DMX REFERENCE

STORM 1000C

Aputure

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1 About this manual

This document describes the STORM 1000C by Aputure. It was compiled from the GDTF file Aputure_STORM_1000C_75455.gdtf from the GDTF-Share library.

File revision: “Control Profiles(DMX Profile 41 - 72)”.

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 + Control 8Bit	10	51	1, 11, 21, 31, ...
CCT - RGB + Control 16Bit	17	30	1, 18, 35, 52, ...
CCT - RGB - FX + Control 8Bit	20	25	1, 21, 41, 61, ...
CCT - RGB - FX + Control 16Bit	29	17	1, 30, 59, 88, ...
CCT - RGB - xy + Control 8Bit	13	39	1, 14, 27, 40, ...
CCT - RGB - xy + Control 16Bit	23	22	1, 24, 47, 70, ...
CCT - RGB - xy + FX + Control 8Bit	23	22	1, 24, 47, 70, ...
CCT - RGB - xy + FX + Control 16Bit	35	14	1, 36, 71, 106, ...
HSI + Control 8Bit	6	85	1, 7, 13, 19, ...
HSI + Control 16Bit	9	56	1, 10, 19, 28, ...
HSIC+ + Control 8Bit	8	64	1, 9, 17, 25, ...
HSIC+ + Control 16Bit	13	39	1, 14, 27, 40, ...
HSIC+ - FX +Control 8Bit	18	28	1, 19, 37, 55, ...
HSIC+ - FX + Control 16Bit	25	20	1, 26, 51, 76, ...
HSIC+ - xy + Control 8Bit	11	46	1, 12, 23, 34, ...
HSIC+ - xy + Control 16Bit	19	26	1, 20, 39, 58, ...
HSIC+ - xy + FX + Control 8Bit	21	24	1, 22, 43, 64, ...
HSIC+ - xy + FX + Control 16Bit	31	16	1, 32, 63, 94, ...
xy + Control 8Bit	6	85	1, 7, 13, 19, ...
xy + Control 16Bit	9	56	1, 10, 19, 28, ...
RGB + Control 8Bit	6	85	1, 7, 13, 19, ...
RGB + Control 16Bit	9	56	1, 10, 19, 28, ...
iRGB + Control 8Bit	7	73	1, 8, 15, 22, ...
iRGB +Control 16Bit	11	46	1, 12, 23, 34, ...
RGBACL + Control 8Bit	9	56	1, 10, 19, 28, ...
RGBACL + Control 16Bit	15	34	1, 16, 31, 46, ...
CCT+ + Control 8Bit	6	85	1, 7, 13, 19, ...
CCT+ + Control 16Bit	9	56	1, 10, 19, 28, ...
Source Mode + Control 8Bit	7	73	1, 8, 15, 22, ...
Source Mode + Control 16Bit	10	51	1, 11, 21, 31, ...
Legacy Gel + Control 8Bit	8	64	1, 9, 17, 25, ...
Legacy Gel + Control 16Bit	9	56	1, 10, 19, 28, ...



