DMX REFERENCE

Hero Spot 230

Varytec



Manufacturer	Varytec
GDTF file	Varytec_Hero_Spot_230_77580.gdtf
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1 About this manual

This document describes the Hero Spot 230 by Varytec. It was compiled from the GDTF file Varytec_Hero_Spot_230_77580.gdtf from the GDTF-Share library.

File revision: “v1.0.0, Uploaded to GDTF Share.”.

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 Varytec; 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	350 W
Weight	12.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
18 Channel	18	28	1, 19, 37, 55, ...

No light? Check these channels

- 18 Channel: CH 6 Dimmer above 0; CH 7 Shutter at 255 “Open”


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.

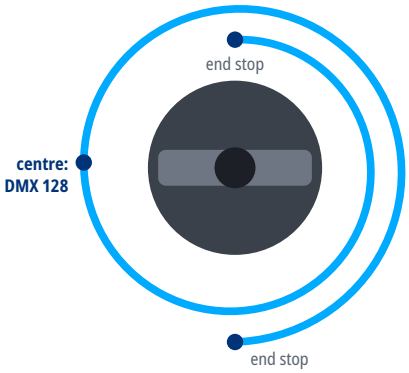
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

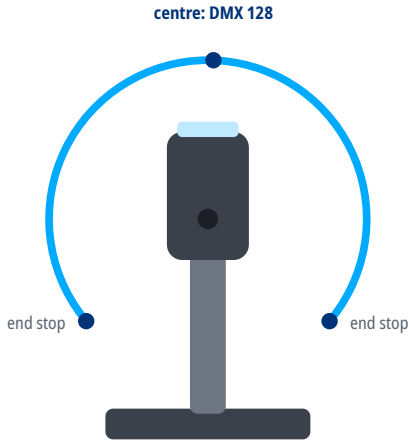
Pan 540°

top view



Tilt 260°

side view



5 Installation

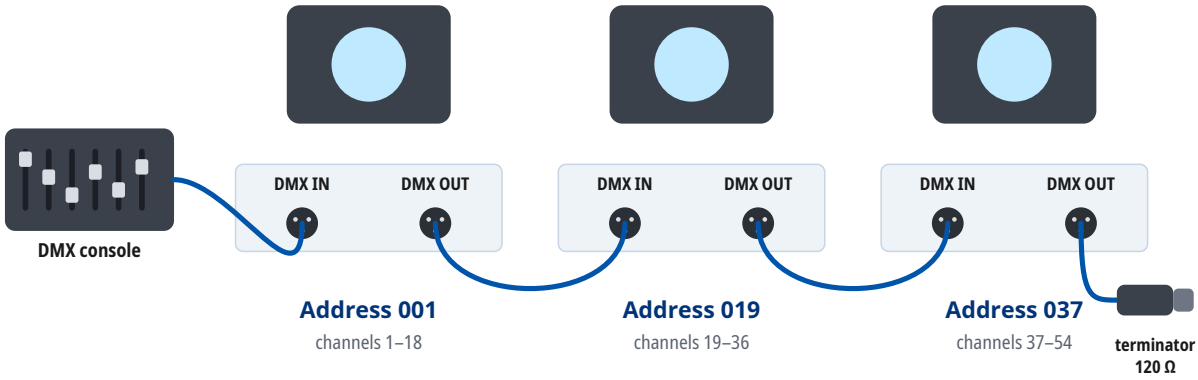
⚠ **WARNING**

- 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: 12.7 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 18 Channel: every unit occupies 18 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 “18 Channel”: 18.
- 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 “18 Channel”, you can use, for example, the start addresses 1, 19, 37, 55.
- 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

	18 Channel 18 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color wheel	8
Gobo wheel	9, 10
Gobo rotation	11
Prism	14, 15
Zoom	13
Focus	12
Effects / macros	16

