DMX REFERENCE

CS 15-Type4

Aputure CS 15-Type4

Aputure

Manufacturer	Aputure
GDTF file	Aputure_CS_15-Type4_52412.gdtf
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1 About this manual

This document describes the Aputure CS 15-Type4 by Aputure. It was compiled from the GDTF file Aputure_CS_15-Type4_52412.gdtf from the GDTF-Share library.

File revision: “2023.12.5-2”.

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 Aputure; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
CCT-RGB Mode 8Bit	8	64	1, 9, 17, 25, ...
CCT Mode 8Bit	4	128	1, 5, 9, 13, ...
CCT-HSI Mode 8Bit	8	64	1, 9, 17, 25, ...
RGB Mode 8Bit	5	102	1, 6, 11, 16, ...
Adv HSI Mode 8Bit	5	102	1, 6, 11, 16, ...
GEL Mode 8Bit	6	85	1, 7, 13, 19, ...
XY Mode 8Bit	4	128	1, 5, 9, 13, ...
SOURCE Mode 8Bit	5	102	1, 6, 11, 16, ...
FX Mode 8Bit	10	51	1, 11, 21, 31, ...
WWRGB Mode 8Bit	6	85	1, 7, 13, 19, ...
Ultimate Mode 8Bit	11	46	1, 12, 23, 34, ...
CCT-RGB Mode 16Bit	15	34	1, 16, 31, 46, ...
CCT Mode 16Bit	7	73	1, 8, 15, 22, ...
CCT-HSI Mode 16Bit	15	34	1, 16, 31, 46, ...
RGB Mode 16Bit	9	56	1, 10, 19, 28, ...
Adv HSI Mode 16Bit	9	56	1, 10, 19, 28, ...
GEL Mode 16Bit	7	73	1, 8, 15, 22, ...
XY Mode 16Bit	7	73	1, 8, 15, 22, ...
SOURCE Mode 16BIt	6	85	1, 7, 13, 19, ...
FX Mode 16Bit	13	39	1, 14, 27, 40, ...
WWRGB Mode 16Bit	11	46	1, 12, 23, 34, ...
Ultimate Mode 16Bit	14	36	1, 15, 29, 43, ...



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

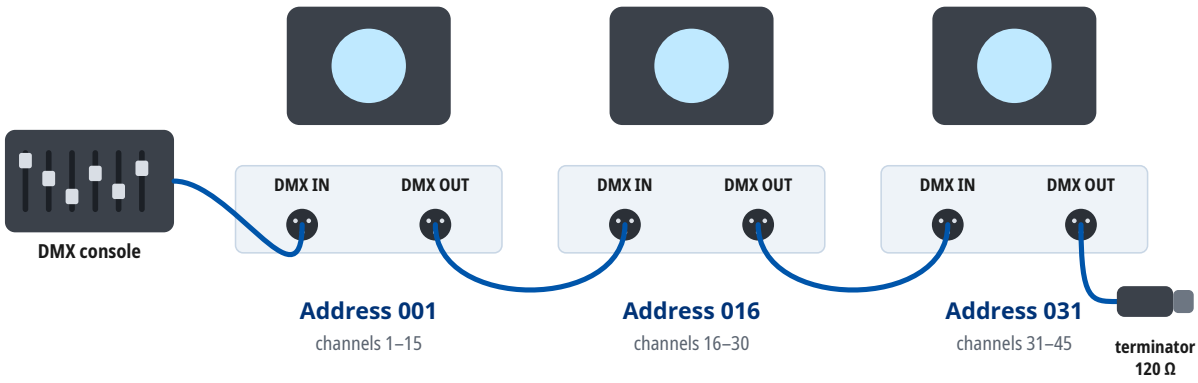
⚠ WARNING

- 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.
- 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 CCT-RGB Mode 16Bit: every unit occupies 15 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

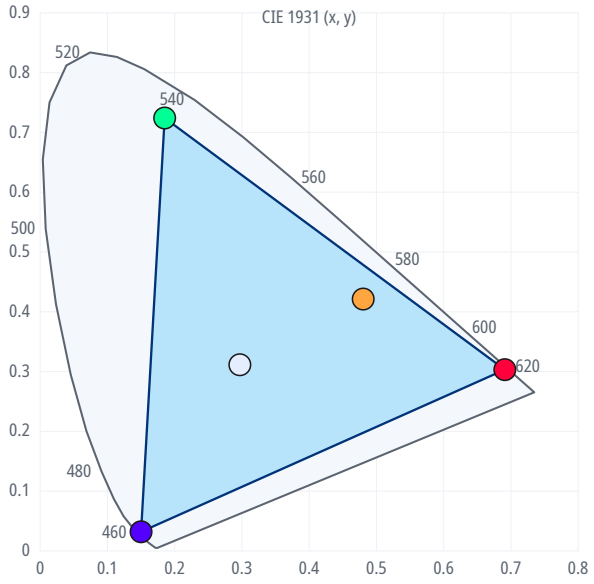
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “CCT-RGB Mode 16Bit”: 15.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “CCT-RGB Mode 16Bit”, you can use, for example, the start addresses 1, 16, 31, 46.
- 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

	CCT-RGB Mode 8Bit 8 channels	CCT Mode 8Bit 4 channels	CCT-HSI Mode 8Bit 8 channels	RGB Mode 8Bit 5 channels	Adv HSI Mode 8Bit 5 channels	GEL Mode 8Bit 6 channels	XY Mode 8Bit 4 channels	SOURCE Mode 8Bit 5 channels
Dimmer	1	1	1	1	1	1	1	1
Shutter / strobe	8	4	8	5	5	6	4	5
Color mixing	5–7			2–4				
Color temperature	2	2	2, 7		4	2		