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

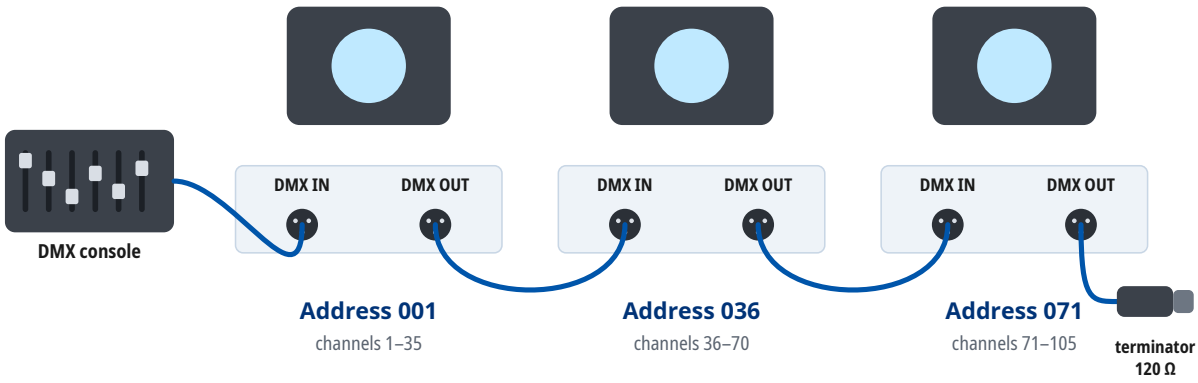
⚠ WARNING

- 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 - xy + FX + Control 16Bit: every unit occupies 35 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

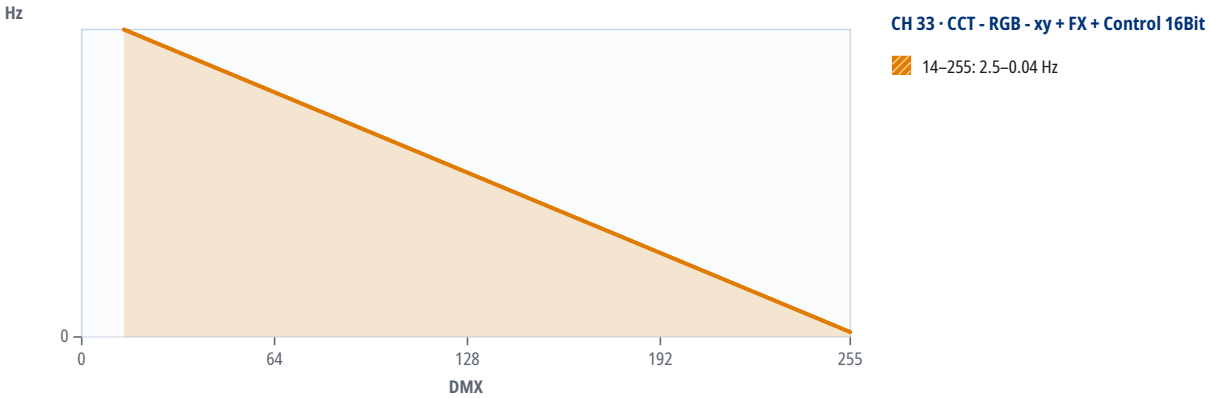
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “CCT - RGB - xy + FX + Control 16Bit”: 35.
- Choose start addresses so that the channels of individual devices do not 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 - xy + FX + Control 16Bit”, you can use, for example, the start addresses 1, 36, 71, 106.
- 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

