DMX REFERENCE

COLOR KING

AH036 Color King

ATON



Manufacturer	ATON
GDTF file	ATON_COLOR_KING_170256.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 9
Mode 12ch Mode 9
Mode 9ch Mode 12
Mode 4ch Mode 12
Mode 2ch Mode 13
9 Technical specifications 14
10 Maintenance and cleaning 14
11 Troubleshooting 15
12 Disposal 15

1 About this manual

This document describes the AH036 Color King by ATON. It was compiled from the GDTF file ATON_COLOR_KING_170256.gdtf from the GDTF-Share library.

File revision: “Ver 2”.

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 ATON; 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	13.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
12ch Mode	12	42	1, 13, 25, 37, ...
9ch Mode	8	64	1, 9, 17, 25, ...
4ch Mode	4	128	1, 5, 9, 13, ...
2ch Mode	2	256	1, 3, 5, 7, ...

No light? Check these channels

- 12ch Mode: CH 1 Dimmer above 0; CH 7 Dimmer Curve above 0
- 9ch Mode: CH 1 Dimmer above 0; CH 7 Dimmer Curve above 0


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.

⚠ 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 Installation

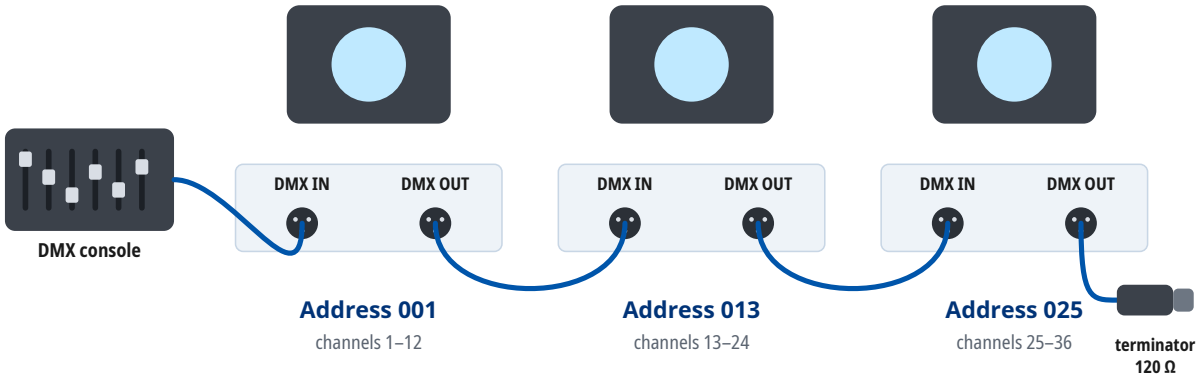
⚠ **WARNING**

- 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: 13.5 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.

5 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 12ch Mode: 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.

6 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 “12ch Mode”: 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 “12ch Mode”, 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.

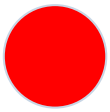
7 Functions at a glance

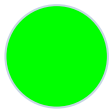
Functions in each DMX mode

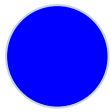
	12ch Mode 12 channels	9ch Mode 8 channels	4ch Mode 4 channels	2ch Mode 2 channels
Pan / Tilt	✓	✓		
Dimmer	1	1		
Shutter / strobe	2	2		
Color mixing	3–6	3–6	1–4	
Color wheel	8, 9			1, 2
Gobo wheel	10			
Iris		8		

