DMX REFERENCE

tarm BLAZE

tarm AG



Manufacturer	tarm AG
GDTF file	tarm_AG_tarm_BLAZE_137727.gdtf
GDTF revision	0002 · 2026-04-08
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 8
9 DMX channels 10
Mode BASIC (19CH) 11
Mode STANDARD (23CH) 16
Mode EXTENDED (27CH) 18
10 Technical specifications 20
11 Maintenance and cleaning 20
12 Troubleshooting 21
13 Disposal 21

1 About this manual

This document describes the tarm BLAZE by tarm AG. It was compiled from the GDTF file tarm_AG_tarm_BLAZE_137727.gdtf from the GDTF-Share library.

File revision: “0002”.

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 tarm AG; 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	240 W
Weight	24 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
BASIC (19CH)	19	26	1, 20, 39, 58, ...
STANDARD (23CH)	23	22	1, 24, 47, 70, ...
EXTENDED (27CH)	27	18	1, 28, 55, 82, ...

No light? Check these channels

- BASIC (19CH): CH 17 Dimmer above 0
- STANDARD (23CH): CH 20 Dimmer above 0
- EXTENDED (27CH): CH 24 Dimmer above 0


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

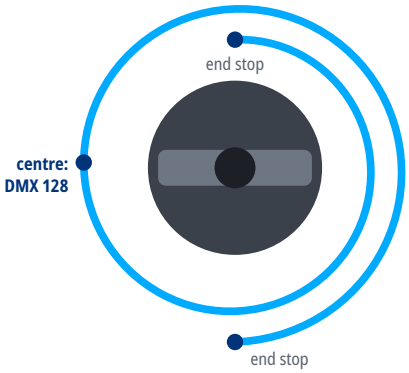
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

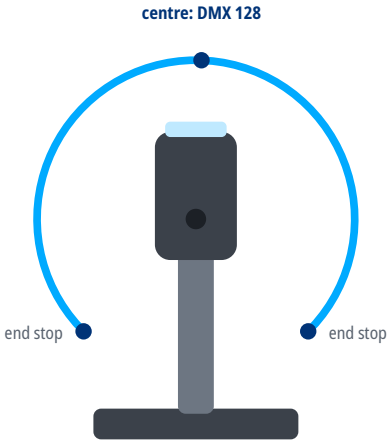
Pan 540°

top view



Tilt 270°

side view



5 Installation

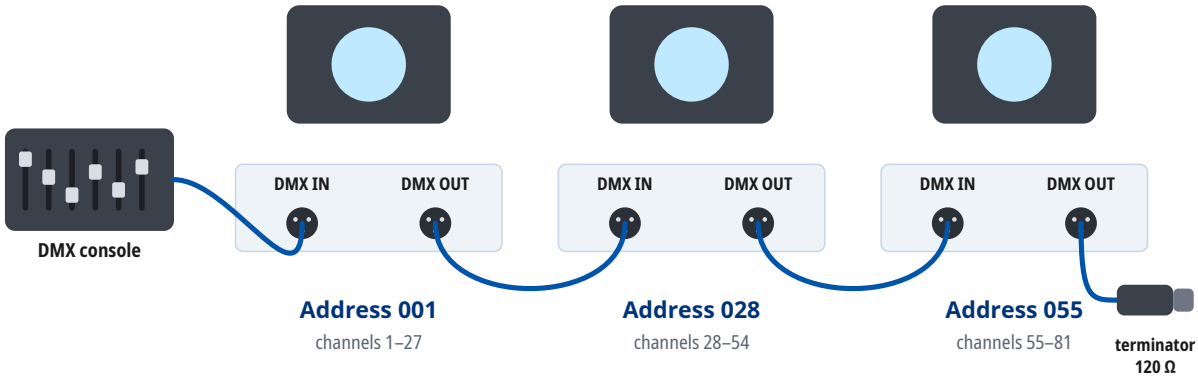
⚠ **WARNING**

- 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: 24 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 EXTENDED (27CH): 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 “EXTENDED (27CH)”: 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 “EXTENDED (27CH)”, 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.
- 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

