DMX REFERENCE

Pulze Bar

ATON



Manufacturer	ATON
GDTF file	ATON_Pulze_Bar_116274.gdtf
GDTF revision	V1_00 · 2025-11-05
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1 About this manual

This document describes the Pulze Bar by ATON. It was compiled from the GDTF file ATON_Pulze_Bar_116274.gdtf from the GDTF-Share library.

File revision: “V1_00”.

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	9.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
3 Channel	3	170	1, 4, 7, 10, ...
10 Channel	10	51	1, 11, 21, 31, ...
22 Channel	22	23	1, 23, 45, 67, ...
36 Channel	36	14	1, 37, 73, 109, ...
50 Channel	50	10	1, 51, 101, 151, ...
92 Channel	92	5	1, 93, 185, 277, ...

No light? Check these channels

- 3 Channel: CH 1 Dimmer above 0; CH 3 Strobe Speed at 0–3 “Open”
- 10 Channel: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 10 Dimmer 2 above 0
- 22 Channel: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 13 Dimmer 2 above 0; CH 14 Dimmer 3 above 0
- 36 Channel: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 19 Dimmer 2 above 0; CH 20 Dimmer 3 above 0; CH 21 Dimmer 4 above 0; CH 22 Dimmer 5 above 0
- 50 Channel: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 25 Dimmer 2 above 0; CH 26 Dimmer 3 above 0; CH 27 Dimmer 4 above 0; CH 28 Dimmer 5 above 0; CH 29 Dimmer 6 above 0; CH 30 Dimmer 7 above 0
- 92 Channel: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 79 Dimmer above 0 (the same in each of the 12 cells)


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

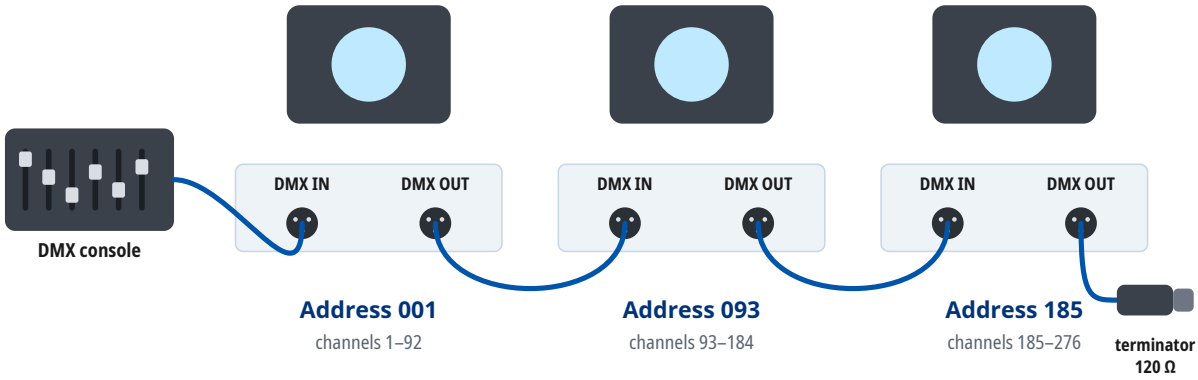
⚠ **WARNING**

- 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: 9.5 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 92 Channel: every unit occupies 92 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

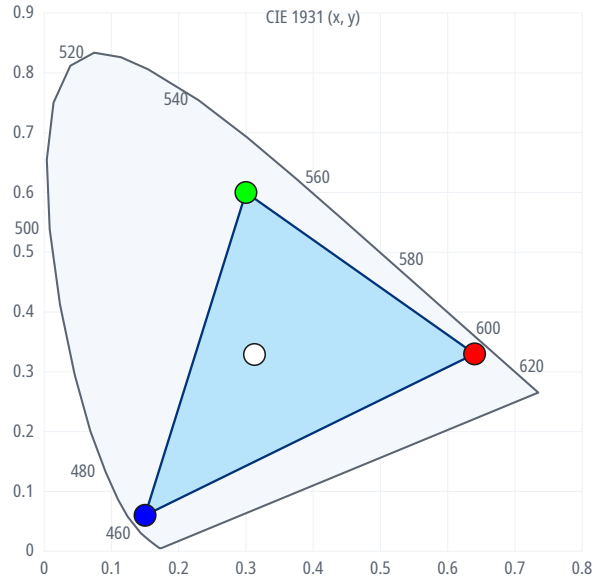
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “92 Channel”: 92.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “92 Channel”, you can use, for example, the start addresses 1, 93, 185, 277.
- 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

	3 Channel 3 channels	10 Channel 10 channels	22 Channel 22 channels	36 Channel 36 channels	50 Channel 50 channels	92 Channel 92 channels
Dimmer	1	1, 10	1, 13, 14	1, 19–22	1, 25–30	1, 79–90
Shutter / strobe	2, 3	2–4	2–4	2–4	2–4	2–4
Color mixing		7–9	7–12, 15–20	7–18, 23–34	7–24, 31–48	7–78
Frost		6	6	6	6	6
Effects / macros		5	5, 21, 22	5, 35, 36	5, 49, 50	5, 91, 92
Pixel control			✓	✓	✓	24 + 12 cells

LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	626
Green	0.300	0.600	527
Blue	0.150	0.060	452
White	0.313	0.329	

