DMX REFERENCE

Virgo200

ZZIPP

Manufacturer	ZZIPP
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1 About this manual

This document describes the Virgo200 by ZZIPP. It was compiled from the GDTF file ZZIPP_Virgo200_93644.gdtf from the GDTF-Share library.

File revision: “Created by ZZIPP Group, 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 ZZIPP; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
27 Ch	27	18	1, 28, 55, 82, ...

No light? Check these channels

- 27 Ch: CH 6 Dimmer 1 above 0; CH 21 Dimmer 2 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.

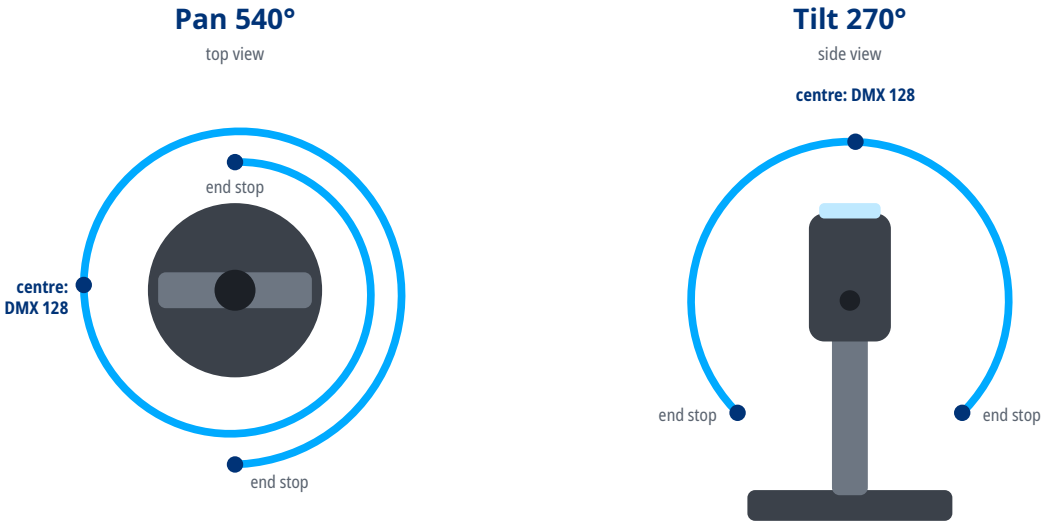
⚠ CAUTION

- 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



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.
> - 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.

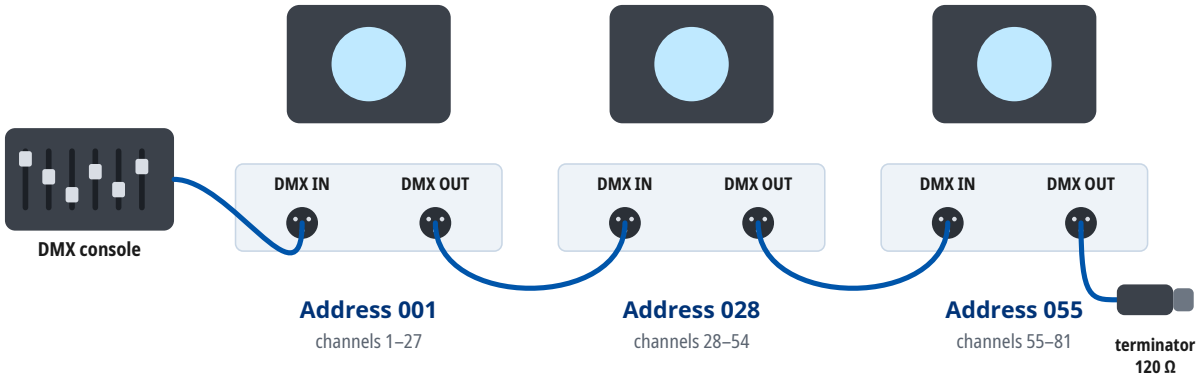
6 Connections

- 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 27 Ch: every unit occupies 27 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

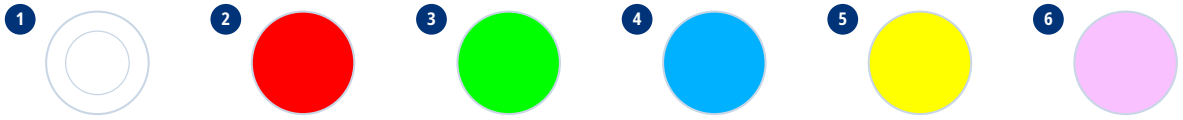
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “27 Ch”: 27.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “27 Ch”, you can use, for example, the start addresses 1, 28, 55, 82.
- 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