	BASIC (19CH) 19 channels	STANDARD (23CH) 23 channels	EXTENDED (27CH) 27 channels
Pan / Tilt	1, 2	1, 3	1, 3
Pan / Tilt resolution	8 bit	16 bit	16 bit
Dimmer	17	20	24
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	18	22	26
Color mixing	4–6	6–8	6–8
Color wheel	9	11	11
Gobo wheel	10	12	13
Gobo rotation	11, 12	13, 14	15, 17
Prism	13, 14	15, 16	19, 20
Frost	15	17	21
Focus	16	18	22
Effects / macros	7	9	9

Color wheel 1

1 Color Wheel: Open
DMX 0–2

2 M Red
DMX 3–6

3 B Red
DMX 7–9

4 M Red X
DMX 10–12

5 Orange
DMX 13–15

6 DS Amber
DMX 16–19

7 D Amber
DMX 20–22

8 Yellow
DMX 23–25

9 J Green
DMX 26–28

10 Ch Green
DMX 29–32

11 DY Green
DMX 33–35

12 Prim Green
DMX 36–38

13 J Blue
DMX 39–41

14 M Blue
DMX 42–45

15 Congo
DMX 46–48

16 Indigo
DMX 49–51

17 Magenta
DMX 52–54

18 Salmon
DMX 55–58

19 1/4 CTO
DMX 59–61

20 1/8 CTO
DMX 62–65

Gobo wheel 1

1	White / Open	DMX 0–10	8 Wave	DMX 29–31	15 Triangular Lines	DMX 50–52
2	Vertical Line	DMX 11–13	9 Three Lines	DMX 32–34	16 Drum brake	DMX 53–55
3	Horizontal Line	DMX 14–16	10 Triangle	DMX 35–37	17 Three-Swirl	DMX 56–58
4	Dot Square	DMX 17–19	11 Square Outline	DMX 38–40	18 Pinhole Medium	DMX 59–61
5	Circle	DMX 20–22	12 Asterisk	DMX 41–43	19 Pinhole Small	DMX 62–64
6	Radioactive	DMX 23–25	13 Radioactive 2	DMX 44–46	20 Pinhole Super Small	DMX 65–67
7	Square	DMX 26–28	14 Star	DMX 47–49		

Gobo wheel 2

1	White / Open	DMX 0–10	4 Cotton Cluster	DMX 29–37	7 Drops	DMX 56–64
2	Sun Blaze	DMX 11–19	5 Honeycomb	DMX 38–46		
3	Ocean Waves	DMX 20–28	6 Grid	DMX 47–55		