Color wheel

1 Color 1: Open (White)
DMX 0–4

2 White/Red
DMX 5–13

3 Red
DMX 14–22

4 Red/3000K
DMX 23–31

5 3000K
DMX 32–40

6 3000K/Green
DMX 41–49

7 Green
DMX 50–58

8 Green/Dark Blue
DMX 59–67

9 Dark Blue
DMX 68–76

10 Dark Blue/Yellow
DMX 77–85

11 Yellow
DMX 86–94

12 Yellow/Light Blue
DMX 95–103

13 Light Blue
DMX 104–112

14 Light Blue/Magenta
DMX 113–121

15 Magenta
DMX 122–131

Gobo wheel 1

1 Wheel Slot 0
DMX 0–9

2 Gobo 1: Wheel Slot 1
DMX 10–19

3 Gobo 1: Wheel Slot 2
DMX 20–28

4 Gobo 1: Wheel Slot 3
DMX 29–38

5 Gobo 1: Wheel Slot 4
DMX 39–48

6 Gobo 1: Wheel Slot 5
DMX 49–58

7 Gobo 1: Wheel Slot 6
DMX 59–67

8 Wheel Slot 7
DMX 68–78

Gobo wheel 2

1 Gobo 2: Wheel Slot 0
DMX 0–9

2 Gobo 2: Wheel Slot 1
DMX 10–19

3 Gobo 2: Wheel Slot 2
DMX 20–28

4 Gobo 2: Wheel Slot 3
DMX 29–38

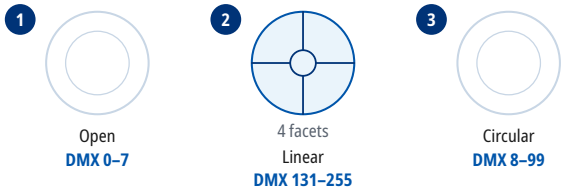
5 Gobo 2: Wheel Slot 4
DMX 39–48

6 Gobo 2: Wheel Slot 5
DMX 49–58

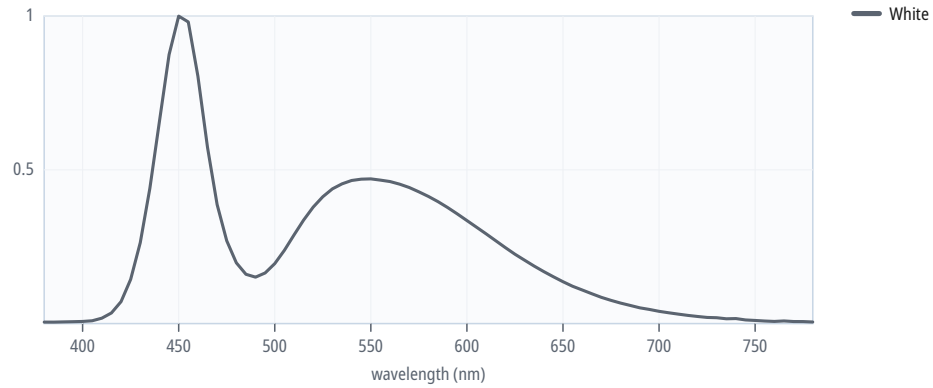
7 Gobo 2: Wheel Slot 6
DMX 59–67

8 Wheel Slot 7
DMX 68–78

Prism

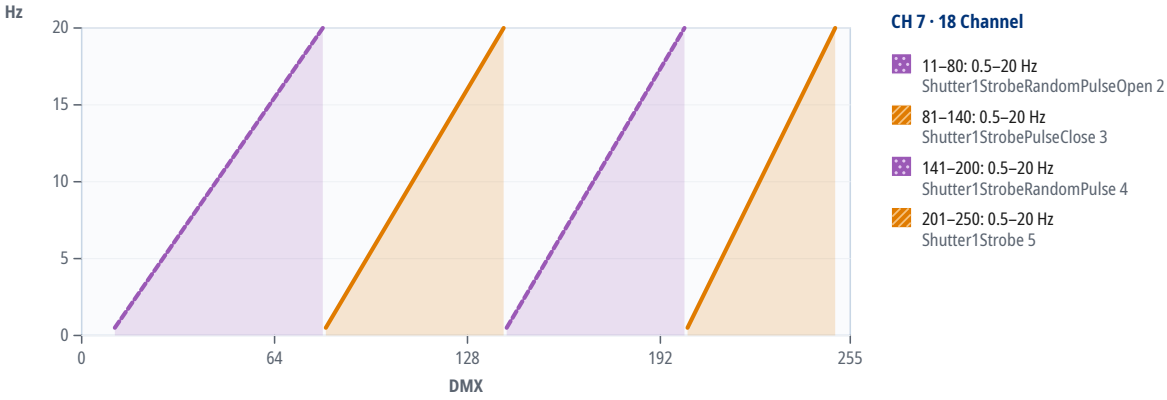


Spectra of the light sources



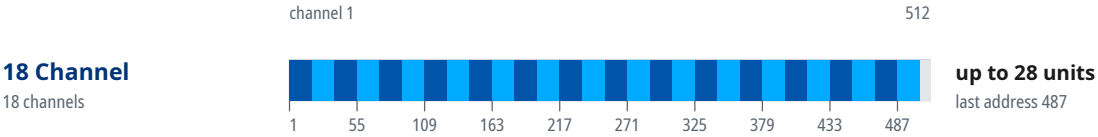
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “18 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode 18 Channel