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

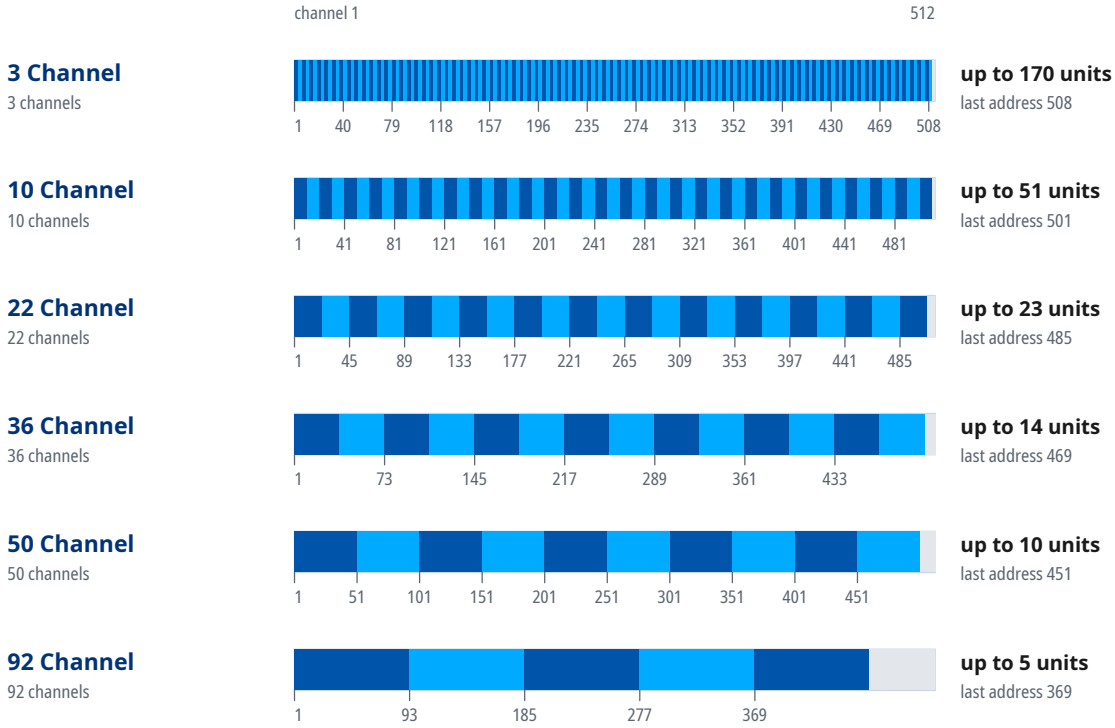
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12
CH 79	CH 80	CH 81	CH 82	CH 83	CH 84	CH 85	CH 86	CH 87	CH 88	CH 89	CH 90

12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “50 Channel”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “92 Channel”

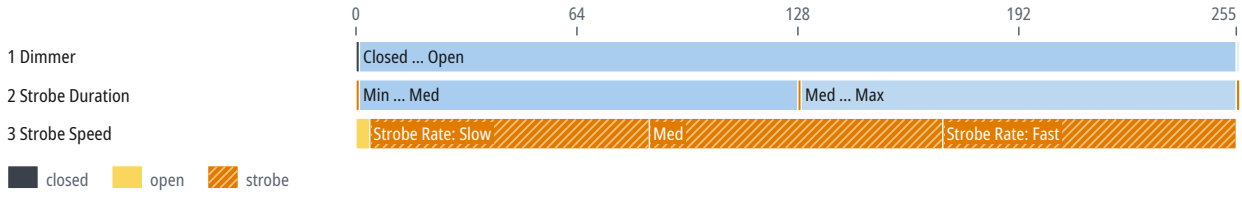
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 1	11	U3 · 1	16	U4 · 1
2	93	7	U2 · 93	12	U3 · 93	17	U4 · 93
3	185	8	U2 · 185	13	U3 · 185	18	U4 · 185
4	277	9	U2 · 277	14	U3 · 277	19	U4 · 277
5	369	10	U2 · 369	15	U3 · 369	20	U4 · 369

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 3 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Strobe Speed at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Strobe Speed 0.

Channel functions at a glance

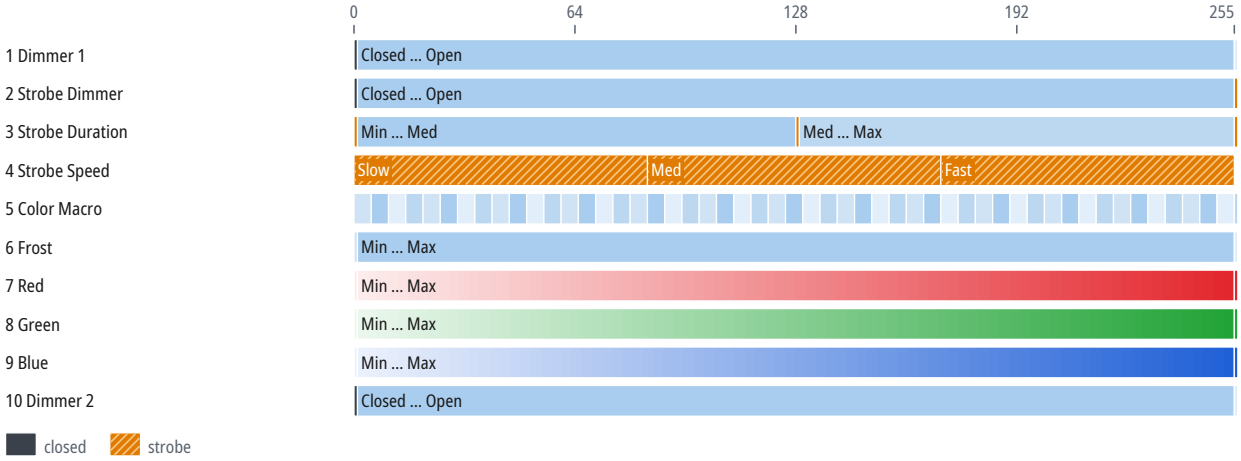


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Strobe Duration	0	Min
		1–127	Min ... Med
		128	Med
		129–254	Med ... Max
		255	Max
3	Strobe Speed	0–3	Open
		4–84	Strobe Rate: Slow
		85–169	Med
		170–255	Strobe Rate: Fast

Mode 10 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 10 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Color Macro 0, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 10 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Strobe Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
3	Strobe Duration		Same as CH 2 in the mode “3 Channel” (p. 9)
4	Strobe Speed	0–84	Slow
		85–169	Med
		170–255	Fast