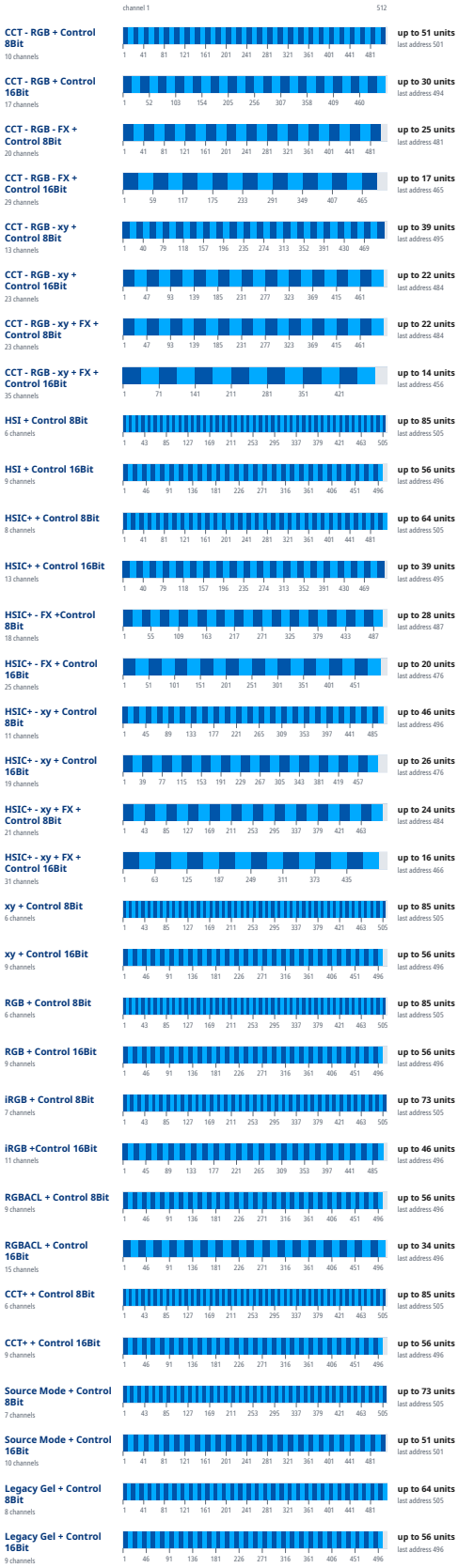
	CCT - RGB + Control 8Bit 10 channels	CCT - RGB + Control 16Bit 17 channels	CCT - RGB - FX + Control 8Bit 20 channels	CCT - RGB - FX + Control 16Bit 29 channels	CCT - RGB - xy + Control 8Bit 13 channels	CCT - RGB - xy + Control 16Bit 23 channels	CCT - RGB - xy + FX + Control 8Bit 23 channels	CCT - RGB - xy + FX + Control 16Bit 35 channels
Dimmer	1	1	1, 15, 17	1	1	1	1, 18, 20	1
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	8	15	12–14, 16, 18	27	11	21	15–17, 19, 21	33
Color mixing	5–7	9, 11, 13	5–7	9, 11, 13	5–7	9, 11, 13	5–7	9, 11, 13
Color temperature	2	3	2, 11, 12	3	2	3	2, 14, 15	3
Effects / macros	4	7	4, 8, 10, 11	7, 15, 17	4, 8	7, 15	5 channels (4–14)	4 channels (7–23)

Strobe rate



8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “CCT - RGB - xy + FX + Control 16Bit”

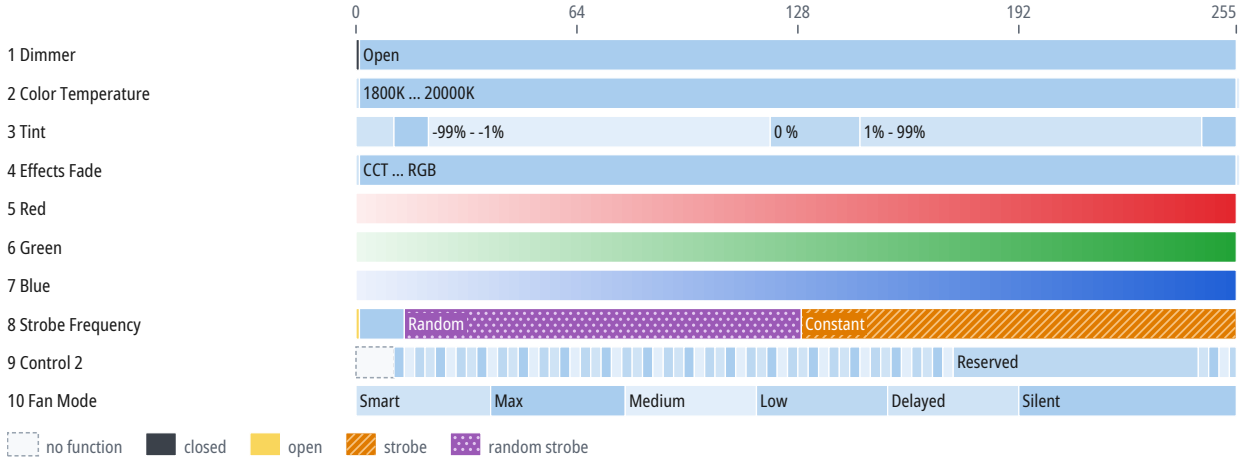
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	176	11	351	16	U2 · 36
2	36	7	211	12	386	17	U2 · 71
3	71	8	246	13	421	18	U2 · 106
4	106	9	281	14	456	19	U2 · 141
5	141	10	316	15	U2 · 1	20	U2 · 176

