DMX REFERENCE

Mirage Q6

ADJ



Manufacturer	ADJ
GDTF file	ADJ_Mirage_Q6_37759.gdtf
GDTF revision	23-30-03 First Release · 2023-03-31
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 11
Mode 4-Channel Mode 12
Mode 6-Channel Mode 12
Mode 7-Channel Mode 13
Mode 8-Channel Mode 14
Mode 9A-Channel Mode 15
Mode 9B-Channel Mode 16
Mode 10-Channel Mode 19
Mode 11-Channel Mode 20
Mode 12-Channel Mode 21
Mode 15-Channel Mode 22
Mode 18-Channel Mode 23
10 Technical specifications 24
11 Maintenance and cleaning 25
12 Troubleshooting 25
13 Disposal 26

1 About this manual

This document describes the Mirage Q6 by ADJ. It was compiled from the GDTF file ADJ_Mirage_Q6_37759.gdtf from the GDTF-Share library.

File revision: “23-30-03 First Release”.

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	5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
4-Channel Mode	4	128	1, 5, 9, 13, ...
6-Channel Mode	6	85	1, 7, 13, 19, ...
7-Channel Mode	7	73	1, 8, 15, 22, ...
8-Channel Mode	8	64	1, 9, 17, 25, ...
9A-Channel Mode	9	56	1, 10, 19, 28, ...
9B-Channel Mode	9	56	1, 10, 19, 28, ...
10-Channel Mode	10	51	1, 11, 21, 31, ...
11-Channel Mode	11	46	1, 12, 23, 34, ...
12-Channel Mode	12	42	1, 13, 25, 37, ...
15-Channel Mode	15	34	1, 16, 31, 46, ...
18-Channel Mode	18	28	1, 19, 37, 55, ...



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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.

4 Product description

Description in the GDTF file

“The ADJ Lighting Mirage Q6 PAK is an all-in-one event up lighting system with six (6) IP65 rated, for outdoor or indoor use, battery powered fixtures and a durable flight case with an on-board battery charging solution.”

“Each Mirage Q6 IP fixture is powered by four (4) 10W RGBA LEDs that produce a 11-degree beam angle. The fixture is IP65 rated and is waterproof; suitable for temporary use outdoors with protection against the elements (rain, snow, dust and sand). Built-in WiFLY EXR wireless DMX allows for the fixtures to communicate with a lighting controller, also with WiFLY EXR wireless DMX, up to 2,500 feet (700M) away.”

“Ideal for wall washing, Mirage Q6 IP fixtures are all fitted with an integral carry handle and built-in feet which mean they can simply be dropped in place and are ready to go. They also feature a built-in kickstand which allows the beam to be easily angled inwards towards a wall if required. This creates a more intense wash and minimizes light spill onto the ceiling above.”

“Each fixture has an alarm system with on/off controls. If someone picks up the fixture with the alarm system on, the fixture will make a beeping sound and strobe in red.”

“The robust battery will operate up to 40 hours on a single color (20 hours changing colors). The battery charge time is 7 hours.”

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: 5 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.

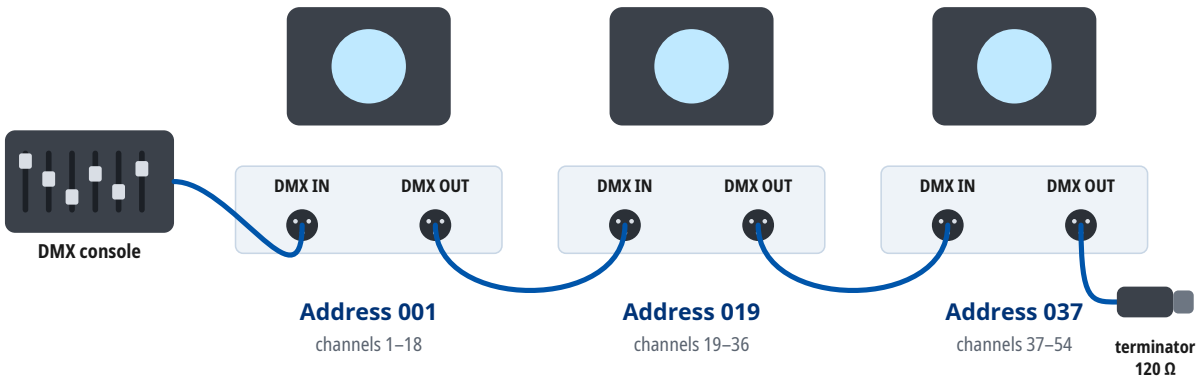
6 Connections

- 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 18-Channel Mode: every unit occupies 18 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 “18-Channel Mode”: 18.
- 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 “18-Channel Mode”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

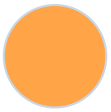
8 Functions at a glance

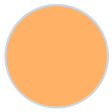
Functions in each DMX mode

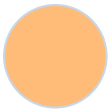
	4-Channel Mode 4 channels	6-Channel Mode 6 channels	7-Channel Mode 7 channels	8-Channel Mode 8 channels	9A-Channel Mode 9 channels	9B-Channel Mode 9 channels	10-Channel Mode 10 channels	11-Channel Mode 11 channels
Dimmer		6	6		6	8	7	8
Dimmer resolution		8 bit	8 bit		8 bit	16 bit	16 bit	16 bit
Shutter / strobe		5	5		5	7	6	7
Color mixing	1–4	1–4	1–4	4× (1–7)	1–4	1–4	1–4	1–4
Color wheel						5, 6	5	5, 6
Effects / macros					7–9			

Color wheel 1

1 
2400K
DMX 16–31

2 
2600K
DMX 32–47

3 
2900K
DMX 48–63

4 
3200K
DMX 64–79

5
3600K
DMX 80–95

6
3900K
DMX 96–111

7
4300K
DMX 112–127

8
4500K
DMX 128–143

9
4900K
DMX 144–159

10
5300K
DMX 160–175

11
5900K
DMX 176–191

12
6700K
DMX 192–207

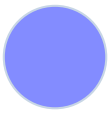
13
7500K
DMX 208–223

14
8700K
DMX 224–239

15
9900K
DMX 240–255

Color wheel 2

1 
Color Macro 1
DMX 1–4

2 
Color Macro 2
DMX 5–8

3
Color Macro 3
DMX 9–12

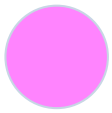
4
Color Macro 4
DMX 13–16

5
Color Macro 5
DMX 17–20

6
Color Macro 6
DMX 21–24

7
Color Macro 7
DMX 25–28

8
Color Macro 8
DMX 29–32

9 
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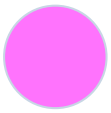
DMX 33–36

