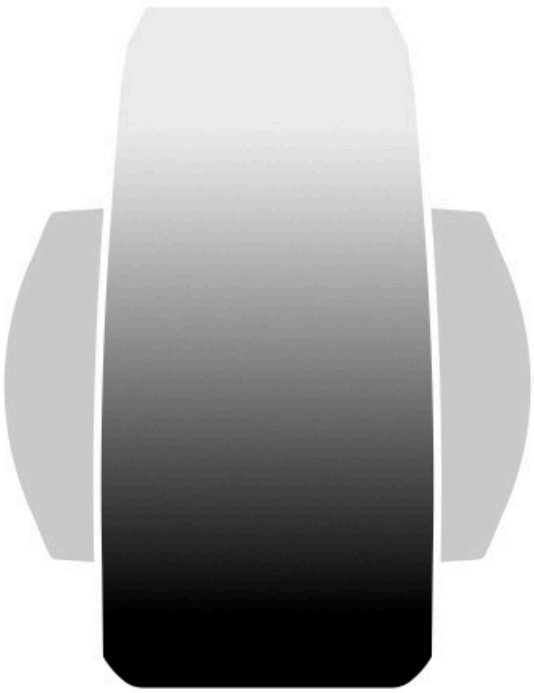
DMX REFERENCE

VL3600 Profile IP

Vari-Lite



Manufacturer	Vari-Lite
GDTF file	Vari-Lite_VL3600_Profile_IP_140320.gdtf
GDTF revision	Highlight default values corrected · 2026-04-26
Generated	2026-11-24

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1 About this manual

This document describes the VL3600 Profile IP by Vari-Lite. It was compiled from the GDTF file Vari-Lite_VL3600_Profile_IP_140320.gdtf from the GDTF-Share library.

File revision: “Highlight default values corrected”.

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	47.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16-BIT (49ch)	49	10	1, 50, 99, 148, ...
16-BIT EXTENDED (54ch)	54	9	1, 55, 109, 163, ...

No light? Check these channels

- 16-BIT (49ch): CH 45 Shutter at 0–5, 126–130 or 246–250 “Open”
- 16-BIT EXTENDED (54ch): CH 45 Shutter at 0–5, 126–130 or 246–250 “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

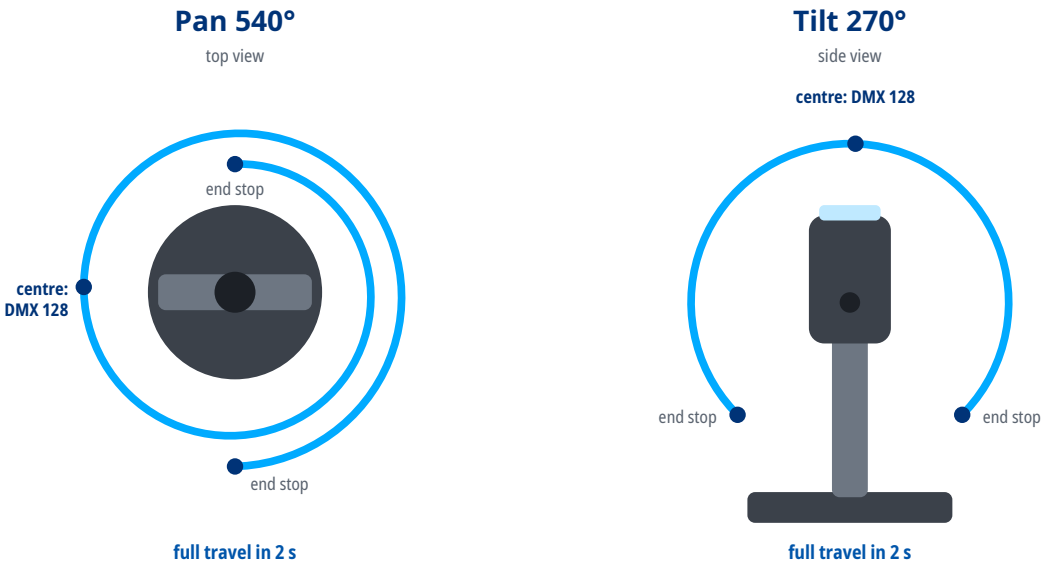
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

“Updated _Ozz_ 's profile to have correct Highlight behavior”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

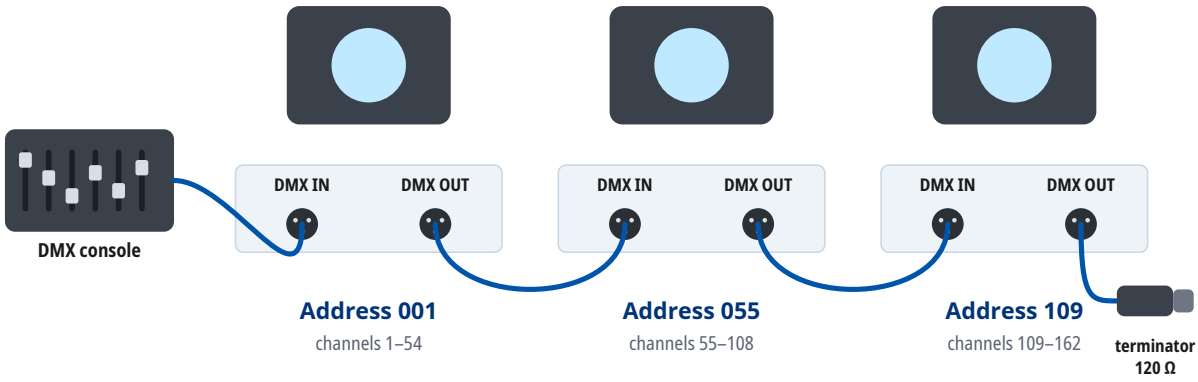
⚠ WARNING

- 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: 47.6 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 16-BIT EXTENDED (54ch): every unit occupies 54 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