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 CCT - RGB + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Strobe Frequency at 0 “open”. 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	0	Closed
		1–255	Open
2	Color Temperature	0	1800K
		1–254	1800K ... 20000K
		255	20000K
3	Tint	0–10	Neutral / No Effect
		11–20	Full Minus Green
		21–119	-99% - -1%
		120–145	0 %
		146–244	1% - 99%
		245–255	Full Plus Green
4	Effects Fade	0	CCT
		1–254	CCT ... RGB
		255	RGB
5	Red	0–255	

CH	Function	DMX	Description
6	Green	0–255	
7	Blue	0–255	
8	Strobe Frequency	0	Shutter 1 Open: open
		1–13	Shutter 1 Open
		14–128	Random (2.5–0.04 Hz)
		129–255	Constant (2.5–0.04 Hz)
9	Control 2	0–10	No function
		11–13	Signal Flash On
		14–16	Signal Flash Off
		17–19	Sidus BT On
		20–22	Sidus BT Off
		23–25	Sidus BT Reset
		26–28	DMX Smoothing Off
		29–31	DMX Smoothing Smooth
		32–34	DMX Smoothing Super Smooth
		35–37	DMX Smoothing Feather
		38–40	CRMX On
		41–43	CRMX Off
		44–46	CRMX unlink
		47–49	CRMX Link
		50–52	CRMX Mode RX
		53–55	CRMX Mode TX
		56–58	RDM off
		59–61	RDM on
		62–64	High Speed Mode On
		65–67	High Speed Mode Off
		68–70	Constant Output
		71–73	Maximum Output
		74–76	Studio Mode ON
		77–79	Studio Mode OFF
		80–82	Turn On Fan DMX Control Channel
		83–85	Turn Off Fan DMX Control Channel
		86–88	Lamp Battery Runtime Max
		89–91	Lamp Battery Runtime Option 2
		92–94	Lamp Battery Runtime Option 3
		95–97	Lamp Battery Runtime Option 4
		98–100	Dim curve Linear
		101–103	Dim curve Exponential
		104–106	Dim curve Logarithmic
		107–109	Dim curve S-Curve
		110–112	Frequency +0 Hz
		113–115	Frequency +100 Hz

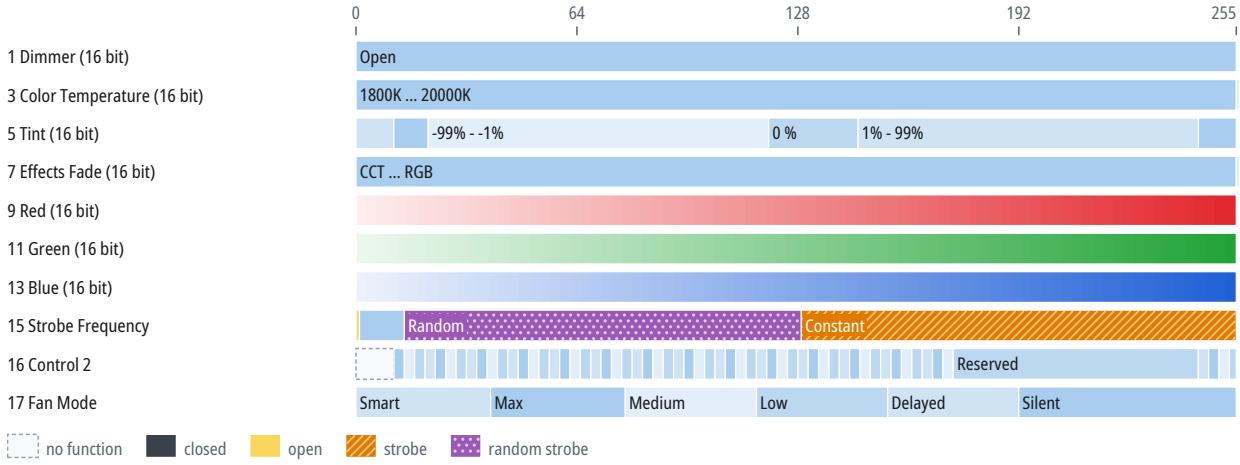
CH	Function	DMX	Description
9	Control 2 (continued)	116–118	Frequency +200 Hz
		119–121	Frequency +300 Hz
		122–124	Frequency +400 Hz
		125–127	Frequency +500 Hz
		128–130	Frequency +600 Hz
		131–133	Frequency +700 Hz
		134–136	Frequency +800 Hz
		137–139	Frequency +900 Hz
		140–142	Frequency +1000 Hz
		143–145	Frequency +1100 Hz
		146–148	Frequency +1200 Hz
		149–151	Frequency +1300 Hz
		152–154	Frequency +1400 Hz
		155–157	Frequency +1500 Hz
		158–160	Frequency +1600 Hz
		161–163	Frequency +1700 Hz
		164–166	Frequency +1800 Hz
		167–169	Frequency +1900 Hz
		170–172	Frequency +2000 Hz
		173–243	Reserved
		244–246	CIE Daylight
		247–249	Blackbody
		250–252	Turn On Control Channel
		253–255	Turn off Control Channel
10	Fan Mode	0–38	Smart
		39–77	Max
		78–115	Medium
		116–153	Low
		154–191	Delayed
		192–255	Silent

