DMX REFERENCE

Mega HEX Par

Mega HEX Par RGBAW UV

ADJ



Manufacturer	ADJ
GDTF file	ADJ_Mega_Hex_Par_145056.gdtf
GDTF revision	DMX finished/Missing geometry specifics · 2026-06-01
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1 About this manual

This document describes the Mega HEX Par RGBAW UV by ADJ. It was compiled from the GDTF file ADJ_Mega_Hex_Par_145056.gdtf from the GDTF-Share library.

File revision: “DMX finished/Missing geometry specifics”.

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 ADJ; 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
Weight	2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
6-Channel	6	85	1, 7, 13, 19, ...
7-Channel	7	73	1, 8, 15, 22, ...
8-Channel	8	64	1, 9, 17, 25, ...
11-Channel	11	46	1, 12, 23, 34, ...
12-Channel	12	42	1, 13, 25, 37, ...

No light? Check these channels

- 7-Channel: CH 7 Dimmer above 0
- 8-Channel: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255
- 11-Channel: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255
- 12-Channel: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255


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.

⚠ WARNING

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

⚠ 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.

4 Product description

Description in the GDTF file

- Flat RGBAW UV LED PAR
- 25° beam angle
- Max. 30W
- 6/7/11/12 DMX channels
- 64 Color Macros
- 16 Color Change, Color Fade and Sound Active programs
- Strobe (Normal/Pulse/Random)

“No geometry info included.”

5 Installation

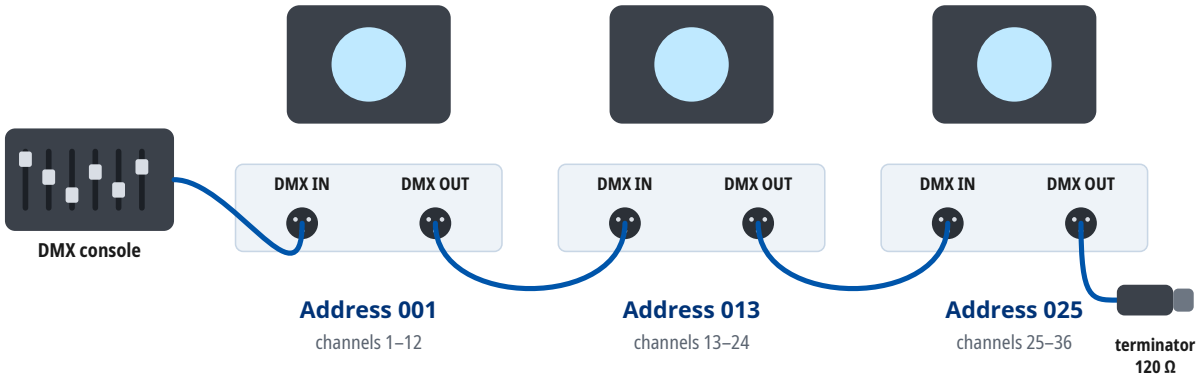
⚠ **WARNING**

- 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: 2 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 12-Channel: every unit occupies 12 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

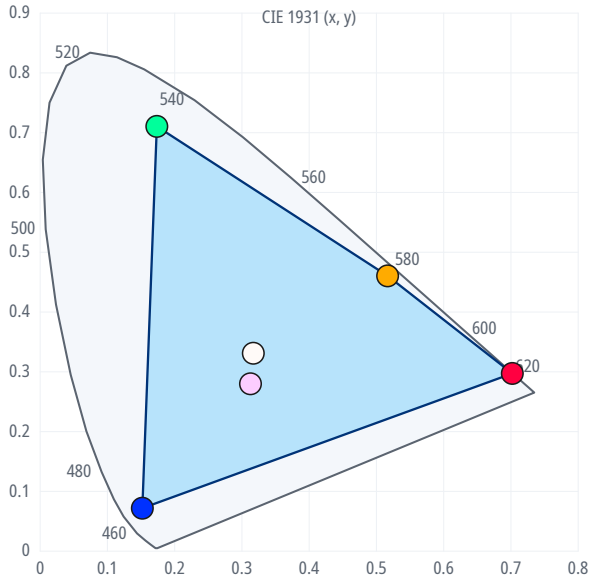
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “12-Channel”: 12.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “12-Channel”, you can use, for example, the start addresses 1, 13, 25, 37.
- 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

	6-Channel 6 channels	7-Channel 7 channels	8-Channel 8 channels	11-Channel 11 channels	12-Channel 12 channels
Dimmer		7	7	7	7
Shutter / strobe			8	8	8
Color mixing	1–6	1–6	1–6	1–6	1–6