10 
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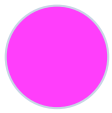
DMX 37–40

11 
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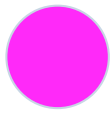
12 
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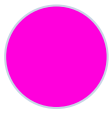
13 
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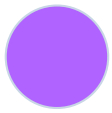
DMX 49–52

14 
Color Macro 14
DMX 53–56

15 
Color Macro 15
DMX 57–60

16 
Color Macro 16
DMX 61–64

17 
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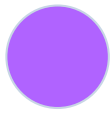
18 
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DMX 69–72

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Color Macro 19
DMX 73–76

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Color Macro 20
DMX 77–80

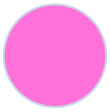
21 
Color Macro 21
DMX 81–84

22 
Color Macro 22
DMX 85–88

23 
Color Macro 23
DMX 89–92

24
Color Macro 24
DMX 93–96

25
Color Macro 25
DMX 97–100

26 
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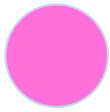
DMX 101–104

27 
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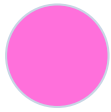
28 
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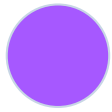
29 
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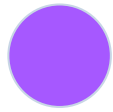
30 
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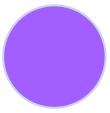
31 
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DMX 121–124

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Color Macro 32
DMX 125–128

33
Color Macro 33
DMX 129–132

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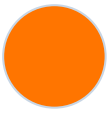
Color Macro 34
DMX 133–136

35
Color Macro 35
DMX 137–140

36
Color Macro 36
DMX 141–144

37 
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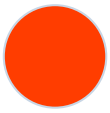
38 
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DMX 149–152

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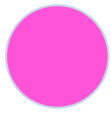
Color Macro 39
DMX 153–156

40 
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DMX 157–160

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DMX 161–164

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Color Macro 42
DMX 165–168

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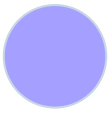
Color Macro 43
DMX 169–172

44 
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DMX 173–176

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DMX 177–180

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Color Macro 46
DMX 181–184

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Color Macro 47
DMX 185–188

48 
Color Macro 48
DMX 189–192

49 
Color Macro 49
DMX 193–196

50 
Color Macro 50
DMX 197–200

51 
Color Macro 51
DMX 201–204

52 
Color Macro 52
DMX 205–208

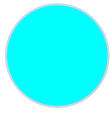
53 
Color Macro 53
DMX 209–212

54 
Color Macro 54
DMX 213–216

55 
Color Macro 55
DMX 217–220

56 
Color Macro 56
DMX 221–224

57
Color Macro 57
DMX 225–228

58 
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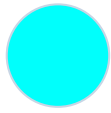
DMX 229–232

59 
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DMX 233–236

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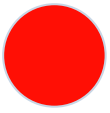
DMX 237–240

61 
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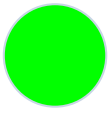
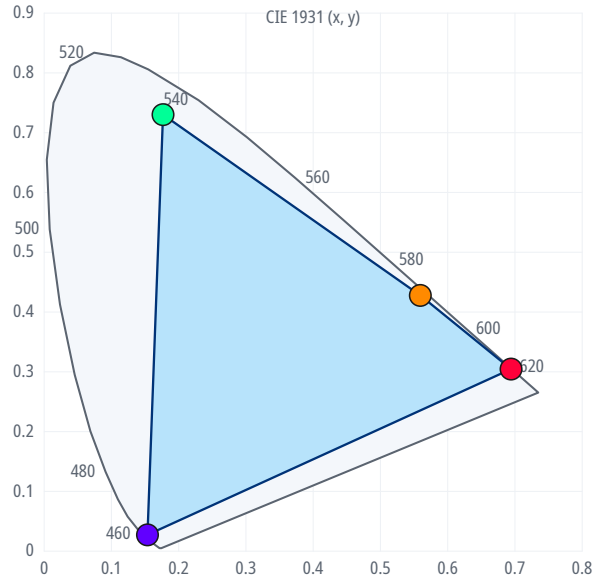
62 
Color Macro 62
DMX 245–248