Mode CCT - RGB + Control 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 Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

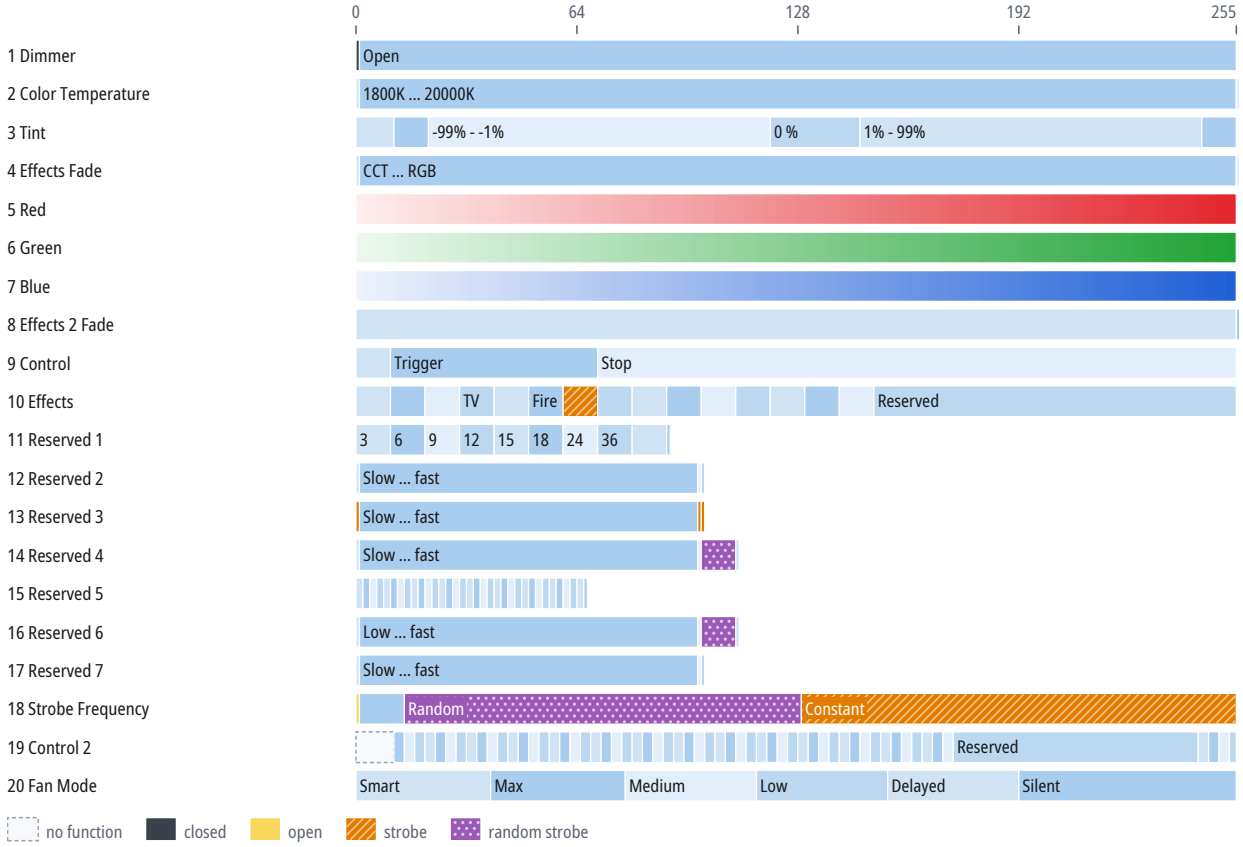


CH	Function	DMX	Description
1	Dimmer	0	Closed
		0–255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	1800K ... 20000K
		255	20000K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Effects Fade	0–255	CCT ... RGB
		255	RGB
8	Effects Fade Fine	0–255	Fine adjustment of CH 7
9	Red	0–255	
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
16	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
17	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT - RGB - FX + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 18 Strobe Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Effects Fade		Same as CH 4 in the mode “CCT - RGB + Control 8Bit” (p. 8)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	Effects 2 Fade	0–254	Effects 2 Fade 1
		255	Fx mode
9	Control		Effects Play/Stop
		0–9	Loop
		10–69	Trigger
		70–255	Stop
10	Effects		Effects Selection
		0–9	Club Lights

CH	Function	DMX	Description
10	Effects (continued)	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
11	Reserved 1		When CH 10 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 10 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 10 is 20–29:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved

CH	Function	DMX	Description
11	Reserved 1 (continued)		When CH 10 is 30–39:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 10 is 40–49:
		0–9	Warmer
		10–19	Natural
		20–29	Cooler
		30–255	Reserved
			When CH 10 is 50–59:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 10 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 10 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 10 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 10 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 10 is 100–109:

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

CH	Function	DMX	Description
12	Reserved 2 (continued)	120–145	Neutral / No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
			When CH 10 is 30–39:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
			When CH 10 is 40–49:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 10 is 50–59:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 10 is 110–119:
		0	Slow
		1–98	Slow ... fsat
		99	Fsat
		100–109	Reserved
		110–255	Copcar FRQ
			When CH 10 is 120–129:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–254	Fast ... Reserved
		255	Reserved
			When CH 10 is 130–139:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Empty Channel Set
			When CH 10 is 140–149:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved

CH	Function	DMX	Description
13	Reserved 3		When CH 10 is 10–19:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 10 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
14	Reserved 4		When CH 10 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Lightning Speed
15	Reserved 5		When CH 14 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