Color wheel 2

1 L106 **DMX 11–20**

2 L194 **DMX 21–30**

3 L019 **DMX 31–40**

4 R08 **DMX 41–50**

5 L213 **DMX 51–60**

6 R80 **DMX 61–70**

7 L202 **DMX 71–80**

8 L328 **DMX 81–90**

9 R3314 **DMX 91–100**

10 L101 **DMX 101–110**

11 L768 **DMX 111–120**

12 Open **DMX 0–10**

13 Cyan 100% / Magenta 100% / Yellow 0% **DMX 129–147**

14 Cyan 0% / Magenta 100% / Yellow 0% **DMX 148–166**

15 Cyan 0% / Magenta 100% / Yellow 100% **DMX 167–185**

16 Cyan 0% / Magenta 0% / Yellow 100% **DMX 186–204**

17 Cyan 100% / Magenta 0% / Yellow 100% **DMX 205–223**

18 Cyan 100% / Magenta 0% / Yellow 0% **DMX 224–242**

19 Cyan 100% / Magenta 100% / Yellow 0% **DMX 243–255**

Prism

1 Open **CH 13: DMX 0–10**

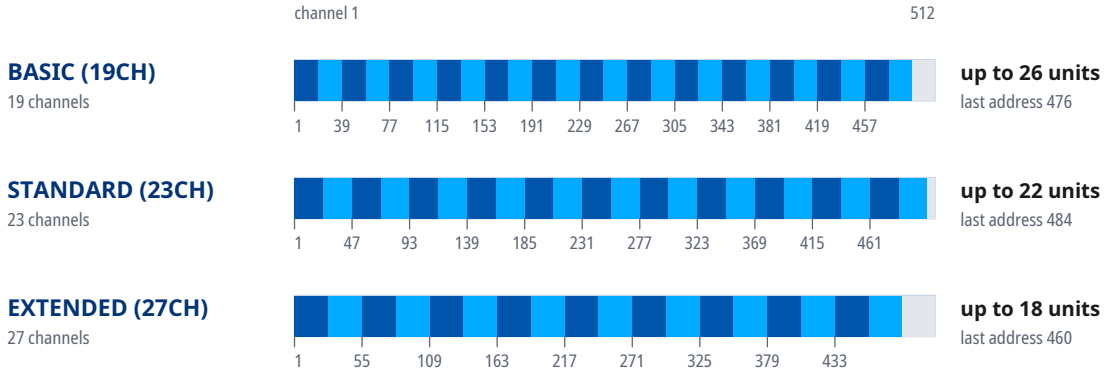
2 6 facets
Prism insert and angle adjustment (0 -360) clockwise
CH 13: DMX 11–145

3 16 facets
Prism insert and angle adjustment (0 -360) clockwise
CH 14: DMX 11–145

4 FROST

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXTENDED (27CH)”

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 BASIC (19CH)

If the device receives DMX in this mode but gives no light, check these channels: CH 17 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		129–255	Pan
2	Tilt	0–127	Tilt
		128	Center
		129–255	Tilt
3	Speed Pan/Tilt		Pan-Tilt speed
		0–255	Empty Channel Set
4	Cyan	0	Min
		1–254	Min ... Max
		255	Max
5	Magenta	0	Min
		1–254	Min ... Max
		255	Max
6	Yellow	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
6	Yellow (continued)	255	Max
7	Color Macro	0–10	Open
		11–20	L106
		21–30	L194
		31–40	L019
		41–50	R08
		51–60	L213
		61–70	R80
		71–80	L202
		81–90	L328
		91–100	R3314
		101–110	L101
		111–120	L768
		121–128	No Function
		129–147	Cyan 100% / Magenta 100% / Yellow 0%
		148–166	Cyan 0% / Magenta 100% / Yellow 0%
		167–185	Cyan 0% / Magenta 100% / Yellow 100%
		186–204	Cyan 0% / Magenta 0% / Yellow 100%
		205–223	Cyan 100% / Magenta 0% / Yellow 100%
		224–242	Cyan 100% / Magenta 0% / Yellow 0%
		243–255	Cyan 100% / Magenta 100% / Yellow 0%
8	Color Mix Speed		CMY Speed
		0	100%
		1–254	100% ... 1%
		255	1%
9	Colors	0–2	Color Wheel: Open
		3–6	M Red
		7–9	B Red
		10–12	M Red X
		13–15	Orange
		16–19	DS Amber
		20–22	D Amber
		23–25	Yellow
		26–28	J Green
		29–32	Ch Green
		33–35	DY Green
		36–38	Prim Green
		39–41	J Blue
		42–45	M Blue
		46–48	Congo
		49–51	Indigo
		52–54	Magenta