63 
Color Macro 63
DMX 249–252

64 
Color Macro 64
DMX 253–255

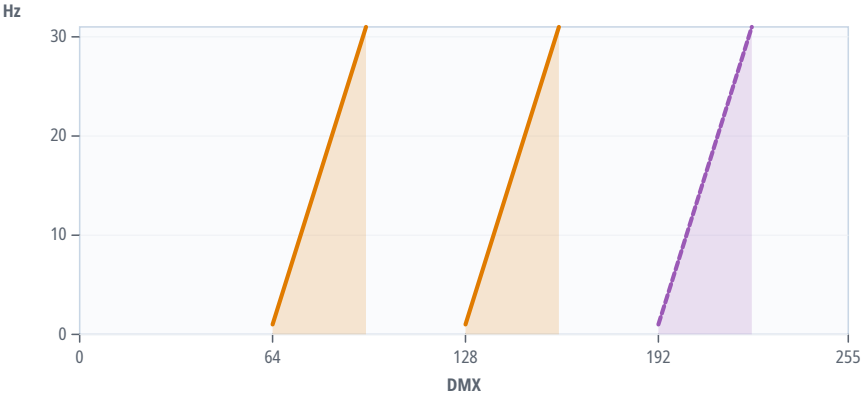
LED colors and the colors they mix



LED	x	y
Red	0.694	0.305
Green	0.177	0.730
Blue	0.154	0.027
Amber	0.559	0.428

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

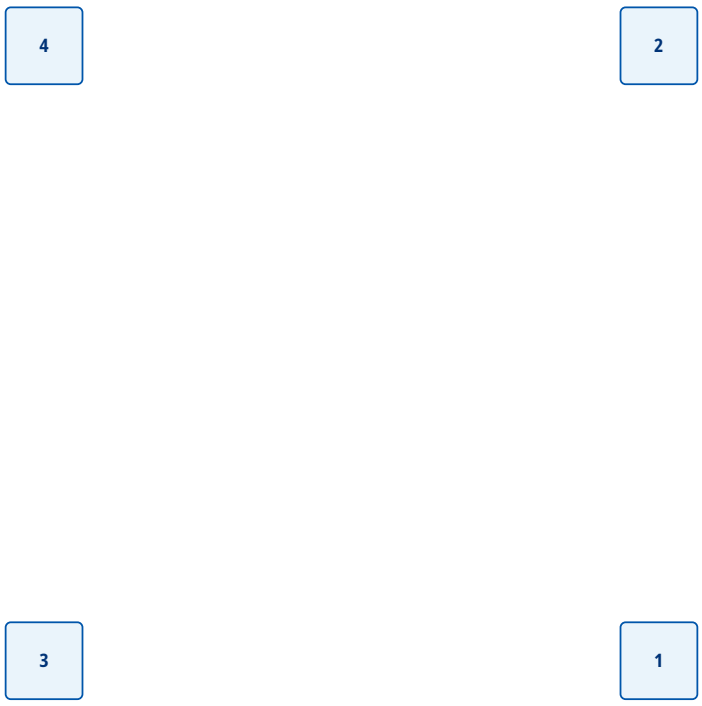
Strobe rate



CH 7 · 15-Channel Mode

- 64–95: 1–31 Hz
  Strobe Slow to Fast
- 128–159: 1–31 Hz
  Pulse Effect Slow to Fast
- 192–223: 1–31 Hz
  Random Strobe Slow to Fast 1

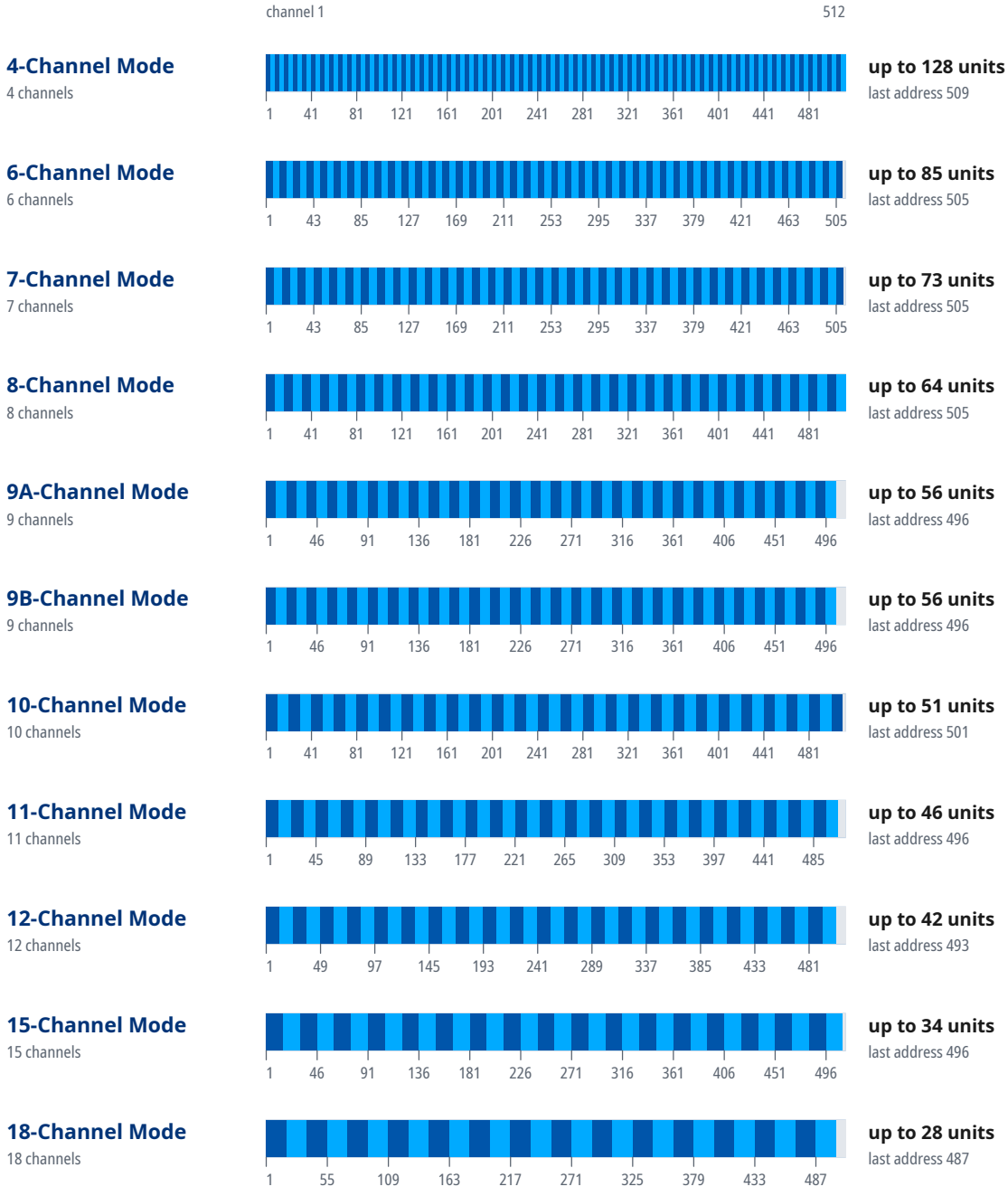
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “15-Channel Mode ” drives them together.