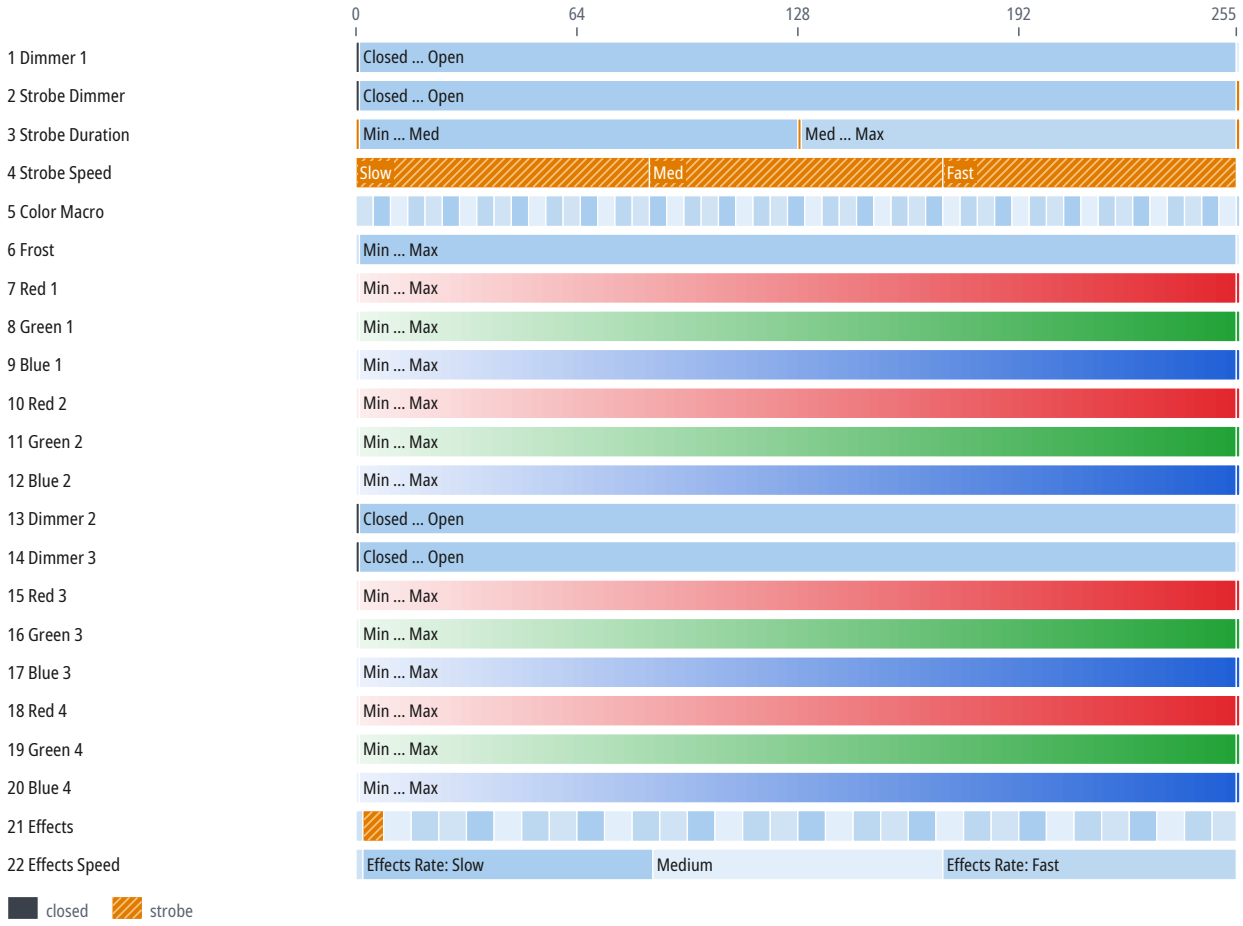
CH	Function	DMX	Description
5	Color Macro	0–4	Open
		5–9	Colour 1
		10–14	Colour 2
		15–19	Colour 3
		20–24	Colour 4
		25–29	Colour 5
		30–34	Colour 6
		35–39	Colour 7
		40–44	Colour 8
		45–49	Colour 9
		50–54	Colour 10
		55–59	Colour 11
		60–64	Colour 12
		65–69	Colour 13
		70–74	Colour 14
		75–79	Colour 15
		80–84	Colour 16
		85–89	Colour 17
		90–94	Colour 18
		95–99	Colour 19
		100–104	Colour 20
		105–109	Colour 21
		110–114	Colour 22
		115–119	Colour 23
		120–124	Colour 24
		125–129	Colour 25
		130–134	Colour 26
		135–139	Colour 27
		140–144	Colour 28
		145–149	Colour 29
		150–154	Colour 30
		155–159	Colour 31
		160–164	Colour 32
		165–169	Colour 33
		170–174	Colour 34
		175–179	Colour 35
		180–184	Colour 36
		185–189	Colour 37
		190–194	Colour 38
		195–199	Colour 39
		200–204	Colour 40
		205–209	Colour 41

CH	Function	DMX	Description
5	Color Macro (continued)	210–214	Colour 42
		215–219	Colour 43
		220–224	Colour 44
		225–229	Colour 45
		230–234	Colour 46
		235–239	Colour 47
		240–244	Colour 48
		245–249	Colour 49
		250–254	Colour 50
		255	Colour 51
6	Frost	0	Min
		1–254	Min ... Max
		255	Max
7	Red	0	Min
		1–254	Min ... Max
		255	Max
8	Green	0	Min
		1–254	Min ... Max
		255	Max
9	Blue	0	Min
		1–254	Min ... Max
		255	Max
10	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

Mode 22 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 13 Dimmer 2 above 0; CH 14 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Color Macro 0, CH 7 Red 1 255, CH 8 Green 1 255, CH 9 Blue 1 255, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 Dimmer 2 255, CH 14 Dimmer 3 255, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 Red 4 255, CH 19 Green 4 255, CH 20 Blue 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “10 Channel” (p. 9)
2	Strobe Dimmer		Same as CH 2 in the mode “10 Channel” (p. 9)
3	Strobe Duration		Same as CH 2 in the mode “3 Channel” (p. 9)
4	Strobe Speed		Same as CH 4 in the mode “10 Channel” (p. 9)
5	Color Macro		Same as CH 5 in the mode “10 Channel” (p. 10)
6	Frost		Same as CH 6 in the mode “10 Channel” (p. 11)
7	Red 1	0	Min
		1–254	Min ... Max
		255	Max
8	Green 1	0	Min
		1–254	Min ... Max