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0; CH 7 Shutter at 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 255, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Dimmer	0	Off
		1–63	Off ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Full
		255	Full
7	Shutter	0	Shutter 1 Closed: Closed
		1–10	Shutter 1 Closed
		11	Shutter 1 Strobe Random Pulse Open: Slow
		12–44	Shutter 1 Strobe Random Pulse Open: Slow ... Medium
		45	Shutter 1 Strobe Random Pulse Open: Medium
		46–79	Shutter 1 Strobe Random Pulse Open: Medium ... Fast
		80	Shutter 1 Strobe Random Pulse Open: Fast
		81	Shutter 1 Strobe Pulse Close: Slow
		82–109	Shutter 1 Strobe Pulse Close: Slow ... Medium
		110	Shutter 1 Strobe Pulse Close: Medium
		111–139	Shutter 1 Strobe Pulse Close: Medium ... Fast
		140	Shutter 1 Strobe Pulse Close: Fast
		141	Shutter 1 Strobe Random Pulse: Slow
		142–169	Shutter 1 Strobe Random Pulse: Slow ... Medium
		170	Shutter 1 Strobe Random Pulse: Medium
		171–199	Shutter 1 Strobe Random Pulse: Medium ... Fast
		200	Shutter 1 Strobe Random Pulse: Fast
		201	Shutter 1 Strobe: Slow
		202–224	Shutter 1 Strobe: Slow ... Medium
		225	Shutter 1 Strobe: Medium
		226–249	Shutter 1 Strobe: Medium ... Fast
		250	Shutter 1 Strobe: Fast
		251–254	Shutter 1 Open
		255	Shutter 1 Open: Open
8	Colors	0–4	Color 1: Open (White)
		5–13	White/Red
		14–22	Red

CH	Function	DMX	Description
8	Colors (continued)	23–31	Red/3000K
		32–40	3000K
		41–49	3000K/Green
		50–58	Green
		59–67	Green/Dark Blue
		68–76	Dark Blue
		77–85	Dark Blue/Yellow
		86–94	Yellow
		95–103	Yellow/Light Blue
		104–112	Light Blue
		113–121	Light Blue/Magenta
		122–130	Magenta
		131–139	Color 1 Wheel Spin 2
		140–195	CW
		196–199	Color 1 Wheel Spin: Stop
		200–255	CCW (0–1 °/s)
9	Gobo	0–9	Wheel Slot 0
		10–19	Gobo 1: Wheel Slot 1
		20–28	Gobo 1: Wheel Slot 2
		29–38	Gobo 1: Wheel Slot 3
		39–48	Gobo 1: Wheel Slot 4
		49–58	Gobo 1: Wheel Slot 5
		59–67	Gobo 1: Wheel Slot 6
		68–77	Gobo 1: Wheel Slot 7
		78–87	Gobo 1 Wheel Shake: Wheel Slot 1
		88–97	Gobo 1 Wheel Shake: Wheel Slot 2
		98–107	Gobo 1 Wheel Shake: Wheel Slot 3
		108–117	Gobo 1 Wheel Shake: Wheel Slot 4
		118–127	Gobo 1 Wheel Shake: Wheel Slot 5
		128–137	Gobo 1 Wheel Shake: Wheel Slot 6
		138–147	Gobo 1 Wheel Shake: Wheel Slot 7
		148–199	CW
		200–203	Gobo 1 Wheel Spin: Stop
		204–255	CCW (0–1 °/s)
10	Gobo 2	0–9	Gobo 2: Wheel Slot 0
		10–19	Gobo 2: Wheel Slot 1
		20–28	Gobo 2: Wheel Slot 2
		29–38	Gobo 2: Wheel Slot 3
		39–48	Gobo 2: Wheel Slot 4
		49–58	Gobo 2: Wheel Slot 5
		59–67	Gobo 2: Wheel Slot 6
		68–77	Gobo 2: Wheel Slot 7