9 DMX channels

Units in one DMX universe

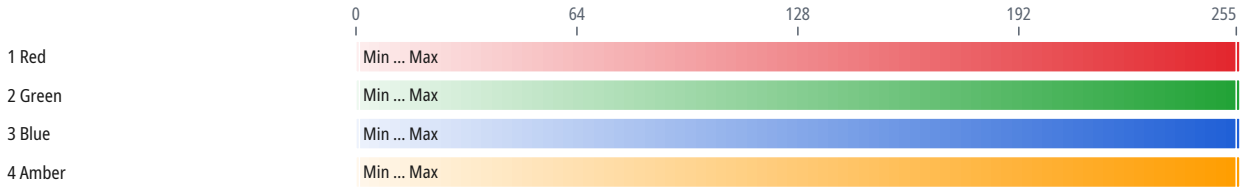


Start addresses of 20 units in the mode “18-Channel Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode 4-Channel Mode

Channel functions at a glance

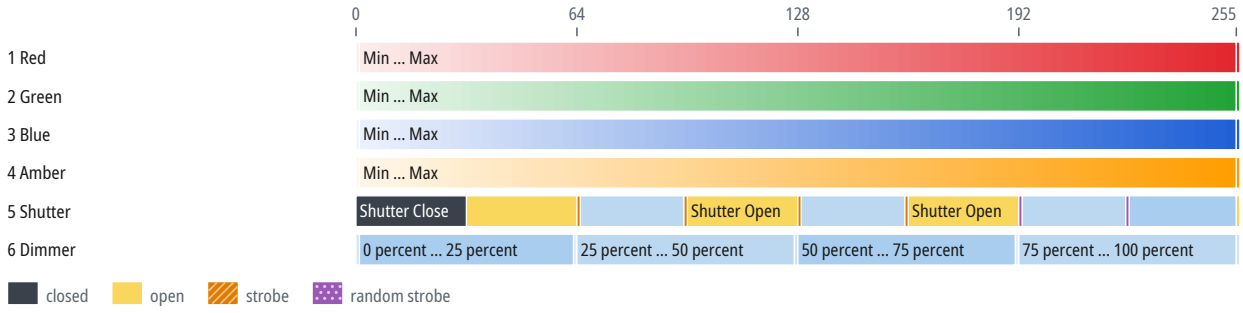


CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max
3	Blue	0	Min
		1–254	Min ... Max
		255	Max
4	Amber	0	Min
		1–254	Min ... Max
		255	Max

Mode 6-Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 32, CH 6 Dimmer 0.

Channel functions at a glance



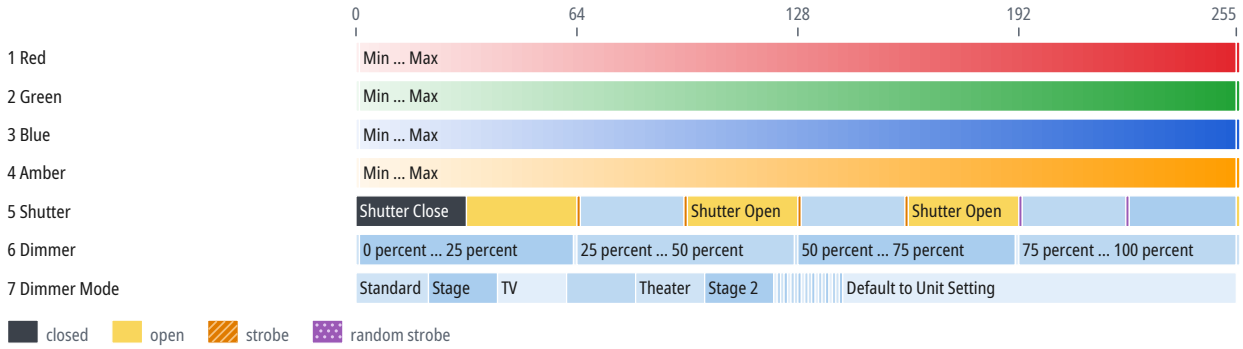
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Shutter	0–31	Shutter Close
		32–63	Shutter Open/Close: Shutter Open
		64	Strobe Slow to Fast: Slowest Strobe

CH	Function	DMX	Description
5	Shutter (continued)	65–94	Strobe Slow to Fast: Slowest Strobe ... Fastest Strobe
		95	Strobe Slow to Fast: Fastest Strobe
		96–127	Shutter Open
		128	Slowest Pulse
		129–158	Slowest Pulse ... Fastest Pulse
		159	Fastest Pulse
		160–191	Shutter Open
		192	Random Strobe Slow to Fast: Slowest Strobe
		193–222	Random Strobe Slow to Fast: Slowest Strobe ... Fastest Strobe
		223	Random Strobe Slow to Fast: Fastest Strobe
		224–254	Shutter Open 2
		255	Shutter Open
6	Dimmer	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent

Mode 7-Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 32, CH 6 Dimmer 0.

Channel functions at a glance



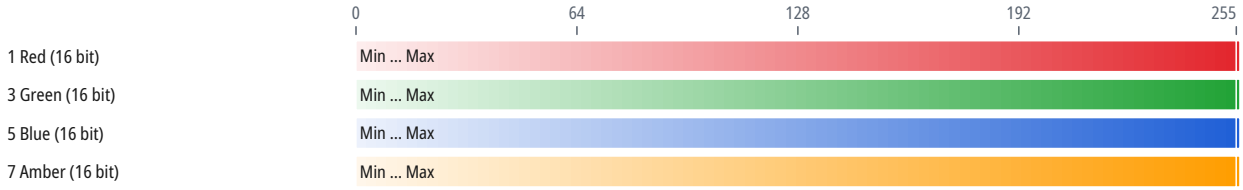
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)

CH	Function	DMX	Description
6	Dimmer		Same as CH 6 in the mode “6-Channel Mode” (p. 13)
7	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theater
		101–120	Stage 2
		121	0*1 second
		122	0*2 seconds
		123	0*3 seconds
		124	0*4 seconds
		125	0*5 seconds
		126	0*6 seconds
		127	0*7 seconds
		128	0*8 seconds
		129	0*9 seconds
		130	1 second
		131	1*5 seconds
		132–140	2...10 seconds
		141–255	Default to Unit Setting

