



User Manual



Model ID: ROGUER3BEAM





Edition Notes

The Rogue R3 Beam User Manual includes a description, safety precautions, installation, programming, operation and maintenance instructions for the Rogue R3 Beam.

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Document Printing

For best results, print this document in color, on letter size paper (8.5 x 11 in), double-sided. If using A4 paper (210 x 297 mm), configure the printer to scale the content accordingly.

Intended Audience

Any person installing, operating, and/or maintaining this product should completely read through the guide that shipped with the product, as well as this manual, before installing, operating, or maintaining this product.

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Document Revision

Go to www.chauvetprofessional.com for the latest version.

| Revision | Date | Description |
|----------|---------|------------------------------|
| 6 | 08/2025 | Added error code information |



TABLE OF CONTENTS

| 1. | Before You Begin | 3 |
|----|-------------------------------------|--------|
| | What Is Included | |
| | Claims | |
| | Manual Conventions | |
| | | |
| | Symbols | ى 1 |
| | FFCC Statement of Compliance | 4 |
| | Safety Notes | 5 |
| 2. | Introduction | 6 |
| | Features | 6 |
| | Product Overview | 6 |
| | Product Dimensions | 7 |
| 3 | Setup | 8 |
| ٥. | | |
| | AC Power | 0 |
| | AC Plug | 8 8 |
| | Fuse Replacement | 8 |
| | DMX Linking DMX Personalities | 8 |
| | Pomoto Dovico Management | 8 |
| | Remote Device Management | |
| | Mounting | 9 |
| | Orientation | 9 |
| | Rigging Procedure | |
| | Gobo Wheel | 10 |
| | Color Whool | 11 |
| | Color Wheel | |
| | Lamp Replacement | 12 |
| | ProcedureIncreasing the Lamp's Life | 14 |
| A | | |
| 4. | Operation | |
| | Control Panel Operation | |
| | Programming | 15 |
| | Control Panel Lock | |
| | Passcode | 15 |
| | DMX Values | 18 |
| | 19CH | 18 |
| | 16CH | 21 |
| | Address | 23 |
| | Run Mode | 23 |
| | DMX Personality | 23 |
| | Auto Test | |
| | Manual Test | |
| | Setup | |
| | Pan Reverse | 24 |
| | Tilt Reverse | 24 |
| | Screen Reverse | |
| | Pan Angle | 24 |
| | Tilt AngleBL.O.P/T Move | 24 |
| | BL.O.Color Move | 24 |
| | BL.O.Gobo Move | 24 |
| | Lamp Controls | 25 |
| | | 26 |
| | | |



| Reset Function | 26 |
|--------------------------------|------|
| Factory Reset Function | |
| System Information | |
| J | 27 |
| Offset Mode | |
| Pan Tilt | |
| 1 114 | . 21 |
| Shutter1Shutter2 | |
| Color | |
| Gobo | |
| Prism 1 | |
| Rotating Prism 1 | |
| Prism 2 | 27 |
| Rotating Prism 2 | 27 |
| Focus | . 28 |
| Frost | . 28 |
| Mac 4 | |
| Mac 5 | |
| Mac 6 | |
| Error Codes | . 29 |
| 5. Maintenance | 30 |
| Product Maintenance | |
| Transporting on Truss or Racks | |
| 6. Technical Specifications | |
| · · | |
| Contact Us | 32 |



1. Before You Begin

What Is Included

- · Rogue R3 Beam
- Neutrik[®] powerCON[®] power cable
- 2 Omega brackets with mounting hardware
- Quick Reference Guide

Claims

Carefully unpack the product immediately and check the container to make sure all the parts are in the package and are in good condition.

If the box or the contents (the product and included accessories) appear damaged from shipping, or show signs of mishandling, notify the carrier immediately, not Chauvet. Failure to report damage to the carrier immediately may invalidate your claim. In addition, keep the box and contents for inspection.

For other issues, such as missing components or parts, damage not related to shipping, or concealed damage, file a claim with Chauvet within 7 days of delivery.

Manual Conventions

| Convention | Meaning |
|-------------|---|
| 1–512 | A range of values |
| 50/60 | A set of values of which only one can be chosen |
| <set></set> | A button on the product's control panel |
| Settings | A product function or a menu option |

Symbols

| Symbol | Meaning |
|------------|---|
| 4 | Electrical warning. Not following these instructions may cause electrical damage to the product, accessories, or the user. |
| | Critical installation, configuration, or operation information. Not following these instructions may make the product not work, cause damage to the product, or cause harm to the operator. |
| (i) | Important installation or configuration information. The product may not function correctly if this information is not used. |
| | Useful information. |

The term "DMX" used throughout this manual refers to the USITT DMX512-A digital data transmission protocol.



Connection of the control signal: DMX line

- The product has XLR sockets for DMX input and output.
- Notice: This control circuit is isolated and belongs to the Class 2 data port.

The control circuit has a cumulative leakage current of less than 3.5 mA.



FFCC Statement of Compliance

This device complies with Part 15 Part B of the FCC rules. Operation is subject to the following two conditions:

- 1. This device may not cause harmful interference, and
- 2. This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- · Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Safety Notes

Read all the following safety notes before working with this product. These notes contain important information about the installation, usage, and maintenance of this product.



This product contains no user-serviceable parts. Any reference to servicing in this User Manual will only apply to properly trained, certified technicians. Do not open the housing or attempt any repairs.



All applicable local codes and regulations apply to proper installation of this product.

- The luminaire is intended for professional use only.
- The luminaire should be positioned so that prolonged staring into the luminaire at a distance closer than 26.2 ft (8 m) is not expected.
- If the external flexible cable or cord of this luminaire is damaged, it shall be replaced by a special cord or cord exclusively available from the manufacturer or its service agent.
- The light source contained in this luminaire shall only be replaced by the manufacturer or its service agent or a similar qualified person.

CAUTION:

- This product's housing may be hot when operating. Mount this product in a location with adequate ventilation, at least 20 in (50 cm) from adjacent surfaces.
- When transferring the product from extreme temperature environments, (e.g., cold truck to warm humid ballroom) condensation may form on the internal electronics of the product. To avoid causing a failure, allow the product to fully acclimate to the surrounding environment before connecting it to power.
- Flashing light is known to trigger epileptic seizures. User must comply with local laws regarding notification of strobe use.

ALWAYS:

- Disconnect from power before cleaning the product or replacing the fuse.
- Replace the fuse with the same type and rating.
- Use a safety cable when mounting this product overhead.
- Connect this product to a grounded and protected circuit.

DO NOT:

- Open this product. It contains no user-serviceable parts.
- Look at the light source when the product is on.
- Leave any flammable material close to this product while operating or connected to power.
- Connect this product to a dimmer or rheostat.
- Operate this product if the housing, lenses, or cables appear damaged.
- Operate this product outdoors or in any location where dust, excessive heat, water, or humidity may affect it (adhere to standards for the published IP rating).
- ONLY use the hanging/mounting bracket to carry this product.
- The maximum ambient temperature is 113 °F (45 °C). Do not operate this product at higher temperatures.
- The minimum ambient temperature is -4°F (-20°C). Do not operate the product at lower temperatures.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.
- In the event of a serious operating problem, stop using immediately.

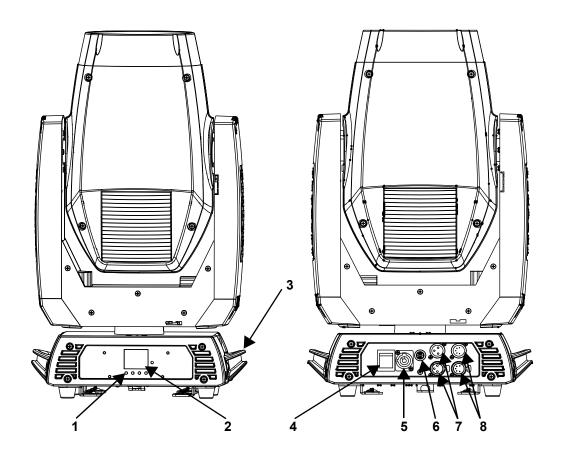


2. Introduction

Features

- Fully featured, high-powered beam fixture with a single color wheel, single static gobo wheel, layerable prisms, and 300W Ushio NSL lamp rated at 8,000 hours life
- · Fast and precise movement of pan and tilt functions
- · Individually controllable and layerable 8- and 24-facet prisms
- Frost for even light distribution
- · Tight 1° beam for extremely focused areal effects
- RDM-enabled for remote addressing and troubleshooting
- 17 static gobos for massive visual impact

