DMX REFERENCE

VL2600 Wash

Vari-Lite



Manufacturer	Vari-Lite
GDTF file	Vari-Lite_VL2600_Wash_29909.gdtf
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1 About this manual

This document describes the VL2600 Wash by Vari-Lite. It was compiled from the GDTF file Vari-Lite_VL2600_Wash_29909.gdtf from the GDTF-Share library.

File revision: “Update upload by GDTFservice.com, powered by Crescit, commissioned by Vari-Lite.”.

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 Vari-Lite; 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	30.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16Bit Enhanced	32	16	1, 33, 65, 97, ...
16Bit	29	17	1, 30, 59, 88, ...

No light? Check these channels

- 16Bit Enhanced: CH 26 Shutter at 0–5
- 16Bit: CH 26 Shutter at 0–5



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

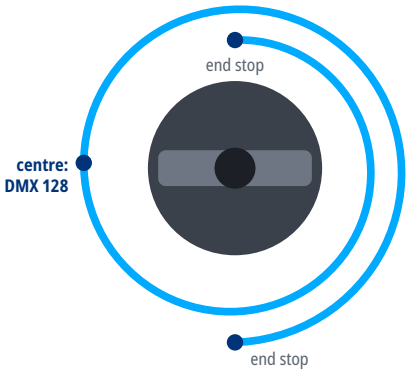
Description in the GDTF file

“Vari-lite VL2600 Wash includes an internal, beam-shaping framing system and has an adjustable beam edge feature (PC or Fresnel).”

Range of movement

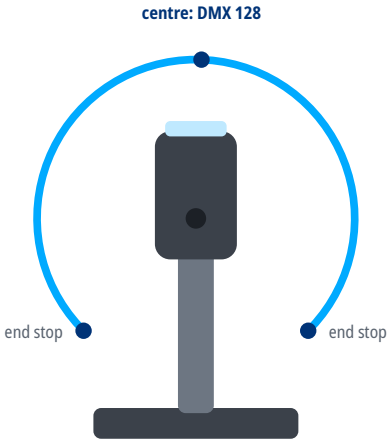
Pan 540°

top view



Tilt 270°

side view



5 Installation

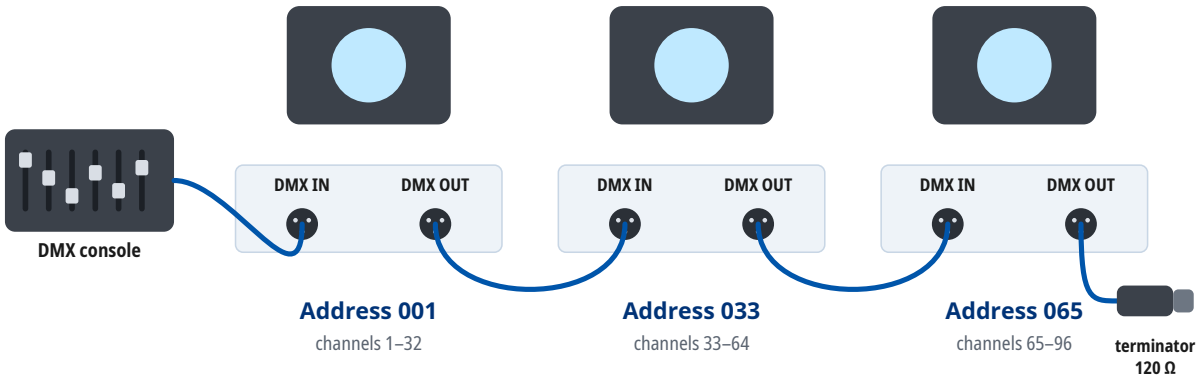
⚠ WARNING

- 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: 30.2 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 16Bit Enhanced: every unit occupies 32 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 “16Bit Enhanced”: 32.
- 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 “16Bit Enhanced”, you can use, for example, the start addresses 1, 33, 65, 97.
- 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

	16Bit Enhanced 32 channels	16Bit 29 channels
Pan / Tilt	3, 5	3, 5
Dimmer	1	1
Shutter / strobe	26	26
Color mixing	9–11	9–11
Color temperature	12, 13	12, 13
Color wheel	13	13
Frost	24	24
Zoom	7	7
Effects / macros	25	25