LED colors and the colors they mix

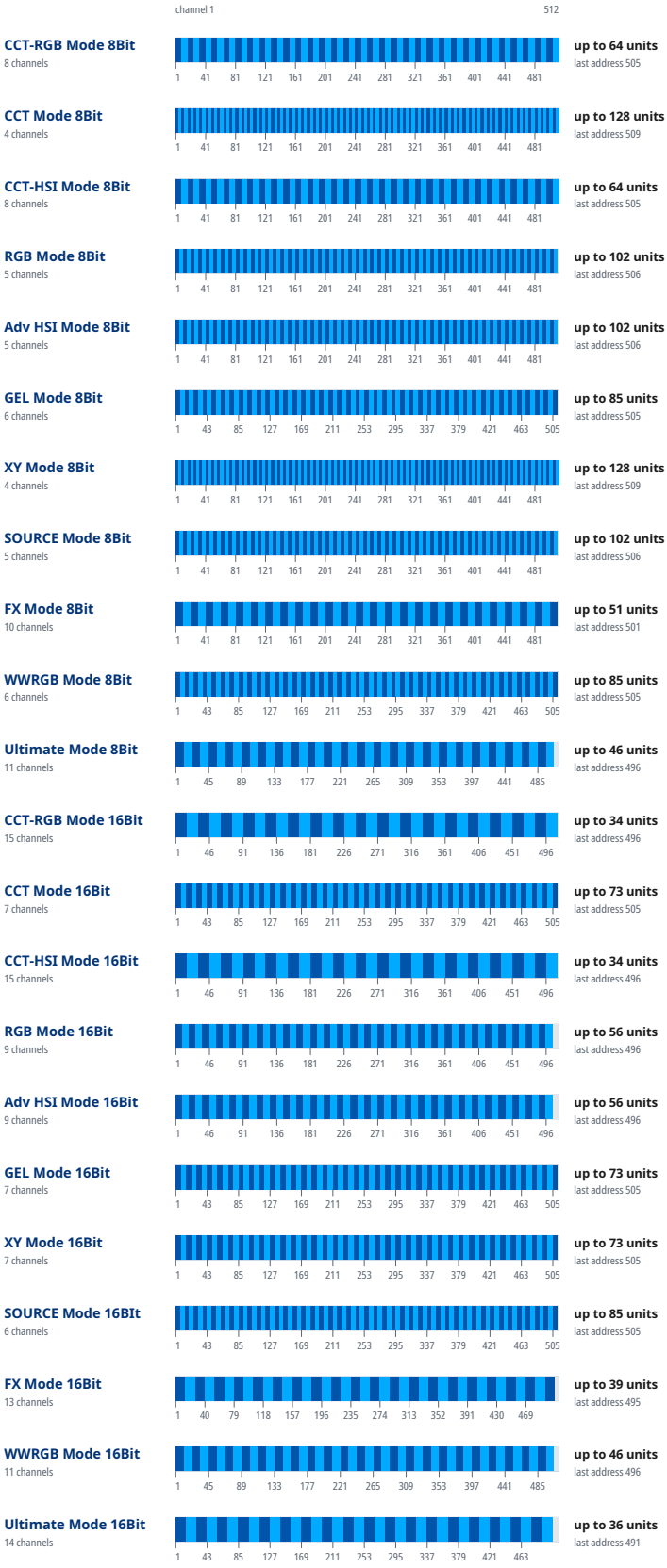


LED	x	y	nm
ww	0.480	0.421	
cw	0.297	0.311	
R	0.691	0.303	625
G	0.185	0.724	525
B	0.150	0.032	455

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

8 DMX channels

Units in one DMX universe



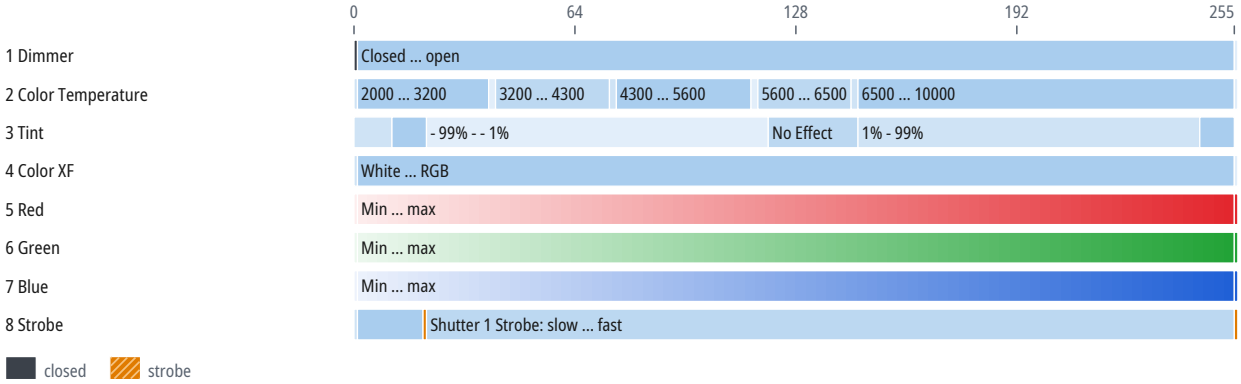
Start addresses of 20 units in the mode “CCT-RGB Mode 16Bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	76	11	151	16	226
2	16	7	91	12	166	17	241
3	31	8	106	13	181	18	256
4	46	9	121	14	196	19	271
5	61	10	136	15	211	20	286

Mode CCT-RGB Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255.

Channel functions at a glance



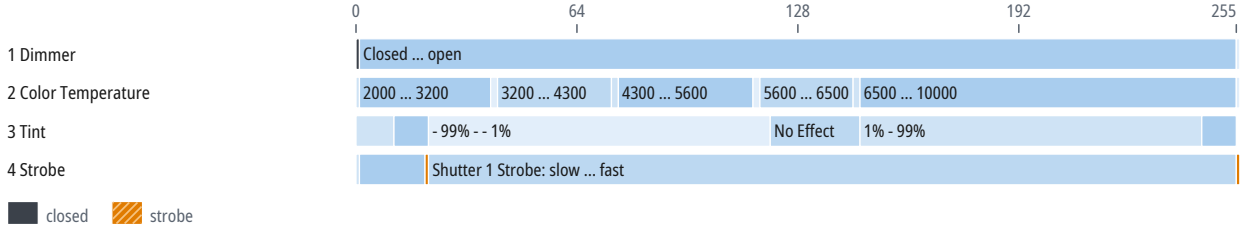
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature	0	2000
		1–38	2000 ... 3200
		39–40	3200
		41–73	3200 ... 4300
		74–75	4300
		76–114	4300 ... 5600
		115–116	5600
		117–143	5600 ... 6500
		144–145	6500
		146–254	6500 ... 10000
		255	10000
3	Tint		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect

CH	Function	DMX	Description
3	Tint (continued)	146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red	0	Min
		1–254	Min ... max
		255	Max
6	Green	0	Min
		1–254	Min ... max
		255	Max
7	Blue	0	Min
		1–254	Min ... max
		255	Max
8	Strobe	0	No effect
		1–19	Shutter 1 Open
		20	Shutter 1 Strobe: slow
		21–254	Shutter 1 Strobe: slow ... fast
		255	Shutter 1 Strobe: fast

Mode CCT Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255.

Channel functions at a glance

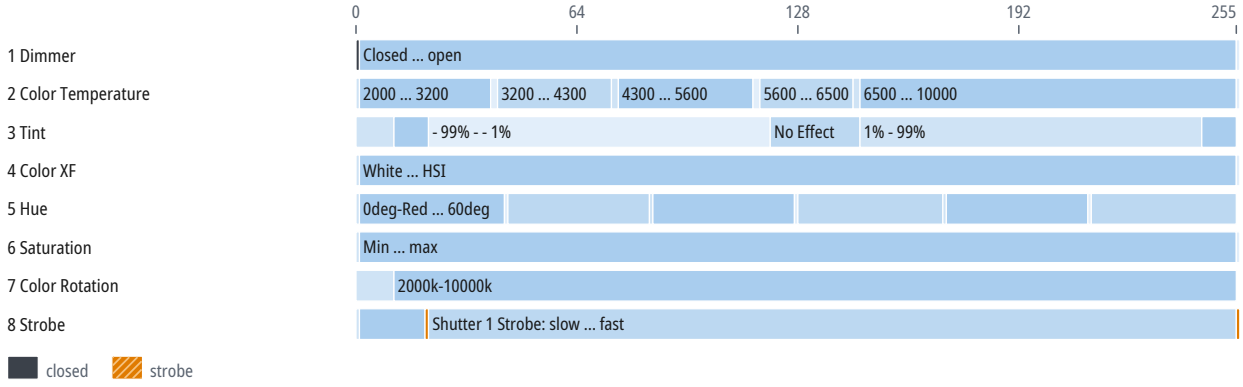


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT-RGB Mode 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT-RGB Mode 8Bit” (p. 8)
4	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode CCT-HSI Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255.