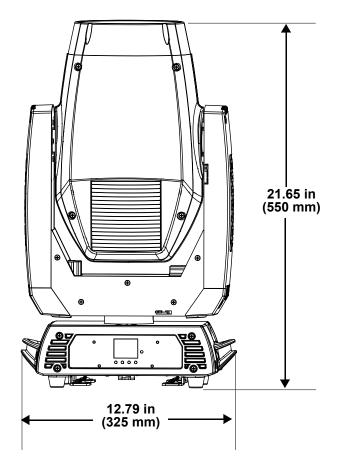
Product Overview

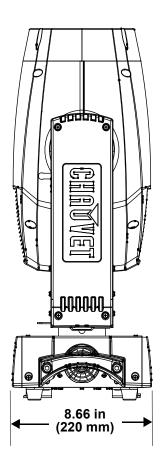


| # | Name | # | Name |
|---|-------------------|---|------------------|
| 1 | Menu buttons | 5 | Power input |
| 2 | LED display | 6 | Fuse holder |
| 3 | Carry handle (x2) | 7 | 3-pin DMX in/out |
| 4 | Power switch | 8 | 5-pin DMX in/out |



Product Dimensions







3. Setup

AC Power

Each Rogue R3 Beam has an auto-ranging power supply that works with an input voltage range of 100 to 240 VAC, 50/60 Hz. To determine the power requirements for each Rogue R3 Beam, refer to the label affixed to the product. You can also refer to the Technical Specifications chart in this manual. The listed current rating indicates the maximum current draw during normal operation. For more information, download Sizing Circuit Breakers from the Chauvet website: www.chauvetprofessional.com.



- Always connect the product to a protected circuit (a circuit breaker or fuse).
 Make sure the product has an appropriate electrical ground to avoid the risk of electrocution or fire.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.



Never connect the product to a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel serves only as a 0 to 100% switch.

AC Plug

The Rogue R3 Beam comes with a power input cable terminated with a Neutrik® powerCON® A connector on one end and an Edison plug on the other end (U.S. market). If the power input cable that came with your product has no plug, or if you need the change the plug, use the table below to wire the new plug.

| Connection | Wire (U.S.) | Wire (Europe) | Screw Color |
|------------|--------------|---------------|-----------------|
| AC Live | Black | Brown | Yellow or Brass |
| AC Neutral | White | Blue | Silver |
| AC Ground | Green/Yellow | Green/Yellow | Green |

Fuse Replacement

- 1. Disconnect this product from the power outlet.
- 2. Using a flat-head screwdriver, unscrew the fuse holder cap from the housing.
- 3. Remove the blown fuse and replace with another fuse of the same type and rating (F7A, 250 V).
- 4. Screw the fuse holder cap back in place and reconnect power.



Make sure to disconnect the product's power cable before replacing a blown fuse. Always replace the blown fuse with another of the same type and rating.

DMX Linking

You can link the Rogue R3 Beam to a DMX controller using a 3-pin or 5-pin DMX connection. If using other DMX-compatible products with this product, you can control each individually with a single DMX controller.

DMX Personalities

The Rogue R3 Beam uses a 3-pin or 5-pin DMX data connection for the 16- and 19-channel DMX personalities.

- Refer to the <u>Introduction</u> for a brief description of each DMX personality.
- Refer to the <u>Operation</u> chapter to learn how to configure the Rogue R3 Beam to work in these personalities.
- The <u>DMX Values</u> section provides detailed information regarding the DMX personalities.

Remote Device Management

Remote Device Management, or RDM, is a standard for allowing DMX-enabled devices to communicate bi-directionally along existing DMX cabling. Check the DMX controller's User Manual or with the manufacturer as not all DMX controllers have this capability. The Rogue R3 Beam supports RDM protocol that allows feedback to make changes to menu map options.



Mounting

Before mounting the product, read and follow the safety recommendations indicated in the <u>Safety Notes</u>. For our Chauvet Professional line of mounting clamps, go to http://trusst.com/products/.

Orientation

Always mount this product in a safe position, making sure there is adequate room for ventilation, configuration, and maintenance.

Rigging

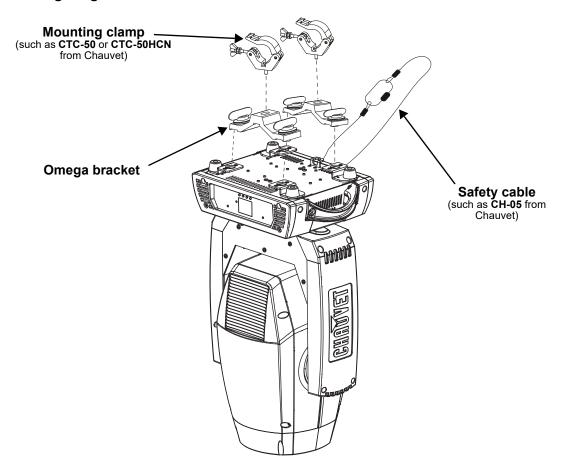
Chauvet recommends using the following general guidelines when mounting this product.

- Before deciding on a location for the product, make sure there is easy access to the product for maintenance and programming purposes.
- Make sure that the structure onto which you are mounting the product can support the product's weight. See the <u>Technical Specifications</u> for weight information.
- When mounting the product overhead, always use a safety cable. Mount the product securely to a rigging point, whether an elevated platform or a truss.
- When rigging the product onto a truss, use a mounting clamp of appropriate weight capacity.
- When power linking multiple products, mount the products close enough for power linking cables to reach.
- The bracket adjustment knobs allow for directional adjustment when aiming the product to the desired angle. Only loosen or tighten the bracket knobs manually. Using tools could damage the knobs.

Procedure

The Rogue R3 Beam comes with a double-bracketed yoke to which you can either attach mounting clamps for hanging or simply use as a floor stand. You must supply the mounting clamps. Make sure the clamps are capable of supporting the weight of this product. Use at least one mounting point per product. For the CHAUVET Professional line of mounting clamps, go to http://www.trusst.com/products.

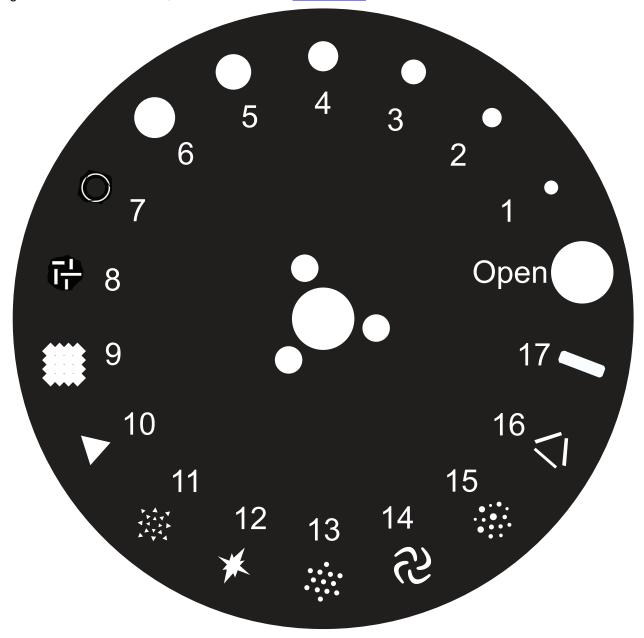
Mounting Diagram





Gobo Wheel

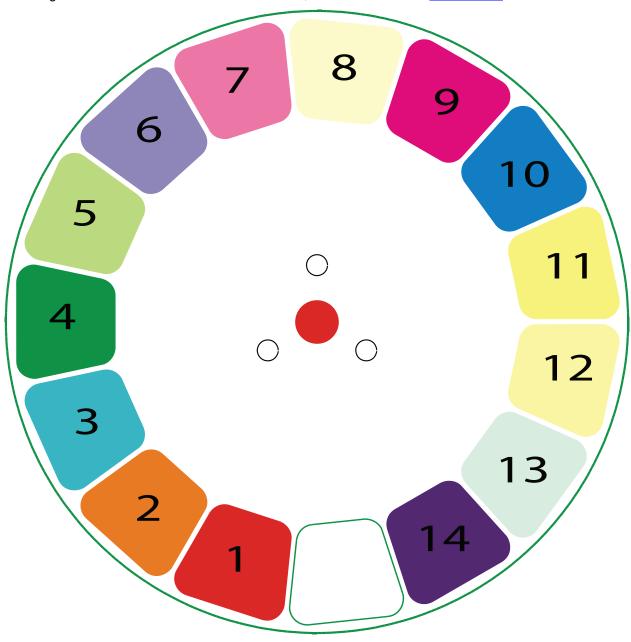
The Rogue R3 Beam includes one gobo wheel with 17 fixed gobos plus open. The diagram shows the gobo number on the wheel, as numbered in the $\underline{\mathsf{DMX}\ \mathsf{Values}}$ tables.





Color Wheel

The Rogue R3 Beam includes one color wheel with 14 fixed colors plus open (white), as indicated below. The diagram shows the color number on the wheel, as numbered in the DMX Values tables.





