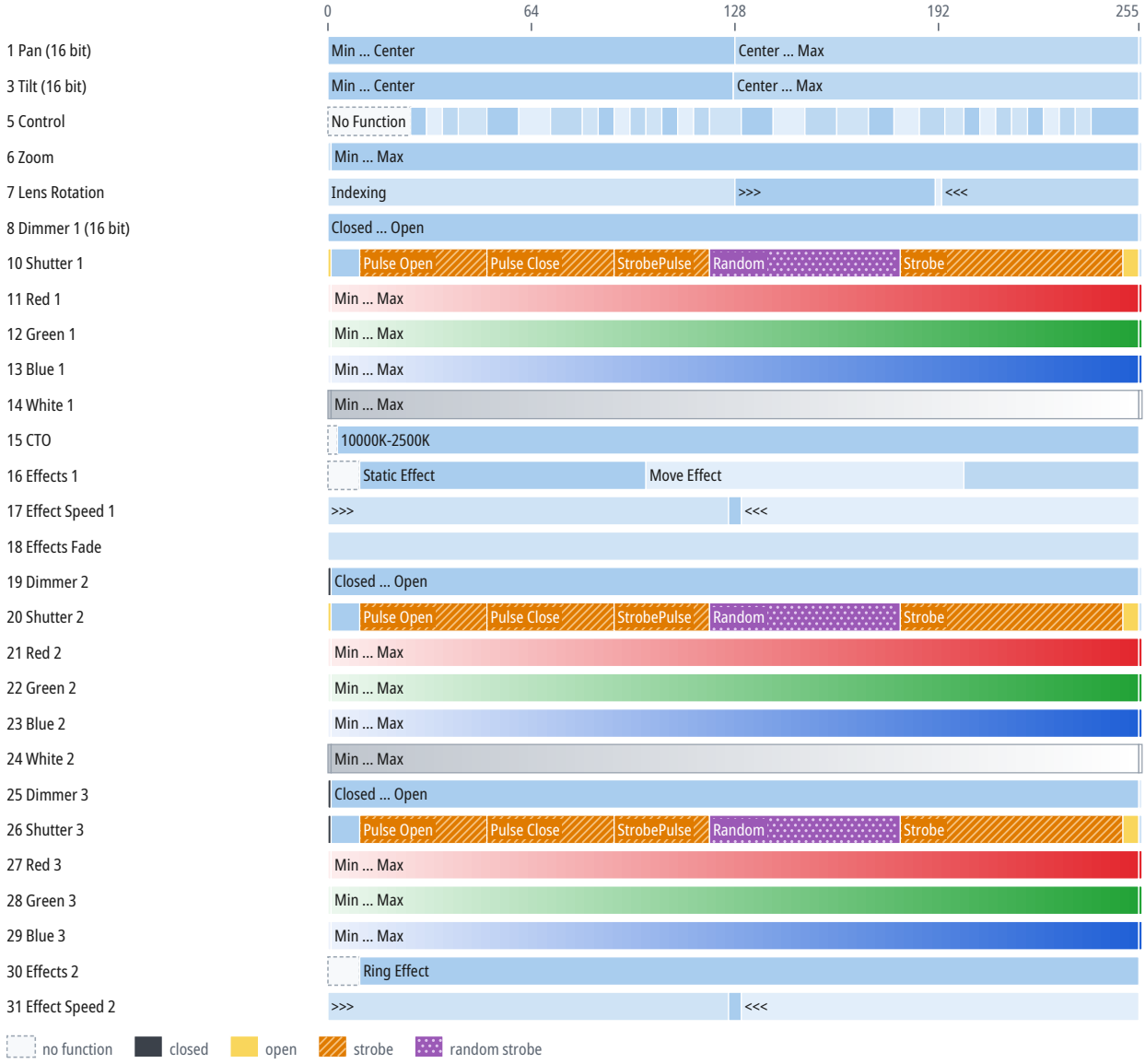
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 31CH - Not Started

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 Dimmer 1 above 0; CH 10 Shutter 1 at 0, 250–254 “Open” or 1–9 or 255; CH 19 Dimmer 2 above 0; CH 20 Shutter 2 at 0, 250–254 “Open” or 1–9 or 255; CH 25 Dimmer 3 above 0; CH 26 Shutter 3 at 250–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 1 255, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 14 White 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	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

