DMX REFERENCE

Swift 19x25W

Vangaa



Manufacturer	Vangaa
GDTF file	Vangaa_Swift_19x25W_85232.gdtf
GDTF revision	Final · 2025-02-02
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1 About this manual

This document describes the Swift 19x25W by Vangaa. It was compiled from the GDTF file Vangaa_Swift_19x25W_85232.gdtf from the GDTF-Share library.

File revision: “Final”.

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 Vangaa; 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	9.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - 37ch	37	13	1, 38, 75, 112, ...

No light? Check these channels

- Mode 1 - 37ch: CH 35 Shutter at 255 “Shutter open”; CH 36 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.

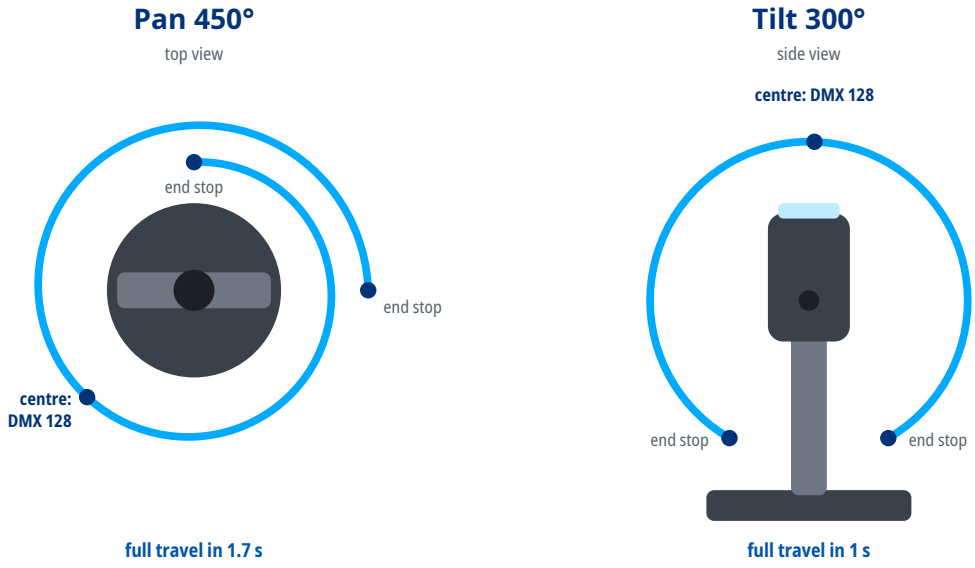
⚠ CAUTION

- 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

Range of movement



Full-travel times as stated in the GDTF file.

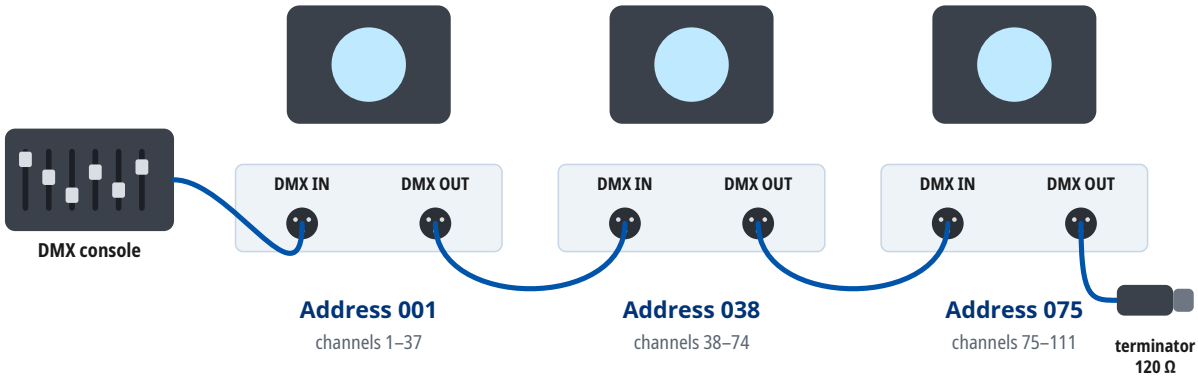
5 Installation

> ⚠ **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: 9.2 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 1 - 37ch: every unit occupies 37 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 - 37ch”: 37.
- 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 - 37ch”, you can use, for example, the start addresses 1, 38, 75, 112.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