Mode 8-Channel Mode

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

Channel functions at a glance



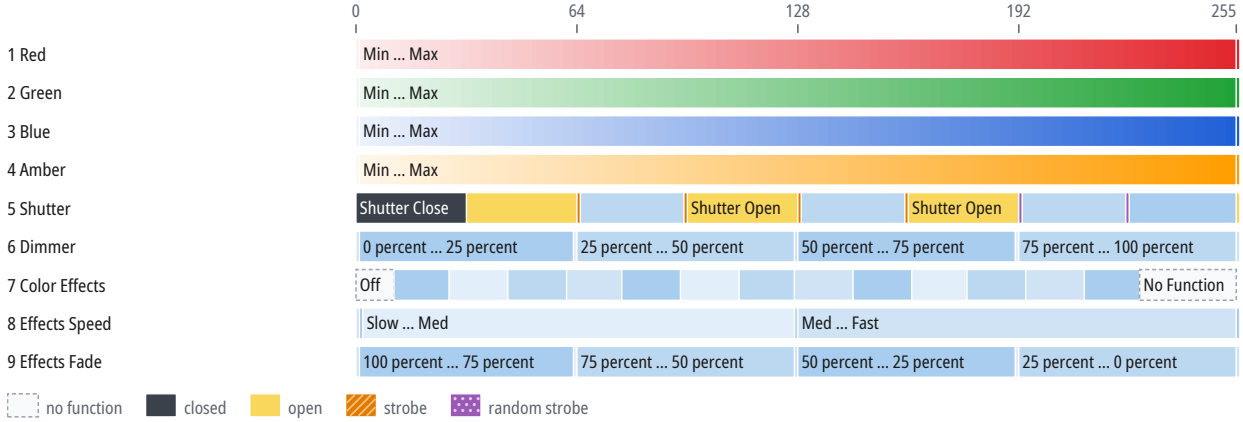
CH	Function	DMX	Description
1	Red	0–255	Min ... Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min ... Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min ... Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5

CH	Function	DMX	Description
7	Amber	0–255	Min ... Max
		255	Max
8	Amber Fine	0–255	Fine adjustment of CH 7

Mode 9A-Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 32, CH 6 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
6	Dimmer		Same as CH 6 in the mode “6-Channel Mode” (p. 13)
7	Color Effects		Auto Programs
		0–10	Off
		11–26	Auto Program 1
		27–43	Auto Program 2
		44–60	Auto Program 3
		61–76	Auto Program 4
		77–93	Auto Program 5
		94–110	Auto Program 6
		111–126	Auto Program 7
		127–143	Auto Program 8
		144–160	Auto Program 9
		161–176	Auto Program 10
		177–193	Auto Program 11
		194–210	Auto Program 12

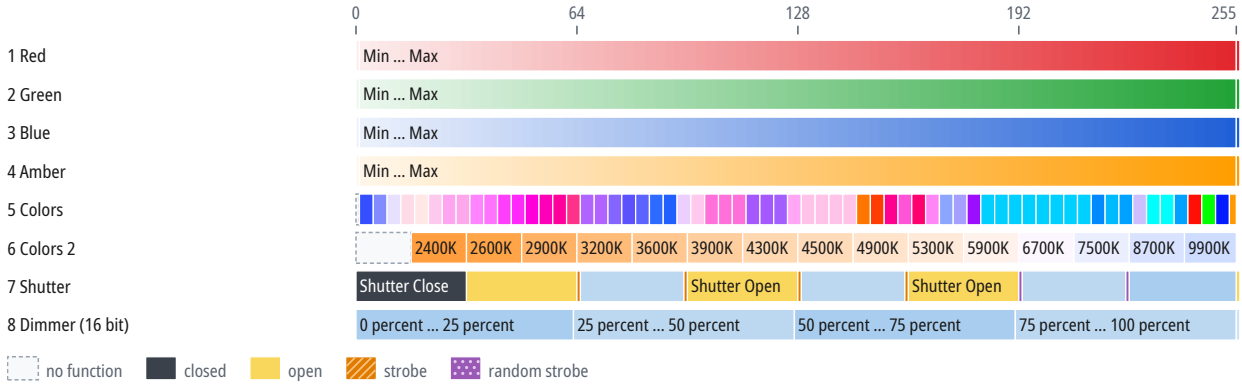
CH	Function	DMX	Description
7	Color Effects (continued)	211–226	Auto Program 13
		227–255	No Function
8	Effects Speed	0	Effects 1 Rate 1
		1	Slow
		2–126	Slow ... Med
		127	Med
		128–254	Med ... Fast
		255	Fast
9	Effects Fade	0	100 percent
		1–62	100 percent ... 75 percent
		63	75 percent
		64–126	75 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 25 percent
		191	25 percent
		192–254	25 percent ... 0 percent
		255	0 percent

Mode 9B-Channel Mode

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 7 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 32, CH 8 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Colors		Color Macro
		0	Off

CH	Function	DMX	Description
5	Colors (continued)	1–4	Color Macro 1
		5–8	Color Macro 2
		9–12	Color Macro 3
		13–16	Color Macro 4
		17–20	Color Macro 5
		21–24	Color Macro 6
		25–28	Color Macro 7
		29–32	Color Macro 8
		33–36	Color Macro 9
		37–40	Color Macro 10
		41–44	Color Macro 11
		45–48	Color Macro 12
		49–52	Color Macro 13
		53–56	Color Macro 14
		57–60	Color Macro 15
		61–64	Color Macro 16
		65–68	Color Macro 17
		69–72	Color Macro 18
		73–76	Color Macro 19
		77–80	Color Macro 20
		81–84	Color Macro 21
		85–88	Color Macro 22
		89–92	Color Macro 23
		93–96	Color Macro 24
		97–100	Color Macro 25
		101–104	Color Macro 26
		105–108	Color Macro 27
		109–112	Color Macro 28
		113–116	Color Macro 29
		117–120	Color Macro 30
		121–124	Color Macro 31
		125–128	Color Macro 32
		129–132	Color Macro 33
		133–136	Color Macro 34
		137–140	Color Macro 35
		141–144	Color Macro 36
		145–148	Color Macro 37
		149–152	Color Macro 38
		153–156	Color Macro 39
		157–160	Color Macro 40
		161–164	Color Macro 41

CH	Function	DMX	Description
5	Colors (continued)	165–168	Color Macro 42
		169–172	Color Macro 43
		173–176	Color Macro 44
		177–180	Color Macro 45
		181–184	Color Macro 46
		185–188	Color Macro 47
		189–192	Color Macro 48
		193–196	Color Macro 49
		197–200	Color Macro 50
		201–204	Color Macro 51
		205–208	Color Macro 52
		209–212	Color Macro 53
		213–216	Color Macro 54
		217–220	Color Macro 55
		221–224	Color Macro 56
		225–228	Color Macro 57
		229–232	Color Macro 58
		233–236	Color Macro 59
		237–240	Color Macro 60
		241–244	Color Macro 61
		245–248	Color Macro 62
		249–252	Color Macro 63
		253–255	Color Macro 64
6	Colors 2		Color Temperature 2400 K-9900 K
		0–15	No Function
		16–31	2400K
		32–47	2600K
		48–63	2900K
		64–79	3200K
		80–95	3600K
		96–111	3900K
		112–127	4300K
		128–143	4500K
		144–159	4900K
		160–175	5300K
		176–191	5900K
		192–207	6700K
		208–223	7500K
		224–239	8700K
		240–255	9900K
7	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)