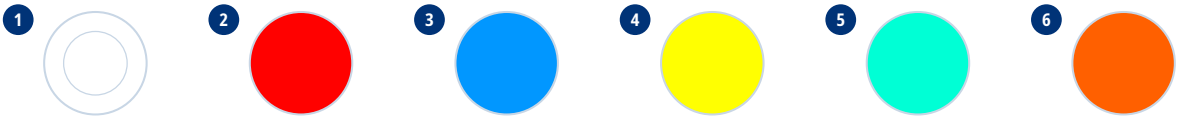
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “16-BIT EXTENDED (54ch)”: 54.
- Choose start addresses so that the channels of individual devices do not overlap and the 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 “16-BIT EXTENDED (54ch)”, you can use, for example, the start addresses 1, 55, 109, 163.
- 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

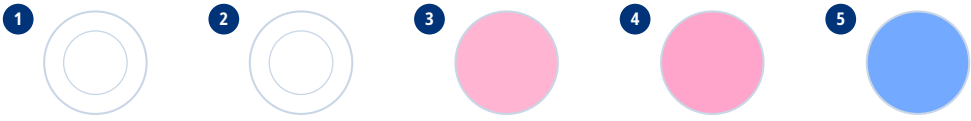
	16-BIT (49ch) 49 channels	16-BIT EXTENDED (54ch) 54 channels
Pan / Tilt	3, 5	3, 5
Dimmer	1	1
Shutter / strobe	45, 47	45, 47
Color mixing	11–13	11–13
Color temperature	14	14
Color wheel	15–17	15–17
Gobo wheel	18–20, 23, 24, 27	18–20, 23, 24, 27
Gobo rotation	21, 24, 25	20, 21, 24, 25
Prism	38, 39, 41, 42	38, 39, 41, 42
Frost	44	44
Zoom	9	9
Focus	7	7
Iris	28	28

Color wheel 1



1. Open — DMX 0–31
2. Red — DMX 32–63
3. Dark Blue — DMX 64–95
4. Yellow — DMX 96–127
5. Kelly Green — DMX 128–159
6. Amber — DMX 160–191
7. Congo Blue — DMX 192–223

Color wheel 2



1. Color: Open — DMX 0–30
2. CRI Booster — DMX 31–60
3. 1/2 Minus Green — DMX 61–90
4. 1/4 Minus Green — DMX 91–120
5. CTB — DMX 121–181