Gobo wheel

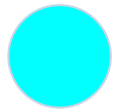
1
Light white
DMX 11–16

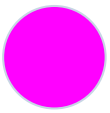
2 
Red
DMX 24–27

3 
Green
DMX 28–31

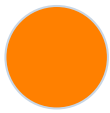
4 
Blue
DMX 32–35

5
Yellow
DMX 36–39

6 
Cyan
DMX 40–43

7 
Magenta
DMX 44–47

8
White
DMX 48–51

9 
Orange
DMX 52–55

10
Pink
DMX 56–59

11 
Violet
DMX 60–63

12
Aquamarine
DMX 64–67

13
Sky blue
DMX 68–71

14
Full white
DMX 72–75

15
Cool white
DMX 76–79

16
Warm white
DMX 80–83

17
White 3200
DMX 84–87

18 
White 2500
DMX 88–91

19
Yellow 2
DMX 92–95

20
Straw
DMX 96–99

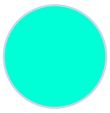
21 
Orange 2
DMX 100–103

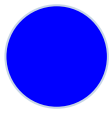
22
Light rose
DMX 104–107

23 
Dark pink
DMX 108–111

24 
Magenta 2
DMX 112–115

25 
Blue 2
DMX 116–119

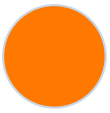
26 
Med blue green
DMX 120–123

27 
Dark blue
DMX 124–127

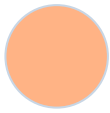
28 
Bright pink
DMX 128–131

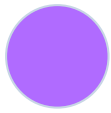
29 
Medium blue
DMX 132–135

30 
Golden amber
DMX 136–139

31 
Deep golden amber
DMX 140–143

32
Pale lavender
DMX 144–147

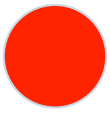