	27 Ch 27 channels
Pan / Tilt	1, 3
Dimmer	6, 21
Shutter / strobe	8, 20
Color mixing	22–24
Color temperature	10
Color wheel	9
Gobo wheel	11, 12
Gobo rotation	13
Prism	16
Frost	14
Zoom	18
Focus	17
Animation wheel	10
Effects / macros	25, 26

Color wheel



1. Color 1: Open — DMX 0–13
2. Red — DMX 14–19
3. Green — DMX 20–25
4. Blue — DMX 26–31
5. Yellow — DMX 32–37
6. Light Lavander — DMX 38–43
7. Light Blue — DMX 44–49
8. Orange — DMX 50–55
9. Rose Pink — DMX 56–61
10. Paler Lavander — DMX 62–67

Gobo wheel 1



1. Gobo 1: Open — DMX 0–9
2. Gobo 1 — DMX 10–19
3. Gobo 2 — DMX 20–29
4. Gobo 3 — DMX 30–39
5. Gobo 4 — DMX 40–49
6. Gobo 5 — DMX 50–59
7. Gobo 6 — DMX 60–69
8. Gobo 7 — DMX 70–79
9. Gobo 8 — DMX 80–89
10. [[Virgo Gobo_10_png]] — DMX 90–100

Gobo wheel 2

1 
Gobo 2: Open
DMX 0–7

2 
Rot Gobo 1
DMX 8–20

3 
Rot Gobo 2
DMX 21–33

4 
Rot Gobo 3
DMX 34–47

5 
Rot Gobo 4
DMX 48–59

6 
Rot Gobo 5
DMX 60–72

7 
Rot Gobo 6
DMX 73–85

8 
Gobo 7
DMX 86–99

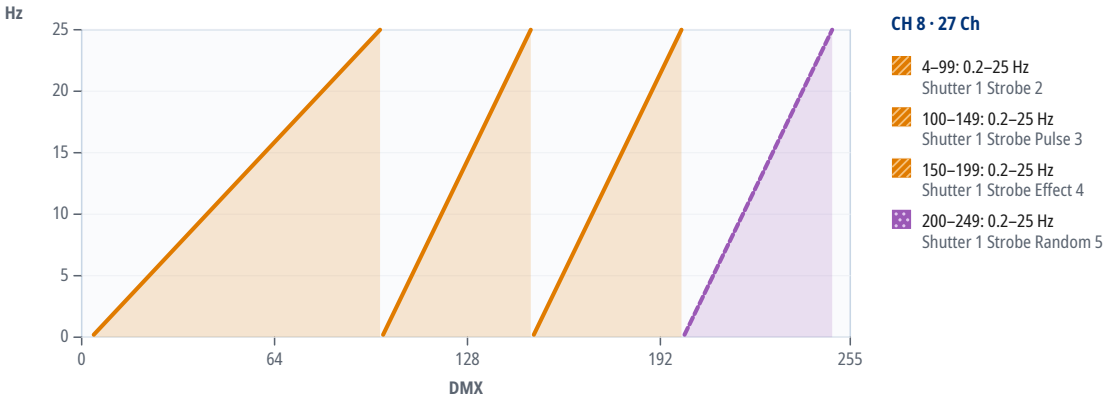
Prism

1
No Prism
DMX 0–127

2 
6 facets
Linear 6
DMX 128–192

3 
6 facets
Circular 6
DMX 193–255

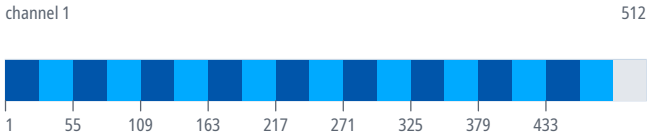
Strobe rate



9 DMX channels

Units in one DMX universe

27 Ch
27 channels



up to 18 units
last address 460

Start addresses of 20 units in the mode “27 Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	136	11	271	16	406
2	28	7	163	12	298	17	433
3	55	8	190	13	325	18	460
4	82	9	217	14	352	19	U2 · 1
5	109	10	244	15	379	20	U2 · 28