CH	Function	DMX	Description
9	Colors (continued)	55–58	Salmon
		59–61	1/4 CTO
		62–64	1/8 CTO
		65	0 Grad
		66–190	0 Grad ... 360 Grad
		191	360 Grad
		192	Rainbow Effect Clockwise 100%
		193–222	Rainbow Effect Clockwise 100% ... Stop
		223–224	Color Wheel Rainbow: Stop
		225–253	Stop ... Rainbow Effect Counter-Clockwise 100%
		254	Rainbow Effect Counter-Clockwise 100%
		255	Color Wheel Rainbow
10	Gobo 2	0–10	White / Open
		11–19	Sun Blaze
		20–28	Ocean Waves
		29–37	Cotton Cluster
		38–46	Honeycomb
		47–55	Grid
		56–64	Drops
		65–73	Rotating GOBO 1 shake (speed 1-100)
		74–82	Rotating GOBO 2 shake (speed 1-100)
		83–91	Rotating GOBO 3 shake (speed 1-100)
		92–100	Rotating GOBO 4 shake (speed 1-100)
		101–109	Rotating GOBO 5 shake (speed 1-100)
		110–118	Rotating GOBO 6 shake (speed 1-100)
		119–127	White / Open
		128–190	Rotating GOBO flowing water effect (speed 100-1) clockwise
		191–192	Stop rotation
		193–255	Rotating GOBO flowing water effect (speed 1 -100) counter-clockwise
11	Gobo Rotation	0–120	Rotating GOBO angle (0 -360)
		121–125	Stop
		126–165	Rotating GOBO shake (speed 1 -100)
		166–170	Rotating GOBO clockwise rotation (speed 100-1)
		171–210	Stop
		211–215	Rotating GOBO counter-clockwise rotation (speed 1 -100)
		216–255	Empty Channel Set
12	Gobo	0–10	White / Open
		11–13	Vertical Line
		14–16	Horizontal Line
		17–19	Dot Square
		20–22	Circle

CH	Function	DMX	Description
12	Gobo (continued)	23–25	Radioactive
		26–28	Square
		29–31	Wave
		32–34	Three Lines
		35–37	Triangle
		38–40	Square Outline
		41–43	Asterisk
		44–46	Radioactive 2
		47–49	Star
		50–52	Triangular Lines
		53–55	Drum brake
		56–58	Three-Swirl
		59–61	Pinhole Medium
		62–64	Pinhole Small
		65–67	Pinhole Super Small
		68–70	Fixed GOBO 1 shake (speed 1-100)
		71–73	Fixed GOBO 2 shake (speed 1-100)
		74–76	Fixed GOBO 3 shake (speed 1-100)
		77–79	Fixed GOBO 4 shake (speed 1-100)
		80–82	Fixed GOBO 5 shake (speed 1-100)
		83–85	Fixed GOBO 6 shake (speed 1-100)
		86–88	Fixed GOBO 7 shake (speed 1-100)
		89–91	Fixed GOBO 8 shake (speed 1-100)
		92–94	Fixed GOBO 9 shake (speed 1-100)
		95–97	Fixed GOBO 10 shake (speed 1-100)
		98–100	Fixed GOBO 11 shake (speed 1-100)
		101–103	Fixed GOBO 12 shake (speed 1-100)
		104–106	Fixed GOBO 13 shake (speed 1-100)
		107–109	Fixed GOBO 14 shake (speed 1-100)
		110–112	Fixed GOBO 15 shake (speed 1-100)
		113–115	Fixed GOBO 16 shake (speed 1-100)
		116–118	Fixed GOBO 17 shake (speed 1-100)
		119–121	Fixed GOBO 18 shake (speed 1-100)
		122–124	Fixed GOBO 19 shake (speed 1-100)
		125–127	White / Open
		128–190	Static GOBO auto-rotation (speed 100 -1) clockwise
		191–192	Stop auto-rotation
		193–255	Static GOBO auto-rotation (speed 1-100) counter-clockwise
13	Prism	0–10	Open
		11–145	Prism insert and angle adjustment (0 -360) clockwise
		146–150	Stop
		151–200	Prism insert and clockwise (speed 100-1)