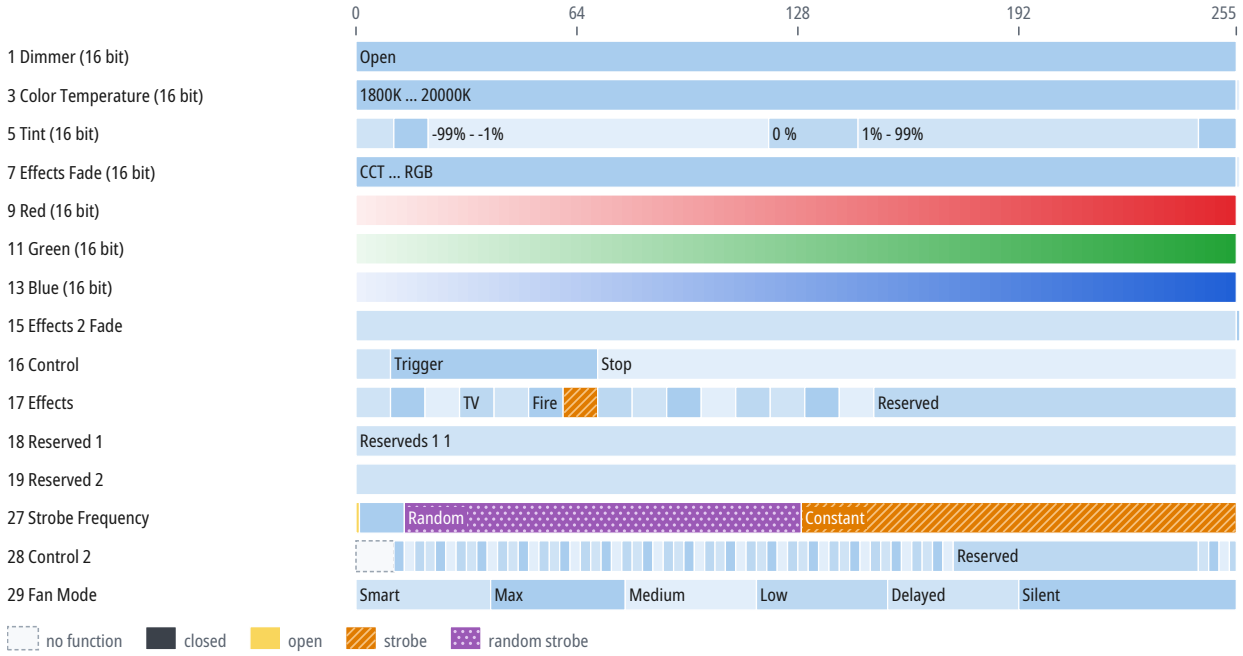
CH	Function	DMX	Description
15	Reserved 5 (continued)	50–51	3318
		52–53	3310
		54–55	3150
		56–57	3152
		58–59	3107
		60–61	3134
		62–63	3106
		64–65	3102
		66–255	Reserved
16	Reserved 6		When CH 11 is 20–29:
		0	Low
		1–98	Low ... fast
		99	Fast
		100–109	Random
		110–255	Strobe GEL Speed
17	Reserved 7		When CH 11 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Faulty Bulb GEL Speed
18	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
19	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
20	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT - RGB - FX + Control 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 27 Strobe Frequency at 0 “open”. 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 + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Effects Fade		Same as CH 7 in the mode “CCT - RGB + Control 16Bit” (p. 11)