LED colors and the colors they mix

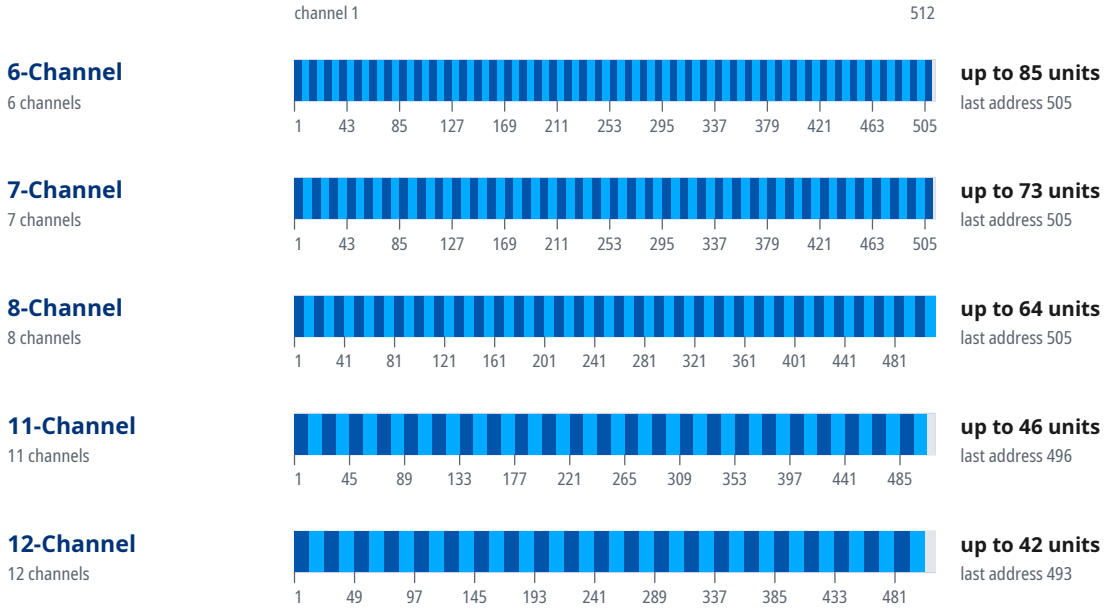


LED	x	y	nm
Red	0.702	0.297	626
Green	0.173	0.711	527
Blue	0.152	0.072	452
White	0.317	0.331	
Amber	0.517	0.461	
UV	0.313	0.280	350

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

9 DMX channels

Units in one DMX universe



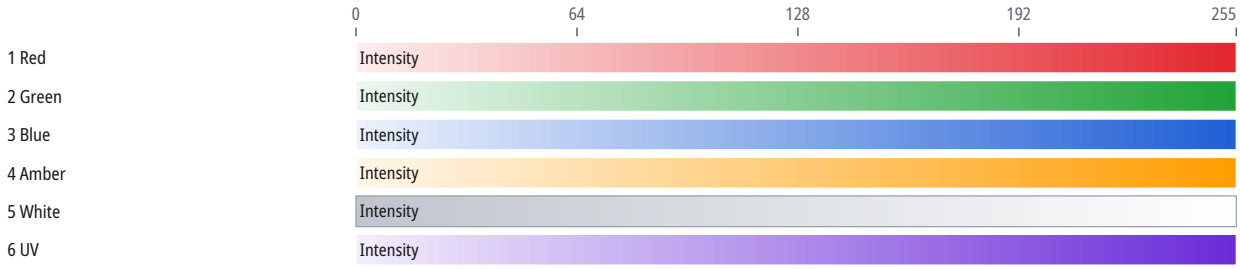
Start addresses of 20 units in the mode “12-Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	61	11	121	16	181
2	13	7	73	12	133	17	193
3	25	8	85	13	145	18	205
4	37	9	97	14	157	19	217
5	49	10	109	15	169	20	229

Mode 6-Channel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255.