CH	Function	DMX	Description
13	Prism (continued)	201–205	Stop rotation
		206–255	Prism insert and counter-clockwise rotation (speed 1-100)
14	Prism 2	0–10	Open
		11–145	Prism insert and angle adjustment (0 -360) clockwise
		146–150	Stop
		151–200	Prism insert and clockwise (speed 100-1)
		201–205	Stop rotation
		206–255	Prism insert and counter-clockwise rotation (speed 1 -100)
15	Frost	0–10	Open
		11–145	Frost insert and angle adjustment (0 -360) clockwise
		146–150	Stop
		151–200	Frost insert and clockwise (speed 100-1)
		201–205	Stop rotation
		206–255	Frost insert and counter-clockwise rotation (speed 1-100)
16	Focus	0–255	Focus
17	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
18	Shutter	0–9	Inactive / No strobe
		10–99	Strobe increasing speed from slow to fast
		100–109	Inactive
		110–179	Lightning Strobe
		180–189	Inactive
		190–255	Random Strobe
19	Control	0–10	Inactive
		11–20	Pan/Tilt Black activated
		21–30	Pan/Tilt Black deactivated
		31–40	Pan invert
		41–50	Tilt invert
		51–60	Pan/Tilt invert off
		61–70	Studio mode
		71–80	Power mode
		81–90	Live mode
		91–100	Dimmer behavior: Halogen - executes after 3 seconds
		101–110	Dimmer behavior: LED - executes after 3 seconds
		111–120	Dimmer curve: Linear - executes after 3 seconds
		121–130	Dimmer curve: Square law - executes after 3 seconds
		131–140	Dimmer curve: Invert square law - executes after 3 seconds
		141–150	Dimmer curve: S-curve - executes after 3 seconds
		151–160	PWM 1200Hz
		161–170	PWM 2400Hz
		171–180	PWM 4000Hz

CH	Function	DMX	Description
19	Control (continued)	181–190	PWM 6000Hz
		191–200	PWM 25000Hz
		201–210	All reset
		211–220	XY reset
		221–230	Color System reset
		231–240	Gobo System reset
		241–255	Gobo System resetV

Mode STANDARD (23CH)

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 20 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–128	Tilt
		128	Center
		128–255	Tilt

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “BASIC (19CH)” (p. 11)
6	Cyan		Same as CH 4 in the mode “BASIC (19CH)” (p. 11)
7	Magenta		Same as CH 5 in the mode “BASIC (19CH)” (p. 11)
8	Yellow		Same as CH 6 in the mode “BASIC (19CH)” (p. 11)
9	Color Macro		Same as CH 7 in the mode “BASIC (19CH)” (p. 12)
10	Color Mix Speed		Same as CH 8 in the mode “BASIC (19CH)” (p. 12)
11	Colors		Same as CH 9 in the mode “BASIC (19CH)” (p. 12)
12	Gobo 2		Same as CH 10 in the mode “BASIC (19CH)” (p. 13)
13	Gobo Rotation		Same as CH 11 in the mode “BASIC (19CH)” (p. 13)
14	Gobo		Same as CH 12 in the mode “BASIC (19CH)” (p. 13)
15	Prism		Same as CH 13 in the mode “BASIC (19CH)” (p. 14)
16	Prism 2		Same as CH 14 in the mode “BASIC (19CH)” (p. 15)
17	Frost		Same as CH 15 in the mode “BASIC (19CH)” (p. 15)
18	Focus	0–255	Focus
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Dimmer	0–255	Closed … Open
		255	Open
21	Dimmer Fine	0–255	Fine adjustment of CH 20
22	Shutter		Same as CH 18 in the mode “BASIC (19CH)” (p. 15)
23	Control		Same as CH 19 in the mode “BASIC (19CH)” (p. 15)

Mode EXTENDED (27CH)

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 24 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0.