Channel functions at a glance

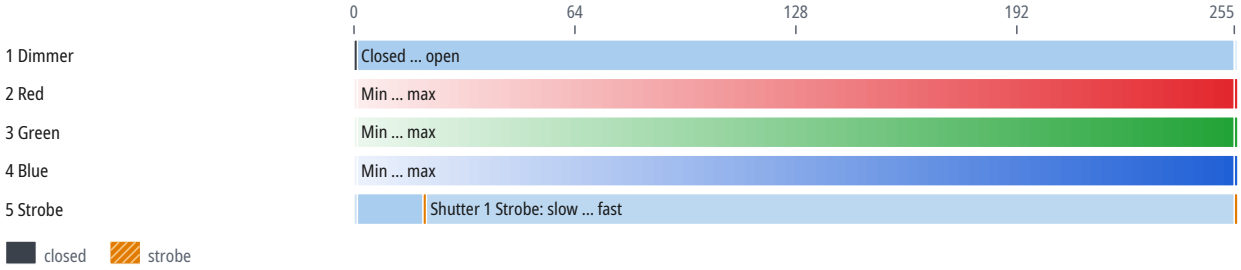


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT-RGB Mode 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT-RGB Mode 8Bit” (p. 8)
4	Color XF		White/HSI
		0	White
		1–254	White ... HSI
		255	HSI
5	Hue	0	0deg-Red
		1–42	0deg-Red ... 60deg
		43	60deg
		44–84	60deg ... 120deg-Green
		85	120deg-Green
		86–126	120deg-Green ... 180deg
		127	180deg
		128–169	180deg ... 240deg-Blue
		170	240deg-Blue
		171–211	240deg-Blue ... 300deg
		212	300deg
		213–255	HSB_Hue
6	Saturation	0	Min
		1–254	Min ... max
		255	Max
7	Color Rotation		HSI Base CCT
		0–10	6500k
		11–255	2000k-10000k
8	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode RGB Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance

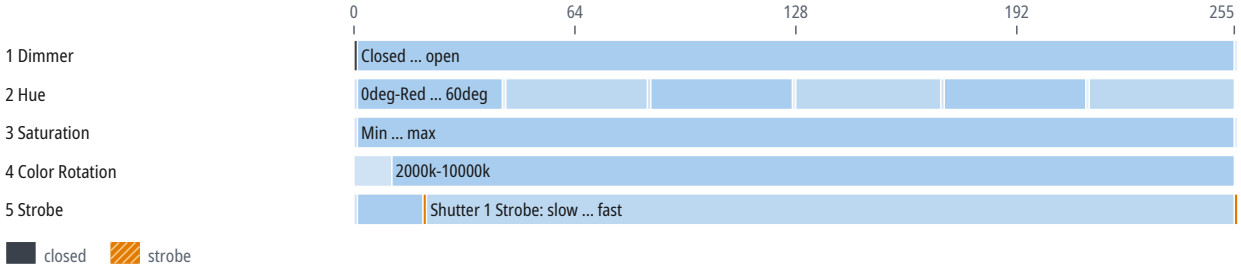


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Red		Same as CH 5 in the mode “CCT-RGB Mode 8Bit” (p. 9)
3	Green		Same as CH 6 in the mode “CCT-RGB Mode 8Bit” (p. 9)
4	Blue		Same as CH 7 in the mode “CCT-RGB Mode 8Bit” (p. 9)
5	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode Adv HSI Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

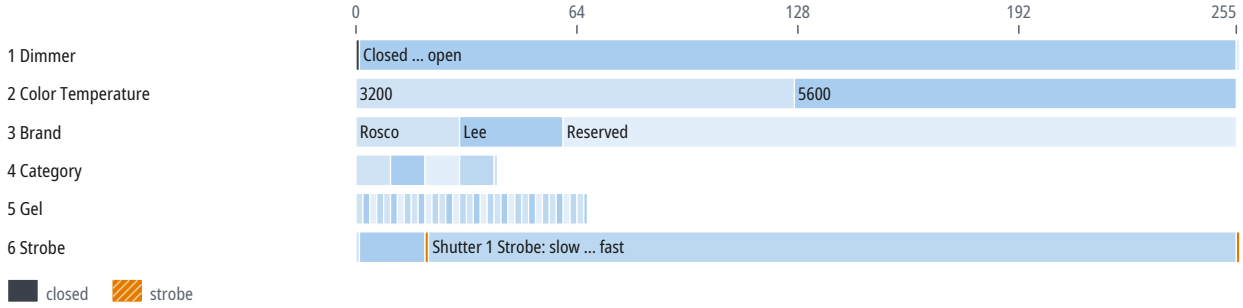


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Hue		Same as CH 5 in the mode “CCT-HSI Mode 8Bit” (p. 10)
3	Saturation		Same as CH 6 in the mode “CCT-HSI Mode 8Bit” (p. 10)
4	Color Rotation		Same as CH 7 in the mode “CCT-HSI Mode 8Bit” (p. 10)
5	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode GEL Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Color Temperature		3200 K/5600 K
		0–126	3200
		127–255	5600
3	Brand		Rosco / Lee
		0–29	Rosco
		30–59	Lee
		60–255	Reserved
4	Category		When CH 3 is 0–29:
		0–9	Col corr
		10–19	Cal Color
		20–29	Storaro
		30–39	Cinelux
		40–255	Reserved
			When CH 3 is 30–59:
		0–9	Col corr
		10–19	Col Filters
		20–29	600 Series
		30–39	Cosmetic
		40–49	700 Series
		50–255	Reserved
5	Gel		When CH 4 is 0–9:
		0–1	3302
		2–3	3303
		4–5	3304
		6–7	3306
		8–9	3308
		10–11	3316

CH	Function	DMX	Description
5	Gel (continued)	12–13	3320
		14–15	3407
		16–17	3411
		18–19	3408
		20–21	3409
		22–23	3410
		24–25	3420
		26–27	3441
		28–29	3442
		30–31	3443
		32–33	3444
		34–35	3304
		36–37	3315
		38–39	3316
		40–41	3317
		42–43	3308
		44–45	3309
		46–47	3313
		48–49	3314
		50–51	3318
		52–53	3310
		54–55	3150
		56–57	3152
		58–59	3107
		60–61	3134
		62–63	3106
		64–65	3102
		66–255	Reserved
			When CH 4 is 10–19:
		0–1	4215
		2–3	4230
		4–5	4260
		6–7	4290
		8–9	4307
		10–11	4315
		12–13	4330
		14–15	4360
		16–17	4390
		18–19	4415
		20–21	4430
		22–23	4460
		24–25	4490

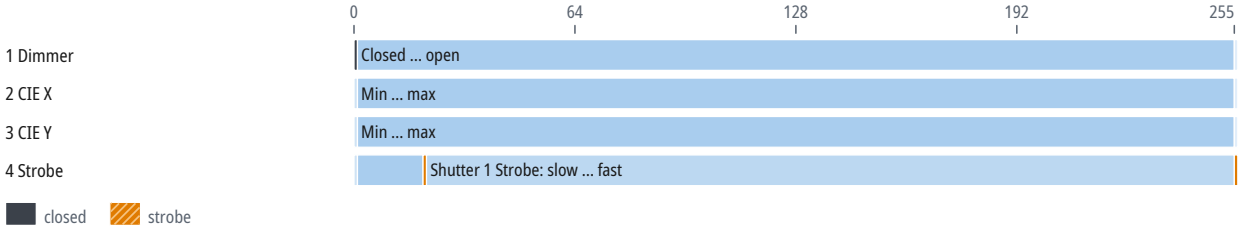
CH	Function	DMX	Description
5	Gel (continued)	26–27	4515
		28–29	4530
		30–31	4560
		32–33	4590
		34–35	4615
		36–37	4630
		38–39	4660
		40–41	4690
		42–43	4715
		44–45	4730
		46–47	4760
		48–49	4790
		50–51	4815
		52–53	4830
		54–55	4860
		56–57	4890
		58–59	4915
		60–61	4930
		62–63	4960
		64–65	4990
		66–255	Reserved
			When CH 4 is 20–29:
		0–1	2001
		2–3	2002
		4–5	2003
		6–7	2004
		8–9	2005
		10–11	2006
		12–13	2007
		14–15	2008
		16–17	2009
		18–19	2010
		20–255	Reserved
			When CH 4 is 30–39:
		0–1	02
		2–3	302
		4–5	06
		6–7	08
		8–9	310
		10–11	12
		12–13	16
		14–15	316