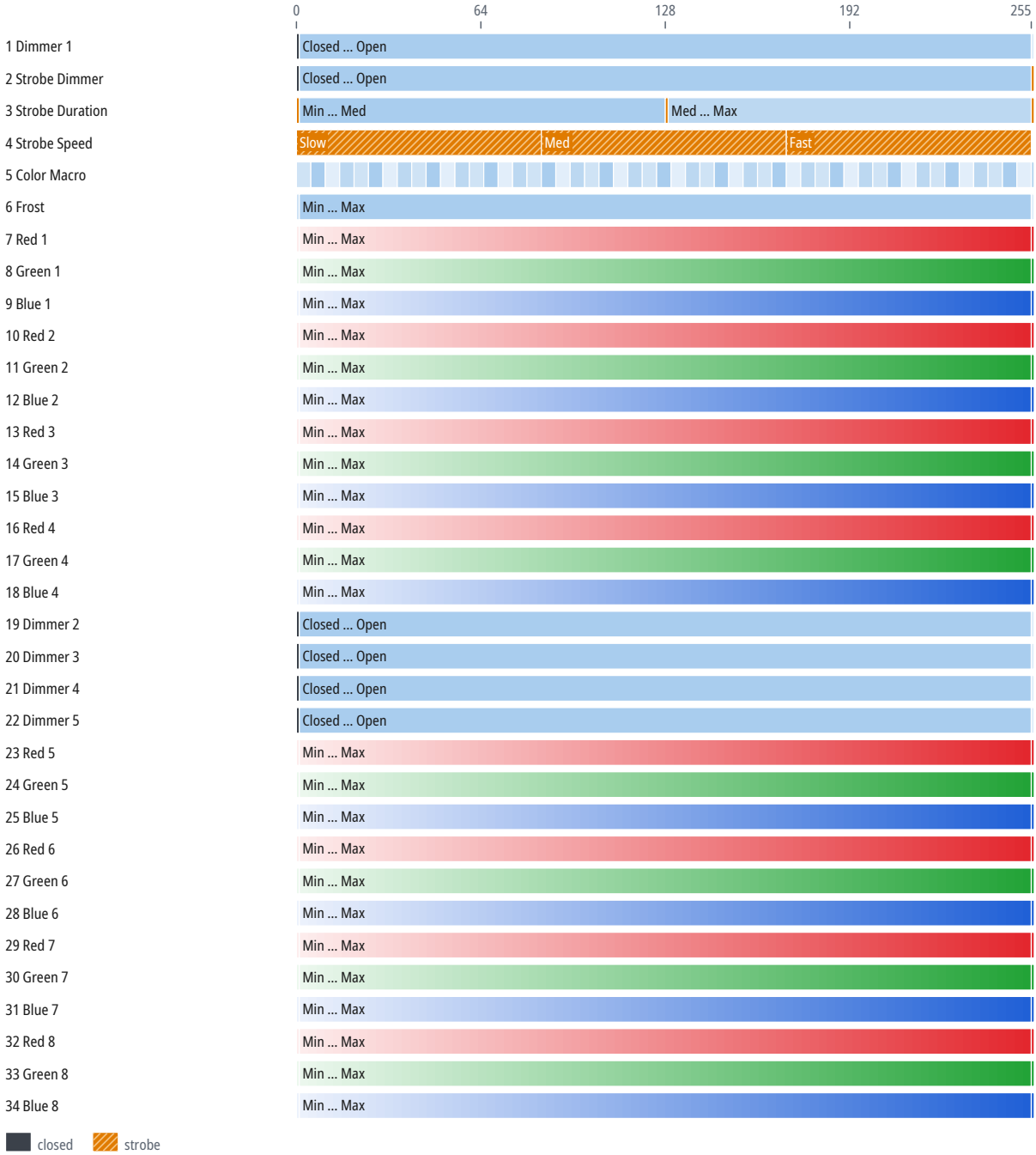
CH	Function	DMX	Description
8	Green 1 (continued)	255	Max
9	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
10	Red 2	0	Min
		1–254	Min ... Max
		255	Max
11	Green 2	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
13	Dimmer 2		Same as CH 10 in the mode “10 Channel” (p. 11)
14	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
15	Red 3	0	Min
		1–254	Min ... Max
		255	Max
16	Green 3	0	Min
		1–254	Min ... Max
		255	Max
17	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
18	Red 4	0	Min
		1–254	Min ... Max
		255	Max
19	Green 4	0	Min
		1–254	Min ... Max
		255	Max
20	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
21	Effects		When CH 22 is 1:
		0–1	Open
		2–7	Strobe
		8–15	FX1
		16–23	FX2
		24–31	FX3
		32–39	FX4

CH	Function	DMX	Description
21	Effects (continued)	40–47	FX5
		48–55	FX6
		56–63	FX7
		64–71	FX8
		72–79	FX9
		80–87	FX10
		88–95	FX11
		96–103	FX12
		104–111	FX13
		112–119	FX14
		120–127	FX15
		128–135	FX16
		136–143	FX17
		144–151	FX18
		152–159	FX19
		160–167	FX20
		168–175	FX21
		176–183	FX22
		184–191	FX23
		192–199	FX24
		200–207	FX25
		208–215	FX26
		216–223	FX27
		224–231	FX28
		232–239	FX29
		240–247	FX30
		248–255	FX31
22	Effects Speed		When CH 21 is 0:
		0–1	Open
		2–85	Effects Rate: Slow
		86–169	Medium
		170–255	Effects Rate: Fast