Lamp Replacement

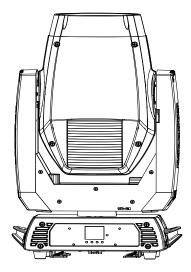
The Rogue R3 Beam is equipped with an NSL Ushio 300W lamp. Follow the procedure below to safely change the lamp.



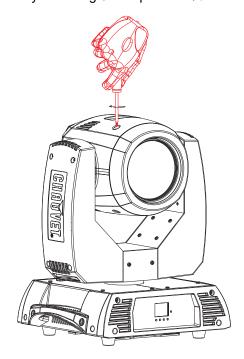
Disconnect the product from power before opening.

Procedure

 Turn the product off and disconnect it from power. Wait at least 15 minutes for the lamp to cool down.

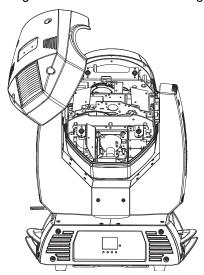


2. Remove both head covers by removing 8 Phillips-head ¼-turn screws.

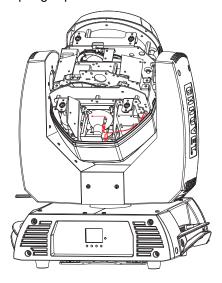




3. Orient the bottom of the moving head so that the fan is facing downward.

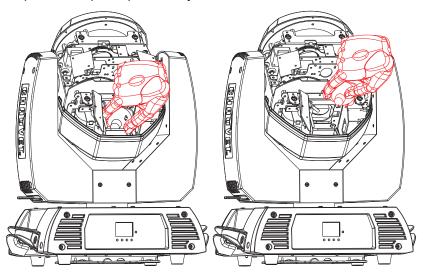


4. Remove the 2 wires connected to the lamp by the spade terminals. Using the lamp base, push the lamp to the left against the spring clips located on the left.





5. Roll the lamp out the top and pull it away.



6. Reverse the steps above to install the new lamp. Do not touch the glass with bare hands.



Do not turn product on without a lamp!

Increasing the Lamp's Life

To prolong the life of the NSL Ushio 300W lamp, it is recommended to do the following:

- ALWAYS turn the lamp off by using the DMX controller or the product's control panel, then wait at least 5 minutes before switching off the product. This will keep the fans running to extract any remaining heat from the product's head.
- DO NOT power cycle the product unless it is necessary.
- DO NOT re-strike the lamp immediately after turning it off. Chauvet recommends waiting 5 minutes before trying to re-strike the lamp.
- DO NOT touch the lamp without wearing gloves to avoid leaving grease on the bulb or on the contacts that could reduce the lamp's life.
- ALWAYS change the lamp when it has reached its recommended lifespan to avoid the risk of lamp explosion.



4. Operation

Control Panel Operation

| Button | Function |
|-----------------|--|
| <menu></menu> | Exits from the current menu or function |
| <enter></enter> | Enables the currently displayed menu or sets the currently selected value in to the current function |
| <up></up> | Navigates upward through the menu list or increases the numeric value when in a function |
| <down></down> | Navigates downward through the menu list or decreases the numeric value when in a function |

Programming

Refer to the Menu Map to understand the menu options. The menu map shows the main level and a variable number of programming levels for each option.

- To go to the desired main level, press <MENU> repeatedly until the option shows on the display.
 Press <ENTER> to select. This will take you to the first programming level for that option.
- To select an option or value within the current programming level, press <UP> or <DOWN> until
 the option shows on the display. Press <ENTER> to select. In this case, if there is another
 programming level, you will see that first option, or you will see the selected value.
- Press <MENU> repeatedly to exit to the previous main level.

Control Panel Lock

This setting enables you to activate or disable the control panel lock, which keeps unauthorized users from changing the product's settings.

- 1. Go to the **Key Lock** main level.
- 2. Select ON or OFF.



When the control panel lock is activated, in order to access the products main programming level, the product will prompt for the passcode. Enter the passcode as described below.

Passcode

After being prompted to enter the passcode:

Press <UP>, <DOWN>, <UP>, <DOWN>, <ENTER>



Menu Map

Refer for the Rogue R3 Beam product page on www.chauvetprofessional.com for the latest menu map.

| Main Level | | Programmi | ing Levels | | Description |
|------------|-------------------|--|------------|-------------------------------|--|
| Address | | 001- | 512 | | Sets the starting address |
| | DMX 16CH 19CH | | | Selects the DMX personality | |
| | | | | Selects the DIVIA personality | |
| | Auto Test | | | Auto test all functions | |
| | | Pan | | | |
| | | Pan | Fine | | |
| | | | ilt | | |
| | | | Fine | | |
| | | | Speed | | |
| | | Dimmer | | | |
| | | Dimmer Fine | | | |
| Run Mode | | Shutter Color | | | |
| | Manual | | | 000–255 | Manually control and test all settings |
| | Test | | Gobo | | through the control panel |
| | | | sm1 | | |
| | | Prism1 Rot | | | |
| | | Prism2 Prism2 Rot Frost Focus P/T Macro P/T Ma. Speed Special Function | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | Special | N | 0 | Normal pan |
| | Pan Reverse | | YE | | Reversed pan |
| | | | N | | Normal tilt |
| | Tilt Reverse | | YE | | Reversed tilt |
| | | | N | | Normal screen display |
| | Screen Reverse | | YE | | Inverted screen display |
| | | | 54 | _ | 540° pan range |
| | Pan A | Anale | 36 | | 360° pan range |
| | | | 18 | | 180° pan range |
| Setup | | | 27 | | 270° tilt range |
| Octup | Tilt Angle | | 18 | 30 | 180° tilt range |
| | | | 9 | 0 | 90° tilt range |
| | BL 0 B | /T Mayo | YE | S | Blackout while panning/tilting |
| | BL. O. P/T Move | | N | 0 | Do not blackout while panning/tilting |
| | BL. O. Color Move | | YE | S | Blackout while color wheel is moving |
| | | | N | 0 | Do not blackout while color wheel is moving |
| | BL. O. Gobo Move | | YE | S | Blackout while gobo wheels are moving |
| | | | N | 0 | Do not blackout while gobo wheels are moving |



| Main Level | | Programming Levels | | | Description |
|------------|-----------------------|--------------------|-------------------------------|-----------|--|
| | | | On/Off | ON OFF | Turns lamp on/off |
| | | | State/ Power On | ON OFF | Defines the status of lamp when powering up product |
| | | | Off via DMX | YES NO | Turns off the unit via DMX controller |
| | | | On if DMX On | YES NO | Turns lamp on when DMX signal is detected |
| | Lamp S | ettings | Off if DMX Off | YES NO | Turns lamp off when DMX signal is lost |
| | | | lgnition Delay | 000–255 | Selects duration of delay between product power on and lamp power on |
| | | | Low Power Delay | 000–255 | Selects the duration of delay when shutter is closed and lamp enters lower power state |
| Setup | | | Reset | YES | Resets lamp timer to 0 |
| (cont.) | | | Lamp Time | NO | Leaves lamp time unchanged |
| | Maintenance Timer | | Interval | 000–250 | Defines amount of hours between maintenance |
| | | | Remaining Time | NO | Shows amount of time remaining in maintenance cycle |
| | | | | RESET | Resets the time back to the beginning |
| | Reset Function | | Pan/Tilt Shutter/ Prism | | Reset individual functions or all functions from start-up |
| | | | Color Gobo | | |
| | | | Frost/ Focus All | | |
| | | | | .0 | |
| | Factory Settings | | YES NO | | Reset to factory default settings |
| | | V | er | | Shows firmware version |
| | | | g Mode | | Shows current running mode |
| | | | ddress | | Shows current DMX address |
| | | | Temperature | | Displays the product's temperature in °C |
| Sys Info | System Information | | Lamp On Time | | Displays the amount of time the lamp has been on (provided the counter has been reset upon installation of new lamp) |
| | | Remain Time | | | Shows amount of time remaining in maintenance cycle |
| | | UID | | | Shows product UID |
| | | Fan1 | Speed | | Shows speed of Fan 1 |
| | | Fan2 Speed | | | Shows speed of Fan 2 |