33 
Apricot
DMX 148–151

34 
Dark lavender
DMX 152–155

35 
Chocolate
DMX 156–159

36 
Just blue
DMX 160–163

37
Surprise pink
DMX 164–167

38 
Scarlet
DMX 168–171

39
Surprise peach
DMX 172–175

40 
Fire
DMX 176–179

41
English rose
DMX 180–183

42
Mauve
DMX 184–187

43
Bright blue
DMX 188–191

44
Alice blue
DMX 192–195

45
Rose indigo
DMX 196–199

46
Urban blue
DMX 200–203

47
Cool blue
DMX 204–207

48
Light salmon
DMX 208–211

49 Mayan sun
DMX 212–215

50 Cherry rose
DMX 216–219

51 Flesh pink
DMX 220–222

52 Skelton exotic sangria
DMX 223

Color wheel

1 White 1
DMX 0–23

2 White 2
DMX 24–47

3 White 3
DMX 48–71

4 White 4
DMX 72–95

5 White 5
DMX 96–119

6 White 6
DMX 120–143

7 White 7
DMX 144–168

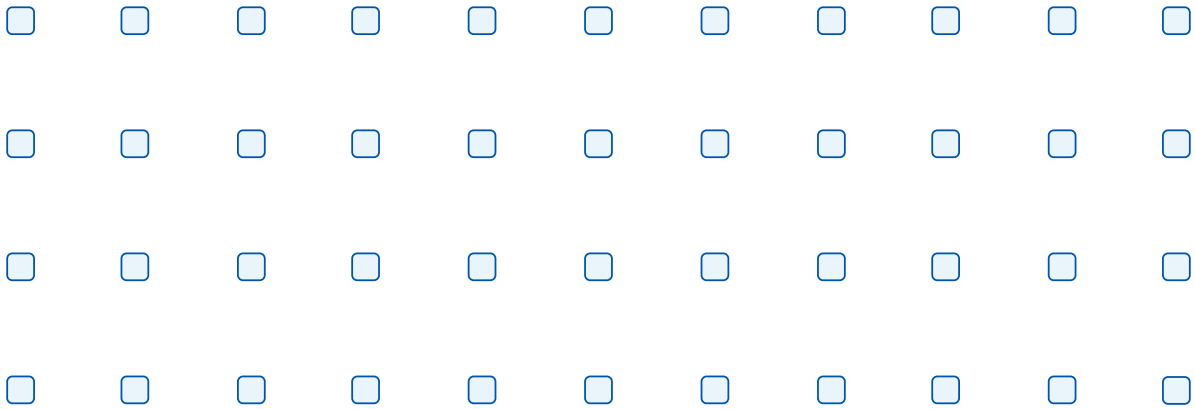
8 White 8
DMX 169–191

9 White 9
DMX 192–215

10 White 10
DMX 216–225

11 White 11
DMX 226–255

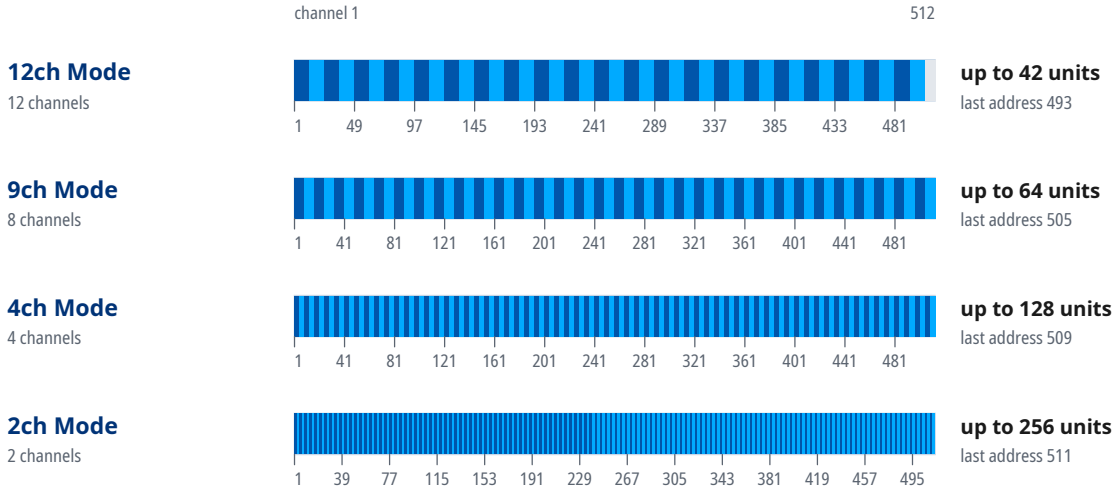
Cells (pixels)



Cells where the GDTF file places them (seen from above), 44 in all in the mode “12ch Mode”.

8 DMX channels

Units in one DMX universe



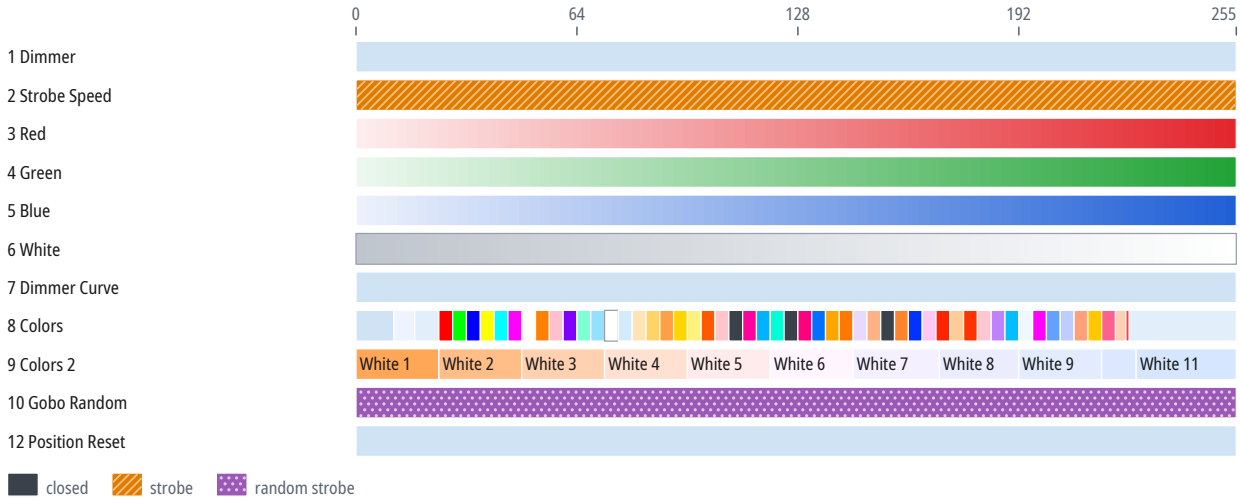
Start addresses of 20 units in the mode “12ch Mode”