CH	Function	DMX	Description
5	Gel (continued)	16–17	17
		18–19	18
		20–21	318
		22–23	21
		24–25	321
		26–27	23
		28–29	325
		30–31	26
		32–33	33
		34–35	333
		36–37	34
		38–39	37
		40–41	41
		42–43	42
		44–45	44
		46–47	47
		48–49	51
		50–51	60
		52–53	360
		54–55	62
		56–57	362
		58–59	364
		60–61	65
		62–63	365
		64–65	375
		66–67	376
		68–69	77
		70–71	378
		72–73	80
		74–75	381
		76–77	83
		78–79	87
		80–81	88
		82–83	89
		84–85	91
		86–87	92
		88–89	93
		90–91	99
		92–255	Reserved
			When CH 4 is 40–255:
		0–255	
6	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode XY Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

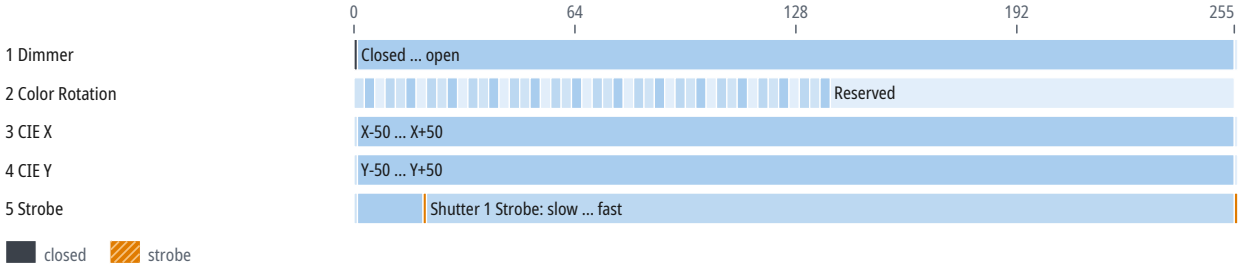


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	CIE X	0	Min
		1–254	Min ... max
		255	Max
3	CIE Y	0	Min
		1–254	Min ... max
		255	Max
4	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode SOURCE Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Rotation 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Color Rotation	0–2	Tungsten Bulb
		3–5	Incandescent
		6–8	Halogen
		9–11	Antique Bulb
		12–14	Warm Antique Bulb
		15–17	Christmas Lights

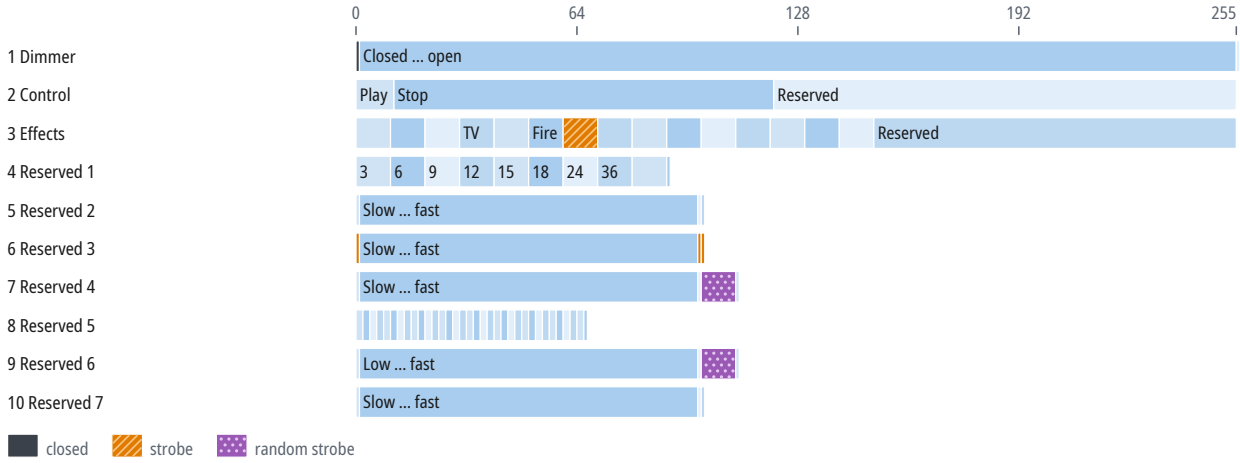
CH	Function	DMX	Description
2	Color Rotation (continued)	18–20	Night Light
		21–23	Infrared Heat Lamp
		24–26	Grow Light
		27–29	CFL Soft White
		30–32	CFL Bright White
		33–35	CFL Cool White
		36–38	CFL Daylight
		39–41	Cool White 1
		42–44	Cool White 2
		45–47	Cool White 3
		48–50	Warm White
		51–53	CFL Blacklight
		54–56	HMI
		57–59	High Pressure Sodium
		60–62	Low Pressure Sodium
		63–65	Mercury Vapor
		66–68	Metal Halide
		69–71	Ceramic
		72–74	Carbon Arc
		75–77	Xenon
		78–80	Candle
		81–83	Gas Fire
		84–86	Sun Direct
		87–89	Sun Overcast
		90–92	Sun Blue Hour
		93–95	Mobile Phone
		96–98	Computer Monitor
		99–101	Electroluminescence
		102–104	Blow Torch
		105–107	Road Flare
		108–110	Amber Caution
		111–113	Green Traffic Light
		114–116	Yellow Traffic Light
		117–119	Red Traffic Light
		120–122	Blue Glow Stick
		123–125	Green Glow Stick
		126–128	Red Glow Stick
		129–131	Yellow Glow Stick
		132–134	Pink Glow Stick
		135–137	Violet Glow Stick
		138–255	Reserved
3	CIE X	0	X-50

CH	Function	DMX	Description
3	CIE X (continued)	1–254	X-50 … X+50
		255	X+50
4	CIE Y	0	Y-50
		1–254	Y-50 … Y+50
		255	Y+50
5	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode FX Mode 8Bit

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Control		Effects Play/Stop
		0–10	Play
		11–120	Stop
		121–255	Reserved
3	Effects		Effects Selection
		0–9	Club Lights
		10–19	Paparazzi
		20–29	Lightning
		30–39	TV
		40–49	Candle
		50–59	Fire
		60–69	Strobe
		70–79	Explosion
		80–89	Faulty Bulb
		90–99	Pulsing
		100–109	Welding
		110–119	Cop Car

CH	Function	DMX	Description
3	Effects (continued)	120–129	Color Chase
		130–139	Party Lights
		140–149	Fireworks
		150–255	Reserved
4	Reserved 1		When CH 3 is 0–9:
		0–9	3
		10–19	6
		20–29	9
		30–39	12
		40–49	15
		50–59	18
		60–69	24
		70–79	36
		80–89	Reserved
		90–255	Club colors
			When CH 3 is 10–19:
		0	2300
		1–31	2300 ... 3200
		32	3200
		33–67	3200 ... 4300
		68	4300
		69–110	4300 ... 5600
		111	5600
		112–140	5600 ... 6500
		141	6500
		142–254	6500 ... 10000
		255	10000
			When CH 3 is 20–29:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 3 is 30–39:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 3 is 40–49:
		0–9	Warmer
		10–19	Natural
		20–29	Cooler
		30–255	Reserved
			When CH 3 is 50–59:
		0–9	CCT Mode