Channel functions at a glance



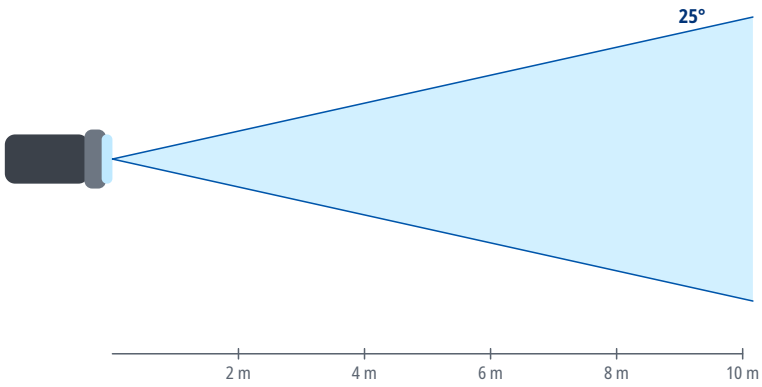
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “STANDARD (23CH)” (p. 16)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “STANDARD (23CH)” (p. 16)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “BASIC (19CH)” (p. 11)
6	Cyan		Same as CH 4 in the mode “BASIC (19CH)” (p. 11)
7	Magenta		Same as CH 5 in the mode “BASIC (19CH)” (p. 11)
8	Yellow		Same as CH 6 in the mode “BASIC (19CH)” (p. 11)
9	Color Macro		Same as CH 7 in the mode “BASIC (19CH)” (p. 12)
10	Color Mix Speed		Same as CH 8 in the mode “BASIC (19CH)” (p. 12)
11	Colors	0–2	Color Wheel: Open
		3–6	M Red
		7–9	B Red
		10–12	M Red X
		13–15	Orange

CH	Function	DMX	Description
11	Colors (continued)	16–19	DS Amber
		20–22	D Amber
		23–25	Yellow
		26–28	J Green
		29–32	Ch Green
		33–35	DY Green
		36–38	Prim Green
		39–41	J Blue
		42–45	M Blue
		46–48	Congo
		49–51	Indigo
		52–54	Magenta
		55–58	Salmon
		59–61	1/4 CTO
		62–64	1/8 CTO
		64–65	Color Wheel
		65–191	0 Grad ... 360 Grad
		191	360 Grad
		191–192	Color Wheel Rotation
		192–223	Rainbow Effect Clockwise 100% ... Stop
		223–224	Color Wheel Rainbow: Stop
		224–254	Stop ... Rainbow Effect Counter-Clockwise 100%
		254	Rainbow Effect Counter-Clockwise 100%
		254–255	Color Wheel Rainbow
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Gobo 2		Same as CH 10 in the mode “BASIC (19CH)” (p. 13)
14	Gobo 2 Fine	0–255	Fine adjustment of CH 13
15	Gobo Rotation		Same as CH 11 in the mode “BASIC (19CH)” (p. 13)
16	Gobo Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo		Same as CH 12 in the mode “BASIC (19CH)” (p. 13)
18	Gobo Fine	0–255	Fine adjustment of CH 17
19	Prism		Same as CH 13 in the mode “BASIC (19CH)” (p. 14)
20	Prism 2		Same as CH 14 in the mode “BASIC (19CH)” (p. 15)
21	Frost		Same as CH 15 in the mode “BASIC (19CH)” (p. 15)
22	Focus	0–255	Focus
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Dimmer		Same as CH 20 in the mode “STANDARD (23CH)” (p. 17)
25	Dimmer Fine	0–255	Fine adjustment of CH 24
26	Shutter		Same as CH 18 in the mode “BASIC (19CH)” (p. 15)
27	Control		Same as CH 19 in the mode “BASIC (19CH)” (p. 15)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	65
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x0536, device model ID 0x2CC1)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	240 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	24 kg
Operating environment	
Operating temperature	-20 to 45 °C

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 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.