Color wheel

1 Open - Color
DMX 0–15

2 Red - Color
DMX 16–48

3 Dark Blue - Color
DMX 49–80

4 Yellow - Color
DMX 81–112

5 Kelly Green - Color
DMX 113–144

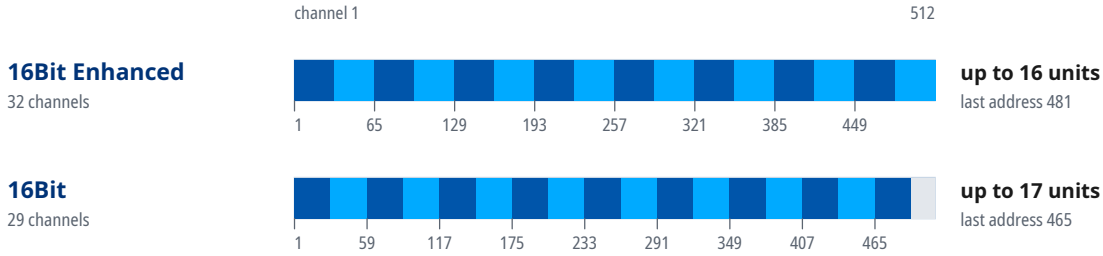
6 Amber - Color
DMX 145–176

7 Congo Blue
DMX 177–209

8 CTB
DMX 209–241

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16Bit Enhanced”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	161	11	321	16	481
2	33	7	193	12	353	17	U2 · 1
3	65	8	225	13	385	18	U2 · 33
4	97	9	257	14	417	19	U2 · 65
5	129	10	289	15	449	20	U2 · 97

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.

RDM personalities

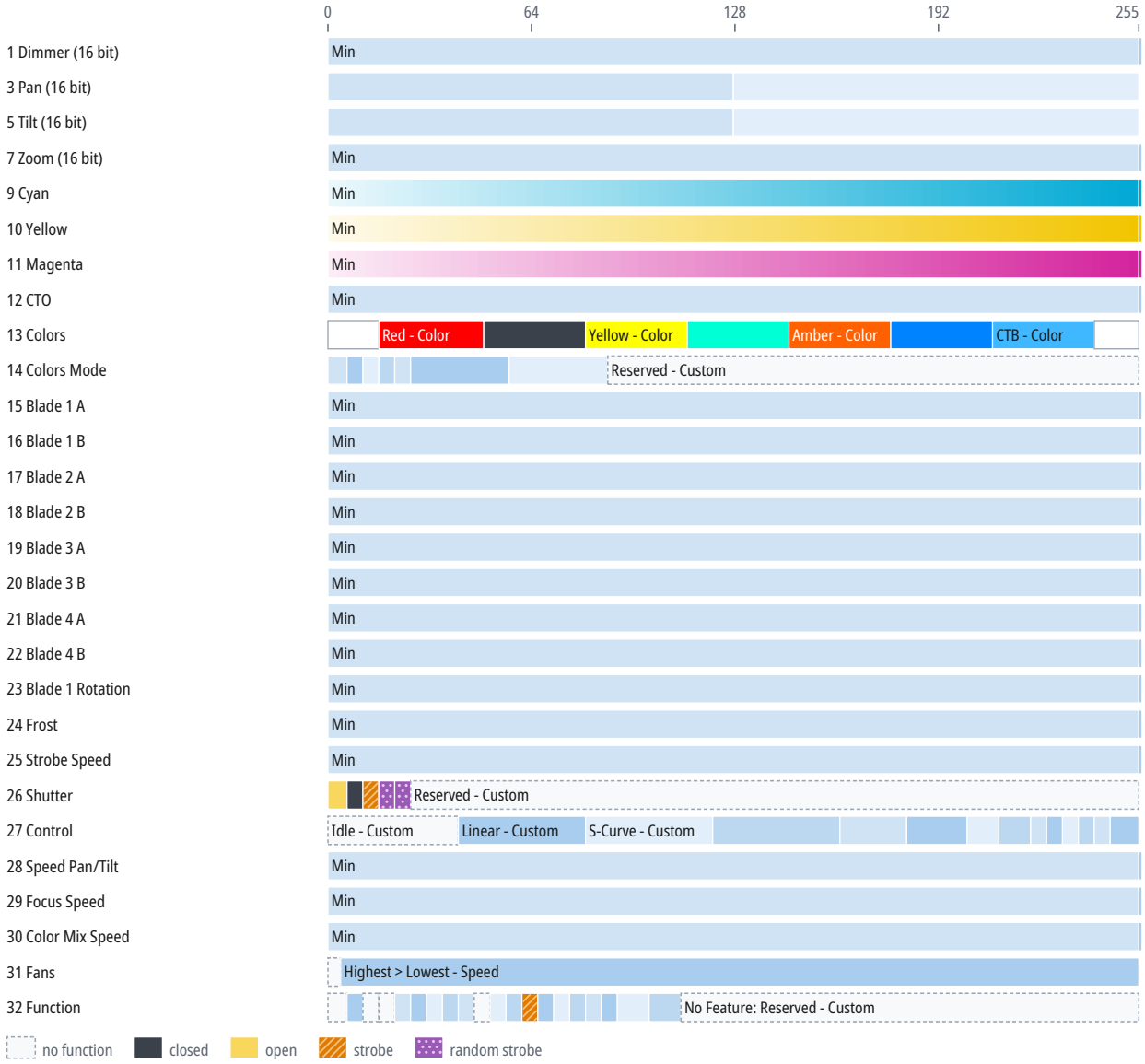
Mode	Channels	RDM personality
16Bit Enhanced	32	1
16Bit	29	2