CH	Function	DMX	Description
4	Reserved 1 (continued)	10–19	HSI Mode
		20–255	Reserved
			When CH 3 is 60–69:
		0–9	CCT mdoe
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 3 is 70–79:
		0–9	CCT mode
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 3 is 80–89:
		0–9	CCT mode
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 3 is 90–99:
		0–9	CCT mode
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 3 is 100–109:
		0–9	CCT mode
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 3 is 110–119:
		0–9	Red
		10–19	Blue
		20–29	Red + Blue
		30–39	Blue + White

CH	Function	DMX	Description
4	Reserved 1 (continued)	40–49	Red + Blue + White
		50–255	Reserved
			When CH 3 is 120–129:
		0	Min
		1–254	Min ... max
		255	Max
			When CH 3 is 130–139:
		0	Min
		1–254	Min ... max
		255	Max
			When CH 3 is 140–149:
		0–9	CCT
		10–19	HUE
		20–29	CCT+HUE
		30–255	Reserved
5	Reserved 2		When CH 3 is 0–9:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 3 is 10–19:
		0–10	Neutral / No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	Neutral / No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
			When CH 3 is 20–29:
		0–10	Neutral / No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	Neutral / No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
			When CH 3 is 30–39:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
			When CH 3 is 40–49:
		0	Slow

CH	Function	DMX	Description
5	Reserved 2 (continued)	1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 3 is 50–59:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 3 is 110–119:
		0	Slow
		1–98	Slow ... fsat
		99	Fsat
		100–109	Reserved
		110–255	Copcar FRQ
			When CH 3 is 120–129:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–254	Fast ... Reserved
		255	Reserved
			When CH 3 is 130–139:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Empty Channel Set
			When CH 3 is 140–149:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
6	Reserved 3		When CH 3 is 10–19:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 3 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
7	Reserved 4		When CH 3 is 20–29:

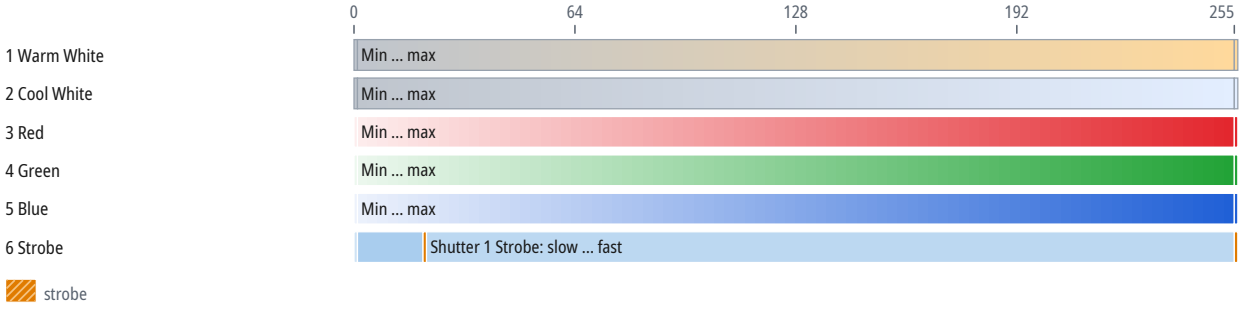
CH	Function	DMX	Description
7	Reserved 4 (continued)	0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Lightning Speed
8	Reserved 5		When CH 7 is 0–9:
		0–1	3302
		2–3	3303
		4–5	3304
		6–7	3306
		8–9	3308
		10–11	3316
		12–13	3320
		14–15	3407
		16–17	3411
		18–19	3408
		20–21	3409
		22–23	3410
		24–25	3420
		26–27	3441
		28–29	3442
		30–31	3443
		32–33	3444
		34–35	3304
		36–37	3315
		38–39	3316
		40–41	3317
		42–43	3308
		44–45	3309
		46–47	3313
		48–49	3314
		50–51	3318
		52–53	3310
		54–55	3150
		56–57	3152
		58–59	3107
		60–61	3134
		62–63	3106
		64–65	3102
		66–255	Reserved
9	Reserved 6		When CH 4 is 20–29:
		0	Low

CH	Function	DMX	Description
9	Reserved 6 (continued)	1–98	Low ... fast
		99	Fast
		100–109	Random
		110–255	Strobe GEL Speed
10	Reserved 7		When CH 4 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Faulty Bulb GEL Speed

Mode WWRGB Mode 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Warm White 255, CH 2 Cool White 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

Channel functions at a glance

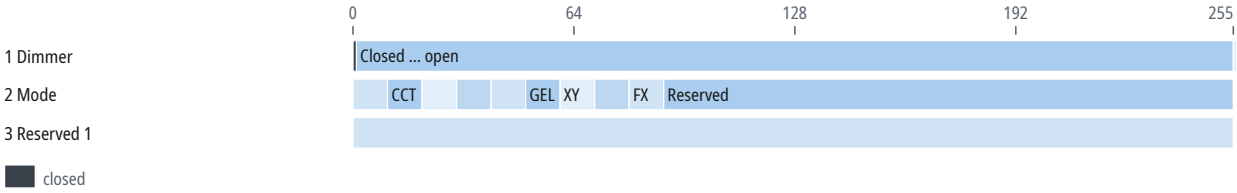


CH	Function	DMX	Description
1	Warm White	0	Min
		1–254	Min ... max
		255	Max
2	Cool White	0	Min
		1–254	Min ... max
		255	Max
3	Red		Same as CH 5 in the mode “CCT-RGB Mode 8Bit” (p. 9)
4	Green		Same as CH 6 in the mode “CCT-RGB Mode 8Bit” (p. 9)
5	Blue		Same as CH 7 in the mode “CCT-RGB Mode 8Bit” (p. 9)
6	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode Ultimate Mode 8Bit

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 8Bit” (p. 8)
2	Mode	0–9	CCT-RGB
		10–19	CCT
		20–29	CCT-HSI
		30–39	RGB
		40–49	Adv HSI
		50–59	GEL
		60–69	XY
		70–79	SOURCE
		80–89	FX
		90–255	Reserved
3	Reserved 1	0–255	

CH 3–11: 9 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 3); the table below gives each cell's channel numbers.

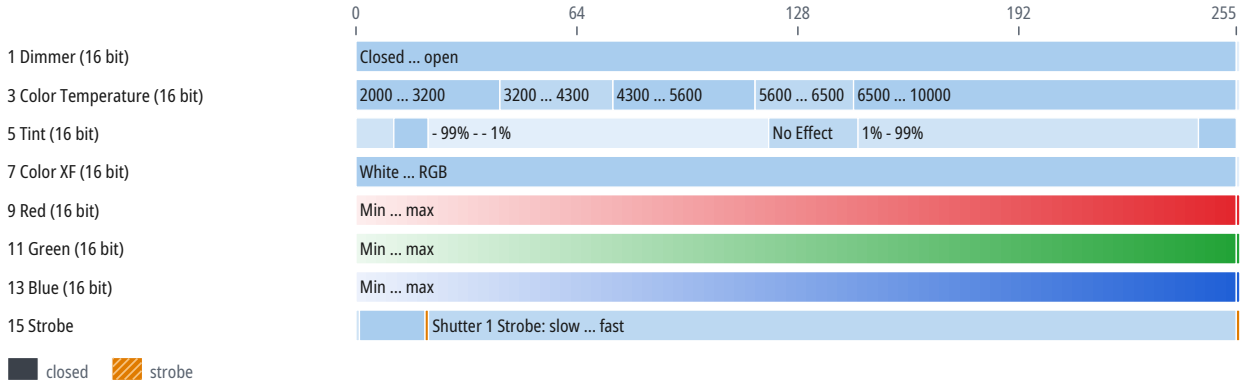
Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	3	2	4	3	5	4	6	5	7	6	8
7	9	8	10	9	11						