Channel functions at a glance

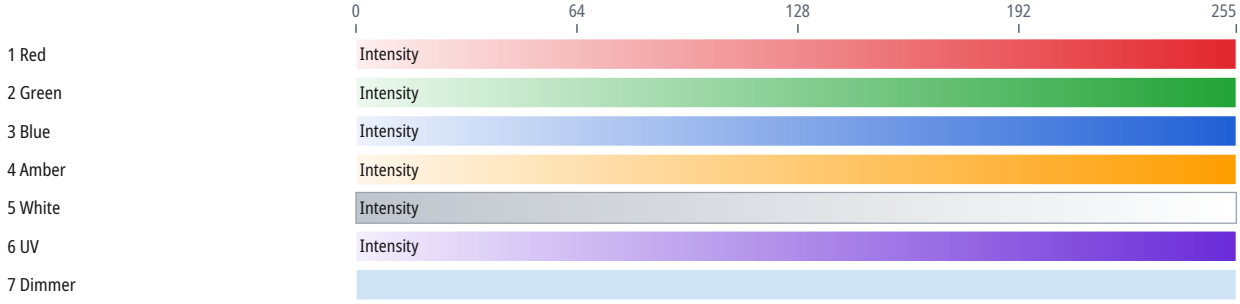


CH	Function	DMX	Description
1	Red	0–255	Intensity
2	Green	0–255	Intensity
3	Blue	0–255	Intensity
4	Amber	0–255	Intensity
5	White	0–255	Intensity
6	UV	0–255	Intensity

Mode 7-Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255.

Channel functions at a glance

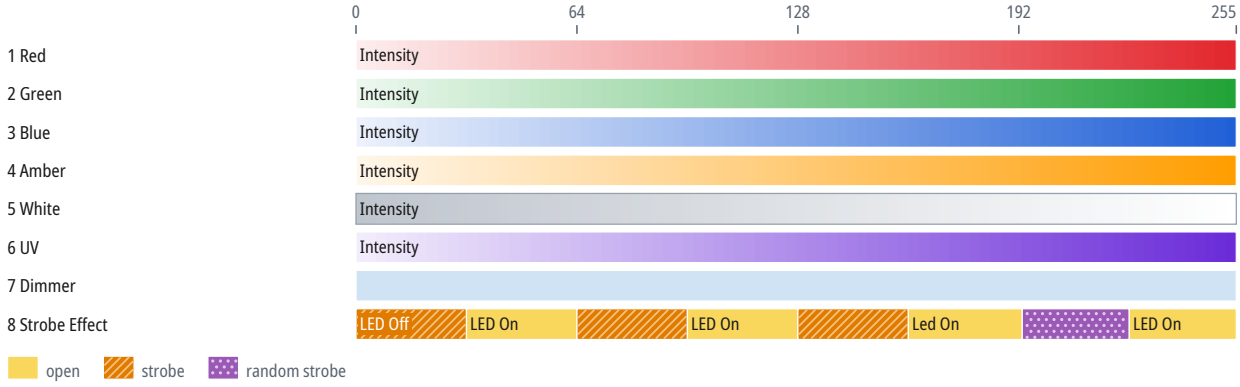


CH	Function	DMX	Description
1	Red	0–255	Intensity
2	Green	0–255	Intensity
3	Blue	0–255	Intensity
4	Amber	0–255	Intensity
5	White	0–255	Intensity
6	UV	0–255	Intensity
7	Dimmer		Master Dimmer
		0–255	

Mode 8-Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255.