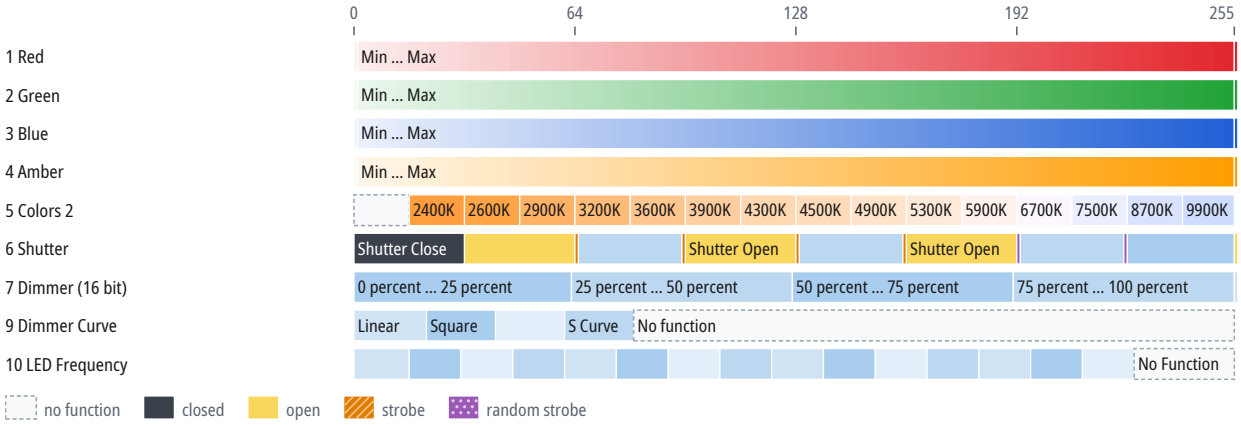
CH	Function	DMX	Description
8	Dimmer	0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
9	Dimmer Fine	0–255	Fine adjustment of CH 8

Mode 10-Channel Mode

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 32, CH 7 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Colors 2		Same as CH 6 in the mode “9B-Channel Mode” (p. 18)
6	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
7	Dimmer		Same as CH 8 in the mode “9B-Channel Mode” (p. 19)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Dimmer Curve		Dimmer Curves
		0–20	Linear
		21–40	Square
		41–60	Inverted Square
		61–80	S Curve
		81–255	No function
10	LED Frequency	0–15	Default
		16–30	900 Hz
		31–45	1000 Hz

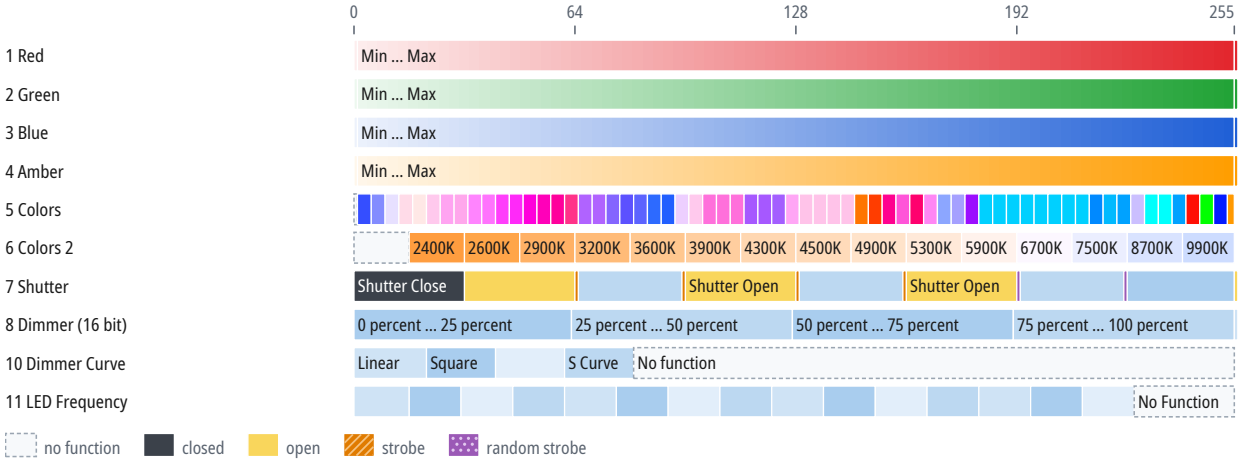
CH	Function	DMX	Description
10	LED Frequency (continued)	46–60	1100 Hz
		61–75	1200 Hz
		76–90	1300 Hz
		91–105	1400 Hz
		106–120	1500 Hz
		121–135	2500 Hz
		136–150	4000 Hz
		151–165	5000 Hz
		166–180	10000 Hz
		181–195	15000 Hz
		196–210	20000 Hz
		211–225	25000 Hz
		226–255	No Function

Mode 11-Channel Mode

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 7 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 32, CH 8 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Colors		Same as CH 5 in the mode “9B-Channel Mode” (p. 16)
6	Colors 2		Same as CH 6 in the mode “9B-Channel Mode” (p. 18)
7	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
8	Dimmer		Same as CH 8 in the mode “9B-Channel Mode” (p. 19)