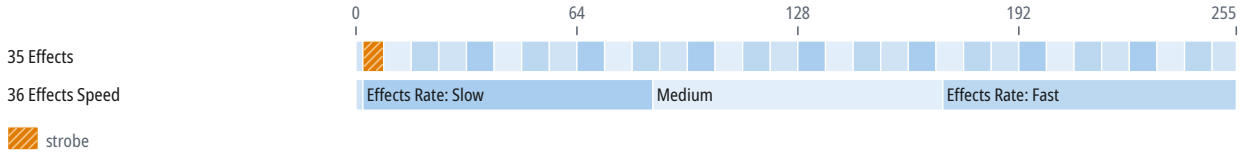
Mode 36 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 19 Dimmer 2 above 0; CH 20 Dimmer 3 above 0; CH 21 Dimmer 4 above 0; CH 22 Dimmer 5 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Color Macro 0, CH 7 Red 1 255, CH 8 Green 1 255, CH 9 Blue 1 255, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 Red 4 255, CH 17 Green 4 255, CH 18 Blue 4 255, CH 19 Dimmer 2 255, CH 20 Dimmer 3 255, CH 21 Dimmer 4 255, CH 22 Dimmer 5 255, CH 23 Red 5 255, CH 24 Green 5 255, CH 25 Blue 5 255, CH 26 Red 6 255, CH 27 Green 6 255, CH 28 Blue 6 255, CH 29 Red 7 255, CH 30 Green 7 255, CH 31 Blue 7 255, CH 32 Red 8 255, CH 33 Green 8 255, CH 34 Blue 8 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “10 Channel” (p. 9)
2	Strobe Dimmer		Same as CH 2 in the mode “10 Channel” (p. 9)
3	Strobe Duration		Same as CH 2 in the mode “3 Channel” (p. 9)
4	Strobe Speed		Same as CH 4 in the mode “10 Channel” (p. 9)
5	Color Macro		Same as CH 5 in the mode “10 Channel” (p. 10)
6	Frost		Same as CH 6 in the mode “10 Channel” (p. 11)
7	Red 1		Same as CH 7 in the mode “22 Channel” (p. 12)
8	Green 1		Same as CH 8 in the mode “22 Channel” (p. 12)
9	Blue 1		Same as CH 9 in the mode “22 Channel” (p. 13)
10	Red 2		Same as CH 10 in the mode “22 Channel” (p. 13)
11	Green 2		Same as CH 11 in the mode “22 Channel” (p. 13)
12	Blue 2		Same as CH 12 in the mode “22 Channel” (p. 13)
13	Red 3		Same as CH 15 in the mode “22 Channel” (p. 13)
14	Green 3		Same as CH 16 in the mode “22 Channel” (p. 13)
15	Blue 3		Same as CH 17 in the mode “22 Channel” (p. 13)
16	Red 4		Same as CH 18 in the mode “22 Channel” (p. 13)
17	Green 4		Same as CH 19 in the mode “22 Channel” (p. 13)
18	Blue 4		Same as CH 20 in the mode “22 Channel” (p. 13)
19	Dimmer 2		Same as CH 10 in the mode “10 Channel” (p. 11)
20	Dimmer 3		Same as CH 14 in the mode “22 Channel” (p. 13)
21	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open
22	Dimmer 5	0	Closed
		1–254	Closed ... Open
		255	Open
23	Red 5	0	Min
		1–254	Min ... Max
		255	Max
24	Green 5	0	Min
		1–254	Min ... Max
		255	Max
25	Blue 5	0	Min
		1–254	Min ... Max
		255	Max

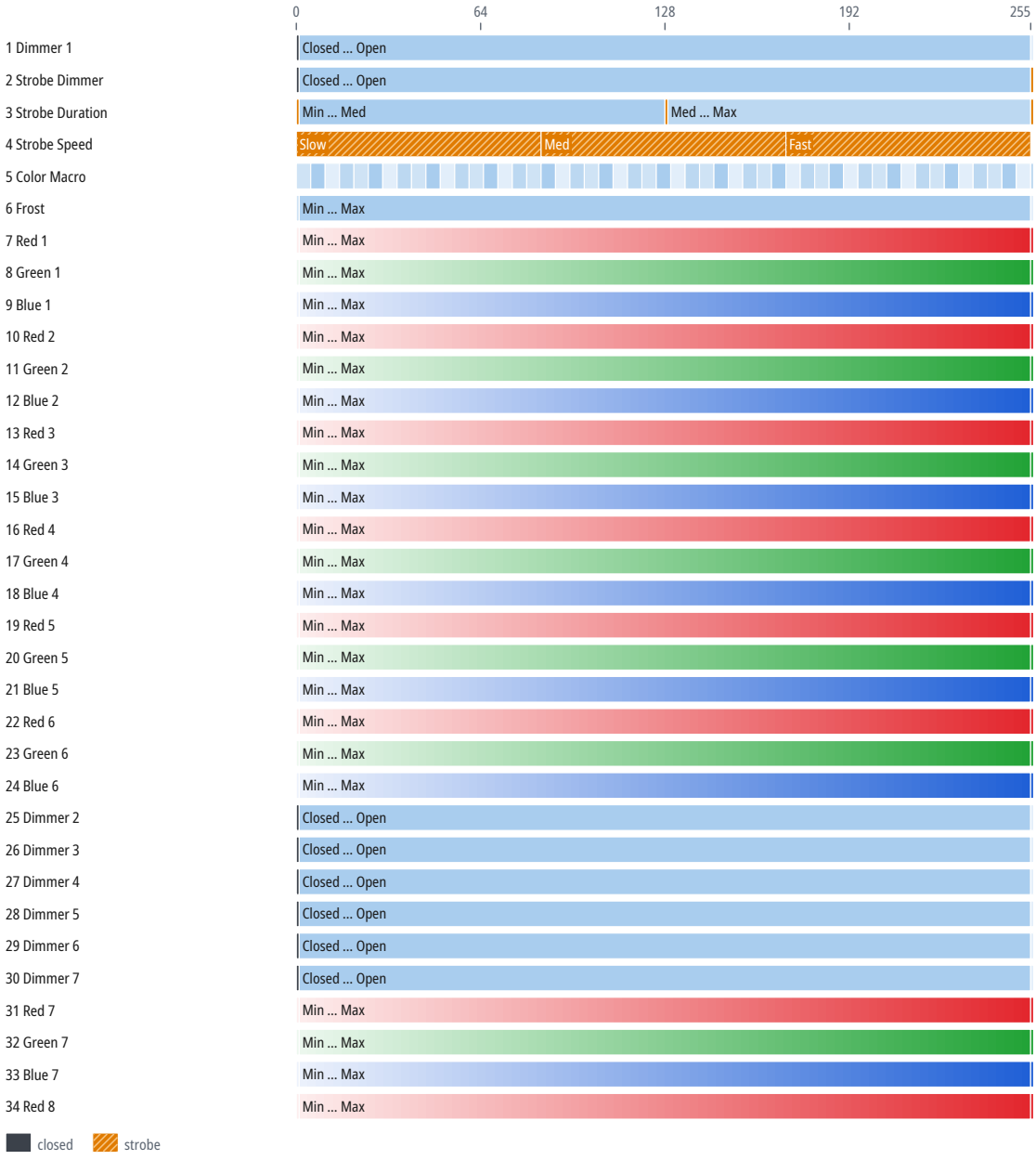
CH	Function	DMX	Description
26	Red 6	0	Min
		1–254	Min … Max
		255	Max
27	Green 6	0	Min
		1–254	Min … Max
		255	Max
28	Blue 6	0	Min
		1–254	Min … Max
		255	Max
29	Red 7	0	Min
		1–254	Min … Max
		255	Max
30	Green 7	0	Min
		1–254	Min … Max
		255	Max
31	Blue 7	0	Min
		1–254	Min … Max
		255	Max
32	Red 8	0	Min
		1–254	Min … Max
		255	Max
33	Green 8	0	Min
		1–254	Min … Max
		255	Max
34	Blue 8	0	Min
		1–254	Min … Max
		255	Max
35	Effects		When CH 36 is 1:
		0–1	Open
		2–7	Strobe
		8–15	FX1
		16–23	FX2
		24–31	FX3
		32–39	FX4
		40–47	FX5
		48–55	FX6
		56–63	FX7
		64–71	FX8
		72–79	FX9
		80–87	FX10
		88–95	FX11