CH	Function	DMX	Description
3	Tilt (continued)	255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Control	0–25	No Function
		26–30	Head Reset
		31–35	P/T Reset
		36–40	Fixture Reset
		41–49	Fixture Reset ... HighOutput
		50–59	HighOutput
		60–69	Standard
		70–79	Silent
		80–84	Dis Blink Off
		85–89	Dis Blink On
		90–94	Zoom Beam
		95–99	Zoom Standard
		100–104	Dis Back Off
		105–109	Dis Back On
		110–114	Dis Forward
		115–119	Dis Reverse
		120–129	Dis Reverse ... P Invert On
		130–139	P Invert On
		140–149	P Invert Off
		150–159	T Invert On
		160–169	T Invert Off
		170–177	LED 1800Hz
		178–185	LED 3600Hz
		186–193	LED 7200Hz
		194–199	LED 25000Hz
		200–204	Dimmer Linear
		205–209	Dimmer Square
		210–214	Dimmer Inv-square
		215–219	Dimmer S-Curve
		220–224	Dimmer Speed Normal
		225–229	Dimmer Smooth 1
		230–234	Dimmer Smooth 2
		235–239	Dimmer Smooth 3
		240–255	Function
6	Zoom	0	Min
		1–254	Min ... Max
		255	Max
7	Lens Rotation	0–127	Indexing
		128–190	>>>
		191–192	Stop

CH	Function	DMX	Description
7	Lens Rotation (continued)	193–255	<<<
8	Dimmer 1	0–255	Closed ... Open
		255	Open
9	Dimmer 1 Fine	0–255	Fine adjustment of CH 8
10	Shutter 1	0	Open
		1–9	Open 1
		10–49	Pulse Open (0.5–6 Hz)
		50–89	Pulse Close (0.5–6 Hz)
		90–119	StrobePulse (0.5–6 Hz)
		120–179	Random (1–15 Hz)
		180–249	Strobe (1–15 Hz)
		250–254	Open
		255	Open 2
11	Red 1	0	Min
		1–254	Min ... Max
		255	Max
12	Green 1	0	Min
		1–254	Min ... Max
		255	Max
13	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
14	White 1	0	Min
		1–254	Min ... Max
		255	Max
15	CTO	0–2	No Function
		3–255	10000K-2500K (10000–2500 K)
16	Effects 1	0–9	No Function
		10–99	Static Effect
		100–199	Move Effect
		200–255	Effects 1 1
17	Effect Speed 1	0–125	>>>
		126–129	Stop
		130–255	<<<
18	Effects Fade	0–255	
19	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
20	Shutter 2	0	Open
		1–9	Open 1
		10–49	Pulse Open (0.5–6 Hz)
		50–89	Pulse Close (0.5–6 Hz)