Gobo wheel 1

1

Open
DMX 0–20

2

Gobo 1 - Leafy Breakup
DMX 21–41

3

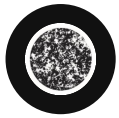
Gobo 2 - Medium Circle
DMX 42–62

4

Gobo 3 - Square Pile
DMX 63–83

5

Gobo 4 - Confusion
DMX 84–104

6

Gobo 5 - Dust
DMX 105–125

7

Gobo 6 - Neurons
DMX 126–146

8

Gobo 7 - Radial Breakup
DMX 147–167

9

Gobo 8 - Stables
DMX 168–188

10

Gobo 9 - Blobs
DMX 189–209

11

Gobo 10 - Pipes Breakup
DMX 210–230

Gobo wheel 2

1

Gobo 2 Index: Open
DMX 0–5

2

Gobo 1 - Night Sky (Index)
DMX 6–10

3

Gobo 2 - New Twirler (Index)
DMX 11–15

4

Gobo 3 - Bricked Out (Index)
DMX 16–20

5

Gobo 4 - Horizontal Slits (Index)
DMX 21–25

6

Gobo 5 - Super Alpha Rays (Index)
DMX 26–30

7

Gobo 6 - Honey Comb Reverse (Index)
DMX 31–35

8

Gobo 7 Index
DMX 36–41

Gobo wheel 3

1

Gobo: Open
DMX 0–10

2

Gobo 1 - Amoeboid Chamber Index
DMX 11–33

3

Gobo 2 - Dichrofusion Index
DMX 34–56

4

Gobo 3 - Concurrent Index
DMX 57–80

Prism 1

1

Prism 1 - Open
DMX 0–5

2

8 facets
Prism 1 - Index
DMX 6–10

Prism 2

1

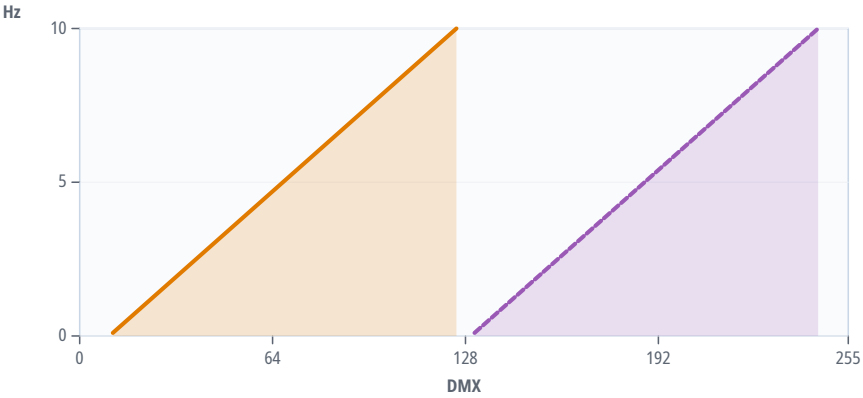
Prism 2 - Open
DMX 0–5

2



6 facets
Prism 2 - Index
DMX 6–10

Strobe rate



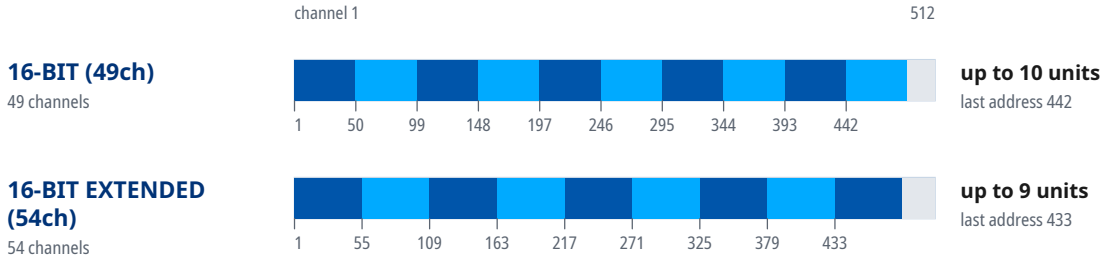
CH 45 · 16-BIT EXTENDED (54ch)

11–125: 0.1–10 Hz
Strobe (0 5Hz > 30Hz)

131–245: 0.1–10 Hz
Random Strobe

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16-BIT EXTENDED (54ch)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

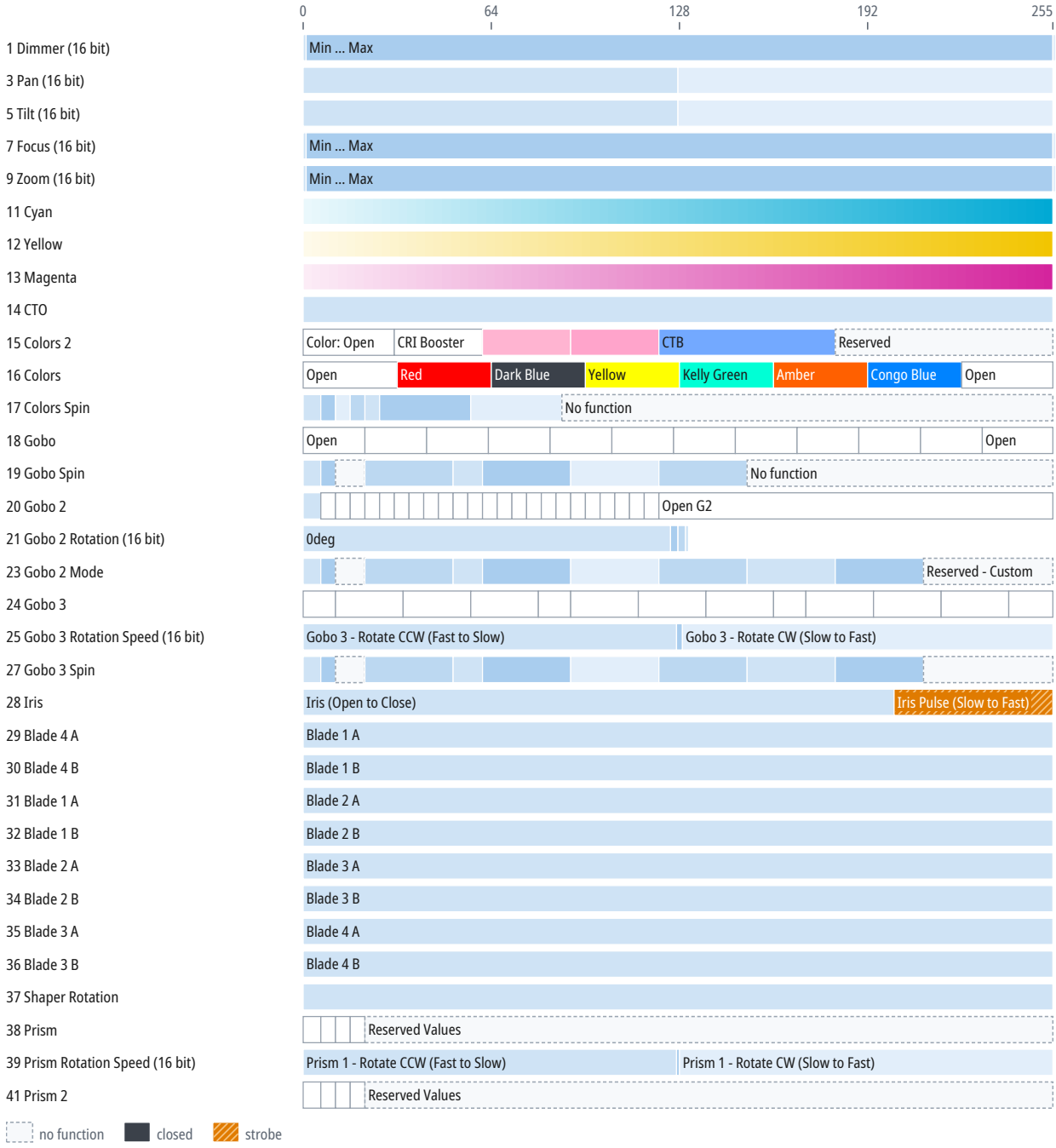
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 16-BIT (49ch)