Mode 16Bit Enhanced

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 26 Shutter at 0–5. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Min
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Pan	0–127	Pan
		127	Center
		128–255	Pan
4	Pan Fine	0–255	Fine adjustment of CH 3
5	Tilt	0–127	Tilt

CH	Function	DMX	Description
5	Tilt (continued)	127	Center
		128–255	Tilt
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom	0–255	Min
		255	Max
8	Zoom Fine	0–255	Fine adjustment of CH 7
9	Cyan	0–254	Min
		255	Max
10	Yellow	0–254	Min
		255	Max
11	Magenta	0–254	Min
		255	Max
12	CTO	0–254	Min
		255	Max
13	Colors	0–15	Open - Color
		16–48	Red - Color
		49–80	Dark Blue - Color
		81–112	Yellow - Color
		113–144	Kelly Green - Color
		145–176	Amber - Color
		177–208	Congo Blue - Color
		209–240	CTB - Color
		241–255	Color 1: Open - Color
14	Colors Mode	0–5	Linear Movement Using Shortest (Quickest) Path - Custom
		6–10	Linear Movement Using Normal (Longest) Path - Custom
		11–15	Wheel Spin Forward - Rotate CW
		16–20	Stop - Stop Loop
		21–25	Wheel Spin Reverse - Rotate CCW
		26–56	Color Shake Shortest Path S > F - Custom
		57–87	Color Shake Normal Path S > F - Custom
		88–255	Reserved - Custom
15	Blade 1 A	0–254	Min
		255	Max
16	Blade 1 B	0–254	Min
		255	Max
17	Blade 2 A	0–254	Min
		255	Max
18	Blade 2 B	0–254	Min
		255	Max
19	Blade 3 A	0–254	Min
		255	Max
20	Blade 3 B	0–254	Min

CH	Function	DMX	Description
20	Blade 3 B (continued)	255	Max
21	Blade 4 A	0–254	Min
		255	Max
22	Blade 4 B	0–254	Min
		255	Max
23	Blade 1 Rotation	0–254	Min
		255	Max
24	Frost	0–254	Min
		255	Max
25	Strobe Speed	0–254	Min
		255	Max
26	Shutter	0–5	Open - Shutter Open
		6–10	Closed - Shutter Closed
		11–15	Strobe - Strobe
		16–20	Strobe Random - Strobe Random
		21–25	Random Sync - Strobe Random
		26–255	Reserved - Custom
27	Control	0–40	Idle - Custom
		41–80	Linear - Custom
		81–120	S-Curve - Custom
		121–160	Square Curve - Custom
		161–181	PL Curve - Custom
		182–200	Dimmer Curve: For Future Use - Custom
		201–210	Auto CTB On - Custom
		211–220	Auto CTB Off - Custom
		221–230	Function: For Future Use - Custom
		231–235	Soft Zoom Start On - Custom
		236–240	Soft Zoom Start Off - Custom
		241–245	Dimmer Snap On - Custom
		246–255	Dimmer Snap Off - Custom
28	Speed Pan/Tilt	0–254	Min
		255	Max
29	Focus Speed	0–254	Min
		255	Max
30	Color Mix Speed	0–254	Min
		255	Max
31	Fans	0–3	No Func - Custom
		4–255	Highest > Lowest - Speed
32	Function	0–5	Idle - Custom
		6–10	Full Luminaire Recal - Reset
		11–20	No Feature: Reserved - Custom
		21–25	Fixture Shutdown - Custom