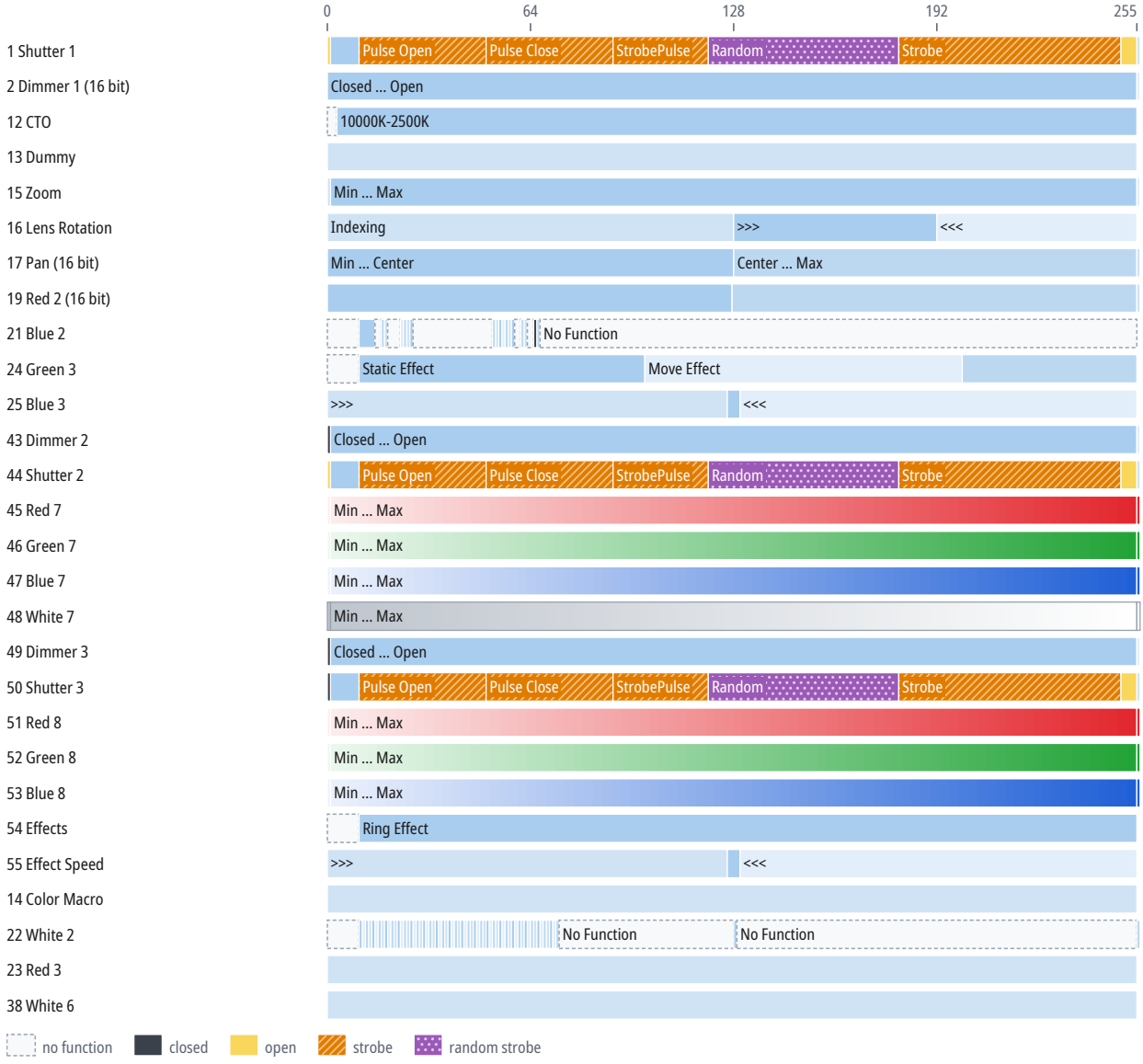
CH	Function	DMX	Description
20	Shutter 2 (continued)	90–119	StrobePulse (0.5–6 Hz)
		120–179	Random (1–15 Hz)
		180–249	Strobe (1–15 Hz)
		250–254	Open
		255	Open 2
21	Red 2	0	Min
		1–254	Min ... Max
		255	Max
22	Green 2	0	Min
		1–254	Min ... Max
		255	Max
23	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
24	White 2	0	Min
		1–254	Min ... Max
		255	Max
25	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
26	Shutter 3	0–9	Closed
		10–49	Pulse Open (0.5–6 Hz)
		50–89	Pulse Close (0.5–6 Hz)
		90–119	StrobePulse (0.5–6 Hz)
		120–179	Random (1–15 Hz)
		180–249	Strobe (1–15 Hz)
		250–255	Open
27	Red 3	0	Min
		1–254	Min ... Max
		255	Max
28	Green 3	0	Min
		1–254	Min ... Max
		255	Max
29	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
30	Effects 2	0–9	No Function
		10–255	Ring Effect
31	Effect Speed 2	0–125	>>>
		126–129	Stop
		130–255	<<<

Mode 66 CH - Not Finished

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 1 Shutter 1 at 0, 250–254 “Open” or 1–9 or 255; CH 2 Dimmer 1 above 0; CH 43 Dimmer 2 above 0; CH 44 Shutter 2 at 0, 250–254 “Open” or 1–9 or 255; CH 49 Dimmer 3 above 0; CH 50 Shutter 3 at 250–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 1 255, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 White 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter 1		Same as CH 10 in the mode “31CH - Not Started” (p. 14)
2	Dimmer 1		Same as CH 8 in the mode “31CH - Not Started” (p. 14)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Red 1	0–255	Min ... Max
		255	Max
5	Red 1 Fine	0–255	Fine adjustment of CH 4