CH	Function	DMX	Description
35	Effects (continued)	96–103	FX12
		104–111	FX13
		112–119	FX14
		120–127	FX15
		128–135	FX16
		136–143	FX17
		144–151	FX18
		152–159	FX19
		160–167	FX20
		168–175	FX21
		176–183	FX22
		184–191	FX23
		192–199	FX24
		200–207	FX25
		208–215	FX26
		216–223	FX27
		224–231	FX28
		232–239	FX29
		240–247	FX30
		248–255	FX31
36	Effects Speed		When CH 35 is 0:
		0–1	Open
		2–85	Effects Rate: Slow
		86–169	Medium
		170–255	Effects Rate: Fast

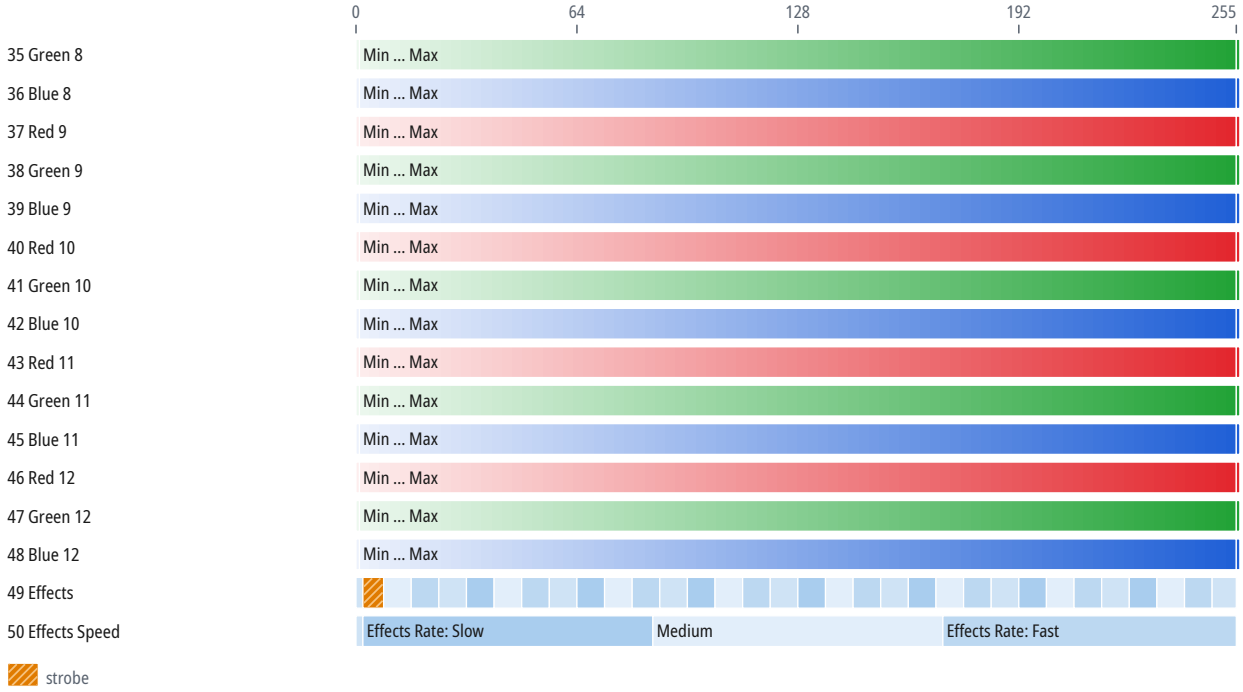
Mode 50 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 25 Dimmer 2 above 0; CH 26 Dimmer 3 above 0; CH 27 Dimmer 4 above 0; CH 28 Dimmer 5 above 0; CH 29 Dimmer 6 above 0; CH 30 Dimmer 7 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Color Macro 0, CH 7 Red 1 255, CH 8 Green 1 255, CH 9 Blue 1 255, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 Red 4 255, CH 17 Green 4 255, CH 18 Blue 4 255, CH 19 Red 5 255, CH 20 Green 5 255, CH 21 Blue 5 255, CH 22 Red 6 255, CH 23 Green 6 255, CH 24 Blue 6 255, CH 25 Dimmer 2 255, CH 26 Dimmer 3 255, CH 27 Dimmer 4 255, CH 28 Dimmer 5 255, CH 29 Dimmer 6 255, CH 30 Dimmer 7 255, CH 31 Red 7 255, CH 32 Green 7 255, CH 33 Blue 7 255, CH 34 Red 8 255, CH 35 Green 8 255, CH 36 Blue 8 255, CH 37 Red 9 255, CH 38 Green 9 255, CH 39 Blue 9 255, CH 40 Red 10 255, CH 41 Green 10 255, CH 42 Blue 10 255, CH 43 Red 11 255, CH 44 Green 11 255, CH 45 Blue 11 255, CH 46 Red 12 255, CH 47 Green 12 255, CH 48 Blue 12 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “10 Channel” (p. 9)
2	Strobe Dimmer		Same as CH 2 in the mode “10 Channel” (p. 9)
3	Strobe Duration		Same as CH 2 in the mode “3 Channel” (p. 9)
4	Strobe Speed		Same as CH 4 in the mode “10 Channel” (p. 9)
5	Color Macro		Same as CH 5 in the mode “10 Channel” (p. 10)
6	Frost		Same as CH 6 in the mode “10 Channel” (p. 11)
7	Red 1		Same as CH 7 in the mode “22 Channel” (p. 12)
8	Green 1		Same as CH 8 in the mode “22 Channel” (p. 12)
9	Blue 1		Same as CH 9 in the mode “22 Channel” (p. 13)