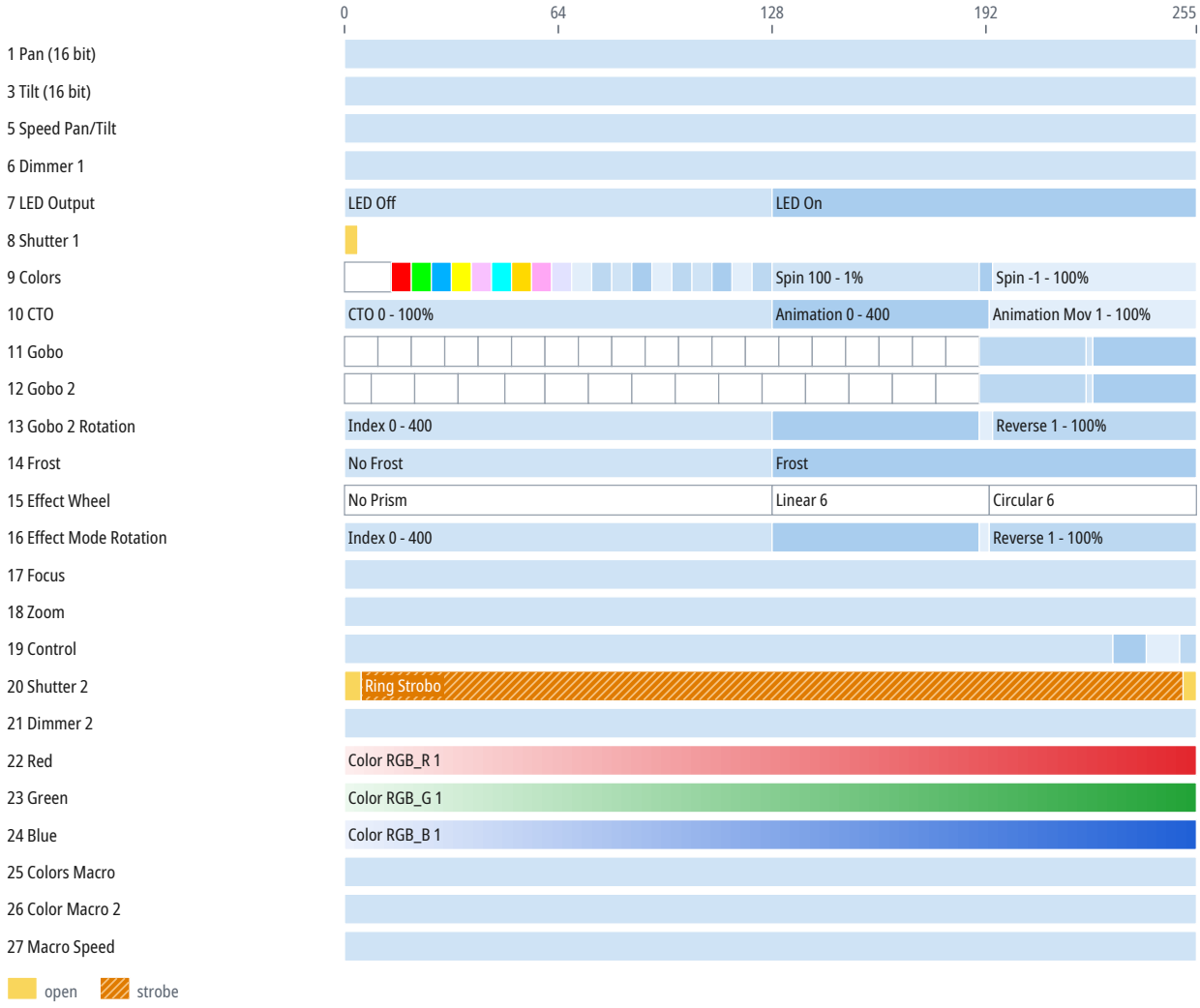
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 27 Ch

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 1 above 0; CH 21 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 1 255, CH 20 Shutter 2 255, CH 21 Dimmer 2 255, CH 22 Red 255, CH 23 Green 255, CH 24 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Dimmer 1	0–255	
7	LED Output	0–127	LED Off
		128–255	LED On
8	Shutter 1		When CH 7 is 0–255:

CH	Function	DMX	Description
8	Shutter 1 (continued)	0–3	Shutter 1: Open
		4–99	Shutter 1 Strobe 2 (0.2–25 Hz)
		100–149	Shutter 1 Strobe Pulse 3 (0.2–25 Hz)
		150–199	Shutter 1 Strobe Effect 4 (0.2–25 Hz)
		200–249	Shutter 1 Strobe Random 5 (0.2–25 Hz)
		250–255	Open
9	Colors	0–13	Color 1: Open
		14–19	Red
		20–25	Green
		26–31	Blue
		32–37	Yellow
		38–43	Light Lavander
		44–49	Light Blue
		50–55	Orange
		56–61	Rose Pink
		62–67	Paler Lavander
		68–73	Open + Red
		74–79	Red + Green
		80–85	Green + Blue
		86–91	Blue + Yellow
		92–97	Yellow + L Lavander
		98–103	L Lavander + Light Blue
		104–109	Light Blue + Orange
		110–115	Orange + Rose Pink
		116–121	Rose Pink + Pale Lavander
		122–127	Pale Lavander + Open
		128–189	Spin 100 - 1%
		190–193	Color Spin: Stop
		194–255	Spin -1 - 100%
10	CTO	0–127	CTO 0 - 100%
		128–192	Animation 0 - 400
		193–255	Animation Mov 1 - 100% (0–57.3 °/s)
11	Gobo	0–9	Gobo 1: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–89	Gobo 8
		90–99	Gobo 9