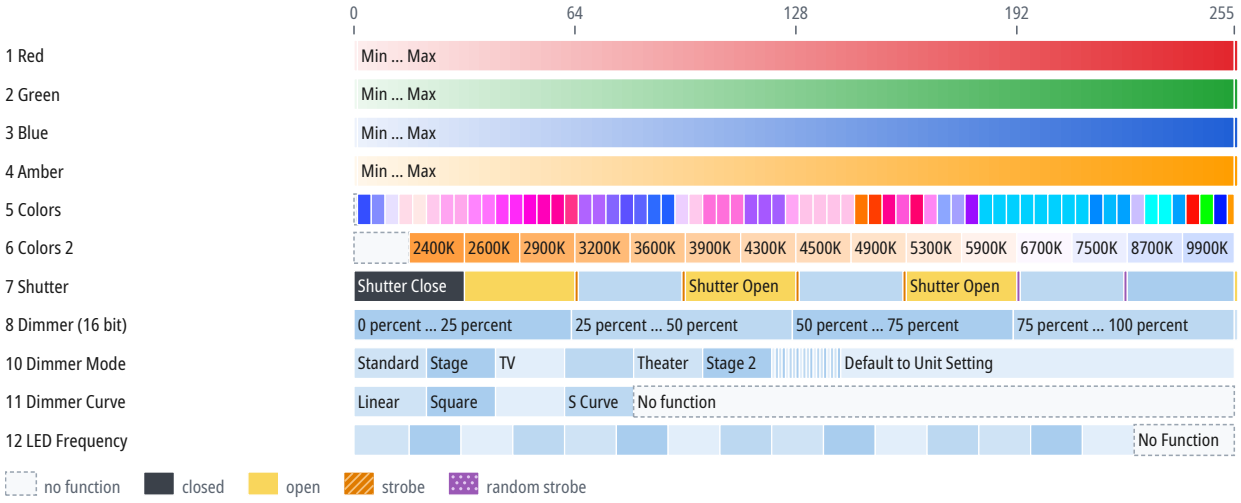
CH	Function	DMX	Description
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Dimmer Curve		Same as CH 9 in the mode “10-Channel Mode” (p. 19)
11	LED Frequency		Same as CH 10 in the mode “10-Channel Mode” (p. 19)

Mode 12-Channel Mode

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 7 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 32, CH 8 Dimmer 0.

Channel functions at a glance



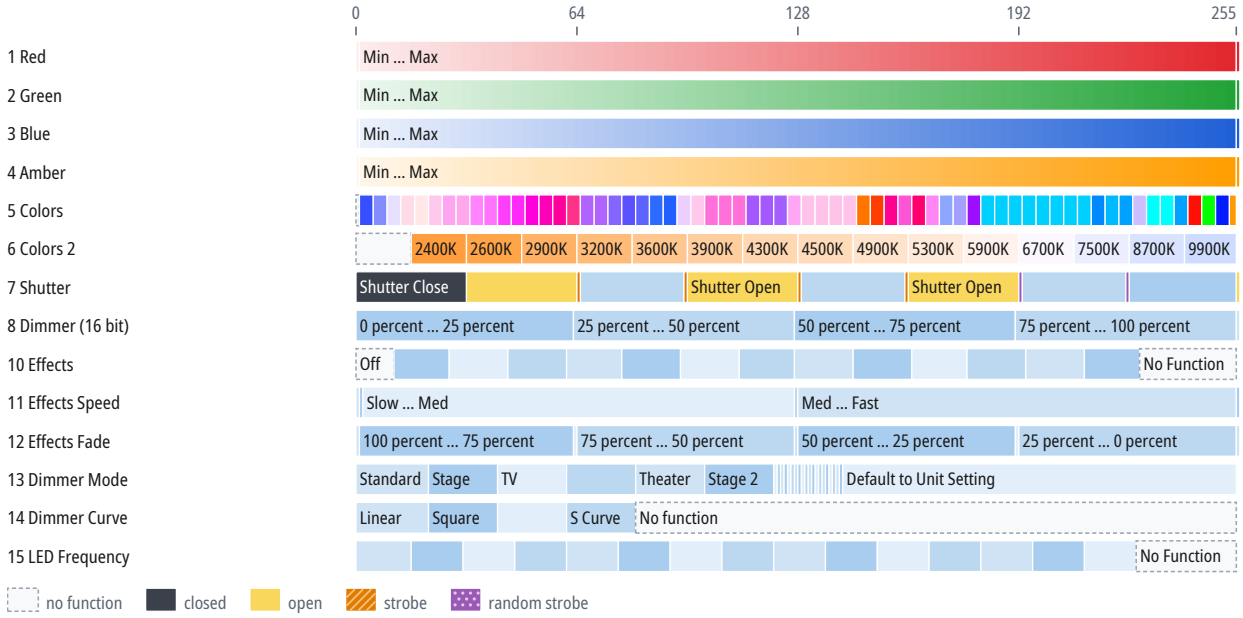
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Colors		Same as CH 5 in the mode “9B-Channel Mode” (p. 16)
6	Colors 2		Same as CH 6 in the mode “9B-Channel Mode” (p. 18)
7	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
8	Dimmer		Same as CH 8 in the mode “9B-Channel Mode” (p. 19)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Dimmer Mode		Same as CH 7 in the mode “7-Channel Mode” (p. 14)
11	Dimmer Curve		Same as CH 9 in the mode “10-Channel Mode” (p. 19)
12	LED Frequency		Same as CH 10 in the mode “10-Channel Mode” (p. 19)

Mode 15-Channel Mode

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 7 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 32, CH 8 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “4-Channel Mode” (p. 12)
2	Green		Same as CH 2 in the mode “4-Channel Mode” (p. 12)
3	Blue		Same as CH 3 in the mode “4-Channel Mode” (p. 12)
4	Amber		Same as CH 4 in the mode “4-Channel Mode” (p. 12)
5	Colors		Same as CH 5 in the mode “9B-Channel Mode” (p. 16)
6	Colors 2		Same as CH 6 in the mode “9B-Channel Mode” (p. 18)
7	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
8	Dimmer		Same as CH 8 in the mode “9B-Channel Mode” (p. 19)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Effects		Auto Programs
		0–10	Off
		11–26	Auto Program 1
		27–43	Auto Program 2
		44–60	Auto Program 3
		61–76	Auto Program 4
		77–93	Auto Program 5
		94–110	Auto Program 6
		111–126	Auto Program 7
		127–143	Auto Program 8
		144–160	Auto Program 9