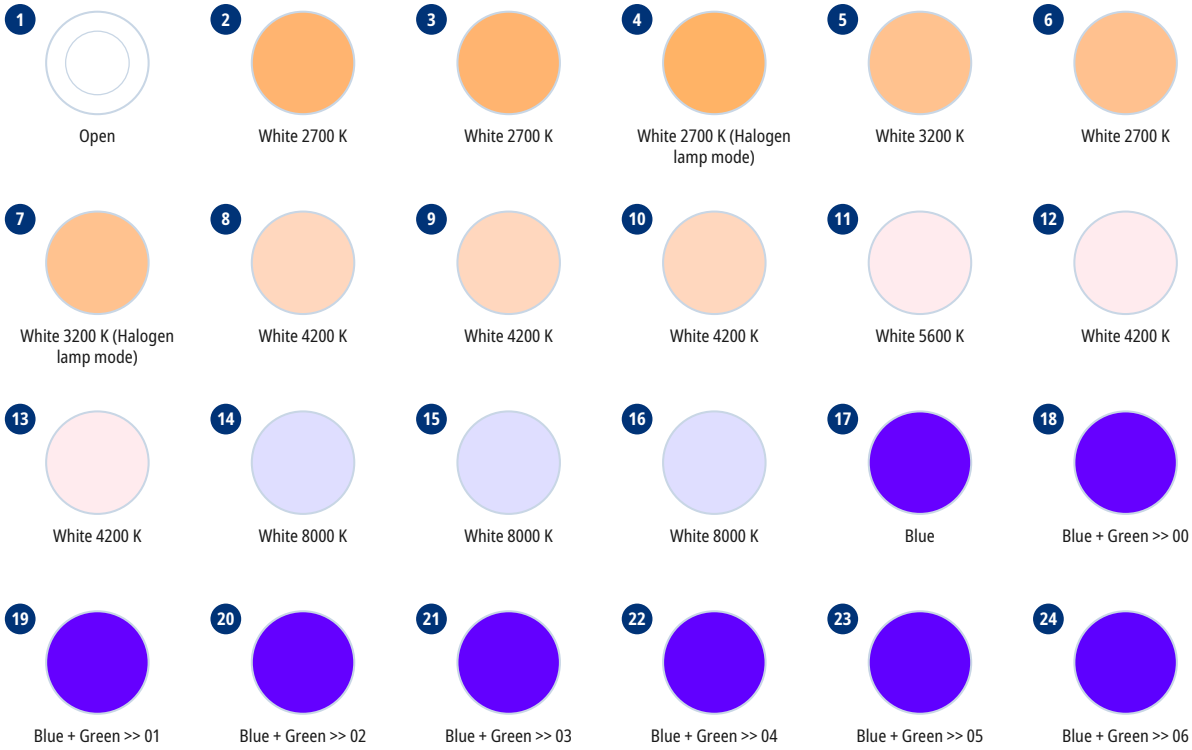
8 Functions at a glance

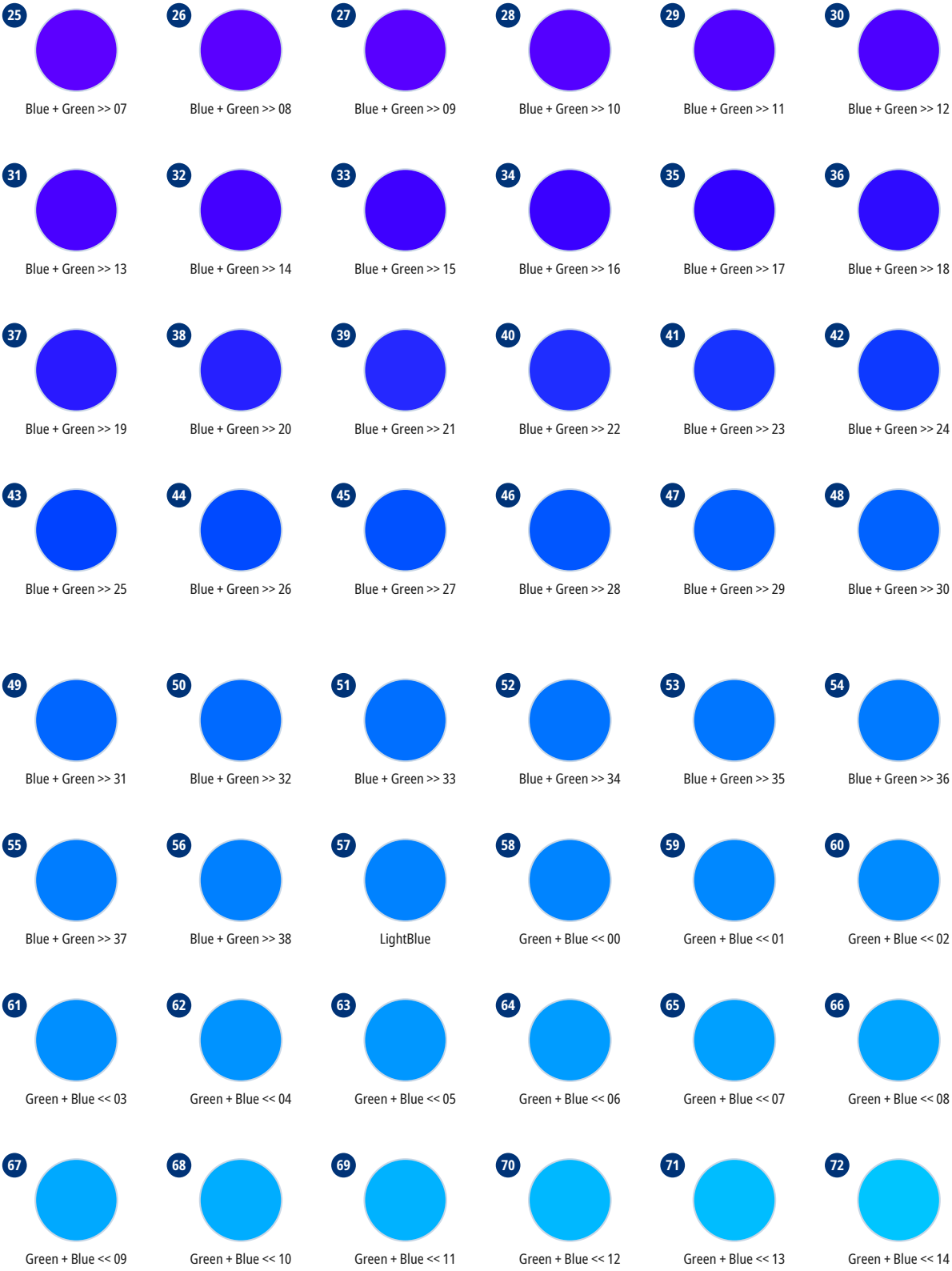
Functions in each DMX mode

	Mode 1 - 37ch 37 channels
Pan / Tilt	1, 3
Dimmer	36
Shutter / strobe	35
Color mixing	12× (7–29) *
Color temperature	31
Zoom	33
Effects / macros	32
Pixel control	✓