DMX Values 19CH

| 19CH | - | | | | |
|---------|-------------------|------------------------|---|--|--|
| Channel | Function | Value | Percent/Setting | | |
| 1 | Pan | 000 ⇔ 255 | | | |
| 2 | Pan fine | | Fine control (16-bit) | | |
| 3 | Tilt | 000 ⇔ 255 | | | |
| 4 | Tilt fine | | Fine control (16-bit) | | |
| 5 | Pan/tilt speed | | Fast to slow | | |
| | 6 Dimmer 000 ⇔ 25 | | | | |
| 7 | Dimmer fine | | Fine control (16-bit) | | |
| | | 000 👄 007 | | | |
| | | 008 🗢 015 | | | |
| | | | Synchronized strobe, slow to fast | | |
| 8 | Strobe | | Fast close, slow open (slow to fast) | | |
| Ü | 0.1020 | | Slow close, fast open (slow to fast) | | |
| | | | Pulse strobe, slow to fast | | |
| | | | Random strobe, slow to fast | | |
| | | 251 ⇔ 255 | · · | | |
| | | 000 🗢 004 | • | | |
| | | 005 ⇔ 008 | | | |
| | | 009 ⇔ 012 | | | |
| | | 013 🗢 016 | | | |
| | | | Light green | | |
| | | | Light yellow | | |
| | | 025 🗢 028 | | | |
| | | 029 😂 032 | | | |
| • | Color wheel | 033 ⇔ 036 | | | |
| 9 | (see Color Wheel) | 037 😂 040 | | | |
| | | 041 😂 044 | | | |
| | | 045 😂 048 | | | |
| | | | CTO 5600K | | |
| | | 053 ⇔ 056 | CTO 6500K | | |
| | | | Split colors | | |
| | | | Clockwise color scroll, fast to slow | | |
| | | 120 ⇔ 103 190 ⇔ 193 | | | |
| | | | Counterclockwise color scroll, slow to fast | | |
| | | 000 \ 003 | | | |
| | | 004 ⇔ 006 | | | |
| | | 007 ⇔ 009 | | | |
| | | 010 🖘 012 | | | |
| | | 013 🗢 015 | | | |
| | | 016 🗢 018 | Gobo 5 | | |
| | | 019 🗢 021 | | | |
| 10 | Static gobo wheel | 022 🖘 024 | | | |
| | (see Gobo Wheel) | 025 🖘 027 | | | |
| | | 028 🖘 030 | | | |
| | | 031 🗢 033 | | | |
| | | 034 ⇔ 036 | | | |
| | | 037 ⇔ 039 | | | |
| | | 040 🖘 042 | | | |
| | | 043 🖘 045 | Gobo 14 | | |
| | 1 | 1 | I | | |



| 046 ⇔ 048 Gobo 15 049 ⇔ 051 Gobo 16 052 ⇔ 055 Gobo 17 056 ⇔ 059 Open | |
|--|--|
| 052 ⇔ 055 Gobo 17 | |
| | |
| 056 ⇔ 050 Onen | |
| 000 % 009 Open | |
| 060 ⇔ 063 Gobo 1 shaking, slow to fast | |
| 064 ⇔ 067 Gobo 2 shaking, slow to fast | |
| 068 ⇔ 071 Gobo 3 shaking, slow to fast | |
| 072 ⇔ 075 Gobo 4 shaking, slow to fast | |
| 076 ⇔ 079 Gobo 5 shaking, slow to fast | |
| 080 ⇔ 083 Gobo 6 shaking, slow to fast | |
| 084 ⇔ 087 Gobo 7 shaking, slow to fast | |
| Static gobo wheel 088 \$\iff 091 \text{Gobo 8 shaking, slow to fast} | |
| (see <u>Gobo Wheel</u>) 092 ⇔ 095 Gobo 9 shaking, slow to fast | |
| 096 ⇔ 099 Gobo 10 shaking, slow to fast | |
| 100 ⇔ 103 Gobo 11 shaking, slow to fast | |
| 104 ⇔ 107 Gobo 12 shaking, slow to fast | |
| 108 ⇔ 111 Gobo 13 shaking, slow to fast | |
| 112 ⇔ 115 Gobo 14 shaking, slow to fast | |
| 116 ⇔ 119 Gobo 15 shaking, slow to fast | |
| 120 ⇔ 123 Gobo 16 shaking, slow to fast | |
| 124 ⇔ 127 Gobo 17 shaking, slow to fast | |
| 128 ⇔ 189 Clockwise gobo scroll, fast to slow | |
| 190 ⇔ 193 Stop | |
| 194 ⇔ 255 Counterclockwise gobo scroll, slow to fast | |
| 11 Prism 1 000 ⇔ 004 No function | |
| 005 ⇔ 255 Prism index | |
| 000 ⇔ 127 Prism index | |
| 12 Prism 1 rotation 128 \iff 189 Clockwise rotation, fast to slow | |
| 190 ⇔ 193 Stop | |
| 194 ⇔ 255 Counterclockwise rotation, slow to fast | |
| 13 Prism 2 000 ⇔ 004 No function | |
| 005 ⇔ 255 Prism index | |
| 000 ⇔ 127 Prism index | |
| 14 Prism 2 rotation 128 \Leftrightarrow 189 Clockwise rotation, fast to slow | |
| 190 ⇔ 193 Stop | |
| 194 ⇔ 255 Counterclockwise rotation, slow to fast | |
| 15 Frost 000 ⇔ 255 0–100% | |
| 16 Focus 000 ⇔ 255 0–100% | |
| 000 ⇔ 007 No function | |
| 008 ⇔ 015 Effect 1 | |
| 016 ⇔ 023 Effect 2 | |
| 024 ⇔ 031 Effect 3 | |
| 032 ⇔ 039 Effect 4 | |
| 040 ⇔ 047 Effect 5 | |
| 17 Movement macros 048 ⇔ 055 Effect 6 | |
| 056 ⇔ 063 Effect 7 | |
| 064 ⇔ 071 Effect 8 | |
| 072 ⇔ 079 Effect 9 | |
| 080 ⇔ 087 Effect 10 | |
| 088 ⇔ 095 Effect 11 | |
| 096 ⇔ 103 Effect 12 | |



| Channel | Function | Value | Percent/Setting |
|---------|----------------------|-----------------------------------|---|
| | | 104 😂 111 | Effect 13 |
| | | 112 ⇔ 119 | Effect 14 |
| | | 120 ⇔ 127 | Effect 15 |
| | | 128 ⇔ 135 | Effect 16 |
| | | 136 ⇔ 143 | Effect 17 |
| | | 144 ⇔ 151 | Effect 18 |
| | | 152 ⇔ 159 | Effect 19 |
| | | 160 ⇔ 167 | Effect 20 |
| | | 168 ⇔ 175 | Effect 21 |
| 17 | Movement macros | 176 ⇔ 183 | Effect 22 |
| | | 184 ⇔ 191 | Effect 23 |
| | | 192 ⇔ 199 | Effect 24 |
| | | 200 😂 207 | Effect 25 |
| | | 208 😂 215 | Effect 26 |
| | | 216 223 | Effect 27 |
| | | 224 <code-block> 231</code-block> | Effect 28 |
| | | 232 <code-block></code-block> | Effect 29 |
| | | 240 😂 247 | |
| | | 248 ⇔ 255 | |
| 18 | Movement macro speed | | |
| | | | No function |
| 18 | | | Enable pan/tilt blackout |
| | | | Disable pan/tilt blackout |
| | | | Enable blackout while color wheel is moving |
| | | | Disable color wheel blackout |
| | | | Enable blackout while gobo wheels are moving |
| | | | Disable gobo wheel blackout |
| | | 130 ⇔ 139 | |
| | | | Pan/tilt reset |
| 19 | Control | | Color wheel reset |
| | | | Gobo wheel reset |
| | | | Shutter/prism reset |
| | | | No function |
| | | | Focus reset |
| | | 200 ⇔ 209 | |
| | | | Enable blackout all function during pan/tilt |
| | | | Disable blackout all function during pan/tilt |
| | | 230 ⇔ 239 | · · |
| | | 240 <code-block></code-block> | No function |



16CH

| Channel | Function | Value | Percent/Setting |
|---------|-------------------------------|-----------|---|
| 1 | Pan | 000 ⇔ 255 | |
| 2 | Pan fine | | Fine control (16-bit) |
| 3 | Tilt | 000 ⇔ 255 | 0–100% |
| 4 | Tilt fine | | Fine control (16-bit) |
| 5 | Pan/tilt speed | | Fast to slow |
| 6 | Dimmer | 000 ⇔ 255 | |
| | | 000 🗇 007 | Closed |
| | | 008 👄 015 | |
| | | | Synchronized strobe, slow to fast |
| 7 | Strobe | 132 ⇔ 167 | Fast close, slow open (slow to fast) |
| , | Strobe | | Slow close, fast open (slow to fast) |
| | | | Pulse strobe, slow to fast |
| | | | Random strobe, slow to fast |
| | | 251 ⇔ 255 | |
| | | 000 🗢 004 | |
| | | 005 ⇔ 008 | |
| | 009 ⇔ 012 Orange | | |
| | | 013 🗢 016 | |
| | | | |
| | | 021 ⇔ 024 | Light yellow |
| | | 025 ⇔ 028 | Lavender |
| | | 029 ⇔ 032 | Pink |
| | 0 - 1 1 | 033 ⇔ 036 | CyanLight greenLight yellowLavenderPink |
| 8 | Color wheel (see Color Wheel) | 037 ⇔ 040 | |
| | (See Color Wricel) | 041 ⇔ 044 | Light blue |
| | | 045 ⇔ 048 | Amber |
| | | 049 ⇔ 052 | CTO 5600K |
| | | 053 ⇔ 056 | CTO 6500K |
| | | 057 ⇔ 060 | UV |
| | | | Split colors |
| | | | Clockwise color scroll, fast to slow |
| | | 190 😂 193 | |
| | | | |
| | | | Counterclockwise color scroll, slow to fast |