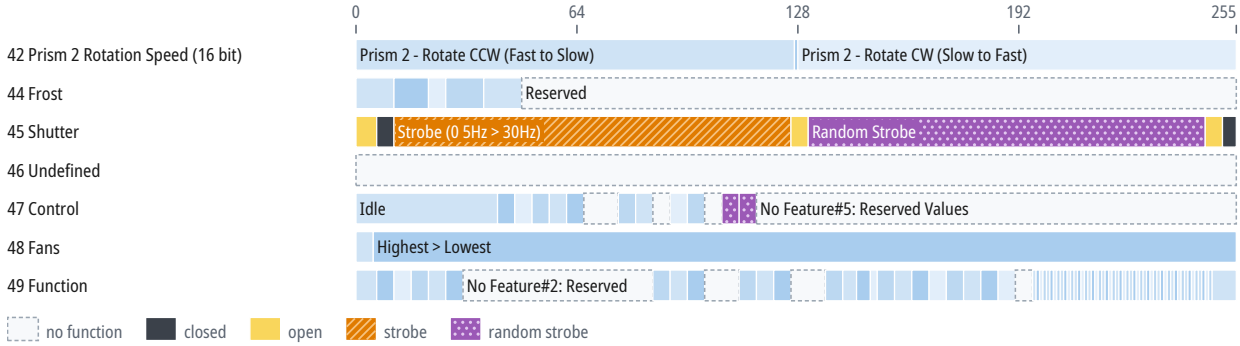
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 45 Shutter at 0–5, 126–130 or 246–250 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 11 Cyan 0, CH 12 Yellow 0, CH 13 Magenta 0, CH 14 CTO 0, CH 15 Colors 2 0, CH 16 Colors 0, CH 45 Shutter 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–1	Min
		1–255	Min ... Max
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Pan	0–127	Pan
		127	Home
		128–255	Pan
4	Pan Fine	0–255	Fine adjustment of CH 3
5	Tilt	0–127	Tilt
		127	Home
		128–255	Tilt
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Focus	0–1	Min
		1–255	Min ... Max
		255	Max
8	Focus Fine	0–255	Fine adjustment of CH 7
9	Zoom	0–1	Min
		1–255	Min ... Max
		255	Max
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Cyan	0–255	
12	Yellow	0–255	
13	Magenta	0–255	
14	CTO	0–255	
15	Colors 2	0–30	Color: Open
		31–60	CRI Booster
		61–90	1/2 Minus Green
		91–120	1/4 Minus Green
		121–180	CTB
		181–255	Reserved
16	Colors	0–31	Open

CH	Function	DMX	Description
16	Colors (continued)	32–63	Red
		64–95	Dark Blue
		96–127	Yellow
		128–159	Kelly Green
		160–191	Amber
		192–223	Congo Blue
		224–255	Open
17	Colors Spin	0–5	Linear Movement using shortest (quickest) path
		6–10	Linear Movement using normal (longest) path
		11–15	Wheel Spin CW (Forward) (171.9–0.573 °/s)
		16–20	Wheel Spin STOP
		21–25	Wheel Spin CCW (Reverse) (0.573–171.9 °/s)
		26–56	Color Shake quickest path (Slow to Fast) / For fastest shake set color timing to 0
		57–87	Color Shake normal path (Slow to Fast) / For fastest shake set color timing to 0
		88–255	No function
18	Gobo	0–20	Open
		21–41	Gobo 1 - Leafy Breakup
		42–62	Gobo 2 - Medium Circle
		63–83	Gobo 3 - Square Pile
		84–104	Gobo 4 - Confusion
		105–125	Gobo 5 - Dust
		126–146	Gobo 6 - Neurons
		147–167	Gobo 7 - Radial Breakup
		168–188	Gobo 8 - Stables
		189–209	Gobo 9 - Blobs
		210–230	Gobo 10 - Pipes Breakup
		231–255	Open
19	Gobo Spin	0–5	Gobo Selection using shortest (quickest) path
		6–10	Gobo Selection using normal (longest) path
		11–20	No function
		21–50	Wheel Spin CW Forward (Fast to Slow) (171.9–0.573 °/s)
		51–60	Wheel Spin STOP
		61–90	Wheel Spin CCW Reverse (Slow to Fast) (0.573–171.9 °/s)
		91–120	Gobo Shake Quickest Path S > F - Gobo Shake
		121–150	Gobo Shake Normal Path S > F - Gobo Shake
		151–255	No function
20	Gobo 2	0–5	Gobo 2
		6–10	Gobo: Night Sky
		11–15	Gobo: New Twirler
		16–20	Gobo: Bricked Out
		21–25	Gobo: Horizontal Slits

CH	Function	DMX	Description
20	Gobo 2 (continued)	26–30	Super Alpha Ray
		31–35	Gobo: Honey Combe
		36–40	Gobo: On The Rock
		41–45	Open G2<>
		46–50	Night Sky<>
		51–55	New Twirler<>
		56–60	Bricked Out<>
		61–65	Horizontal Slits<>
		66–70	Super Alpha Ray<>
		71–75	Honey Combe<>
		76–80	On The Rock<>
		81–85	Open G2
		86–90	Gobo 2 Mega Stepped: Night Sky
		91–95	Gobo 2 Mega Stepped: New Twirler
		96–100	Gobo 2 Mega Stepped: Bricked Out
		101–105	Gobo 2 Mega Stepped: Horizontal Slits
		106–110	Super Alpha Rays
		111–115	Gobo 2 Mega Stepped: Honey Combe
		116–120	Gobo 2 Mega Stepped: On The Rock
		121–255	Open G2
21	Gobo 2 Rotation		When CH 20 is 0–40:
		0–125	0deg
		125–127	0deg ... 180deg
		128–130	180deg ... 360deg
		130–255	360deg
22	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 21
23	Gobo 2 Mode	0–5	Gobo Selection using shortest (quickest) path
		6–10	Gobo Selection using normal (longest) path
		11–20	No function
		21–50	Wheel Spin CW Forward (Fast to Slow (57.3–0 °/s)
		51–60	Wheel Spin STOP
		61–90	Wheel Spin CCW Reverse (Slow to Fast) (0–57.3 °/s)
		91–120	Gobo Shake quickest path (Slow to Fast) / For fastest shake set gobo timing 0
		121–150	Gobo Shake normal path (Slow to Fast) / For fastest shake set gobo timing to 0
		151–180	Gobo Twist quickest path (Slow to Fast) / For fastest shake set gobo timing to 0
		181–210	Gobo Twist normal path (Slow to Fast) / For fastest shake set gobo timing to 0
		211–255	Reserved - Custom
24	Gobo 3	0–10	Gobo: Open
		11–33	Gobo 1 - Amoeboid Chamber Index