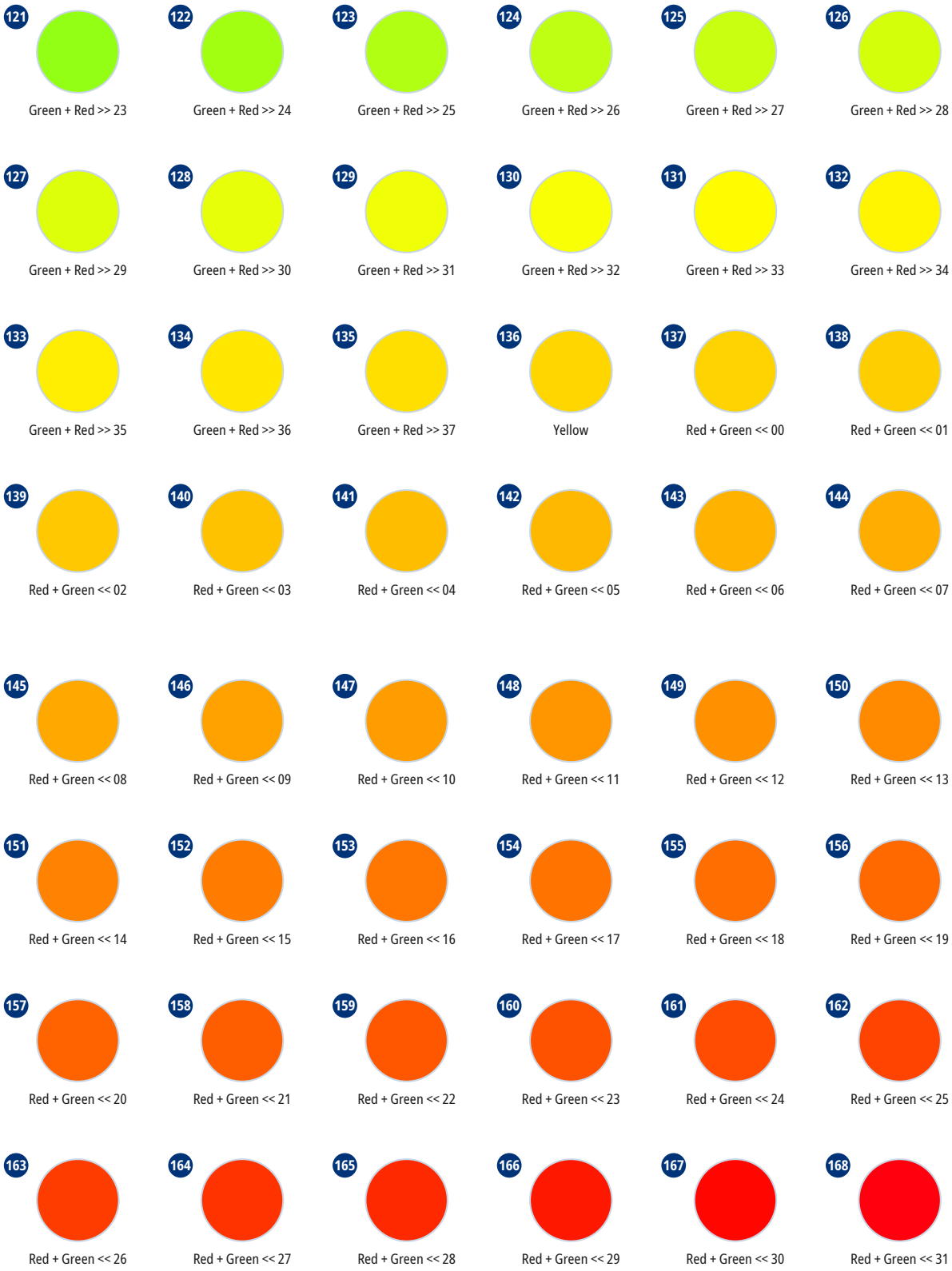
* The function works only when another channel switches it on; see the DMX table.