| 9 Static gobo wheel (see Gobo Wheel) 9 Static gobo wheel (see Gobo Wheel) 10 | Channel | Function | Value | Percent/Setting |
|--|---------|------------------|-----------|---|
| 9 Static gobo wheel (see Gobo Wheel) 10 | | | 000 🗢 003 | Open |
| 9 Static gobo wheel (see Gobo Wheel) (Seb Obo Obo Obo Obo Obo Obo Obo Obo Obo Ob | | | 004 ⇔ 006 | Gobo 1 |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 10 Prism 1 Prism 2 rotation 10 (20 20 20 20 20 20 20 20 20 20 20 20 20 2 | | | 007 ⇔ 009 | Gobo 2 |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 10 Prism 1 11 Prism 1 rotation 10 (25 \infty 0.02 to 0.02 | | | 010 🖘 012 | Gobo 3 |
| 9 Static gobo wheel (see Gobo Wheel) (se | | | 013 ⇔ 015 | Gobo 4 |
| 9 Static gobo wheel (see Gobo Wheel) 10 | | | 016 ⇔ 018 | Gobo 5 |
| 9 Static gobo wheel (see Gobo Wheel) 9 022 ⇔ 024 Obo 7 Obob 8 Obob 10 Obob 12 Obob 14 Obob 17 Obob 18 Obob 18 Obob 18 Obob 18 Obob 19 Obob 1 | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 13 | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 028 ⇔ 030 Gobo 9 031 ⇔ 036 Gobo 11 037 ⇔ 039 Gobo 12 040 ⇔ 042 Gobo 13 043 ⇔ 045 Gobo 14 046 ⇔ 048 Gobo 15 049 ⇔ 051 Gobo 16 052 ∘ 055 Gobo 17 056 ⇔ 059 Open 060 ⇔ 063 Open 060 ⇔ 063 Open 060 ⇔ 063 Open 060 ⇔ 063 Shaking, slow to fast 064 ⇔ 067 Gobo 2 shaking, slow to fast 076 ⇔ 079 Gobo 3 shaking, slow to fast 084 ⇔ 087 Gobo 5 shaking, slow to fast 084 ⇔ 087 Gobo 5 shaking, slow to fast 084 ⇔ 087 Gobo 9 shaking, slow to fast 086 ⇔ 0911 Gobo 3 shaking, slow to fast 080 ⇔ 083 Gobo 6 shaking, slow to fast 084 ⇔ 087 Gobo 7 shaking, slow to fast 084 ⇔ 087 Gobo 9 shaking, slow to fast 086 ⇔ 091 Gobo 11 shaking, slow to fast 086 ⇔ 091 Gobo 12 shaking, slow to fast 100 ⇔ 103 Gobo 11 shaking, slow to fast 100 ⇔ 103 Gobo 11 shaking, slow to fast 100 ⇔ 103 Gobo 12 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 17 shaking, slow to fast 100 ⇔ 103 Gobo 17 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 15 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 103 Gobo 16 shaking, slow to fast 100 ⇔ 104 No function 105 ⇔ 255 Prism index 106 ⇔ 107 Prism index 107 Prism index 108 ⊕ 107 Prism index 109 ⇔ 109 Gobo 109 Gobo 109 Frism index 100 ⊕ 104 No function 100 ⇔ 105 ⇔ 105 Prism index 100 ⊕ 109 ⊕ 109 Stop | | | | #⇒ 027 Gobo 8 #⇒ 030 Gobo 9 #⇒ 033 Gobo 10 #⇒ 036 Gobo 11 #⇒ 039 Gobo 12 #⇒ 042 Gobo 13 #⇒ 045 Gobo 15 #⇒ 051 Gobo 16 #⇒ 055 Gobo 17 #⇒ 063 Gobo 1 shaking, slow to fast #⇒ 071 Gobo 3 shaking, slow to fast #⇒ 071 Gobo 4 shaking, slow to fast #⇒ 079 Gobo 5 shaking, slow to fast #⇒ 083 Gobo 6 shaking, slow to fast #⇒ 080 Gobo 7 shaking, slow to fast #⇒ 091 Gobo 8 shaking, slow to fast #⇒ 095 Gobo 10 shaking, slow to fast #⇒ 096 Gobo 10 shaking, slow to fast #⇒ 097 Gobo 11 shaking, slow to fast #⇒ 098 Gobo 10 shaking, slow to fast #⇒ 099 Gobo 11 shaking, slow to fast #⇒ 099 Gobo 12 shaking, slow to fast #⇒ 090 Gobo 12 shaking, slow to fast #⇒ 103 Gobo 13 shaking, slow to fast #⇒ 104 Gobo 13 shaking, slow to fast #⇒ 105 Gobo 13 shaking, slow to fast #⇒ 107 Gobo 13 shaking, slow to fast |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 031 ⇔ 033 | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 10 Static gobo wheel (see Gobo Wheel) 11 Prism 1 rotation 12 Opin 2 rotation 13 Prism 2 rotation 14 Opin Static gobo wheel (see Gobo Wheel) 15 Opin Static gobo wheel (see Gobo Wheel) 10 Opin Static gobo wheel (sobo Wheel) 10 Opin Static gobo wheel white gobo wheel | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 9 Prism 2 rotation 9 Ostatic gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 9 Ostatic gobo wheel (see Gobo Wheel) 9 Prism 2 rotation 9 Ostatic gobo wheel (see Gobo Wheel) 9 Prism 1 rotation 9 Ostatic gobo wheel (see Gobo Wheel) 9 Ostatic gobo wheel (sobo 17 shaking, slow to fast gobo 12 shaking, slow to fast gobo 13 shaking, slow to fast gobo 13 shaking, slow to fast gobo 14 shaking, slow to fast gobo 15 shaking, slow to fast gobo 15 shaking, slow to fast gobo 15 shaking, slow to fast gobo 16 shaking, slow to fast gobo 17 shaking, slow to fast gobo 18 | | | | |
| 9 Static gobo wheel (see Gobo Wheel) (see Gobo Wheel) 10 Prism 1 11 Prism 1 rotation Static gobo wheel 10 Gobo 404 Gobo 15 049 ⇔ 051 Gobo 16 052 ⇔ 055 Open 060 ↔ 063 Gobo 1 shaking, slow to fast 060 ⇔ 063 Gobo 1 shaking, slow to fast 060 ⇔ 063 Gobo 2 shaking, slow to fast 060 ⇔ 071 Gobo 3 shaking, slow to fast 060 ⇔ 073 Gobo 4 shaking, slow to fast 060 ⇔ 073 Gobo 5 shaking, slow to fast 060 ⇔ 083 Gobo 6 shaking, slow to fast 060 ⇔ 083 Gobo 6 shaking, slow to fast 060 ⇔ 083 Gobo 1 shaking, slow to fast 060 ⇔ 083 Shaking, slow to fast 060 ⇔ 084 Gobo 7 shaking, slow to fast 060 ⇔ 099 Gobo 10 shaking, slow to fast 060 ⇔ 12 shaking, slow to fast 060 ⇔ 13 shaking, slow to fas | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 1 rotation Static gobo wheel (see Gobo Wheel) 10 Prism 2 rotation Static gobo wheel (sobo 5 content of the color of | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Prism 1 rotation Static gobo wheel 10 Prism 2 rotation 9 Static gobo wheel 10 Static gobo staking, slow to fast 10 Static gobo staking, slow to fast 10 Static gobo 15 shaking, slow to fast 10 Static gobo 12 shaking, slow to fast 10 Staking, slow t | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Static gobo wheel (see Gobo Wheel) 10 Static gobo wheel (see Gobo Wheel) 11 Prism 1 rotation 12 Prism 2 13 Prism 2 rotation 10 Static gobo wheel (see Gobo Wheel) 10 Static gobo wheel (sobo Wheel) 10 Static gobo wheel (sobo 1 shaking, slow to fast Gobo 12 shaking, slow to fast Gobo 13 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 17 shaking, slow to fast Gobo 18 shaking, slo | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 (see Gobo Wheel) 10 | | | | |
| 9 Static gobo wheel (see Gobo Wheel) 9 Static gobo wheel (see Gobo Wheel) 10 Static gobo Wheel) 10 Static gobo wheel (see Gobo Wheel) 10 Static gobo Wheel (sobo Wheel) 11 Static gobo Wheel (sobo Wheel) 12 Static gobo Wheel (sobo Wheel) 13 Static gobo Wheel (sobo Wheel) 14 Static gobo Wheel (sobo Wheel) 15 Static gobo Wheel (sobo Wheel) 16 Sobo Wheel (sobo Wheel) 17 Shaking, slow to fast (sobo 11 shaking, slow to fast (sobo 12 shaking, slow to fast (sobo 13 shaking, slow to fast (sobo 14 sha | | | | |
| 9 Static gobo Wheel (see Gobo Wheel) | | | | |
| 13 Prism 2 rotation 064 ⇔ 067 Gobo 2 shaking, slow to fast 068 ⇔ 071 Gobo 3 shaking, slow to fast 072 ⇔ 075 Gobo 4 shaking, slow to fast Gobo 6 shaking, slow to fast Gobo 6 shaking, slow to fast Gobo 7 shaking, slow to fast Gobo 7 shaking, slow to fast Gobo 8 shaking, slow to fast Gobo 8 shaking, slow to fast Gobo 9 shaking, slow to fast Gobo 9 shaking, slow to fast Gobo 9 shaking, slow to fast Gobo 10 shaking, slow to fast Gobo 11 shaking, slow to fast Gobo 12 shaking, slow to fast Gobo 12 shaking, slow to fast Gobo 13 shaking, slow to fast Gobo 14 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 16 shaking, slow to fast Gobo 17 shaking, slow to fast Gobo 18 shaking, slow to fast Gobo 18 shaking, slow to fast Gobo 18 shaking, slow to fast Gobo 19 sha | 9 | | | |
| 068 ⇔ 071 072 ⇔ 075 076 ⇔ 079 079 ⇔ 079 079 ⇔ 079 079 ⇔ 079 080 ⇔ 083 084 ⇔ 087 086 ⇔ 091 088 ⇔ 091 092 ⇔ 095 096 ⇔ 099 096 ⇔ 099 096 ⇔ 099 096 ⇔ 099 096 ⇔ 099 096 ⇔ 010 ⇒ 0103 079 ⇔ 011 ⇒ 010 ⇒ 0103 079 ⇔ 011 ⇒ 010 ⇒ 0103 079 ⇔ 010 ⇒ 0103 079 ⇔ 010 ⇒ 0103 079 ⇔ 010 ⇒ 0103 ⇒ 010 | • | (see Gobo Wheel) | | _ |
| 072 ⇔ 075 Gobo 4 shaking, slow to fast | | | | G. |
| 076 ⇔ 079 Gobo 5 shaking, slow to fast | | | | _ |
| 080 ⇔ 083 Gobo 6 shaking, slow to fast | | | | _ |
| 084 ⇔ 087 086 ⇔ 091 086 ⇔ 091 092 ⇔ 095 096 ⇔ 099 096 ⇔ 096 ⇔ 099 096 ⇔ 099 096 ⇔ 096 ⇔ 099 096 ⇔ 096 ⇔ 096 ⇔ 096 096 ⇔ 096 | | | | _ |
| 088 ⇔ 091 092 ⇔ 095 096 ⊗ shaking, slow to fast 096 ⇔ 099 | | | | 68 ⇔ 071 Gobo 3 shaking, slow to fast 72 ⇔ 075 Gobo 4 shaking, slow to fast 76 ⇔ 079 Gobo 5 shaking, slow to fast 80 ⇔ 083 Gobo 6 shaking, slow to fast 84 ⇔ 087 Gobo 7 shaking, slow to fast 88 ⇔ 091 Gobo 8 shaking, slow to fast |
| 13 Prism 2 rotation O92 ⇔ 095 Gobo 9 shaking, slow to fast | | | | _ |
| 10 | | | | _ |
| 100 ⇔ 103 Gobo 11 shaking, slow to fast 104 ⇔ 107 Gobo 12 shaking, slow to fast Gobo 12 shaking, slow to fast Gobo 13 shaking, slow to fast Gobo 14 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 16 shaking, slow to fast Gobo 17 shaking, slow to fast Clockwise gobo scroll, fast to slow Stop 190 ⇔ 193 Stop 194 ⇔ 255 Counterclockwise gobo scroll, slow to fast No function Prism 1 rotation Prism 1 rotation Prism 2 Prism 2 10 Prism 2 Prism 2 10 Prism 2 10 Prism 2 10 Prism 3 10 10 10 10 11 11 12 13 Prism 2 14 15 15 16 ⇔ 119 Gobo 13 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 15 shaking, slow to fast Gobo 16 shaking, slow to fast Clockwise gobo scroll, fast to slow No function Prism index Clockwise rotation, fast to slow Stop Prism index Ood ⇔ 127 Ood ⇔ | | | | _ |
| 104 ⇔ 107 108 ⇔ 111 112 ⇔ 115 116 ⇔ 119 120 ⇔ 123 130bo 12 shaking, slow to fast 108 ⇔ 111 112 ⇔ 115 116 ⇔ 119 120 ⇔ 123 120 ⇔ 124 120 ⇔ 125 120 ⇔ 127 120 ⇔ 127 120 ⇔ 128 ⇔ 189 120 ⇔ 127 120 ⇔ 127 120 ⇔ 127 120 ⇔ 127 120 ⇔ 127 121 ⇔ 128 ⇔ 129 122 ← 128 ⇔ 129 123 ⇔ 129 124 ⇔ 125 125 ← 127 127 ← 128 ⇔ 128 128 ⇔ 129 129 ← 127 120 ⇔ 127 120 ⇔ 127 121 ← 128 ⇔ 129 122 ← 128 ⇔ 129 123 ⇔ 129 124 ⇔ 127 125 ← 128 ⇔ 129 126 ⇔ 127 127 ← 128 ⇔ 129 128 ⇔ 129 129 ← 128 ⇔ 129 120 ⇔ 127 121 ← 128 ⇔ 129 122 ← 128 ⇔ 129 123 ← 129 124 ⇔ 129 125 ← 128 ⇔ 129 126 ⇔ 129 127 ← 128 ⇔ 129 128 ⇔ 129 129 ← 129 120 ⇔ 127 120 ⇔ 127 121 ← 128 ⇔ 129 122 ← 128 ⇔ 129 123 ← 129 124 ⇔ 129 125 ← 128 ⇔ 129 126 ⇔ 129 127 ← 128 ⇔ 129 128 ⇔ 129 129 ← 129 120 ⇔ 127 120 ← 121 12 | | | | |
| 108 ⇔ 111 Gobo 13 shaking, slow to fast 112 ⇔ 115 Gobo 14 shaking, slow to fast 116 ⇔ 119 Gobo 15 shaking, slow to fast 120 ⇔ 123 Gobo 15 shaking, slow to fast 124 ⇔ 127 Gobo 17 shaking, slow to fast 128 ⇔ 189 Clockwise gobo scroll, fast to slow 190 ⇔ 193 Stop 194 ⇔ 255 Counterclockwise gobo scroll, slow to fast 10 Prism 1 | | | | _ |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$ | | | | _ |
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| 10 Prism 1 000 ⇔ 004 005 ⇔ 255 0000 ⇔ 255 000 ⇔ 255 000 ⇔ 255 000 ⇔ 255 000 ⇔ 255 000 ⇔ 255 000 ⇔ | | | | · · |
| 10 Prism 1 005 ⇔ 255 Prism index 11 Prism 1 rotation 128 ⇔ 189 | | | | |
| 11 Prism 1 rotation 000 ⇔ 127 Prism index Clockwise rotation, fast to slow 190 ⇔ 193 Stop 194 ⇔ 255 Counterclockwise rotation, slow to fast 12 12 Prism 2 000 ⇔ 004 No function O05 ⇔ 255 Prism index Prism index O00 ⇔ 127 Prism index Clockwise rotation, fast to slow 128 ⇔ 189 Clockwise rotation, fast to slow Stop Stop Over 193 Stop Over 193 Stop Over 193 Over 193 Over 193 Over 193 Over 193 Over 194 Over 194 Over 195 | 10 | Prism 1 | | |
| 11 Prism 1 rotation 128 ⇔ 189 | | | | |
| 11 | | | | |
| 194 ⇔ 255 Counterclockwise rotation, slow to fast 12 Prism 2 000 ⇔ 004 No function 005 ⇔ 255 Prism index 000 ⇔ 127 Prism index 128 ⇔ 189 Clockwise rotation, fast to slow 190 ⇔ 193 Stop | 11 | Prism 1 rotation | | |
| 12 Prism 2 000 ⇔ 004 005 ⇔ 255 Prism index No function Prism index 13 Prism 2 rotation 000 ⇔ 127 Prism index Clockwise rotation, fast to slow 190 ⇔ 193 Stop | | | | · |
| 12 | | | | |
| 13 Prism 2 rotation 000 ⇔ 127 Prism index 128 ⇔ 189 190 ⇔ 193 Stop 13 Stop | 12 | Prism 2 | | |
| 13 Prism 2 rotation 128 ⇔ 189 Clockwise rotation, fast to slow Stop | | | | |
| 13 Prism 2 rotation 190 \Leftrightarrow 193 Stop | | | | |
| | 13 | Prism 2 rotation | | |
| 194 😽 200 Counterclockwise rotation, slow to last | | | | · · |
| | | | 194 ₩ 255 | Counterclockwise rotation, slow to fast |