Mode CCT-RGB Mode 16Bit

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 1 Dimmer above 0; CH 15 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255, CH 9 Red 255, CH 11 Green 255, CH 13 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–41	2000 ... 3200
		41–74	3200 ... 4300
		74–116	4300 ... 5600
		116–144	5600 ... 6500
		144–255	6500 ... 10000
		255	10000
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT-RGB Mode 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color XF		White/RGB
		0–255	White ... RGB
		255	RGB
8	Color XF Fine	0–255	Fine adjustment of CH 7
9	Red	0–255	Min ... max
		255	Max
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	Min ... max
		255	Max
12	Green Fine	0–255	Fine adjustment of CH 11

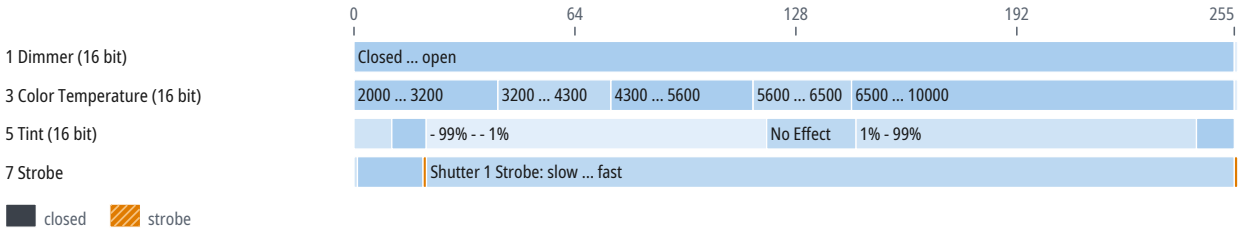
CH	Function	DMX	Description
13	Blue	0–255	Min … max
		255	Max
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode CCT Mode 16Bit

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 1 Dimmer above 0; CH 7 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255.

Channel functions at a glance



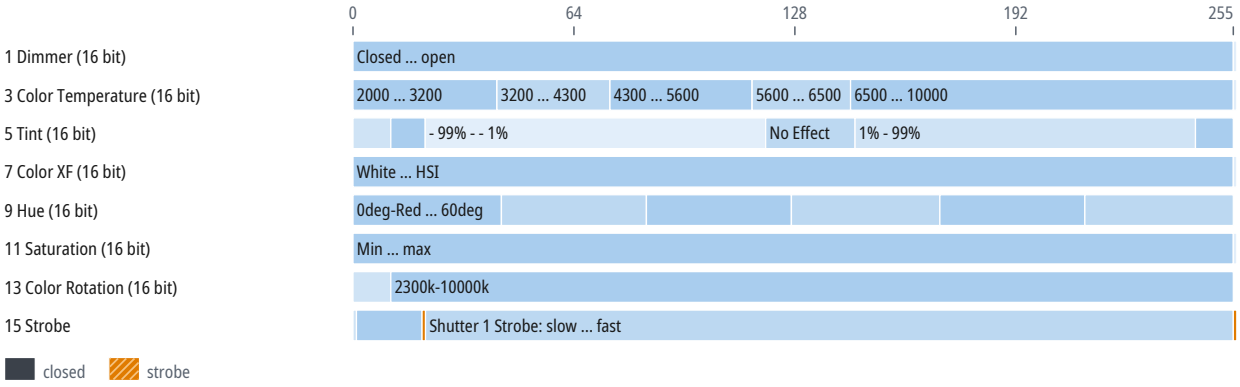
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT-RGB Mode 16Bit” (p. 26)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT-RGB Mode 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode CCT-HSI Mode 16Bit

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 1 Dimmer above 0; CH 15 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT-RGB Mode 16Bit” (p. 26)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT-RGB Mode 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color XF		White/HSI
		0–255	White ... HSI
		255	HSI
8	Color XF Fine	0–255	Fine adjustment of CH 7
9	Hue	0–43	0deg-Red ... 60deg
		43–85	60deg ... 120deg-Green
		85–127	120deg-Green ... 180deg
		127–170	180deg ... 240deg-Blue
		170–212	240deg-Blue ... 300deg
		212	300deg
		212–255	HSB_Hue
10	Hue Fine	0–255	Fine adjustment of CH 9
11	Saturation	0–255	Min ... max
		255	Max
12	Saturation Fine	0–255	Fine adjustment of CH 11

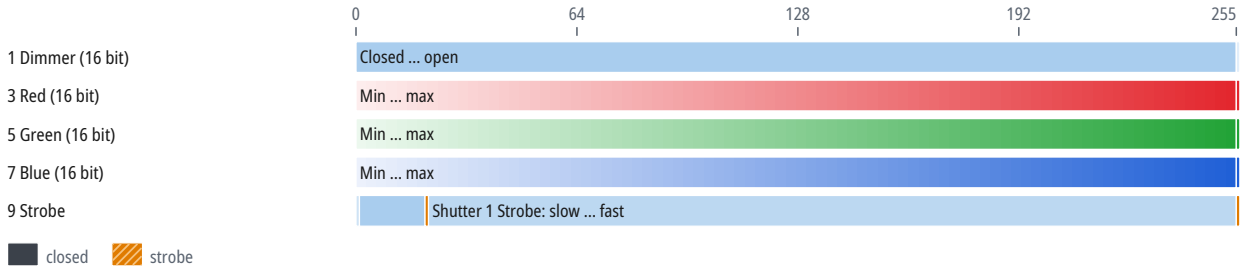
CH	Function	DMX	Description
13	Color Rotation		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k
14	Color Rotation Fine	0–255	Fine adjustment of CH 13
15	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode RGB Mode 16Bit

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 1 Dimmer above 0; CH 9 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255.

Channel functions at a glance



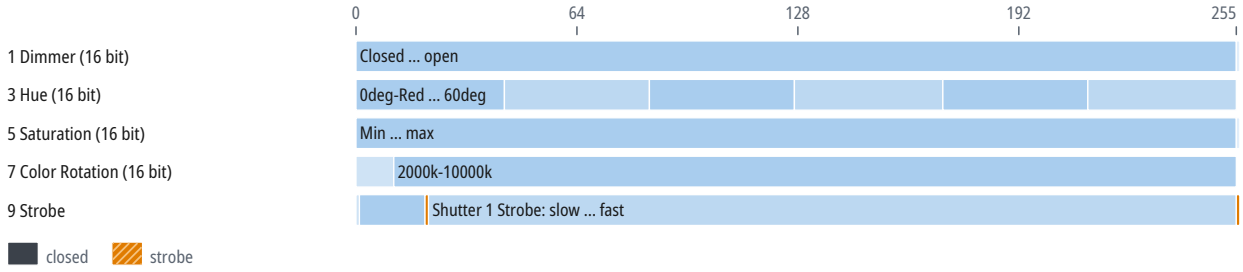
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 9 in the mode “CCT-RGB Mode 16Bit” (p. 26)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 11 in the mode “CCT-RGB Mode 16Bit” (p. 26)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 13 in the mode “CCT-RGB Mode 16Bit” (p. 27)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode Adv HSI Mode 16Bit

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 1 Dimmer above 0; CH 9 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