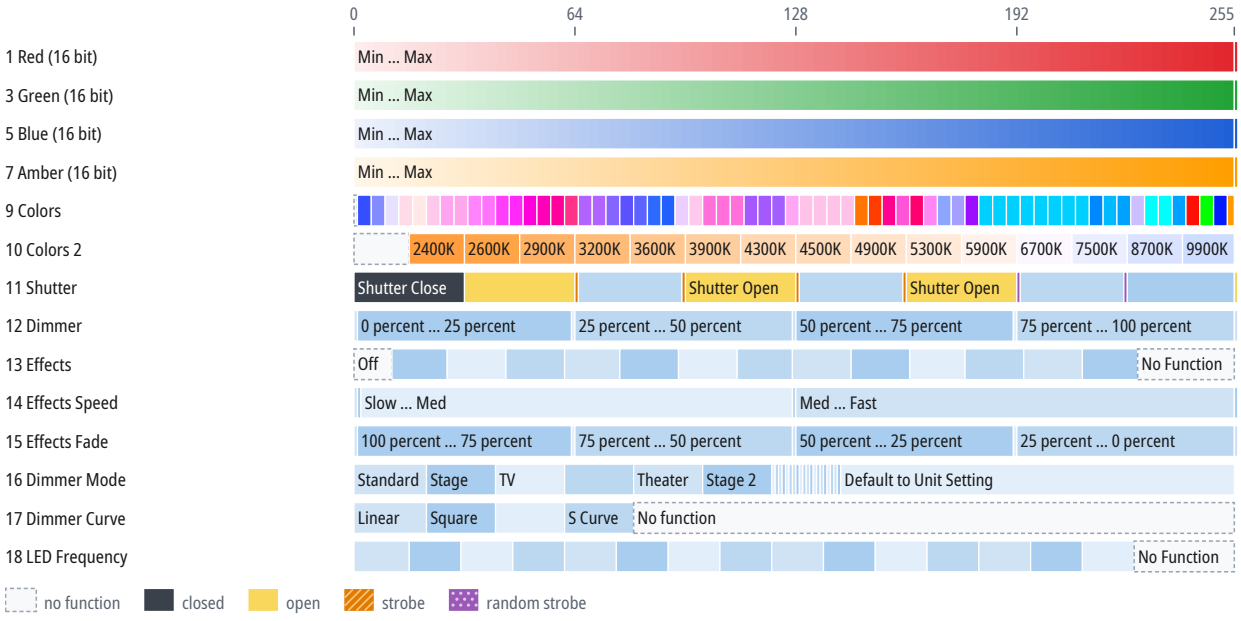
CH	Function	DMX	Description
10	Effects (continued)	161–176	Auto Program 10
		177–193	Auto Program 11
		194–210	Auto Program 12
		211–226	Auto Program 13
		227–255	No Function
11	Effects Speed		Same as CH 8 in the mode “9A-Channel Mode” (p. 16)
12	Effects Fade		Same as CH 9 in the mode “9A-Channel Mode” (p. 16)
13	Dimmer Mode		Same as CH 7 in the mode “7-Channel Mode” (p. 14)
14	Dimmer Curve		Same as CH 9 in the mode “10-Channel Mode” (p. 19)
15	LED Frequency		Same as CH 10 in the mode “10-Channel Mode” (p. 19)

Mode 18-Channel Mode

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 11 Shutter at 32–63, 96–127, 160–191, 255 “Shutter Open” or 224–254. The GDTF file gives these values for a console's Highlight function: CH 11 Shutter 32, CH 12 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “8-Channel Mode” (p. 14)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 3 in the mode “8-Channel Mode” (p. 14)
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 5 in the mode “8-Channel Mode” (p. 14)
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Amber		Same as CH 7 in the mode “8-Channel Mode” (p. 15)
8	Amber Fine	0–255	Fine adjustment of CH 7
9	Colors		Same as CH 5 in the mode “9B-Channel Mode” (p. 16)

CH	Function	DMX	Description
10	Colors 2		Same as CH 6 in the mode “9B-Channel Mode” (p. 18)
11	Shutter		Same as CH 5 in the mode “6-Channel Mode” (p. 12)
12	Dimmer		Same as CH 6 in the mode “6-Channel Mode” (p. 13)
13	Effects		Same as CH 10 in the mode “15-Channel Mode” (p. 22)
14	Effects Speed		Same as CH 8 in the mode “9A-Channel Mode” (p. 16)
15	Effects Fade		Same as CH 9 in the mode “9A-Channel Mode” (p. 16)
16	Dimmer Mode		Same as CH 7 in the mode “7-Channel Mode” (p. 14)
17	Dimmer Curve		Same as CH 9 in the mode “10-Channel Mode” (p. 19)
18	LED Frequency		Same as CH 10 in the mode “10-Channel Mode” (p. 19)

10 Technical specifications

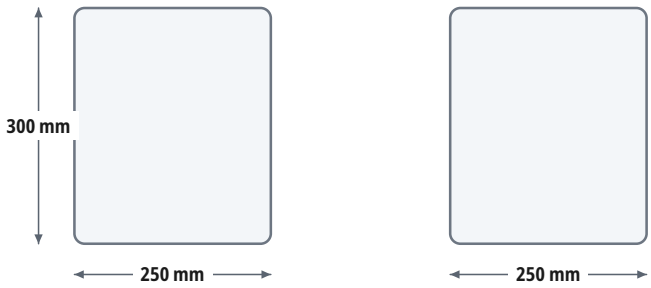
Parameter	Value
Light source	LED
Weight	5 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

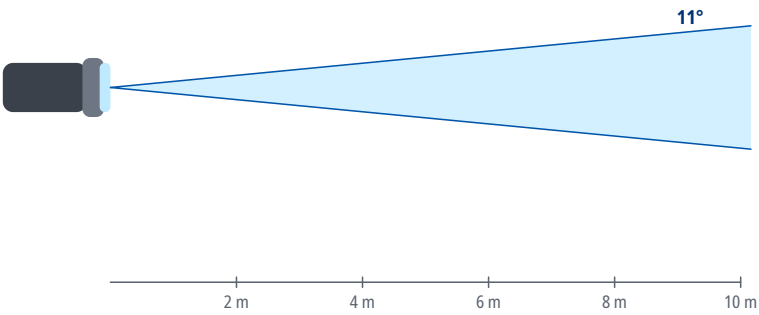
Parameter	Value
Strobe frequency	1–31 Hz

Dimensions

weight 5 kg



Spot diameter



Distance	Ø 11°
2 m	0.39 m
4 m	0.77 m
6 m	1.2 m
8 m	1.5 m
10 m	1.9 m
15 m	2.9 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.

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.