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 12ch Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Dimmer Curve above 0.

Channel functions at a glance



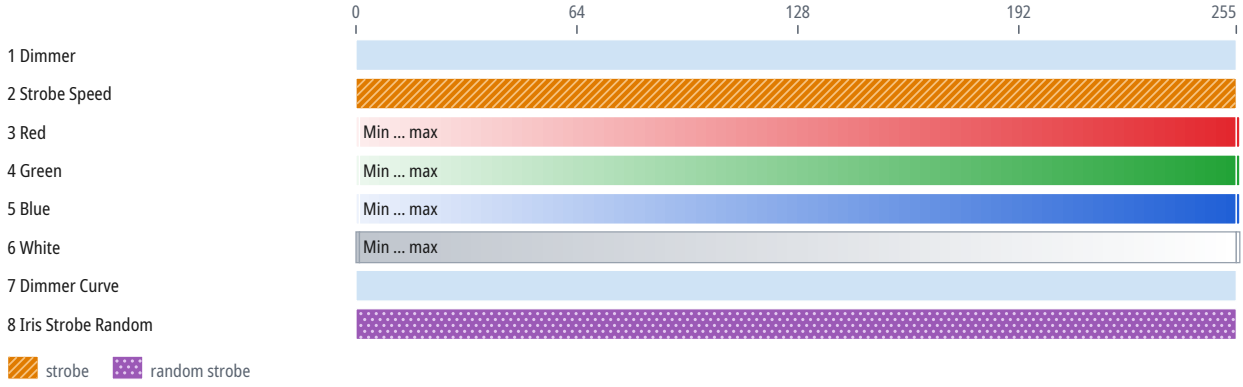
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Speed	0–255	
3	Red	0–255	
4	Green	0–255	
5	Blue	0–255	
6	White	0–255	
7	Dimmer Curve	0–255	
8	Colors	0–10	Color 1 1
		11–16	Light white
		17–23	Light white ... red
		24–27	Red
		28–31	Green
		32–35	Blue
		36–39	Yellow
		40–43	Cyan
		44–47	Magenta
		48–51	White
		52–55	Orange
		56–59	Pink
		60–63	Violet
		64–67	Aquamarine
		68–71	Sky blue
		72–75	Full white
		76–79	Cool white
		80–83	Warm white
		84–87	White 3200
		88–91	White 2500
		92–95	Yellow 2
		96–99	Straw
		100–103	Orange 2
		104–107	Light rose
		108–111	Dark pink
		112–115	Magenta 2
		116–119	Blue 2
		120–123	Med blue green
		124–127	Dark blue
		128–131	Bright pink
		132–135	Medium blue
		136–139	Golden amber
		140–143	Deep golden amber

CH	Function	DMX	Description
8	Colors (continued)	144–147	Pale lavender
		148–151	Apricot
		152–155	Dark lavender
		156–159	Chocolate
		160–163	Just blue
		164–167	Surprise pink
		168–171	Scarlet
		172–175	Surprise peach
		176–179	Fire
		180–183	English rose
		184–187	Mauve
		188–191	Bright blue
		192–195	Alice blue
		196–199	Rose indigo
		200–203	Urban blue
		204–207	Cool blue
		208–211	Light salmon
		212–215	Mayan sun
		216–219	Cherry rose
		220–222	Flesh pink
		223	Skelton exotic sangria
		224–255	Color 1 1
9	Colors 2	0–23	White 1
		24–47	White 2
		48–71	White 3
		72–95	White 4
		96–119	White 5
		120–143	White 6
		144–168	White 7
		169–191	White 8
		192–215	White 9
		216–225	White 10
		226–255	White 11
10	Gobo Random	0–255	
12	Position Reset	0–255	

Mode 9ch Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Dimmer Curve above 0. The GDTF file gives these values for a console's Highlight function: CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 White 255.