Channel functions at a glance

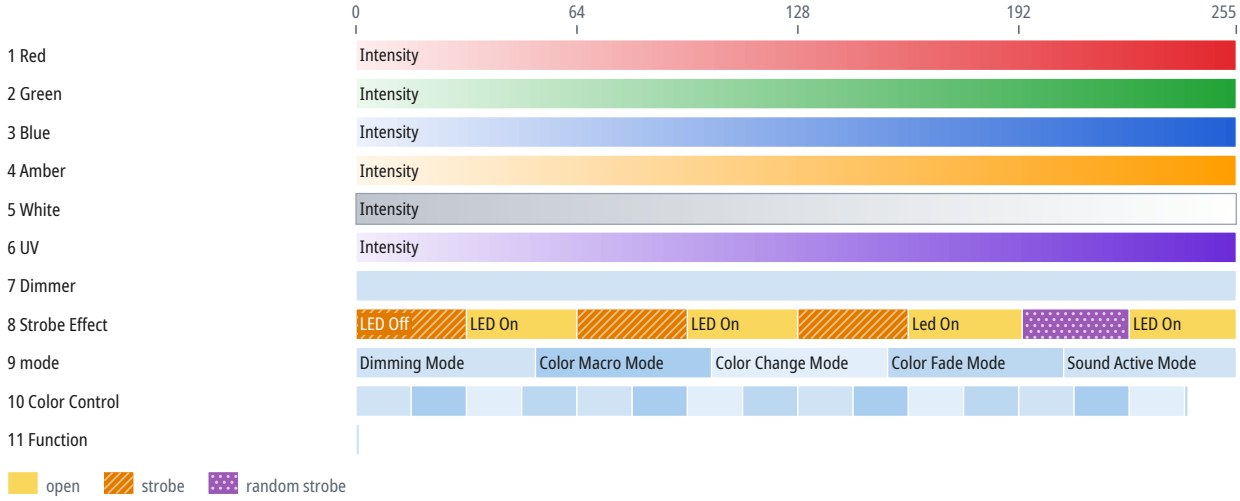


CH	Function	DMX	Description
1	Red	0–255	Intensity
2	Green	0–255	Intensity
3	Blue	0–255	Intensity
4	Amber	0–255	Intensity
5	White	0–255	Intensity
6	UV	0–255	Intensity
7	Dimmer		Same as CH 7 in the mode “7-Channel” (p. 9)
8	Strobe Effect	0–31	LED Off
		32–63	LED On
		64–95	Strobing slow to fast
		96–127	LED On
		128–159	Pulse Strobing slow to fast
		160–192	Led On
		193–223	Random Strobing slow to fast
		224–255	LED On

Mode 11-Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	Intensity
2	Green	0–255	Intensity
3	Blue	0–255	Intensity
4	Amber	0–255	Intensity
5	White	0–255	Intensity
6	UV	0–255	Intensity
7	Dimmer		Same as CH 7 in the mode “7-Channel” (p. 9)
8	Strobe Effect		Same as CH 8 in the mode “8-Channel” (p. 10)
9	mode		Program Mode
		0–51	Dimming Mode
		52–102	Color Macro Mode
		103–153	Color Change Mode
		154–204	Color Fade Mode
		205–255	Sound Active Mode
10	Color Control		When CH 9 is 103–153:
		0–15	Color Change 1
		16–31	Color Change 2
		32–47	Color Change 3
		48–63	Color Change 4
		64–79	Color Change 5
		80–95	Color Change 6
		96–111	Color Change 7

CH	Function	DMX	Description
10	Color Control (continued)	112–127	Color Change 8
		128–143	Color Change 9
		144–159	Color Change 10
		160–175	Color Change 11
		176–191	Color Change 12
		192–207	Color Change 13
		208–223	Color Change 14
		224–239	Color Change 15
		240–255	Color Change 16
			When CH 9 is 154–204:
		0–15	Color Fade 1
		16–31	Color Fade 2
		32–47	Color Fade 3
		48–63	Color Fade 4
		64–79	Color Fade 5
		80–95	Color Fade 6
		96–111	Color Fade 7
		112–127	Color Fade 8
		128–143	Color Fade 9
		144–159	Color Fade 10
		160–175	Color Fade 11
		176–191	Color Fade 12
		192–207	Color Fade 13
		208–223	Color Fade 14
		224–239	Color Fade 15
		240–255	Color Fade 16
			When CH 9 is 52–102:
		0–3	Off
		4–7	R Red
		8–11	G Green
		12–15	B Blue
		16–19	W White
		20–23	A Amber
		24–27	UV Ultra Violet
		28–31	R+G Yellow
		32–35	R+B Magenta
		36–39	R+W Light Red
		40–43	R+A
		44–47	R+UV Red UV
		48–51	G+B Cyan
		52–55	G+W Light Green