| Channel | Function | Value | Percent/Setting |
|---------|----------|-----------------------------------|---|
| 14 | Frost | 000 <code-block></code-block> | 0–100% |
| 15 | Focus | 000 😂 255 | 0–100% |
| | | 000 🗢 069 | No function |
| | | 070 👄 079 | Enable pan/tilt blackout |
| | | 080 👄 089 | Disable pan/tilt blackout |
| | | 090 👄 099 | Enable blackout while color wheel is moving |
| | | 100 😂 109 | Disable color wheel blackout |
| | | 110 🖨 119 | Enable blackout while gobo wheels are moving |
| | | 120 🖈 129 | Disable gobo wheel blackout |
| | | 130 🖨 139 | Lamp on |
| | | 140 149 | Pan/tilt reset |
| 16 | Control | 150 ⇔ 159 | Color wheel reset |
| | | 160 🗢 169 | Gobo wheel reset |
| | | 170 😂 179 | Shutter/prism reset |
| | | 180 ⇔ 189 | No function |
| | | 190 🖘 199 | Focus reset |
| | | 200 🖘 209 | All reset |
| | | 210 😂 219 | Enable blackout all function during pan/tilt |
| | | 220 229 | Disable blackout all function during pan/tilt |
| | | 230 <code-block> 239</code-block> | <u> </u> |
| | | 240 😂 255 | No function |