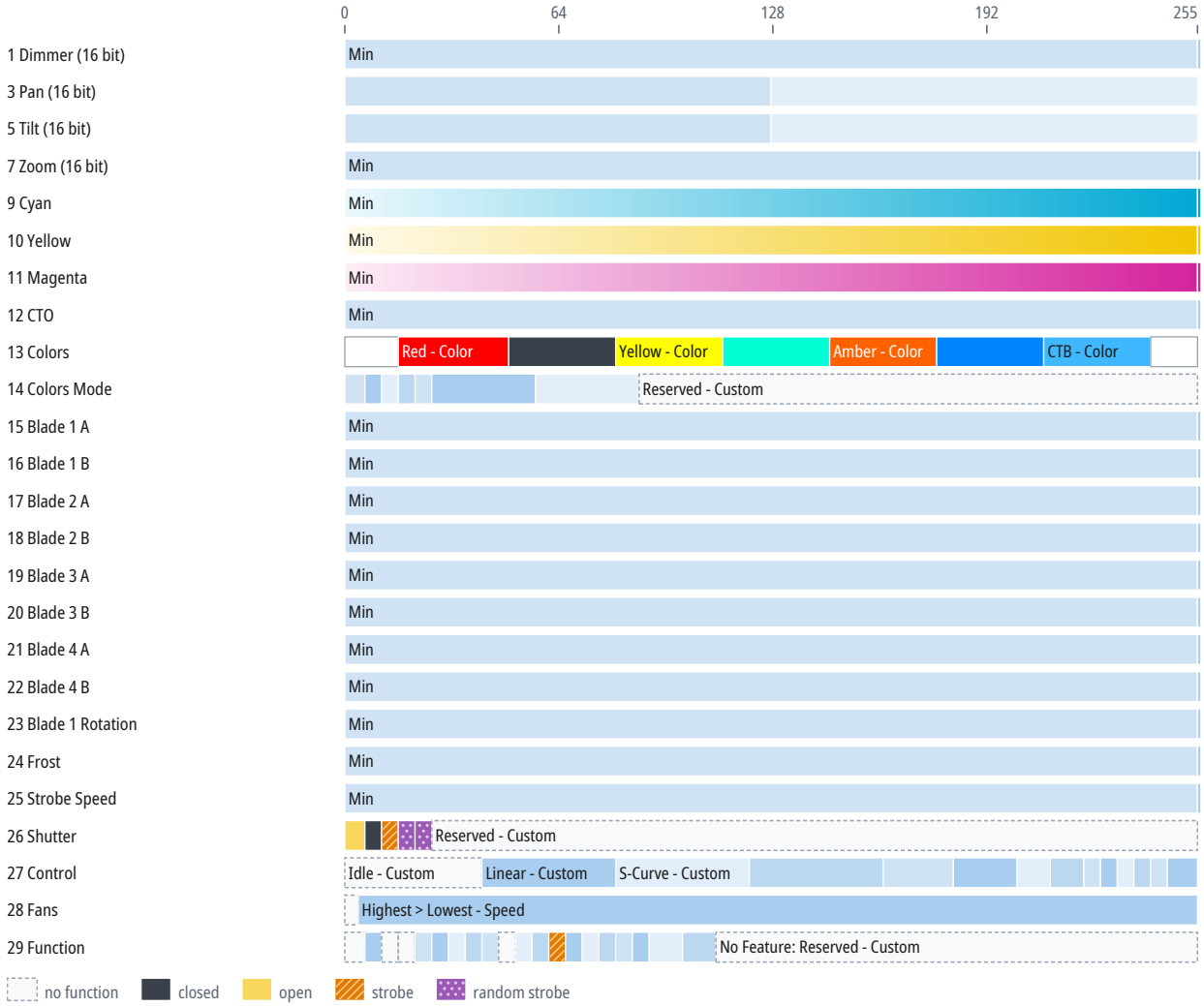
CH	Function	DMX	Description
32	Function (continued)	26–30	Display - Menu On - Custom
		31–35	Display - Menu Off - Custom
		36–40	ReCal Position - Reset
		41–45	ReCal Color - Reset
		46–50	Reserved Values - Custom
		51–55	ReCal Beam - Reset
		56–60	ReCal Optics - Reset
		61–65	ReCal Dim/Strobe - Reset
		66–70	Reset Fixture To Defaults - Reset
		71–75	Full Luminaire Reboot - Reset
		76–80	Fixture Status On/Off - Custom
		81–85	Standard Mode - Custom
		86–90	Studio Mode - Custom
		91–100	Side Hang Disable - Custom
		101–110	Side Hang Enable - Custom
		111–255	No Feature: Reserved - Custom

Mode 16Bit

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 26 Shutter at 0–5. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