10	Red 2		Same as CH 10 in the mode “22 Channel” (p. 13)
11	Green 2		Same as CH 11 in the mode “22 Channel” (p. 13)
12	Blue 2		Same as CH 12 in the mode “22 Channel” (p. 13)
13	Red 3		Same as CH 15 in the mode “22 Channel” (p. 13)
14	Green 3		Same as CH 16 in the mode “22 Channel” (p. 13)
15	Blue 3		Same as CH 17 in the mode “22 Channel” (p. 13)
16	Red 4		Same as CH 18 in the mode “22 Channel” (p. 13)
17	Green 4		Same as CH 19 in the mode “22 Channel” (p. 13)
18	Blue 4		Same as CH 20 in the mode “22 Channel” (p. 13)
19	Red 5		Same as CH 23 in the mode “36 Channel” (p. 16)
20	Green 5		Same as CH 24 in the mode “36 Channel” (p. 16)
21	Blue 5		Same as CH 25 in the mode “36 Channel” (p. 16)
22	Red 6		Same as CH 26 in the mode “36 Channel” (p. 17)
23	Green 6		Same as CH 27 in the mode “36 Channel” (p. 17)
24	Blue 6		Same as CH 28 in the mode “36 Channel” (p. 17)

CH	Function	DMX	Description
25	Dimmer 2		Same as CH 10 in the mode “10 Channel” (p. 11)
26	Dimmer 3		Same as CH 14 in the mode “22 Channel” (p. 13)
27	Dimmer 4		Same as CH 21 in the mode “36 Channel” (p. 16)
28	Dimmer 5		Same as CH 22 in the mode “36 Channel” (p. 16)
29	Dimmer 6	0	Closed
		1–254	Closed ... Open
		255	Open
30	Dimmer 7	0	Closed
		1–254	Closed ... Open
		255	Open
31	Red 7		Same as CH 29 in the mode “36 Channel” (p. 17)
32	Green 7		Same as CH 30 in the mode “36 Channel” (p. 17)
33	Blue 7		Same as CH 31 in the mode “36 Channel” (p. 17)
34	Red 8		Same as CH 32 in the mode “36 Channel” (p. 17)
35	Green 8		Same as CH 33 in the mode “36 Channel” (p. 17)
36	Blue 8		Same as CH 34 in the mode “36 Channel” (p. 17)
37	Red 9	0	Min
		1–254	Min ... Max
		255	Max
38	Green 9	0	Min
		1–254	Min ... Max
		255	Max
39	Blue 9	0	Min
		1–254	Min ... Max
		255	Max
40	Red 10	0	Min
		1–254	Min ... Max
		255	Max
41	Green 10	0	Min
		1–254	Min ... Max
		255	Max
42	Blue 10	0	Min
		1–254	Min ... Max
		255	Max
43	Red 11	0	Min
		1–254	Min ... Max
		255	Max
44	Green 11	0	Min
		1–254	Min ... Max
		255	Max
45	Blue 11	0	Min
		1–254	Min ... Max