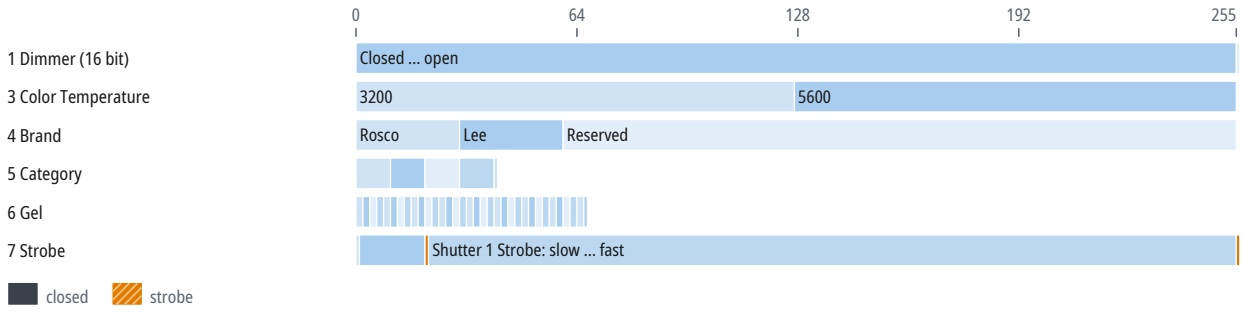
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Hue		Same as CH 9 in the mode “CCT-HSI Mode 16Bit” (p. 28)
4	Hue Fine	0–255	Fine adjustment of CH 3
5	Saturation		Same as CH 11 in the mode “CCT-HSI Mode 16Bit” (p. 28)
6	Saturation Fine	0–255	Fine adjustment of CH 5
7	Color Rotation		Same as CH 7 in the mode “CCT-HSI Mode 8Bit” (p. 10)
8	Color Rotation Fine	0–255	Fine adjustment of CH 7
9	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode GEL Mode 16Bit

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 1 Dimmer above 0; CH 7 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “GEL Mode 8Bit” (p. 12)
4	Brand		Same as CH 3 in the mode “GEL Mode 8Bit” (p. 12)
5	Category		When CH 4 is 0–29:
		0–9	Col corr
		10–19	Cal Color
		20–29	Storaro
		30–39	Cinelux
		40–255	Reserved
			When CH 4 is 30–59:
		0–9	Col corr
		10–19	Col Filters
		20–29	600 Series
		30–39	Cosmetic
		40–49	700 Series
		50–255	Reserved
6	Gel		When CH 5 is 0–9:
		0–1	3302
		2–3	3303
		4–5	3304
		6–7	3306
		8–9	3308
		10–11	3316
		12–13	3320
		14–15	3407
		16–17	3411
		18–19	3408
		20–21	3409
		22–23	3410
		24–25	3420
		26–27	3441
		28–29	3442
		30–31	3443
		32–33	3444
		34–35	3304
		36–37	3315
		38–39	3316
		40–41	3317
		42–43	3308

CH	Function	DMX	Description
6	Gel (continued)	44–45	3309
		46–47	3313
		48–49	3314
		50–51	3318
		52–53	3310
		54–55	3150
		56–57	3152
		58–59	3107
		60–61	3134
		62–63	3106
		64–65	3102
		66–255	Reserved
			When CH 5 is 10–19:
		0–1	4215
		2–3	4230
		4–5	4260
		6–7	4290
		8–9	4307
		10–11	4315
		12–13	4330
		14–15	4360
		16–17	4390
		18–19	4415
		20–21	4430
		22–23	4460
		24–25	4490
		26–27	4515
		28–29	4530
		30–31	4560
		32–33	4590
		34–35	4615
		36–37	4630
		38–39	4660
		40–41	4690
		42–43	4715
		44–45	4730
		46–47	4760
		48–49	4790
		50–51	4815
		52–53	4830
		54–55	4860

CH	Function	DMX	Description
6	Gel (continued)	56–57	4890
		58–59	4915
		60–61	4930
		62–63	4960
		64–65	4990
		66–255	Reserved
			When CH 5 is 20–29:
		0–1	2001
		2–3	2002
		4–5	2003
		6–7	2004
		8–9	2005
		10–11	2006
		12–13	2007
		14–15	2008
		16–17	2009
		18–19	2010
		20–255	Reserved
			When CH 5 is 30–39:
		0–1	02
		2–3	302
		4–5	06
		6–7	08
		8–9	310
		10–11	12
		12–13	16
		14–15	316
		16–17	17
		18–19	18
		20–21	318
		22–23	21
		24–25	321
		26–27	23
		28–29	325
		30–31	26
		32–33	33
		34–35	333
		36–37	34
		38–39	37
		40–41	41
		42–43	42

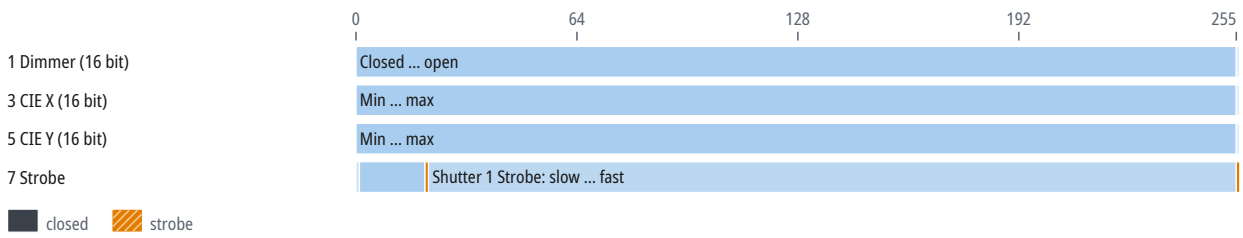
CH	Function	DMX	Description
6	Gel (continued)	44–45	44
		46–47	47
		48–49	51
		50–51	60
		52–53	360
		54–55	62
		56–57	362
		58–59	364
		60–61	65
		62–63	365
		64–65	375
		66–67	376
		68–69	77
		70–71	378
		72–73	80
		74–75	381
		76–77	83
		78–79	87
		80–81	88
		82–83	89
		84–85	91
		86–87	92
		88–89	93
		90–91	99
		92–255	Reserved
			When CH 5 is 40–255:
		0–255	
7	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode XY Mode 16Bit

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 1 Dimmer above 0; CH 7 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



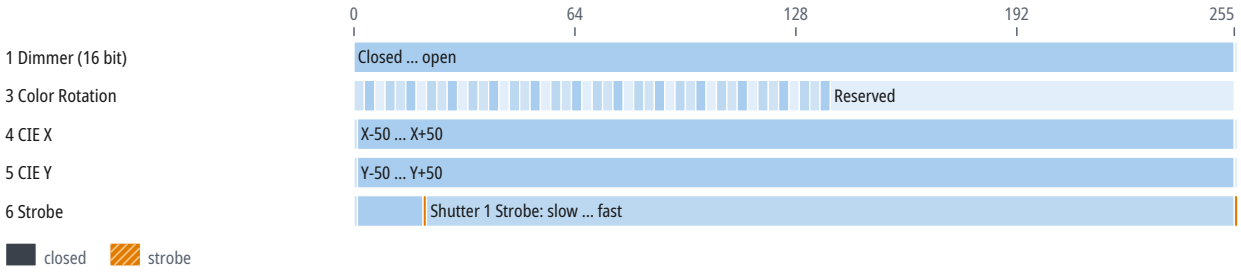
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CIE X	0–255	Min … max
		255	Max
4	CIE X Fine	0–255	Fine adjustment of CH 3
5	CIE Y	0–255	Min … max
		255	Max
6	CIE Y Fine	0–255	Fine adjustment of CH 5
7	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode SOURCE Mode 16BIt

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 1 Dimmer above 0; CH 6 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Rotation 0.