CH	Function	DMX	Description
6	Green 1	0–255	Min ... Max
		255	Max
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1	0–255	Min ... Max
		255	Max
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	White 1	0–255	Min ... Max
		255	Max
11	White 1 Fine	0–255	Fine adjustment of CH 10
12	CTO		Same as CH 15 in the mode “31CH - Not Started” (p. 14)
13	Dummy	0–255	
14	Color Macro	0–255	
15	Zoom		Same as CH 6 in the mode “31CH - Not Started” (p. 13)
16	Lens Rotation	0–127	Indexing
		128–191	>>>
		192–255	<<<
17	Pan		Same as CH 1 in the mode “31CH - Not Started” (p. 12)
18	Pan Fine	0–255	Fine adjustment of CH 17
19	Red 2		Same as CH 21 in the mode “31CH - Not Started” (p. 15)
20	Green 2		Same as CH 22 in the mode “31CH - Not Started” (p. 15)
21	Blue 2		Same as CH 23 in the mode “31CH - Not Started” (p. 15)
22	White 2		Same as CH 24 in the mode “31CH - Not Started” (p. 15)
23	Red 3		Same as CH 27 in the mode “31CH - Not Started” (p. 15)
24	Green 3		Same as CH 28 in the mode “31CH - Not Started” (p. 15)
25	Blue 3		Same as CH 29 in the mode “31CH - Not Started” (p. 15)
26	White 3	0	Min
		1–254	Min ... Max
		255	Max
27	Red 4	0	Min
		1–254	Min ... Max
		255	Max
28	Green 4	0	Min
		1–254	Min ... Max
		255	Max
29	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
30	White 4	0	Min
		1–254	Min ... Max
		255	Max
31	Red 5	0	Min

CH	Function	DMX	Description
31	Red 5 (continued)	1–254	Min ... Max
		255	Max
32	Green 5	0	Min
		1–254	Min ... Max
		255	Max
33	Blue 5	0	Min
		1–254	Min ... Max
		255	Max
34	White 5	0	Min
		1–254	Min ... Max
		255	Max
35	Red 6	0	Min
		1–254	Min ... Max
		255	Max
36	Green 6	0	Min
		1–254	Min ... Max
		255	Max
37	Blue 6	0	Min
		1–254	Min ... Max
		255	Max
38	White 6	0	Min
		1–254	Min ... Max
		255	Max
43	Dimmer 2		Same as CH 19 in the mode “31CH - Not Started” (p. 14)
44	Shutter 2		Same as CH 20 in the mode “31CH - Not Started” (p. 14)
45	Red 7	0	Min
		1–254	Min ... Max
		255	Max
46	Green 7	0	Min
		1–254	Min ... Max
		255	Max
47	Blue 7	0	Min
		1–254	Min ... Max
		255	Max
48	White 7	0	Min
		1–254	Min ... Max
		255	Max
49	Dimmer 3		Same as CH 25 in the mode “31CH - Not Started” (p. 15)
50	Shutter 3		Same as CH 26 in the mode “31CH - Not Started” (p. 15)
51	Red 8	0	Min
		1–254	Min ... Max

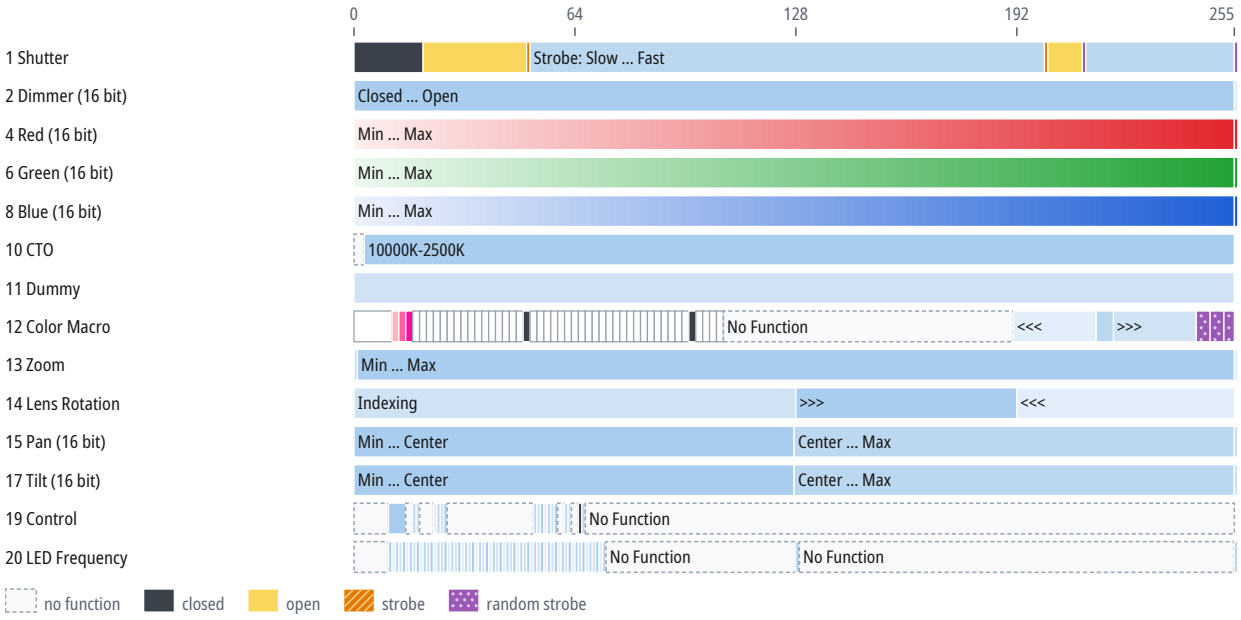
CH	Function	DMX	Description
51	Red 8 (continued)	255	Max
52	Green 8	0	Min
		1–254	Min … Max
		255	Max
53	Blue 8	0	Min
		1–254	Min … Max
		255	Max
54	Effects	0–9	No Function
		10–255	Ring Effect
55	Effect Speed	0–125	>>>
		126–129	Stop
		130–255	<<<