Address

This programming level sets the DMX starting address. In this mode, each product will respond to a unique starting address from the DMX controller. All products with the same starting address will respond in unison. This option sets the products DMX address.

- 1. Starting from the Main Level screen, select **Address**, press **<ENTER>**.
- Select the starting address (001–512), press <ENTER>.

Run Mode

This programming level sets the DMX personality and controls the different test modes.

Starting from the Main Level screen, select Running Mode, press <ENTER>.

DMX Personality

This setting allows you to choose a particular DMX personality.

- 1. Highlight **DMX**, press **<ENTER>**.
- 2. Select the DMX personality 16 or 19 press <ENTER>.



Make sure that the starting addresses on the various products do not overlap due to the new personality setting.

Auto Test

This option runs every attribute individually through 1 cycle.

Highlight Auto Test, press <ENTER>.



The Auto Test will end after 1 full cycle. You can stop the test by pressing <MENU> at any time.



Manual Test

This option allows each attribute to run individually or as a group.

- Highlight Manual Test, press <ENTER>.
- 2. Highlight the desired attribute listed on the control panel screen, press **<ENTER>**.
- 3. Set the attribute value (000-255), press <ENTER>.
- 4. Repeat step 2 for the other attributes.



When exiting the Manual Test level, the values of all tested channels will revert to zero.

Setup

This programming level controls the product's head movement, display, dimming, and fan adjustments.

• Starting from the Main Level screen, select **Setup**, press **<ENTER>**.

Pan Reverse

Reverses the operation of the pan attribute.

- Highlight Pan Reverse, press <ENTER>.
- Select YES or NO, press <ENTER>

Tilt Reverse

Reverses the operation of the tilt attribute.

- 1. Highlight Tilt Reverse, press <ENTER>.
- 2. Select YES or NO, press <ENTER>

Screen Reverse

Reverses the screen display.

- 1. Highlight Screen Reverse, press <ENTER>.
- 2. Select YES or NO, press <ENTER>

Pan Angle

This option assigns pan range.

- 1. Highlight Pan Angle, press <ENTER>.
- 2. Select 540, 360, or 180, press <ENTER>.

Tilt Angle

This option assigns tilt range.

- Highlight Tilt Angle, press <ENTER>.
- 2. Select 270, 180, or 90, press <ENTER>.

BL.O.P/T Move

Enables/disables blackout on pan/tilt move.

- Highlight BL.O.P/T Move, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

BL.O.Color Move

Enables/disables blackout on color wheel move.

- Highlight BL.O.Color Move, press <ENTER>.
- 2. Select **YES** or **NO**, press **<ENTER>.**

BL.O.Gobo Move

Enables/disables blackout on gobo wheel move.

- Highlight BL.O.Gobo Move, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.



Lamp Controls

This programming level allows the user to change a range of options that control the action of the lamp.

Starting from the Setup screen level, select Lamp Settings, press <ENTER>.

Lamp Settings

This option turns the lamp on and off.

- 1. Highlight **On/Off**, press **<ENTER>**.
- 2. Select **ON** or **OFF**, press **<ENTER>**.
 - Do not turn product on without a lamp!



- ALWAYS turn the lamp off by using the DMX controller or the product's control panel, then wait at least 5 minutes before switching off the product. This will keep the fans running to extract any remaining heat from the product's head.
- DO NOT power cycle the product unless it is necessary.
- DO NOT re-strike the lamp immediately after turning it off. Chauvet recommends waiting 5 minutes before trying to re-strike the lamp.

Lamp State

This option determines whether the lamp turns on automatically when the product is powered up.

- Highlight State/Power on, press <ENTER>.
- 2. Select **ON** or **OFF**, press **<ENTER>**.

Remote Turn Off

This option allows a connected DMX controller to turn the lamp on/off via the control channel.

- 1. Highlight **Off Via Dmx**, press **<ENTER>**.
- 2. Select YES or NO, press <ENTER>.

Lamp On if DMX Present

This option determines whether the lamp turns on automatically when a DMX signal is detected.

- 1. Highlight On If Dmx On, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Lamp Off if DMX Absent

This option determines whether the lamp turns off automatically when a DMX signal is lost.

- 1. Highlight Off If Dmx Off, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Lamp Strike Delay

This option sets the duration of time (seconds) it takes for the lamp to turn on when powering up the product.

- 1. Highlight **Ignition Delay**, press **<ENTER>**.
- Select 000–255, press <ENTER>.

Lamp Low Power State

This attribute puts the lamp into a low power state when the shutters are closed helping to increase the life of the shutters. This option allows the user to adjust how long from the instant the shutters are closed to the time the lamp enter the low power state.

- Highlight Low Power Delay, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Lamp Timer

This procedure resets the lamp maintenance timer to **0**. It is recommended that this be done after every lamp change.

- 1. Highlight Reset Lamp Time, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.



Maintenance Timer

This programming level allows the user to change a range of options that control the action of the maintenance timer.

Starting from the Setup screen level, select Maintenance Timer, press <ENTER>.

Maintenance Timer Interval

This option defines the amount of time (hours) that the maintenance timer will count down to.

- 1. Highlight Interval Time, press <ENTER>.
- 2. Select **000–250**, press **<ENTER>**.

Maintenance Timer Reset

This procedure resets the lamp maintenance timer to **0**. It is recommended that this be done after every lamp change.

- 1. Highlight Remaining Time, press <ENTER>.
- Select RESET, press <ENTER>.

Reset Function

This programming level allows the user to reset individual functions to the home position.

Starting from the Setup screen level, select Reset Function, press <ENTER>.

Pan/Tilt Reset

This option resets the Pan/Tilt functions to the home position.

- 1. Highlight Pan/Tilt, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Shutter/Prism Reset

This option resets the Shutter/Prism functions to the home position.

- Highlight Shutter/Prism, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Color Reset

This option resets the Color functions to the home position.

- 1. Highlight Color, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Gobo Reset

This option resets the Gobo functions to the home position.

- 1. Highlight Gobo, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

Frost/Focus Reset

This option resets the Frost/Focus functions to the home position.

- 1. Highlight Frost/Focus, press <ENTER>.
- 2. Select YES or NO, press <ENTER>.

All Reset

This option resets the all the functions to the home position.

- 1. Highlight AII, press <ENTER>.
- Select YES or NO, press <ENTER>.

Factory Reset Function

This reverts the product back to its original factory settings.

- 1. Starting from the **Setup** screen level, select **Factory Settings**, press **<ENTER>**.
- 2. Select YES or NO, press <ENTER>.



System Information

This programming level shows standard information regarding the product's operating status. Starting from the Main Level screen, select **Sys Info**, press **<ENTER>**.