Color wheel




25 Blue + Green >> 07
26 Blue + Green >> 08
27 Blue + Green >> 09
28 Blue + Green >> 10
29 Blue + Green >> 11
30 Blue + Green >> 12
31 Blue + Green >> 13
32 Blue + Green >> 14
33 Blue + Green >> 15
34 Blue + Green >> 16
35 Blue + Green >> 17
36 Blue + Green >> 18
37 Blue + Green >> 19
38 Blue + Green >> 20
39 Blue + Green >> 21
40 Blue + Green >> 22
41 Blue + Green >> 23
42 Blue + Green >> 24
43 Blue + Green >> 25
44 Blue + Green >> 26
45 Blue + Green >> 27
46 Blue + Green >> 28
47 Blue + Green >> 29
48 Blue + Green >> 30
49 Blue + Green >> 31
50 Blue + Green >> 32
51 Blue + Green >> 33
52 Blue + Green >> 34
53 Blue + Green >> 35
54 Blue + Green >> 36
55 Blue + Green >> 37
56 Blue + Green >> 38
57 LightBlue
58 Green + Blue << 00
59 Green + Blue << 01
60 Green + Blue << 02
61 Green + Blue << 03
62 Green + Blue << 04
63 Green + Blue << 05
64 Green + Blue << 06
65 Green + Blue << 07
66 Green + Blue << 08
67 Green + Blue << 09
68 Green + Blue << 10
69 Green + Blue << 11
70 Green + Blue << 12
71 Green + Blue << 13
72 Green + Blue << 14

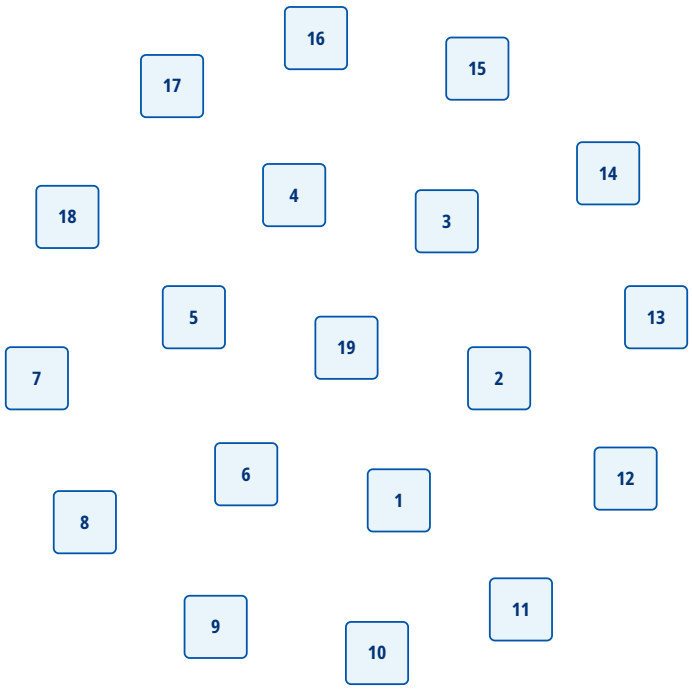

73 Green + Blue << 15
74 Green + Blue << 16
75 Green + Blue << 17
76 Green + Blue << 18
77 Green + Blue << 19
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79 Green + Blue << 21
80 Green + Blue << 22
81 Green + Blue << 23
82 Green + Blue << 24
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90 Green + Blue << 32
91 Green + Blue << 33
92 Green + Blue << 34
93 Green + Blue << 35
94 Green + Blue << 36
95 Green + Blue << 37
96 Green + Blue << 38
97 Green
98 Green + Red >> 00
99 Green + Red >> 01
100 Green + Red >> 02
101 Green + Red >> 03
102 Green + Red >> 04
103 Green + Red >> 05
104 Green + Red >> 06
105 Green + Red >> 07
106 Green + Red >> 08
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137
Red + Green << 00
138
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Red + Green << 02
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Red + Green << 03
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212
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213
Red + Blue >> 36
214
Red + Blue >> 37
215
Red + Blue >> 38
216
Magenta


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Blue + Red << 08
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Blue

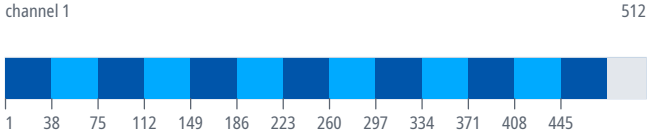
Cells (pixels)



19 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “Mode 1 - 37ch” drives them together.