Mode 20 CH - To Revise

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Close/Open: Close
		20–49	Close/Open: Open
		50	Strobe: Slow
		51–199	Strobe: Slow ... Fast
		200	Strobe: Fast
		201–210	Open
		211	Random Slow
		212–254	Random Slow ... Randowm Fast
		255	Randowm Fast
2	Dimmer	0–255	Closed ... Open
		255	Open
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red	0–255	Min ... Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	Min ... Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	Min ... Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 15 in the mode “31CH - Not Started” (p. 14)
11	Dummy	0–255	
12	Color Macro	0–10	Color Set: Open
		11–12	Morrocan Pink
		13–14	Pink
		15–16	Spesial Rose Pink
		17–18	Follies Pink
		19–20	Fuchsia Pink
		21–22	Surprise Pink
		23–24	Congo Blue
		25–26	Tokyo Blue
		27–28	Deep Blue
		29–30	Just Blue
		31–32	Medium Blue
		33–34	33 Double CT Blue
		35–36	Slate Blue
		37–38	Full CT Blue
		39–40	Half CT Blue
		41–42	Steel Blue

CH	Function	DMX	Description
12	Color Macro (continued)	43–44	Lighter Blue
		45–46	Light Blue
		47–48	Medium Blue Green
		49–50	Dark Green
		51–52	Primary Green
		53–54	Moss Green
		55–56	Fern Green
		57–58	Jas Green
		59–60	Lime Green
		61–62	Spring Yellow
		63–64	Deep Amber
		65–66	Chrome Orange
		67–68	Orange
		69–70	Gold Amber
		71–72	Millennium Gold
		73–74	Deep Golden Amber
		75–76	Flame Red
		77–78	Red Magenta
		79–80	Medium Lavender
		81–82	Pure White
		83–84	Pure Red
		85–86	Pure Yellow
		87–88	Pure Green
		89–90	Pure Cyan
		91–92	Pure Blue
		93–94	Pure Magenta
		95–96	Peacock Blue
		97–98	Dark Lavender
		99–100	Double CT Orange
		101–102	Full CT Orange
		103–104	Half CT Orange
		105–106	Deep Straw
		107–190	No Function
		191–214	<<< (360–1 °/s)
		215–219	Color Rotation: Stop
		220–243	>>> (1–360 °/s)
		244–247	Color Random: Fast
		248–251	Medium
		252–255	Color Random: Slow
13	Zoom		Same as CH 6 in the mode “31CH - Not Started” (p. 13)
14	Lens Rotation		Zoom Rotation