CH	Function	DMX	Description
24	Gobo 3 (continued)	34–56	Gobo 2 - Dichrofusion Index
		57–79	Gobo 3 - Concurrent Index
		80–90	Gobo 3 Select Spin: Open
		91–113	Gobo 1 - Amoeboid Index (Rotate)
		114–136	Gobo 2 - Dichrofusion Index (Rotate)
		137–159	Gobo 3 - Concurrent Index (Rotate)
		160–170	Gobo 3 Select Spin: Open
		171–193	Gobo 1 - Amoeboid Index (Rotate Mega Stepping)
		194–216	Gobo 2 - Dichrofusion Index (Rotate Mega Stepping)
		217–239	Gobo 3 - Concurrent Index (Rotate Mega Stepping)
		240–255	Gobo 3 Select Spin: Open
25	Gobo 3 Rotation Speed		When CH 24 is 0–255:
		0–127	Gobo 3 - Rotate CCW (Fast to Slow) (229.2–0.573 °/s)
		127–129	Gobo 3 - Rotate STOP
		129–255	Gobo 3 - Rotate CW (Slow to Fast) (0.573–229.2 °/s)
26	Gobo 3 Rotation Speed Fine	0–255	Fine adjustment of CH 25
27	Gobo 3 Spin	0–5	Gobo Selection using shortest (quickest) path (0–57.3 °/s)
		6–10	Gobo Selection using normal (longest) path (0–57.3 °/s)
		11–20	No Feature: Reserved Values
		21–50	Gobo 3 Wheel Spin CW Forward (Fast to Slow) (171.9–0.573 °/s)
		51–60	Gobo 3 Wheel Spin STOP
		61–90	Gobo 3 Wheel Spin CCW Reverse (Slowto Fast) (0.573–171.9 °/s)
		91–120	Gobo Shake quickest path (Slow to Fast) / For fastest shake set gobo timing to 0
		121–150	Gobo Shake normal path (Slow to Fast) / For fastest shake set gobo timing to 0
		151–180	Gobo Twist question path (Slow to Fast) / For fastest shake set gobo timing to 0
		181–210	Gobo Twist normal path (Slow to Fast) / For fastest twist set gobo timing to 0
		211–255	No Feature#2: Reserved Values
28	Iris	0–200	Iris (Open to Close)
		201–255	Iris Pulse (Slow to Fast) (0.1–10 Hz)
29	Blade 4 A	0–255	Blade 1 A
30	Blade 4 B	0–255	Blade 1 B
31	Blade 1 A	0–255	Blade 2 A
32	Blade 1 B	0–255	Blade 2 B
33	Blade 2 A	0–255	Blade 3 A
34	Blade 2 B	0–255	Blade 3 B
35	Blade 3 A	0–255	Blade 4 A
36	Blade 3 B	0–255	Blade 4 B
37	Shaper Rotation	0–255	

CH	Function	DMX	Description
38	Prism	0–5	Prism 1 - Open
		6–10	Prism 1 - Index
		11–15	Prism 1 - Rotate Normal
		16–20	Prism 1 - Rotate with Mega Stepping
		21–255	Reserved Values
39	Prism Rotation Speed		When CH 38 is 0–255:
		0–127	Prism 1 - Rotate CCW (Fast to Slow) (401.1–0.573 °/s)
		127–128	Prism 1 - Rotate STOP
		128–255	Prism 1 - Rotate CW (Slow to Fast) (0.573–401.1 °/s)
40	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 39
41	Prism 2	0–5	Prism 2 - Open
		6–10	Prism 2 - Index
		11–15	Prism 2 - Rotate Normal
		16–20	Prism 2 - Rotate with Mega Stepping
		21–255	Reserved Values
42	Prism 2 Rotation Speed		When CH 41 is 0–255:
		0–127	Prism 2 - Rotate CCW (Fast to Slow) (401.1–0.573 °/s)
		127–128	Prism 2 - Rotate STOP
		128–255	Prism 2 - Rotate CW (Slow to Fast) (0.573–401.1 °/s)
43	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 42
44	Frost	0–10	Frost >OPEN<
		11–20	Frost 1
		21–25	Frost 2
		26–36	No Frost
		37–47	Frost 1+2
		48–255	Reserved
45	Shutter	0–5	Shutter: Open
		6–10	Shutter: Closed
		11–125	Strobe (0 5Hz > 30Hz) (0.1–10 Hz)
		126–130	Sync Strb Open: Open
		131–245	Random Strobe (0.1–10 Hz)
		246–250	Rnd Strb Open: Open
		251–255	Rnd Strb Open: Closed
46	Undefined	0–255	
47	Control	0–40	Idle
		41–45	Dimmer Curve Linear (3 second rule)
		46–50	Dimmer Curve S-Curve (3 second rule)
		51–55	Dimmer Curve Square Curve (Default) (3 second rule)
		56–60	Dimmer Snap On
		61–65	Dimmer Snap Off
		66–75	No Feature#2: Reserved Values
		76–80	Edge Tracking On