9 DMX channels

Units in one DMX universe



Mode 1 - 37ch
37 channels

up to 13 units
last address 445

Start addresses of 20 units in the mode “Mode 1 - 37ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	186	11	371	16	U2 · 75
2	38	7	223	12	408	17	U2 · 112
3	75	8	260	13	445	18	U2 · 149
4	112	9	297	14	U2 · 1	19	U2 · 186
5	149	10	334	15	U2 · 38	20	U2 · 223

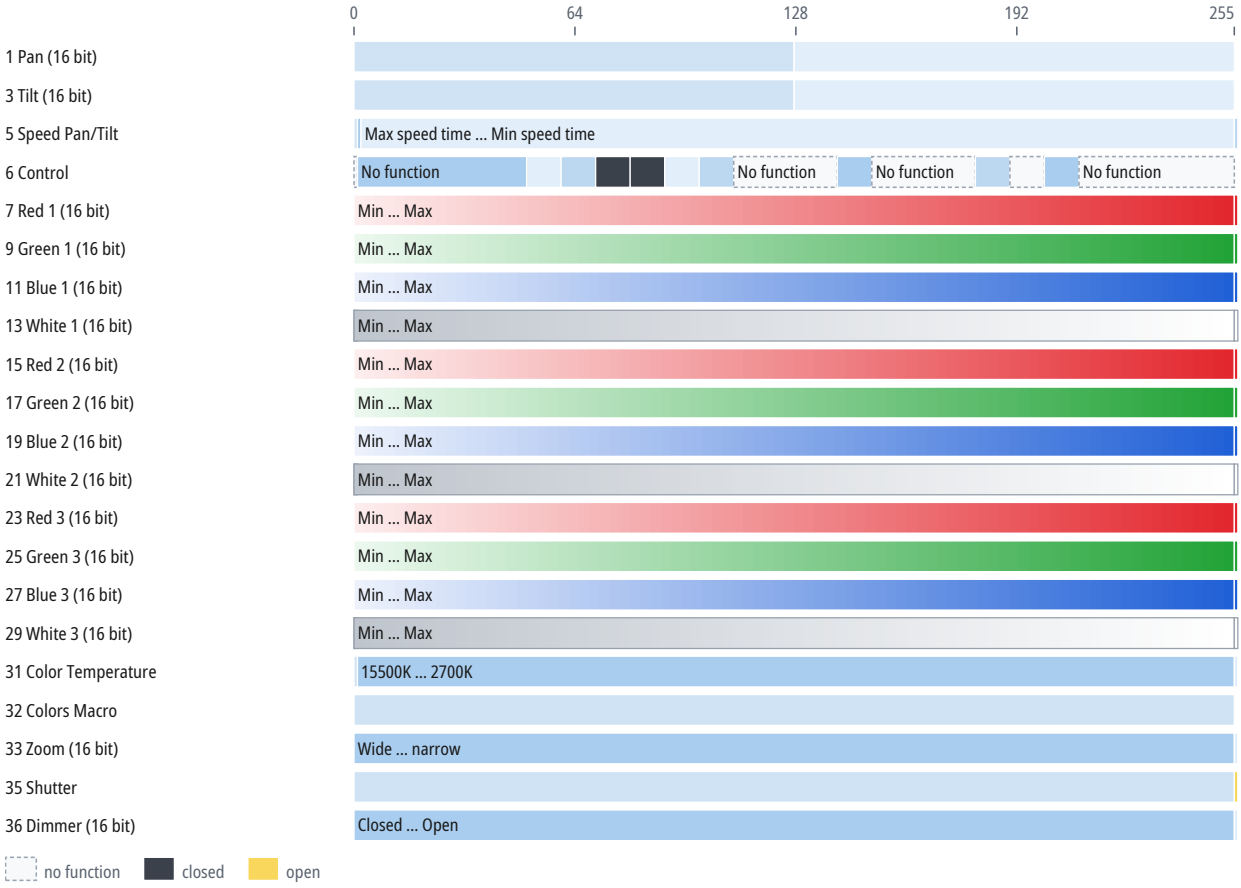
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 - 37ch

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 35 Shutter at 255 “Shutter open”; CH 36 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 White 1 255, CH 15 Red 2 255, CH 17 Green 2 255, CH 19 Blue 2 255, CH 21 White 2 255, CH 23 Red 3 255, CH 25 Green 3 255, CH 27 Blue 3 255, CH 29 White 3 255, CH 31 Color Temperature 0, CH 32 Colors Macro 0, CH 35 Shutter 255, CH 36 Dimmer 255.