- Ver: The current software version is displayed on the screen.
- Running Mode: The current Running mode is displayed on the screen.
- **DMX Address:** The current DMX address is displayed on the screen.
- **Temperature:** The current product temperature is displayed on the screen.
- Fixture Time: The product's total running time.
- Lamp On Time: The amount of time the lamp has been powered on is displayed on the screen.
- Remain Time: The amount of time remaining in maintenance cycle is displayed on the screen.
- **UID:** The product UID is displayed on the screen.
- Fan1/Fan2 Speed: The speed of Fan 1 or Fan 2 is displayed on the screen.

Offset Mode

The Offset mode provides fine adjustments for the home position of all the moving parts in the optical path as well as the pan and tilt movements. This way, when in their home position, the moving parts do not show any border or reduce the light output.

- Starting from the Main Level screen, press and hold <MENU> until the passcode screen appears.
- 2. Using **<UP>** to increase the number value and **<DOWN>** to move to the next column, enter **2323**, press **<ENTER>**. This brings you into the Zero Adjust menu screen.

Pan

- 1. Highlight PAN, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Tilt

- 1. Highlight TILT, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Shutter1

- 1. Highlight SHUT1, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Shutter2

- 1. Highlight **SHUT2**, press **<ENTER>**.
- 2. Select **000–255**, press **<ENTER>**.

Color

- 1. Highlight COLOR, press <ENTER>.
- Select 000–255, press <ENTER>.

Gobo

- 1. Highlight GOBO, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Prism 1

- 1. Highlight **PRISM1**, press **<ENTER>**.
- 2. Select **000–255**, press **<ENTER>**

Rotating Prism 1

- Highlight PRISM1 ROTATE, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Prism 2

- 1. Highlight PRISM2, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**

Rotating Prism 2

- 1. Highlight PRISM2 ROTATE, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.



Focus

- 1. Highlight **FOCUS**, press **<ENTER>**.
- 2. Select **000–255**, press **<ENTER>**.

Frost

- 1. Highlight **FROST**, press **<ENTER>**.
- 2. Select **000–255**, press **<ENTER>**.

Mac 4

- 1. Highlight MAC4, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Mac 5

- 1. Highlight MAC5, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.

Mac 6

- 1. Highlight MAC6, press <ENTER>.
- 2. Select **000–255**, press **<ENTER>**.



Error Codes

See the table below for error codes and recommended solutions:

| Error Code | Possible Reason | Potential Solution | |
|--|---|--|--|
| | Sensor board is damaged | Replace the color sensor board | |
| COLOR | The magnetic rod of COLOR sensor board is dropped or installed upside down | Check the magnetic rod | |
| FAN1 | Fan 1 is damaged | Replace fan 1 | |
| IANI | Fan wires have poor connection | Check fan wire connection | |
| FAN2 | Fan 2 is damaged | Replace fan 2 | |
| I ANZ | Fan wires have poor connection | Check fan wire connection | |
| | Sensor board is damaged | Replace the focus sensor board | |
| Focus | The magnetic rod of the focus sensor board is dropped or installed upside down | Check the magnetic rod | |
| | Sensor board is damaged | Replace the gobo sensor board | |
| Gobo | The magnetic rod of the gobo sensor board is dropped or installed upside down | Check the magnetic rod | |
| | | Do a factory reset | |
| Lamp Hot | Overheated LED | Update software | |
| Lamp not | Overneated LED | Check connections | |
| | | Check fan functions | |
| | Prism1 sensor board is damaged | Replace the prism 1 sensor board | |
| Prism1 The magnetic rod o board is dropped or down | The magnetic rod of the prism 1 sensor board is dropped or installed upside down | Check the magnetic rod | |
| | Prism 1 rotation sensor board is damaged | Replace the prism 1 rotation sensor board | |
| Prism1.R | The magnetic rod of the prism 1 rotation sensor board is dropped or installed upside down | Check the magnetic rod | |
| | Prism 2 sensor board is damaged | Replace the prism 2 sensor board | |
| Prism2 | The magnetic rod of the prism 2 sensor board is dropped or installed upside down | Check the magnetic rod | |
| Protecting(Lamp Off) | Lamp is off, in protection mode | Resolve issue which triggered protection mode, then turn the lamp on through the Lamp Settings | |
| X_cm | Pan magnetic locating board is damaged | Replace the pan magnetic locating board | |
| | Pan/tilt driver board is damaged | Replace the pan/tilt driver board | |
| X_op | Pan optocoupler board is damaged | Replace the pan optocoupler board | |
| 7_0р | Pan/tilt driver board is damaged | Replace the pan/tilt driver board | |
| Y_cm | Tilt magnetic locating board is damaged | · | |
| | Pan/tilt driver board is damaged | Replace the pan/tilt driver board | |
| Y_op | Tilt optocoupler board is damaged | Replace the tilt optocoupler board | |
| 1_ 0 p | Pan/tilt driver board is damaged | Replace the pan/tilt driver board | |



5. Maintenance

Product Maintenance

To maintain optimum performance and minimize wear, clean this product frequently. Usage and environment are contributing factors in determining the cleaning frequency.

Clean this product at least twice a month. Dust build-up reduces light output performance and can cause overheating. This can lead to reduced light source life and increased mechanical wear.

To clean the product:

- 1. Unplug the product from power.
- 2. Wait until the product is at room temperature.
- Use a vacuum (or dry compressed air) and a soft brush to remove dust collected on the external vents.
- 4. Clean all transparent surfaces with a mild soap solution, ammonia-free glass cleaner, or isopropyl alcohol.
- 5. Apply the solution directly to a soft, lint-free cotton cloth or a lens cleaning tissue.
- 6. Softly drag any dirt or grime to the outside of the transparent surface.
- 7. Gently polish the transparent surfaces until they are free of haze and lint.

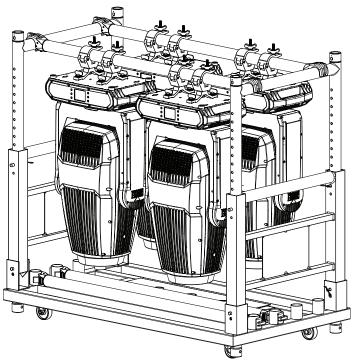


Always dry the transparent surfaces carefully after cleaning them.



Do not spin the cooling fans while blowing compressed air into them.

Transporting on Truss or Racks





When transporting fixtures in pre-rigged truss and transportation racks, mount fixtures in the vertical position with the lenses facing down and the pan and tilt locks engaged. This is to prevent undue stress on the tilt locks and limit the amount of off-axis bounce on internal components.



6. Technical Specifications

Dimensions and Weight

| Length | Width | Height | Weight |
|-------------------|------------------|-------------------|-------------------|
| 12.79 in (325 mm) | 8.66 in (220 mm) | 21.65 in (550 mm) | 34.4 lb (15.6 kg) |

Note: Dimensions in inches rounded to the nearest hundredth.

Power

| Power Supply Type | | Range | | Voltage Selection | |
|----------------------|--------------|--------------------------|--------------|-------------------|--------------|
| Switching (internal) | | 100 to 240 VAC, 50/60 Hz | | Auto-ranging | |
| Parameter | 100 V, 60 Hz | 120 V, 60 Hz | 208 V, 60 Hz | 230 V, 50 Hz | 240 V, 50 Hz |
| Consumption | 422 W | 418 W | 411 W | 411 W | 406 W |
| Operating current | 4.20 A | 3.55 A | 1.98 A | 1.78 A | 1.68 A |
| Fuse | F7A, 250 V | F7A, 250 V | F7A, 250 V | F7A, 250 V | F7A, 250 V |

| Power I/O | U.S./Canada | Worldwide |
|-----------------------|--|--|
| Power input connector | Neutrik [®] powerCON [®] power cable | Neutrik [®] powerCON [®] power cable |
| Power cable plug | Edison (U.S.) | Local plug |

Light Source

| Туре | Color Temperature | Lifespan |
|---------------------|-------------------|-------------|
| 300W NSL Ushio lamp | 7657 K | 8,000 hours |

Photometrics

| Beam angle | Field angle | Cutoff angle | Illuminance @ 15 m |
|------------|-------------|--------------|--------------------|
| 0.8° | 1.6° | 2° | 208,006 lux |

Thermal

| Ambient Temperature Range | Cooling System |
|-----------------------------------|-------------------------|
| -4 °F to 113 °F (-20° C to 45 °C) | Fan-assisted convection |

Acoustics

| Settings | ldle | Auto | Max |
|----------------------------------|-------|--------|--------|
| Sound pressure level (dBA @ 1 m) | _41.6 | _37.9_ | _38.4_ |

DMX

| I/O Connector | Channel Range |
|------------------|---------------|
| 3- and 5-pin XLR | 16 or 19 |

Ordering

| Product Name | Item Code | UPC Number |
|---------------|-----------|--------------|
| Rogue R3 Beam | 08011732 | 781462220716 |









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Visit the applicable website above to verify our contact information and instructions to request support. Outside the U.S., U.K., Ireland, Mexico, France, Germany, or Benelux, contact the dealer of record.