CH	Function	DMX	Description
47	Control (continued)	81–85	Edge Tracking Off (Default)
		86–90	No Feature#3: Reserved Values
		91–95	Color Snap Off (Default)
		96–100	Color Snap On (de-activates color timing channel)
		101–105	Reserved - Custom
		106–110	Strobe Random (Default)
		111–115	Strobe Random Sync
		116–255	No Feature#5: Reserved Values
48	Fans	0–4	Automatic fan/output adjustment (Default)
		5–255	Highest > Lowest
49	Function	0–5	Idle
		6–10	Full Luminaire Recal - Reset
		11–15	Fixture Shutdown
		16–20	Reboot
		21–25	Display - On
		26–30	Display - Off
		31–85	No Feature#2: Reserved
		86–90	Status Check
		91–95	Side Hang: Disable
		96–100	Side Hang - Enabled
		101–110	No Feature#3: Reserved
		111–115	Standard Mode
		116–120	Stusdio Mode
		121–125	Whisper Mode
		126–135	No Feature#4: Reserved
		136–140	Fan - On
		141–144	Fan - Auto
		145–148	Fan - Control On
		149–150	Fan Control Off (Default)
		151–155	Reset Position
		156–160	Reset Color Wheel
		161–165	Reset Beam
		166–170	Reset Optics
		171–175	Reset Gobo Wheels
		176–180	Reset fixture to defaults
		181–185	CTB Correction - Off (Default)
		186–190	CTB Correction - On
		191–195	No Feature#5: Reserved
		196	900Hz
		197	910Hz
		198	920Hz
		199	930Hz

CH	Function	DMX	Description
49	Function (continued)	200	940Hz
		201	950Hz
		202	960Hz
		203	980Hz
		204	990Hz
		205	1000Hz
		206	1500Hz (Default)
		207	2500Hz
		208	3000Hz
		209	3500Hz
		210	4000Hz
		211	4500Hz
		212	5000Hz
		213	5500Hz
		214	6000Hz
		215	6500Hz
		216	7000Hz
		217	7500Hz
		218	8000Hz
		219	8500Hz
		220	9000Hz
		221	10000Hz
		222	10500Hz
		223	11000Hz
		224	11500Hz
		225	12500Hz
		226	13000Hz
		227	13500Hz
		228	14000Hz
		229	14500Hz
		230	15000Hz
		231	16500Hz
		232	17000Hz
		233	17500Hz
		234	18000Hz
		235	18500Hz
		236	19000hz
		237	19500Hz
		238	20000Hz
		239	20500Hz
		240	21500Hz
		241	22000Hz

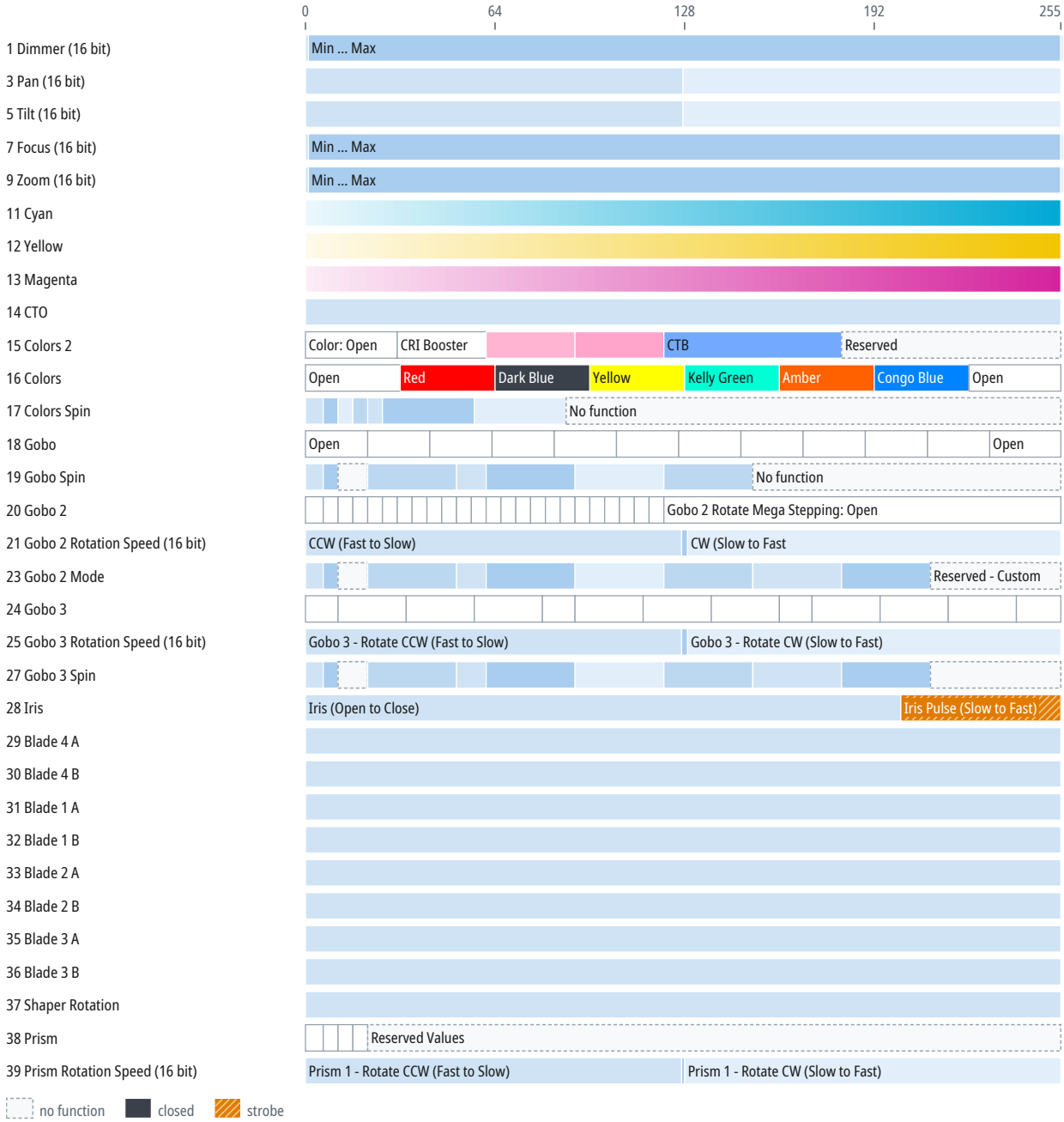
CH	Function	DMX	Description
49	Function (continued)	242	22500Hz
		243	23000Hz
		244	23500Hz
		245	24000Hz
		246	24500Hz
		247	25000Hz
		248–255	LEDFrequency: Reserved