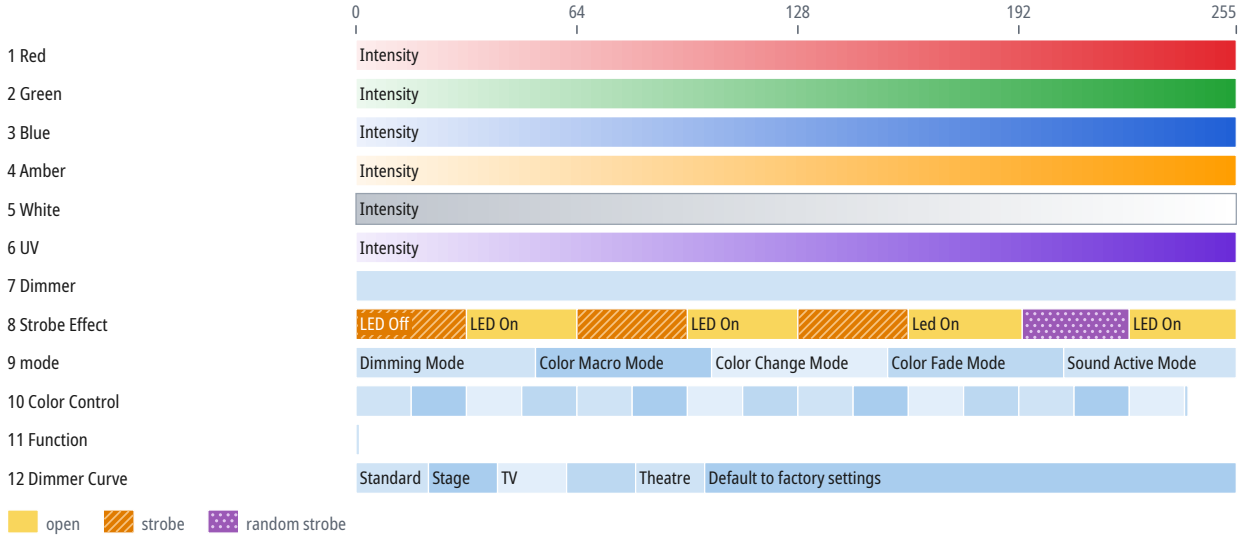
CH	Function	DMX	Description
10	Color Control (continued)	56–59	G+A
		60–63	G+UV Green UV
		64–67	B+W Light Blue
		68–71	B+A
		72–75	B+UV Blue UV
		76–79	W+A Light Amber
		80–83	W+UV White UV
		84–87	A+UV Amber UV
		88–91	R+G+B RGB White
		92–95	R+G+W Light Yellow
		96–99	R+G+A
		100–103	R+G+UV Yellow UV
		104–107	R+G+W Light Yellow
		108–111	R+B+A
		112–115	R+B+UV Magenta UV
		116–119	R+W+A
		120–123	R+W+UV Light Red UV
		124–127	R+A+UV
		128–131	G+B+W Light Cyan
		132–135	G+B+A
		136–139	G+B+UV Light Cyan UV
		140–143	G+W+A
		144–147	G+W+UV Light Green UV
		148–151	G+A+UV
		152–155	B+W+A
		156–159	B+W+UV Light Blue UV
		160–163	B+A+UV
		164–167	W+A+UV Light Amber UV
		168–171	R+G+B+W RGB White+White
		172–175	R+G+B+A
		176–179	R+G+B+UV RGB White+UV
		180–183	R+G+W+A
		184–187	R+G+W+UV Light Yellow UV
		188–191	R+G+A+UV
		192–195	R+B+W+A
		196–199	R+B+W+UV Light Magenta UV
		200–203	R+B+A+UV
		204–207	R+W+A+UV
		208–211	G+B+W+A
		212–215	G+B+W+UV Light Cyan UV
		216–219	G+B+A+UV

CH	Function	DMX	Description
10	Color Control (continued)	220–223	G+W+A+UV
		224–227	B+W+A+UV
		228–231	R+G+B+W+A
		232–235	R+G+B+W+UV (No A)
		236–239	R+G+B+A+UV (No W)
		240–243	R+G+W+A+UV
		244–247	R+B+W+A+UV
		248–251	G+B+W+A+UV
		252–255	R+G+B+W+A+UV (ALL)
			When CH 9 is 205–255:
		0–15	Sound Active Mode 1
		16–31	Sound Active Mode 2
		32–47	Sound Active Mode 3
		48–63	Sound Active Mode 4
		64–79	Sound Active Mode 5
		80–95	Sound Active Mode 6
		96–111	Sound Active Mode 7
		112–127	Sound Active Mode 8
		128–143	Sound Active Mode 9
		144–159	Sound Active Mode 10
		160–175	Sound Active Mode 11
		176–191	Sound Active Mode 12
		192–207	Sound Active Mode 13
		208–223	Sound Active Mode 14
		224–239	Sound Active Mode 15
		240–255	Sound Active Mode 16
11	Function		When CH 9 is 103–204:
		0–255	Change/Fade Speed
			When CH 9 is 205–255:
		0–255	Sound Sensitivity

Mode 12-Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 8 Strobe Effect at 32–63, 96–127, 160–192 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	Intensity
2	Green	0–255	Intensity
3	Blue	0–255	Intensity
4	Amber	0–255	Intensity
5	White	0–255	Intensity
6	UV	0–255	Intensity
7	Dimmer		Same as CH 7 in the mode “7-Channel” (p. 9)
8	Strobe Effect		Same as CH 8 in the mode “8-Channel” (p. 10)
9	mode		Same as CH 9 in the mode “11-Channel” (p. 11)
10	Color Control		Same as CH 10 in the mode “11-Channel” (p. 11)
11	Function		Same as CH 11 in the mode “11-Channel” (p. 14)
12	Dimmer Curve		Dimmer Curves
		0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to factory settings

10 Technical specifications

Parameter	Value
Weight	2 kg
Operating temperature	0 to 40 °C

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.

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.