Channel functions at a glance



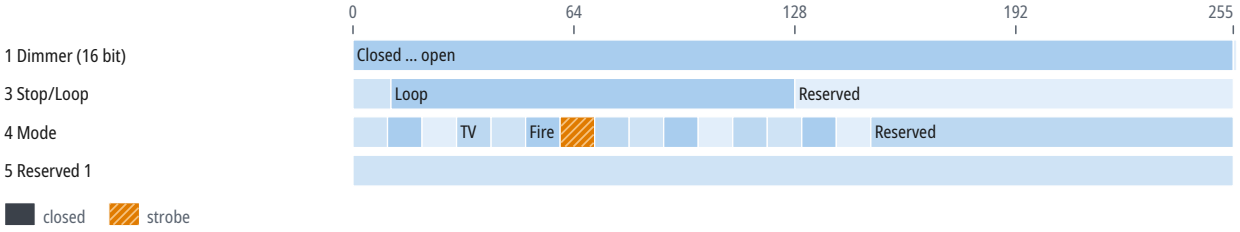
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Rotation		Same as CH 2 in the mode “SOURCE Mode 8Bit” (p. 16)
4	CIE X		Same as CH 3 in the mode “SOURCE Mode 8Bit” (p. 17)
5	CIE Y		Same as CH 4 in the mode “SOURCE Mode 8Bit” (p. 18)
6	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode FX Mode 16Bit

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Stop/Loop	0–10	Stop
		11–127	Loop
		128–255	Reserved
4	Mode		FX mode
		0–9	Club Lights
		10–19	Paparazzi
		20–29	Lightning
		30–39	TV
		40–49	Candle
		50–59	Fire
		60–69	Strobe
		70–79	Explosion
		80–89	Faulty Bulb
		90–99	Pulsing
		100–109	Welding
		110–119	Cop Car
		120–129	Color Chase
		130–139	Party Lights
		140–149	Fireworks
		150–255	Reserved
5	Reserved 1	0–255	

CH 5–13: 9 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 5); the table below gives each cell's channel numbers.

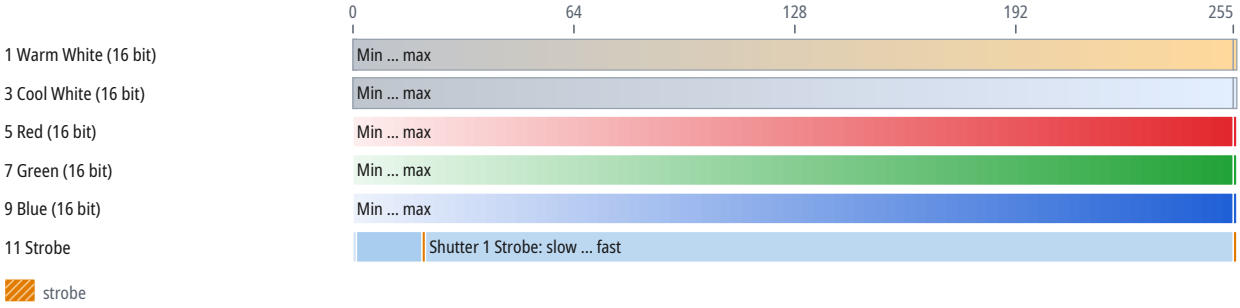
Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	5	2	6	3	7	4	8	5	9	6	10
7	11	8	12	9	13						

Mode WWRGB Mode 16Bit

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 Strobe at 0 “no effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Warm White 255, CH 3 Cool White 255, CH 5 Red 255, CH 7 Green 255, CH 9 Blue 255.

Channel functions at a glance



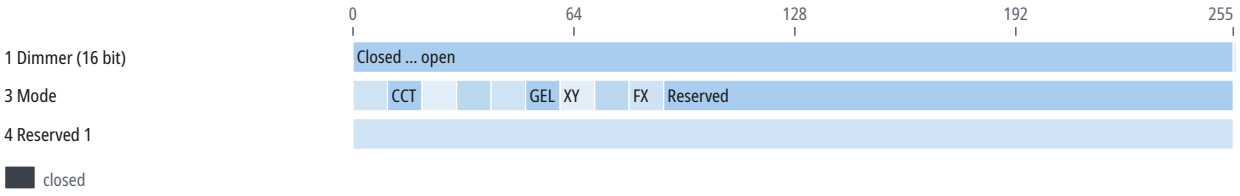
CH	Function	DMX	Description
1	Warm White	0–255	Min ... max
		255	Max
2	Warm White Fine	0–255	Fine adjustment of CH 1
3	Cool White	0–255	Min ... max
		255	Max
4	Cool White Fine	0–255	Fine adjustment of CH 3
5	Red		Same as CH 9 in the mode “CCT-RGB Mode 16Bit” (p. 26)
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green		Same as CH 11 in the mode “CCT-RGB Mode 16Bit” (p. 26)
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue		Same as CH 13 in the mode “CCT-RGB Mode 16Bit” (p. 27)
10	Blue Fine	0–255	Fine adjustment of CH 9
11	Strobe		Same as CH 8 in the mode “CCT-RGB Mode 8Bit” (p. 9)

Mode Ultimate Mode 16Bit

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT-RGB Mode 16Bit” (p. 26)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Mode		Same as CH 2 in the mode “Ultimate Mode 8Bit” (p. 25)
4	Reserved 1	0–255	

CH 4–14: 11 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 4); the table below gives each cell's channel numbers.

Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	4	2	5	3	6	4	7	5	8	6	9
7	10	8	11	9	12	10	13	11	14		

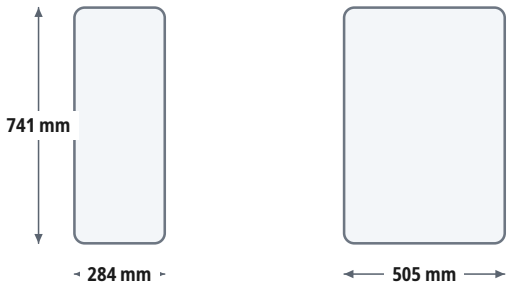
9 Technical specifications

Parameter	Value
Light source	discharge lamp
Lamp power	1,000 W
Luminous flux	10,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Beam angle	25°
Operating temperature	-20 to 45 °C

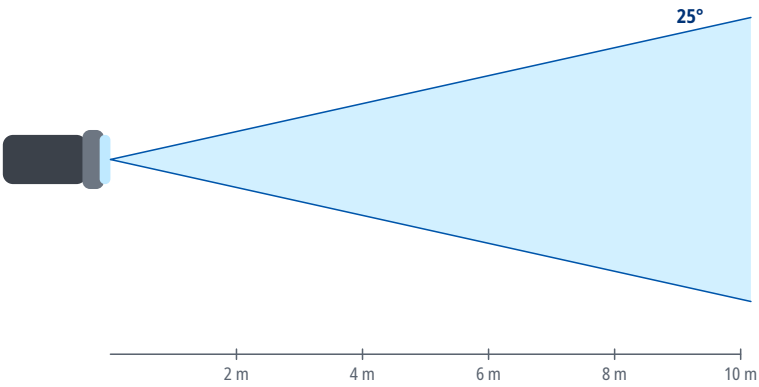
Speeds and ranges

Parameter	Value
Color temperature range	2000–10000 K
Strobe frequency	1–25 Hz

Dimensions



Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.