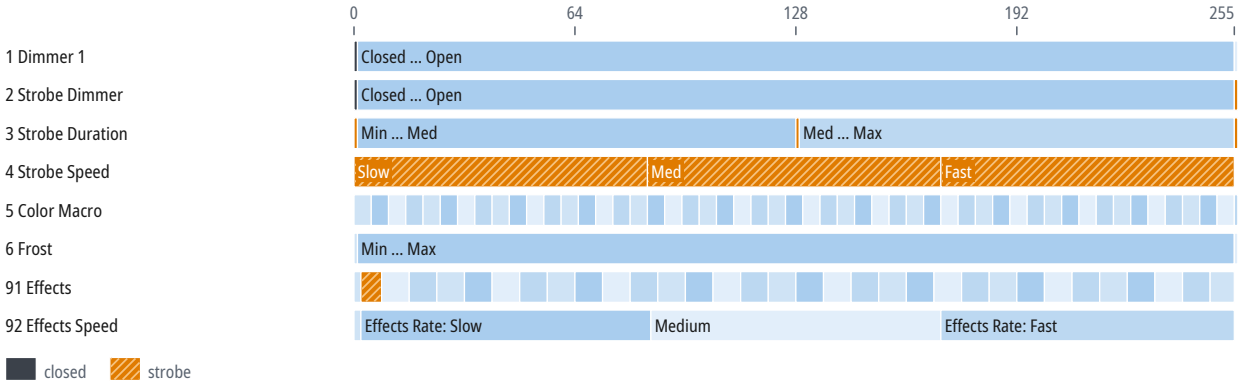
CH	Function	DMX	Description
45	Blue 11 (continued)	255	Max
46	Red 12	0	Min
		1–254	Min ... Max
		255	Max
47	Green 12	0	Min
		1–254	Min ... Max
		255	Max
48	Blue 12	0	Min
		1–254	Min ... Max
		255	Max
49	Effects		When CH 50 is 1:
		0–1	Open
		2–7	Strobe
		8–15	FX1
		16–23	FX2
		24–31	FX3
		32–39	FX4
		40–47	FX5
		48–55	FX6
		56–63	FX7
		64–71	FX8
		72–79	FX9
		80–87	FX10
		88–95	FX11
		96–103	FX12
		104–111	FX13
		112–119	FX14
		120–127	FX15
		128–135	FX16
		136–143	FX17
		144–151	FX18
		152–159	FX19
		160–167	FX20
		168–175	FX21
		176–183	FX22
		184–191	FX23
		192–199	FX24
		200–207	FX25
		208–215	FX26
		216–223	FX27
		224–231	FX28
		232–239	FX29

CH	Function	DMX	Description
49	Effects (continued)	240–247	FX30
		248–255	FX31
50	Effects Speed		When CH 49 is 0:
		0–1	Open
		2–85	Effects Rate: Slow
		86–169	Medium
		170–255	Effects Rate: Fast

Mode 92 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe Dimmer above 0; CH 79 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Color Macro 0, CH 7 Red 255 (the same in each of the 24 cells), CH 8 Green 255 (the same in each of the 24 cells), CH 9 Blue 255 (the same in each of the 24 cells), CH 79 Dimmer 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “10 Channel” (p. 9)
2	Strobe Dimmer		Same as CH 2 in the mode “10 Channel” (p. 9)
3	Strobe Duration		Same as CH 2 in the mode “3 Channel” (p. 9)
4	Strobe Speed		Same as CH 4 in the mode “10 Channel” (p. 9)
5	Color Macro		Same as CH 5 in the mode “10 Channel” (p. 10)
6	Frost		Same as CH 6 in the mode “10 Channel” (p. 11)
7	Red 1	0	Min
		1–254	Min ... Max
		255	Max
8	Green 1	0	Min
		1–254	Min ... Max
		255	Max
9	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
79	Dimmer 2	0	Closed

CH	Function	DMX	Description
79	Dimmer 2 (continued)	1–254	Closed … Open
		255	Open
91	Effects		When CH 92 is 1:
		0–1	Open
		2–7	Strobe
		8–15	FX1
		16–23	FX2
		24–31	FX3
		32–39	FX4
		40–47	FX5
		48–55	FX6
		56–63	FX7
		64–71	FX8
		72–79	FX9
		80–87	FX10
		88–95	FX11
		96–103	FX12
		104–111	FX13
		112–119	FX14
		120–127	FX15
		128–135	FX16
		136–143	FX17
		144–151	FX18
		152–159	FX19
		160–167	FX20
		168–175	FX21
		176–183	FX22
		184–191	FX23
		192–199	FX24
		200–207	FX25
		208–215	FX26
		216–223	FX27
		224–231	FX28
		232–239	FX29
		240–247	FX30
		248–255	FX31
92	Effects Speed		When CH 91 is 0:
		0–1	Open
		2–85	Effects Rate: Slow
		86–169	Medium
		170–255	Effects Rate: Fast

CH 7–78: 24 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 7–9); the table

below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	7	8	9	2	10	11	12	3	13	14	15
4	16	17	18	5	19	20	21	6	22	23	24
7	25	26	27	8	28	29	30	9	31	32	33
10	34	35	36	11	37	38	39	12	40	41	42
13	43	44	45	14	46	47	48	15	49	50	51
16	52	53	54	17	55	56	57	18	58	59	60
19	61	62	63	20	64	65	66	21	67	68	69
22	70	71	72	23	73	74	75	24	76	77	78

CH 79–90: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 79); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	79	2	80	3	81	4	82	5	83	6	84
7	85	8	86	9	87	10	88	11	89	12	90

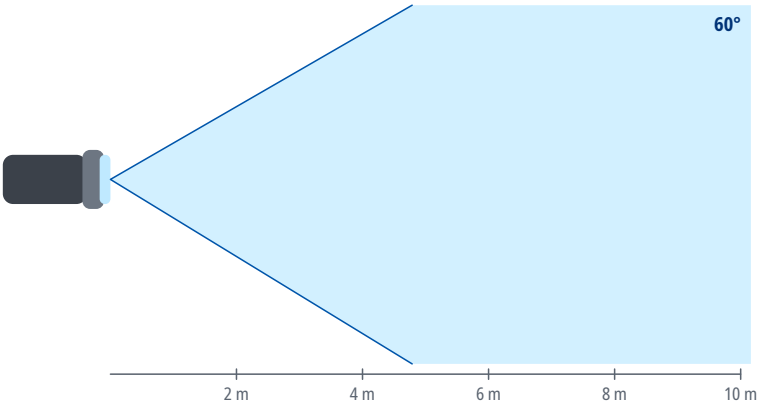
9 Technical specifications

Parameter	Value
Light source	LED
Weight	9.5 kg
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–20 Hz
Strobe flash duration	0–0.99 s

Spot diameter



Distance	Ø 60°
2 m	2.3 m
4 m	4.6 m
6 m	6.9 m
8 m	9.2 m
10 m	11.5 m
15 m	17.3 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.