Mode 16-BIT EXTENDED (54ch)

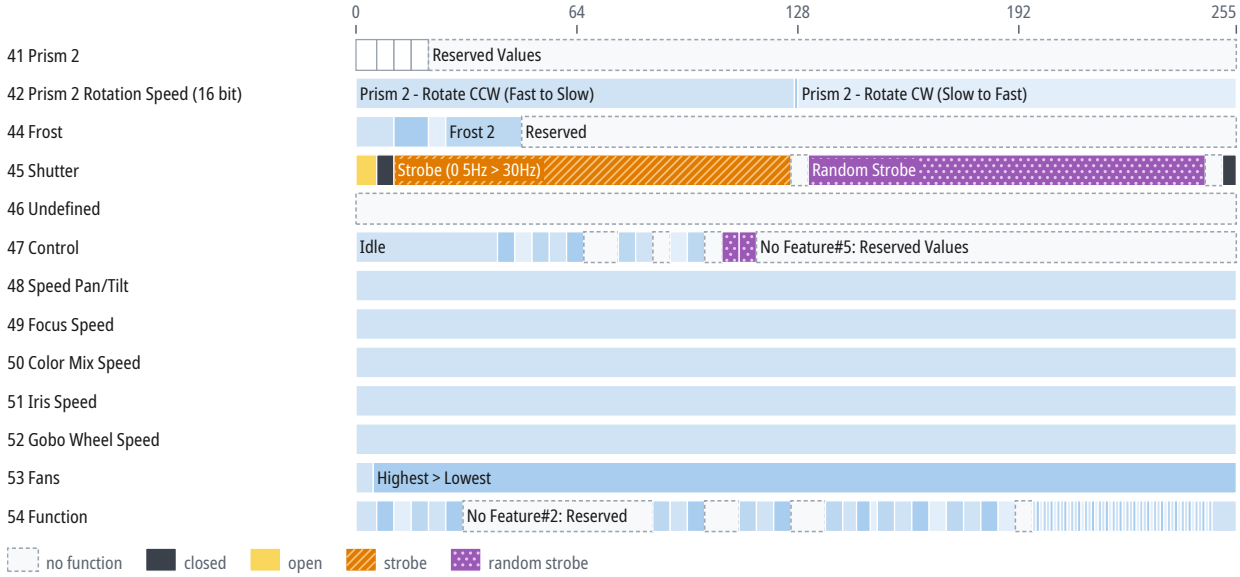
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 45 Shutter at 0–5, 126–130 or 246–250 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 11 Cyan 0, CH 12 Yellow 0, CH 13 Magenta 0, CH 14 CTO 0, CH 15 Colors 2 0, CH 16 Colors 0, CH 45 Shutter 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “16-BIT (49ch)” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Pan		Same as CH 3 in the mode “16-BIT (49ch)” (p. 12)
4	Pan Fine	0–255	Fine adjustment of CH 3
5	Tilt		Same as CH 5 in the mode “16-BIT (49ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Focus		Same as CH 7 in the mode “16-BIT (49ch)” (p. 12)
8	Focus Fine	0–255	Fine adjustment of CH 7
9	Zoom		Same as CH 9 in the mode “16-BIT (49ch)” (p. 12)
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Cyan	0–255	
12	Yellow	0–255	
13	Magenta	0–255	
14	CTO	0–255	
15	Colors 2		Same as CH 15 in the mode “16-BIT (49ch)” (p. 12)
16	Colors		Same as CH 16 in the mode “16-BIT (49ch)” (p. 12)
17	Colors Spin		Same as CH 17 in the mode “16-BIT (49ch)” (p. 13)
18	Gobo		Same as CH 18 in the mode “16-BIT (49ch)” (p. 13)
19	Gobo Spin		Same as CH 19 in the mode “16-BIT (49ch)” (p. 13)
20	Gobo 2	0–5	Gobo 2 Index: Open
		6–10	Gobo 1 - Night Sky (Index)
		11–15	Gobo 2 - New Twirler (Index)
		16–20	Gobo 3 - Bricked Out (Index)
		21–25	Gobo 4 - Horizontal Slits (Index)
		26–30	Gobo 5 - Super Alpha Rays (Index)
		31–35	Gobo 6 - Honey Comb Reverse (Index)

