

# Intimidator Spot 375ZX

## HIGHLIGHTS

- Compact moving head designed for large events
- Built-in RF receiver for wireless control using the RFC or RFC-XL optional remotes
- New home position allows for smoother programming
- Dual rotating prisms split the beam for great effects and cover a larger area
- Motorized zoom for short or long throw applications
- ¼-turn hanging bracket allows for single or dual clamp mounting options
- Project crisp gobos from nearly any distance with the motorized focus
- Beams always remain on the dance floor using the built-in, innovative Totem mode
- Set, save, and recall 1 scene manually, directly from the full-color LCD display
- powerCON®-compatible power input/output connections saves setup time
- Fits best in the Intimidator Road Case



## SPECIFICATIONS

- DMX Channels : 9 or 15
- DMX Connectors : 3-pin XLR
- Pan and Tilt : 540°/270°
- Pan and Tilt Ranges : 540°, 360°, 180° pan/270°, 180°, 90° tilt
- Colors : 7 + white, split colors, continuous scroll at variable speeds
- Gobos : 7 + open (6 aluminum + 1 glass), rotating, interchangeable, indexing, slot-n-lock, continuous scroll at variable speeds
- Light Source : 1 LED (cool white) 200 W, (16 A), 50,000 hours life expectancy.
- Strobe Rate : 0 to 20 Hz
- Lumens : 7,161
- Power Linking : 4 units @ 120 V; 8 units @ 230 V
- Input Voltage : 100 to 240 VAC, 50/60 Hz (auto-ranging)
- Power and Current :  
354 W, 3.1 A @ 120 V, 60 Hz  
337 W, 1.6 A @ 230 V, 50 Hz
- Weight : 27.2 lb (12.4 kg)
- Size : 12.7 x 8.7 x 18.3 in (322 x 220 x 466 mm)
- Approvals : CE, UKCA, RoHS, MET
- Gobo Size : 24 mm outside, 20 mm image, 1.1 mm max thickness
- Prism : 5-facet linear, bi-directional at variable speeds
- Prism : 6-facet round, bi-directional at variable speeds
- Zoom Angle (motorized): : 10° to 23°
- Illuminance (10°) : 36,801 lux @ 2 m
- Illuminance (23°) : 21,115 lux @ 2 m
- Color Temperature : 15,000 K
- Optional Controllers : RFC, RFC-XL

## WHAT'S INCLUDED

- Fixture
- Power cord
- Hanging bracket
- Quick Reference Guide