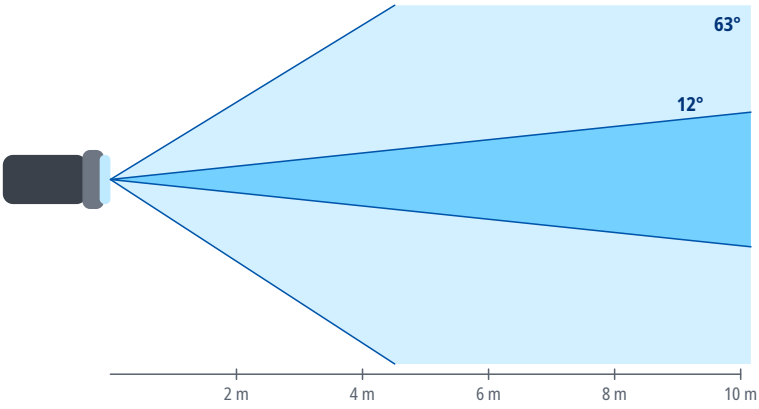
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “16Bit Enhanced” (p. 9)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Pan		Same as CH 3 in the mode “16Bit Enhanced” (p. 9)
4	Pan Fine	0–255	Fine adjustment of CH 3
5	Tilt		Same as CH 5 in the mode “16Bit Enhanced” (p. 9)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 7 in the mode “16Bit Enhanced” (p. 10)
8	Zoom Fine	0–255	Fine adjustment of CH 7
9	Cyan		Same as CH 9 in the mode “16Bit Enhanced” (p. 10)
10	Yellow		Same as CH 10 in the mode “16Bit Enhanced” (p. 10)
11	Magenta		Same as CH 11 in the mode “16Bit Enhanced” (p. 10)

CH	Function	DMX	Description
12	CTO		Same as CH 12 in the mode “16Bit Enhanced” (p. 10)
13	Colors		Same as CH 13 in the mode “16Bit Enhanced” (p. 10)
14	Colors Mode		Same as CH 14 in the mode “16Bit Enhanced” (p. 10)
15	Blade 1 A		Same as CH 15 in the mode “16Bit Enhanced” (p. 10)
16	Blade 1 B		Same as CH 16 in the mode “16Bit Enhanced” (p. 10)
17	Blade 2 A		Same as CH 17 in the mode “16Bit Enhanced” (p. 10)
18	Blade 2 B		Same as CH 18 in the mode “16Bit Enhanced” (p. 10)
19	Blade 3 A		Same as CH 19 in the mode “16Bit Enhanced” (p. 10)
20	Blade 3 B		Same as CH 20 in the mode “16Bit Enhanced” (p. 10)
21	Blade 4 A		Same as CH 21 in the mode “16Bit Enhanced” (p. 11)
22	Blade 4 B		Same as CH 22 in the mode “16Bit Enhanced” (p. 11)
23	Blade 1 Rotation		Same as CH 23 in the mode “16Bit Enhanced” (p. 11)
24	Frost		Same as CH 24 in the mode “16Bit Enhanced” (p. 11)
25	Strobe Speed		Same as CH 25 in the mode “16Bit Enhanced” (p. 11)
26	Shutter		Same as CH 26 in the mode “16Bit Enhanced” (p. 11)
27	Control	0–40	Idle - Custom
		41–80	Linear - Custom
		81–120	S-Curve - Custom
		121–160	Square Curve - Custom
		161–181	PL Curve - Custom
		182–200	For Future Use - Custom
		201–210	Auto CTB On - Custom
		211–220	Auto CTB Off - Custom
		221–230	For Future use - Custom
		231–235	Soft Zoom Start On - Custom
		236–240	Soft Zoom Start Off - Custom
		241–245	Dimmer Snap On - Custom
		246–255	Dimmer Snap Off - Custom
28	Fans		Same as CH 31 in the mode “16Bit Enhanced” (p. 11)
29	Function		Same as CH 32 in the mode “16Bit Enhanced” (p. 11)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	820 W
Luminous flux	10,000 lm
Color temperature	7,200 K
Color rendering index (CRI)	82
Optics	
Zoom	12–63°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x564C, device model ID 0x0135)
Dimensions and construction	
Weight	30.2 kg
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 12°	Ø 63°
2 m	0.42 m	2.5 m
4 m	0.84 m	4.9 m
6 m	1.3 m	7.4 m
8 m	1.7 m	9.8 m
10 m	2.1 m	12.3 m
15 m	3.2 m	18.4 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.