CH	Function	DMX	Description
20	Gobo 2 (continued)	36–40	Gobo 7 - On the Rocks (Index)
		41–45	Gobo: Open
		46–50	Gobo 1 - Night Sky (Rotate)
		51–55	Gobo 2 - New Twirler (Rotate)
		56–60	Gobo 3 - Bricked Out (Rotate)
		61–65	Gobo 4 - Horizontal Slits (Rotate)
		66–70	Gobo 5 - Super Alpha Rays (Rotate)
		71–75	Gobo 6 - Honey Comb Reverse (Rotate)
		76–80	Gobo 7 - On the Rocks (Rotate)
		81–85	Gobo 2 Rotate Mega Stepping: Open
		86–90	Gobo 1 - Night Sky (Rotate Mega Stepping)
		91–95	Gobo 2 - New Twirler (Rotate Mega Stepping)
		96–100	Gobo 3 - Bricked Out (Rotate Mega Stepping)
		101–105	Gobo 4 - Horizonal Slits (Rotate Mega Stepping)
		106–110	Gobo 5 - Super Alpha Rays (Rotate Mega Stepping)
		111–115	Gobo 6 - Honey Comb Reverse (Rotate Mega Stepping)
		116–120	Gobo 7 - On the Rocks (Rotate Mega Stepping)
		121–255	Gobo 2 Rotate Mega Stepping: Open
21	Gobo 2 Rotation Speed		When CH 20 is 0–255:
		0–127	CCW (Fast to Slow) (401.1–0.573 °/s)
		127–129	STOP
		129–255	CW (Slow to Fast (0.573–401.1 °/s)
22	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 21
23	Gobo 2 Mode		Same as CH 23 in the mode “16-BIT (49ch)” (p. 14)
24	Gobo 3		Same as CH 24 in the mode “16-BIT (49ch)” (p. 14)
25	Gobo 3 Rotation Speed		Same as CH 25 in the mode “16-BIT (49ch)” (p. 15)
26	Gobo 3 Rotation Speed Fine	0–255	Fine adjustment of CH 25
27	Gobo 3 Spin		Same as CH 27 in the mode “16-BIT (49ch)” (p. 15)
28	Iris		Same as CH 28 in the mode “16-BIT (49ch)” (p. 15)
29	Blade 4 A	0–255	
30	Blade 4 B	0–255	
31	Blade 1 A	0–255	
32	Blade 1 B	0–255	
33	Blade 2 A	0–255	
34	Blade 2 B	0–255	
35	Blade 3 A	0–255	
36	Blade 3 B	0–255	
37	Shaper Rotation	0–255	
38	Prism		Same as CH 38 in the mode “16-BIT (49ch)” (p. 16)
39	Prism Rotation Speed		Same as CH 39 in the mode “16-BIT (49ch)” (p. 16)
40	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 39
41	Prism 2		Same as CH 41 in the mode “16-BIT (49ch)” (p. 16)

CH	Function	DMX	Description
42	Prism 2 Rotation Speed		Same as CH 42 in the mode “16-BIT (49ch)” (p. 16)
43	Prism 2 Rotation Speed Fine	0–255	Fine adjustment of CH 42
44	Frost	0–10	No Frost
		11–20	Frost 1
		21–25	Frost 1+2
		26–47	Frost 2
		48–255	Reserved
45	Shutter	0–5	Shutter: Open
		6–10	Shutter: Closed
		11–125	Strobe (0 5Hz > 30Hz) (0.1–10 Hz)
		126–130	No Feature: Open
		131–245	Random Strobe (0.1–10 Hz)
		246–250	No Feature#2: Open
		251–255	No Feature#2: Closed
46	Undefined	0–255	
47	Control		Same as CH 47 in the mode “16-BIT (49ch)” (p. 16)
48	Speed Pan/Tilt	0–255	
49	Focus Speed	0–255	
50	Color Mix Speed	0–255	
51	Iris Speed	0–255	
52	Gobo Wheel Speed	0–255	
53	Fans		Same as CH 48 in the mode “16-BIT (49ch)” (p. 17)
54	Function		Same as CH 49 in the mode “16-BIT (49ch)” (p. 17)

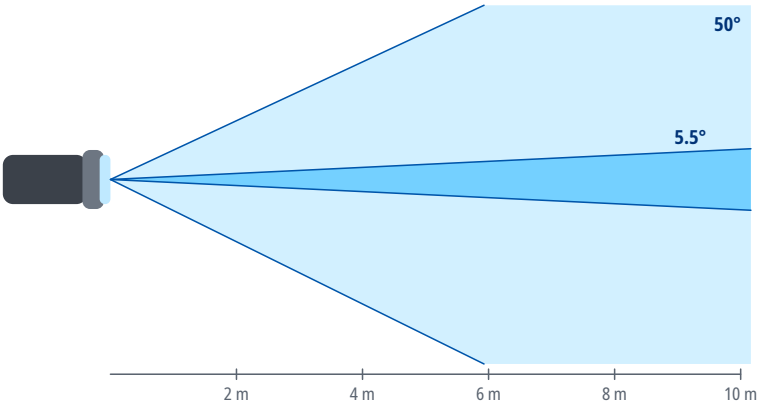
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,505 W
Luminous flux	25,000 lm
Color temperature	7,500 K
Color rendering index (CRI)	72
Optics	
Zoom	5.5–50°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x564C, device model ID 0x003E)
Dimensions and construction	
Weight	47.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–10 Hz
Color wheel 1 rotation	up to 171.9 °/s (29 rpm)
Gobo wheel 1 rotation	up to 171.9 °/s (29 rpm)
Gobo wheel 2 rotation	up to 458.4 °/s (76 rpm)
Gobo wheel 3 rotation	up to 229.2 °/s (38 rpm)
Gobo 2 rotation	up to 10313 °/s (1719 rpm)
Gobo 3 rotation	up to 229.2 °/s (38 rpm)
Prism 1 rotation	up to 401.1 °/s (67 rpm)
Prism 2 rotation	up to 401.1 °/s (67 rpm)

Spot diameter



Distance	Ø 5.5°	Ø 50°
2 m	0.19 m	1.9 m
4 m	0.38 m	3.7 m
6 m	0.58 m	5.6 m
8 m	0.77 m	7.5 m
10 m	0.96 m	9.3 m
15 m	1.4 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.