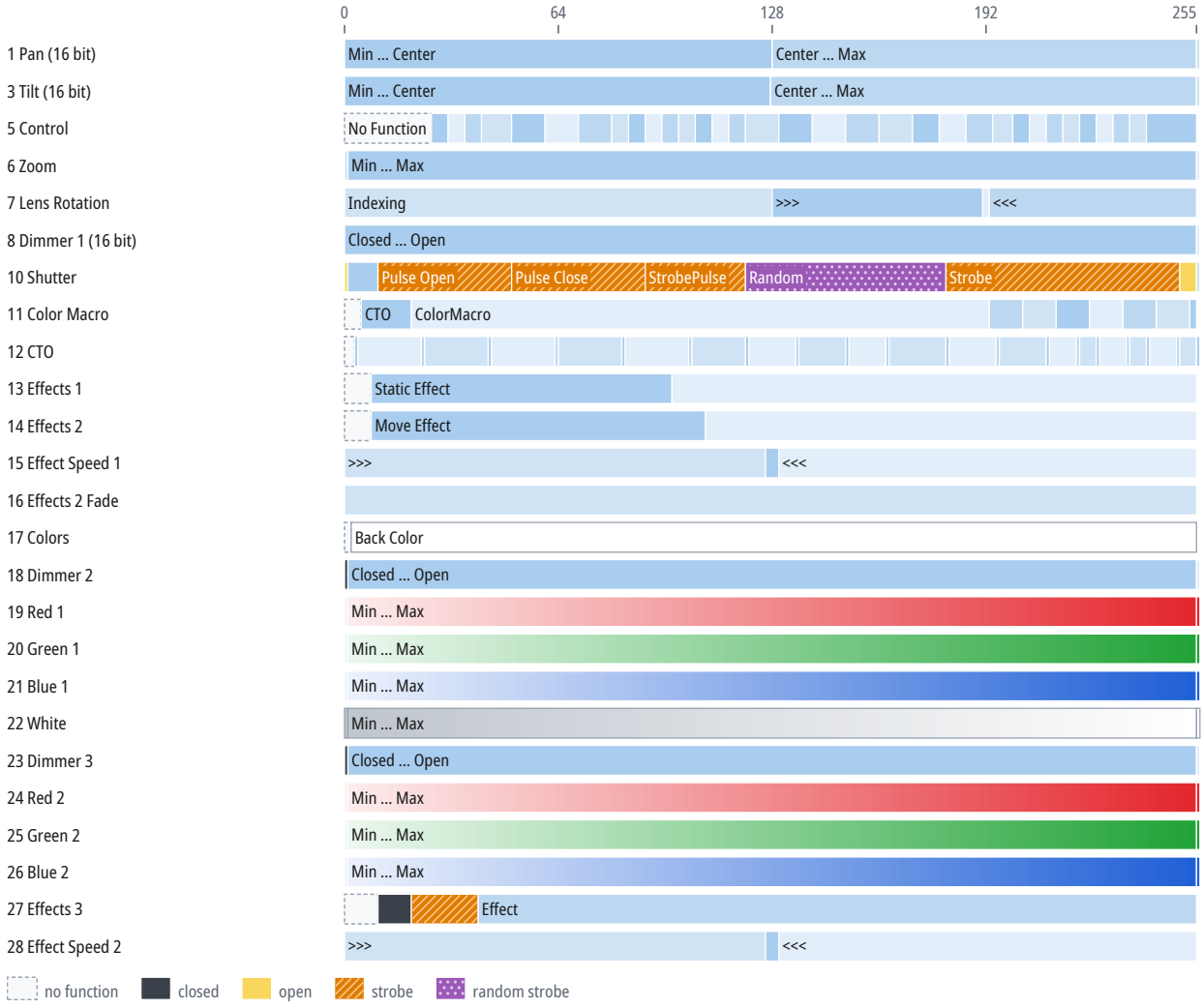
CH	Function	DMX	Description
14	Lens Rotation (continued)	0–127	Indexing
		128–191	>>>
		192–255	<<<
15	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
16	Pan Fine	0–255	Fine adjustment of CH 15
17	Tilt		Same as CH 3 in the mode “31CH - Not Started” (p. 12)
18	Tilt Fine	0–255	Fine adjustment of CH 17
19	Control	0–9	No Function
		10–14	Reset - All
		15–16	No Function
		17	Reset - LED
		18	Reset - P/T
		19–22	No Function
		23	Dim Curve - Linear
		24	Dim Curve - Square
		25	Dim Curve - Inv Square
		26	Dim Curve - S-curve
		27–51	No Function
		52	Screen Lock - True
		53	Screen Lock - False
		54	Fan - Auto
		55	Fan - Full
		56	Fan - Medium
		57	Fan - Low
		58	Fan - Ultra Low
		59–60	No Function
		61	Dim Speed - Fast
		62	Dim Speed - Low
		63–64	No Function
		65	DMX State - Blackout
		66	DMX State - Hold
		67–255	No Function
20	LED Frequency	0–9	No Function
		10–72	1...63 KHz LED Freq
		73–127	No Function
		128	(default) 16 KHz LED Freq
		129–254	No Function
		255	64 KHz LED Freq