CH	Function	DMX	Description
11	Gobo (continued)	100–109	Shake Gobo 1
		110–119	Shake Gobo 2
		120–129	Shake Gobo 3
		130–139	Shake Gobo 4
		140–149	Shake Gobo 5
		150–159	Shake Gobo 6
		160–169	Shake Gobo 7
		170–179	Shake Gobo 8
		180–189	Shake Gobo 9
		190–221	Gobo 1 Wheel Spin: Forward 100 - 1%
		222–223	Gobo 1 Wheel Spin: Stop
		224–255	Reverse 1 - 100%
12	Gobo 2	0–7	Gobo 2: Open
		8–20	Rot Gobo 1
		21–33	Rot Gobo 2
		34–47	Rot Gobo 3
		48–59	Rot Gobo 4
		60–72	Rot Gobo 5
		73–85	Rot Gobo 6
		86–98	Rot Gobo 7
		99–111	Shake Rot Gobo 1
		112–124	Shake Rot Gobo 2
		125–137	Shake Rot Gobo 3
		138–150	Shake Rot Gobo 5
		151–163	Shake Rot Gobo 4
		164–176	Shake Rot Gobo 6
		177–189	Shake Rot Gobo 7
		190–221	Gobo 2 Wheel Spin: Forward 100 - 1% (5.73–286.5 °/s)
		222–223	Gobo 2 Wheel Spin: Stop
		224–255	Reverse 1 - 100% (286.5–5.73 °/s)
13	Gobo 2 Rotation	0–127	Index 0 - 400 (400°)
		128–189	Gobo 2 Pos Rotate: Forward 100 - 1%
		190–193	Gobo 2 Pos Rotate: Stop
		194–255	Reverse 1 - 100%
14	Frost	0–127	No Frost
		128–255	Frost
15	Effect Wheel	0–127	No Prism
		128–192	Linear 6
		193–255	Circular 6
16	Effect Mode Rotation	0–127	Index 0 - 400
		128–189	Prism 1 Pos Rotate: Forward 100 - 1%
		190–192	Prism 1 Pos Rotate: Stop

CH	Function	DMX	Description
16	Effect Mode Rotation (continued)	193–255	Reverse 1 - 100%
17	Focus	0–255	
18	Zoom	0–255	5–25°
19	Control	0–229	Control 1 1
		230–239	Effect Reset
		240–249	Pan Tilt Reset
		250–255	All Motor Reset
20	Shutter 2	0–4	Shutter 1 1
		5–250	Ring Strobo (0.1–25 Hz)
		251–255	Ring Open#2
21	Dimmer 2	0–255	
22	Red		Color RGB_R 1
		0–255	Color RGB_R 1
23	Green		Color RGB_G 1
		0–255	Color RGB_G 1
24	Blue		Color RGB_B 1
		0–255	Color RGB_B 1
25	Colors Macro	0–255	
26	Color Macro 2	0–255	
27	Macro Speed	0–255	

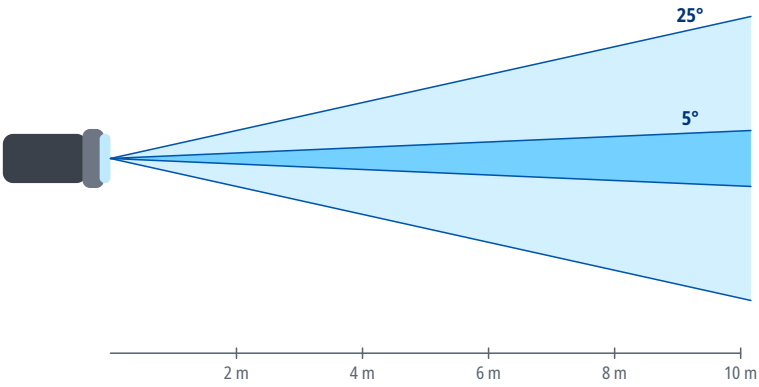
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	5–25°
Pan	540°
Tilt	270°
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–25 Hz
Color wheel rotation	up to 286.5 °/s (48 rpm)
Gobo wheel 1 rotation	up to 286.5 °/s (48 rpm)
Gobo wheel 2 rotation	up to 286.5 °/s (48 rpm)
Gobo 2 rotation	up to 286.5 °/s (48 rpm)
Prism rotation	up to 57.3 °/s (9.5 rpm)
Animation wheel rotation	up to 57.3 °/s (9.5 rpm)

Spot diameter



Distance	Ø 5°	Ø 25°
2 m	0.17 m	0.89 m
4 m	0.35 m	1.8 m
6 m	0.52 m	2.7 m
8 m	0.7 m	3.5 m
10 m	0.87 m	4.4 m
15 m	1.3 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.