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
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 speed time
		2–254	Max speed time ... Min speed time

CH	Function	DMX	Description
5	Speed Pan/Tilt (continued)	255	Min speed time
6	Control	0	No function
		1–49	No function
		50–59	P/T speed mode
		60–69	P/T time mode
		70–79	Blackout while P/T moving: ON
		80–89	Blackout while P/T moving: OFF
		90–99	Theatre mode ON
		100–109	Theatre mode OFF
		110–139	No function
		140–149	P/T reset
		150–179	No function
		180–189	Zoom/Beam shaper reset
		190–199	No function
		200–209	Total reset
		210–255	No function
7	Red 1		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	White 1		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
14	White 1 Fine	0–255	Fine adjustment of CH 13
15	Red 2		When CH 32 is 0:
		0–255	Min ... Max

CH	Function	DMX	Description
15	Red 2 (continued)	255	Max
			When CH 32 is 1–255:
		0–255	
16	Red 2 Fine	0–255	Fine adjustment of CH 15
17	Green 2		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
18	Green 2 Fine	0–255	Fine adjustment of CH 17
19	Blue 2		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
20	Blue 2 Fine	0–255	Fine adjustment of CH 19
21	White 2		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
22	White 2 Fine	0–255	Fine adjustment of CH 21
23	Red 3		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
24	Red 3 Fine	0–255	Fine adjustment of CH 23
25	Green 3		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
26	Green 3 Fine	0–255	Fine adjustment of CH 25
27	Blue 3		When CH 32 is 0:
		0–255	Min ... Max
		255	Max
			When CH 32 is 1–255:
		0–255	
28	Blue 3 Fine	0–255	Fine adjustment of CH 27
29	White 3		When CH 32 is 0:
		0–255	Min ... Max

CH	Function	DMX	Description
29	White 3 (continued)	255	Max
			When CH 32 is 1–255:
		0–255	
30	White 3 Fine	0–255	Fine adjustment of CH 29
31	Color Temperature	0	15500K
		1–254	15500K ... 2700K
		255	2700K
32	Colors Macro	0–255	
33	Zoom	0–255	Wide ... narrow
		255	Narrow
34	Zoom Fine	0–255	Fine adjustment of CH 33
35	Shutter	0–254	Shutter 1
		255	Shutter open
36	Dimmer	0–255	Closed ... Open
		255	Open
37	Dimmer Fine	0–255	Fine adjustment of CH 36

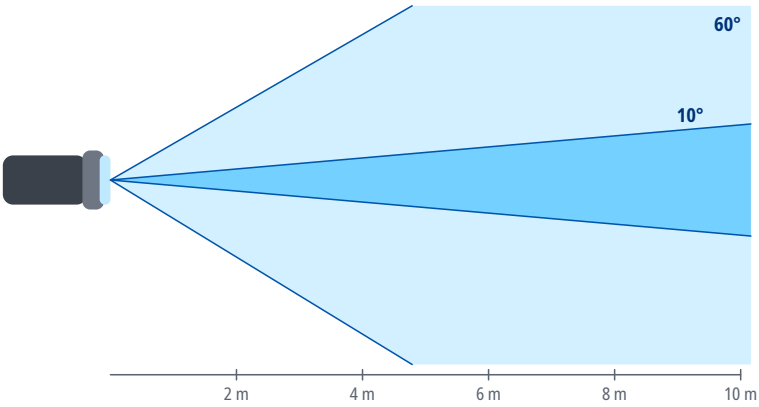
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	10–60°
Pan	450°
Tilt	300°
Weight	9.2 kg
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–15500 K

Spot diameter



Distance	Ø 10°	Ø 60°
2 m	0.35 m	2.3 m
4 m	0.7 m	4.6 m
6 m	1 m	6.9 m
8 m	1.4 m	9.2 m
10 m	1.7 m	11.5 m
15 m	2.6 m	17.3 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.