Mode 28CH - Not Started

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 Dimmer 1 above 0; CH 10 Shutter at 0, 250–254 “Open” or 1–9 or 255; CH 18 Dimmer 2 above 0; CH 23 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 1 255, CH 19 Red 1 255, CH 20 Green 1 255, CH 21 Blue 1 255, CH 22 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “31CH - Not Started” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “31CH - Not Started” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Control		Same as CH 5 in the mode “31CH - Not Started” (p. 13)
6	Zoom		Same as CH 6 in the mode “31CH - Not Started” (p. 13)
7	Lens Rotation		Same as CH 7 in the mode “31CH - Not Started” (p. 13)
8	Dimmer 1		Same as CH 8 in the mode “31CH - Not Started” (p. 14)
9	Dimmer 1 Fine	0–255	Fine adjustment of CH 8

CH	Function	DMX	Description
10	Shutter	0	Open
		1–9	Open 1
		10–49	Pulse Open (0.5–6 Hz)
		50–89	Pulse Close (0.5–6 Hz)
		90–119	StrobePulse (0.5–6 Hz)
		120–179	Random (1–15 Hz)
		180–249	Strobe (1–15 Hz)
		250–254	Open
		255	Open 2
11	Color Macro	0–4	No Function
		5–19	CTO
		20–192	ColorMacro
		193–202	Effect 1
		203–212	Effect 2
		213–222	Effect 3
		223–232	Effect 4
		233–242	Rainbow 1
		243–252	Rainbow 2
		253–255	Rainbow 3
12	CTO	0–2	No Function (10000–9941 K)
		3	10000K
		4–22	10000K ... 9500K
		23	9500K
		24–42	9500K ... 9000K
		43	9000K
		44–62	9000K ... 8500K
		63	8500K
		64–82	8500K ... 8000K
		83	8000K
		84–102	8000K ... 7500K
		103	7500K
		104–119	7500K ... 7000K
		120	7000K
		121–134	7000K ... 6500K
		135	6500K
		136–149	6500K ... 6000K
		150	6000K
		151–161	6000K ... 5600K
		162	5600K
		163–179	5600K ... 5000K
		180	5000K
		181–194	5000K ... 4500K

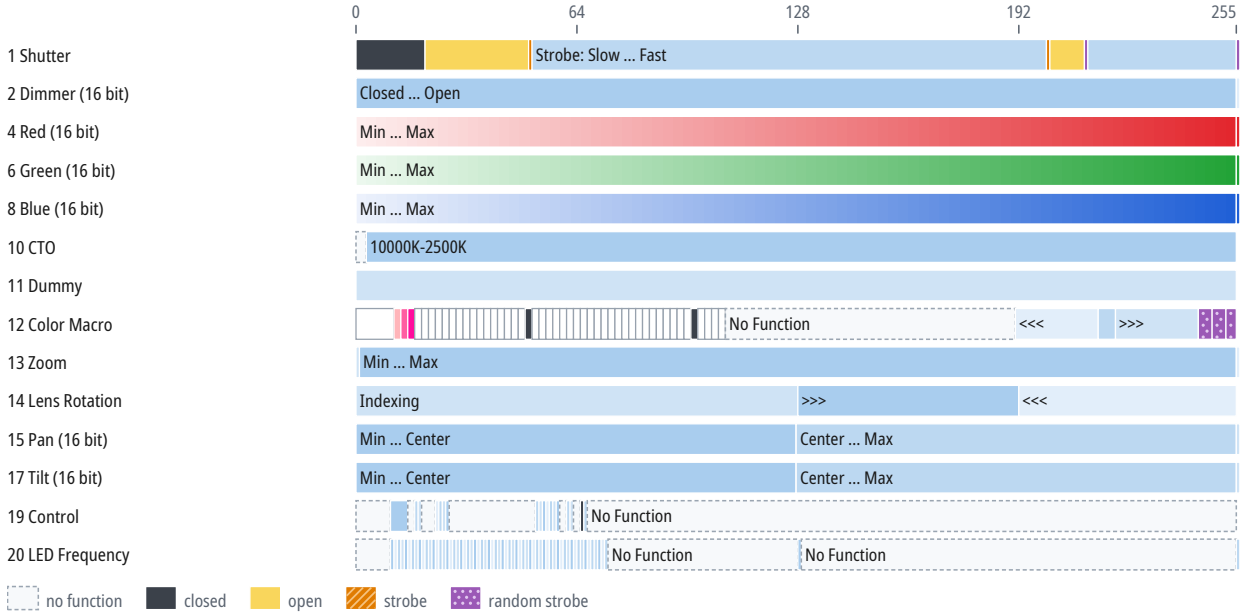
CH	Function	DMX	Description
12	CTO (continued)	195	4500K
		196–209	4500K ... 4000K
		210	4000K
		211–218	4000K ... 3700K
		219	3700K
		220–224	3700K ... 3500K
		225	3500K
		226–233	3500K ... 3200K
		234	3200K
		235–239	3200K ... 3000K
		240	3000K
		241–248	3000K ... 2700K
		249	2700K
		250–254	2700K ... 2500K
		255	2500K
13	Effects 1	0–7	No Function
		8–97	Static Effect
		98–255	Effects 1 1
14	Effects 2	0–7	No Function
		8–107	Move Effect
		108–255	Effects 2 1
15	Effect Speed 1		Same as CH 17 in the mode “31CH - Not Started” (p. 14)
16	Effects 2 Fade	0–255	
17	Colors	0–1	No Function
		2–255	Back Color
18	Dimmer 2		Same as CH 19 in the mode “31CH - Not Started” (p. 14)
19	Red 1		Same as CH 11 in the mode “31CH - Not Started” (p. 14)
20	Green 1		Same as CH 12 in the mode “31CH - Not Started” (p. 14)
21	Blue 1		Same as CH 13 in the mode “31CH - Not Started” (p. 14)
22	White	0	Min
		1–254	Min ... Max
		255	Max
23	Dimmer 3		Same as CH 25 in the mode “31CH - Not Started” (p. 15)
24	Red 2		Same as CH 21 in the mode “31CH - Not Started” (p. 15)
25	Green 2		Same as CH 22 in the mode “31CH - Not Started” (p. 15)
26	Blue 2		Same as CH 23 in the mode “31CH - Not Started” (p. 15)
27	Effects 3	0–9	No Function
		10–19	Shutter Closed
		20–39	Strobe Slow to Fast
		40–255	Effect
28	Effect Speed 2		Same as CH 31 in the mode “31CH - Not Started” (p. 15)