CH	Function	DMX	Description
10	Gobo 2 (continued)	78–86	Gobo 1 Wheel Shake: Wheel Slot 0 (0–0.125 Hz)
		87–95	Gobo 1 Wheel Shake: Wheel Slot 1 (0.125–0.25 Hz)
		96–103	Gobo 1 Wheel Shake: Wheel Slot 2 (0.25–0.375 Hz)
		104–112	Gobo 1 Wheel Shake: Wheel Slot 3 (0.375–0.5 Hz)
		113–121	Gobo 1 Wheel Shake: Wheel Slot 4 (0.5–0.625 Hz)
		122–130	Gobo 1 Wheel Shake: Wheel Slot 5 (0.625–0.75 Hz)
		131–138	Gobo 1 Wheel Shake: Wheel Slot 6 (0.75–1.88 Hz)
		139–147	Gobo 1 Wheel Shake: Wheel Slot 7 (0.875–1 Hz)
		148–199	CW (up to 1 °/s (0.2 rpm))
		200–203	Gobo 1 Wheel Spin: Stop (up to 1 °/s (0.2 rpm))
		204–255	CCW (up to 1 °/s (0.2 rpm))
11	Gobo 2 Rotation	0–7	No function
		8–47	Gobo 2 Pos 1 (360°)
		48–127	CW
		128–137	Gobo 2 Pos Rotate: Stop
		138–255	CCW (0–1 °/s)
12	Focus	0	Near
		1–126	Near ... Mid
		127	Mid
		128–254	Mid ... Far
		255	Far
13	Zoom	0	Narrow
		1–126	Narrow ... Mid
		127	Mid
		128–254	Mid ... Wide
		255	Wide
14	Prism	0–7	Open
		8–99	Circular
		100–130	Circular ... Linear
		131–255	Linear
15	Prism Rotation Speed	0–7	No function
		8–129	CW
		130	CW ... Stop
		131	Prism 1 Rotate: Stop
		132–133	Stop ... CCW
		134–255	CCW (0–1 °/s)
16	Effects	0–7	Off
		8–47	Auto 1
		48–87	Auto 2
		88–127	Auto 3
		128–167	Auto 4
		168–207	Auto 5

CH	Function	DMX	Description
16	Effects (continued)	208–247	Auto 6
		248–255	Sound
17	Position Effect	0–7	Off
		8–32	Auto 1
		33–58	Auto 2
		59–84	Auto 3
		85–110	Auto 4
		111–136	Auto 5
		137–162	Auto 6
		163–188	Auto 7
		189–214	Auto 8
		215–255	Sound
18	Reset	0–255	

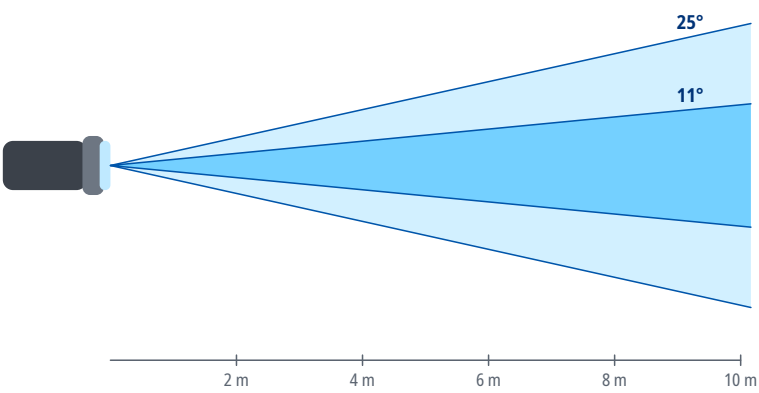
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	230 W
Luminous flux	1,000 lm
Color temperature	8,604 K
Color rendering index (CRI)	91
Optics	
Zoom	11–25°
Movement	
Pan	540°
Tilt	260°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	350 W
Power connectors	PowerConBlue IN, NAC3FCB OUT
Dimensions and construction	
Weight	12.7 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–20 Hz
Color wheel rotation	up to 1 °/s (0.2 rpm)
Gobo wheel 1 rotation	up to 1 °/s (0.2 rpm)
Gobo wheel 2 rotation	up to 1 °/s (0.2 rpm)
Gobo 2 rotation	up to 1 °/s (0.2 rpm)
Prism rotation	up to 1 °/s (0.2 rpm)

Spot diameter



Distance	Ø 11°	Ø 25°
2 m	0.39 m	0.89 m
4 m	0.77 m	1.8 m
6 m	1.2 m	2.7 m
8 m	1.5 m	3.5 m
10 m	1.9 m	4.4 m
15 m	2.9 m	6.7 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.