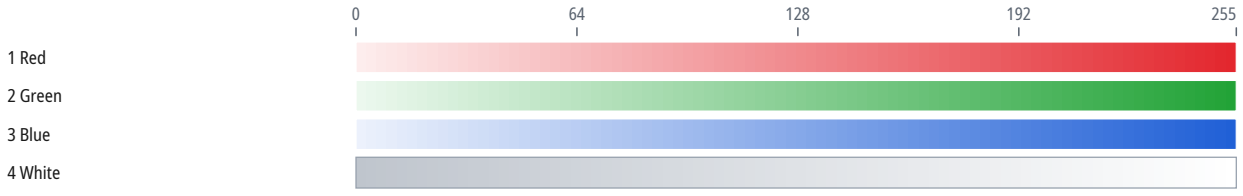
Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Speed	0–255	
3	Red	0	Min
		1–254	Min ... max
		255	Max
4	Green	0	Min
		1–254	Min ... max
		255	Max
5	Blue	0	Min
		1–254	Min ... max
		255	Max
6	White	0	Min
		1–254	Min ... max
		255	Max
7	Dimmer Curve	0–255	
8	Iris Strobe Random	0–255	

Mode 4ch Mode

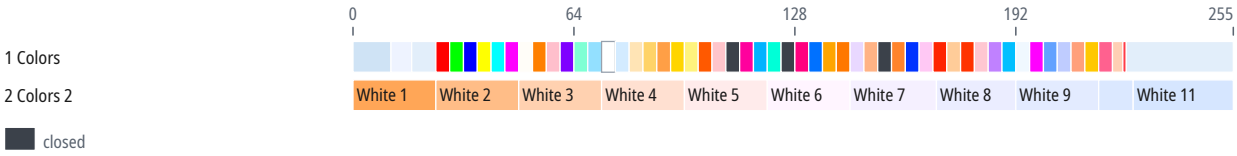
Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	

Mode 2ch Mode

Channel functions at a glance

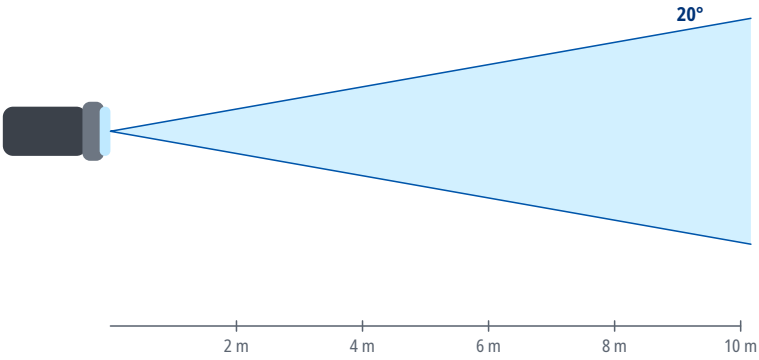


CH	Function	DMX	Description
1	Colors		Same as CH 8 in the mode “12ch Mode” (p. 10)
2	Colors 2		Same as CH 9 in the mode “12ch Mode” (p. 11)

9 Technical specifications

Parameter	Value
Weight	13.5 kg
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 20°
2 m	0.71 m
4 m	1.4 m
6 m	2.1 m
8 m	2.8 m
10 m	3.5 m
15 m	5.3 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 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.

11 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.

12 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.