Mode 36 CH - Not Finished

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 1 Shutter at 20–49 or 201–210 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “20 CH - To Revise” (p. 20)
2	Dimmer		Same as CH 2 in the mode “20 CH - To Revise” (p. 20)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red		Same as CH 4 in the mode “20 CH - To Revise” (p. 20)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “20 CH - To Revise” (p. 20)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “20 CH - To Revise” (p. 20)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 15 in the mode “31CH - Not Started” (p. 14)
11	Dummy	0–255	
12	Color Macro		Same as CH 12 in the mode “20 CH - To Revise” (p. 20)
13	Zoom		Same as CH 6 in the mode “31CH - Not Started” (p. 13)
14	Lens Rotation		Same as CH 14 in the mode “20 CH - To Revise” (p. 21)
15	Pan		Same as CH 15 in the mode “20 CH - To Revise” (p. 22)
16	Pan Fine	0–255	Fine adjustment of CH 15
17	Tilt		Same as CH 3 in the mode “31CH - Not Started” (p. 12)
18	Tilt Fine	0–255	Fine adjustment of CH 17
19	Control		Same as CH 19 in the mode “20 CH - To Revise” (p. 22)
20	LED Frequency		Same as CH 20 in the mode “20 CH - To Revise” (p. 22)

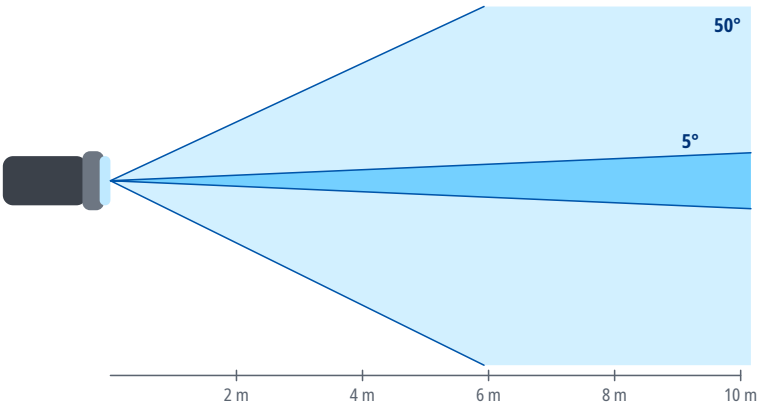
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	5–50°
Movement	
Pan	540°
Tilt	250°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	220 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	14 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–10000 K
Strobe frequency	1–15 Hz
Color wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 5°	Ø 50°
2 m	0.17 m	1.9 m
4 m	0.35 m	3.7 m
6 m	0.52 m	5.6 m
8 m	0.7 m	7.5 m
10 m	0.87 m	9.3 m
15 m	1.3 m	14 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.