8	Effects Fade Fine	0–255	Fine adjustment of CH 7
9	Red	0–255	
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
16	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
17	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)

CH	Function	DMX	Description
18	Reserved 1		Reserveds 1 1
		0–255	Reserveds 1 1
19	Reserved 2	0–255	
27	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
28	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
29	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

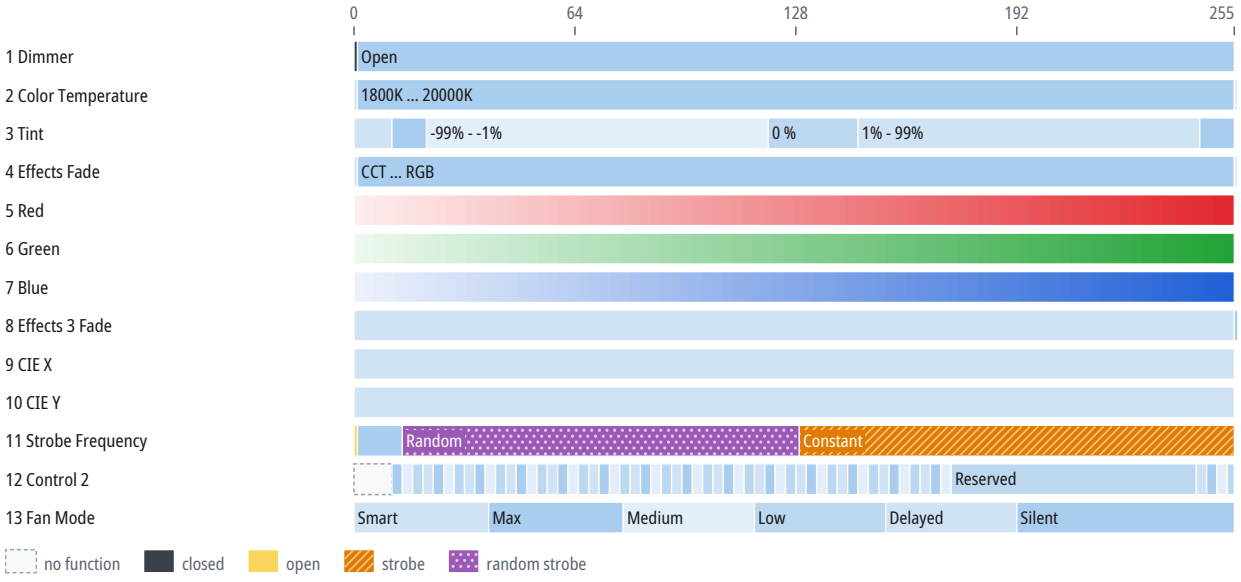
CH 19–26: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 19); the table below gives each cell's channel numbers.

Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	19	2	20	3	21	4	22	5	23	6	24
7	25	8	26								

Mode CCT - RGB - xy + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 11 Strobe Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Effects Fade		Same as CH 4 in the mode “CCT - RGB + Control 8Bit” (p. 8)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	Effects 3 Fade	0–254	Effects 3 Fade 1
		255	Xy mode

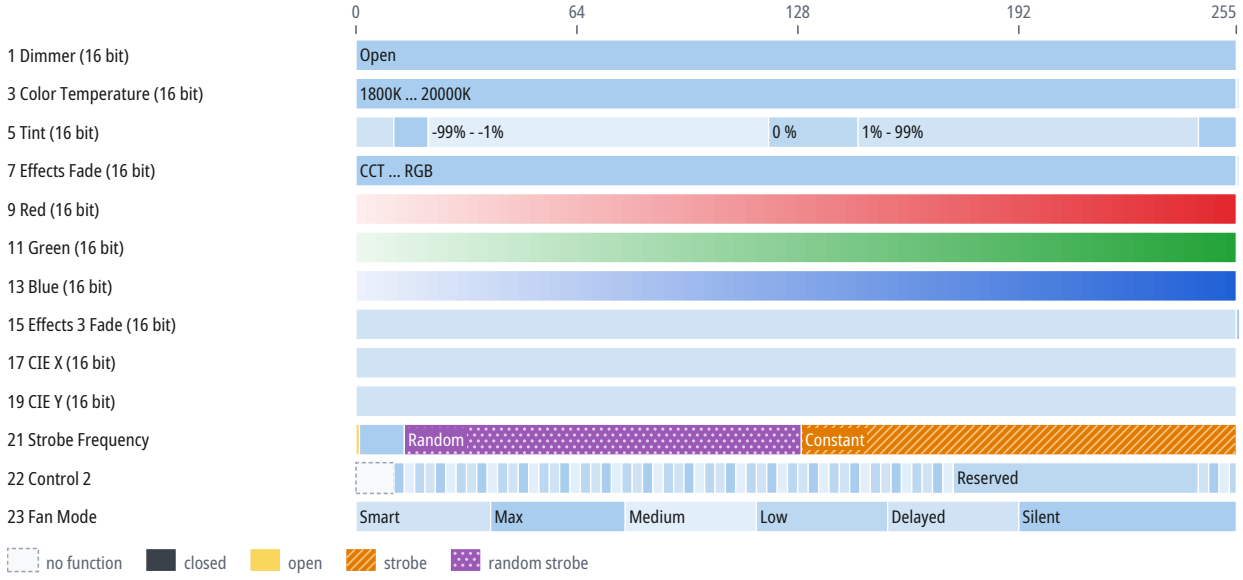
CH	Function	DMX	Description
9	CIE X	0–255	
10	CIE Y	0–255	
11	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
12	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
13	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT - RGB - xy + Control 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 21 Strobe Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



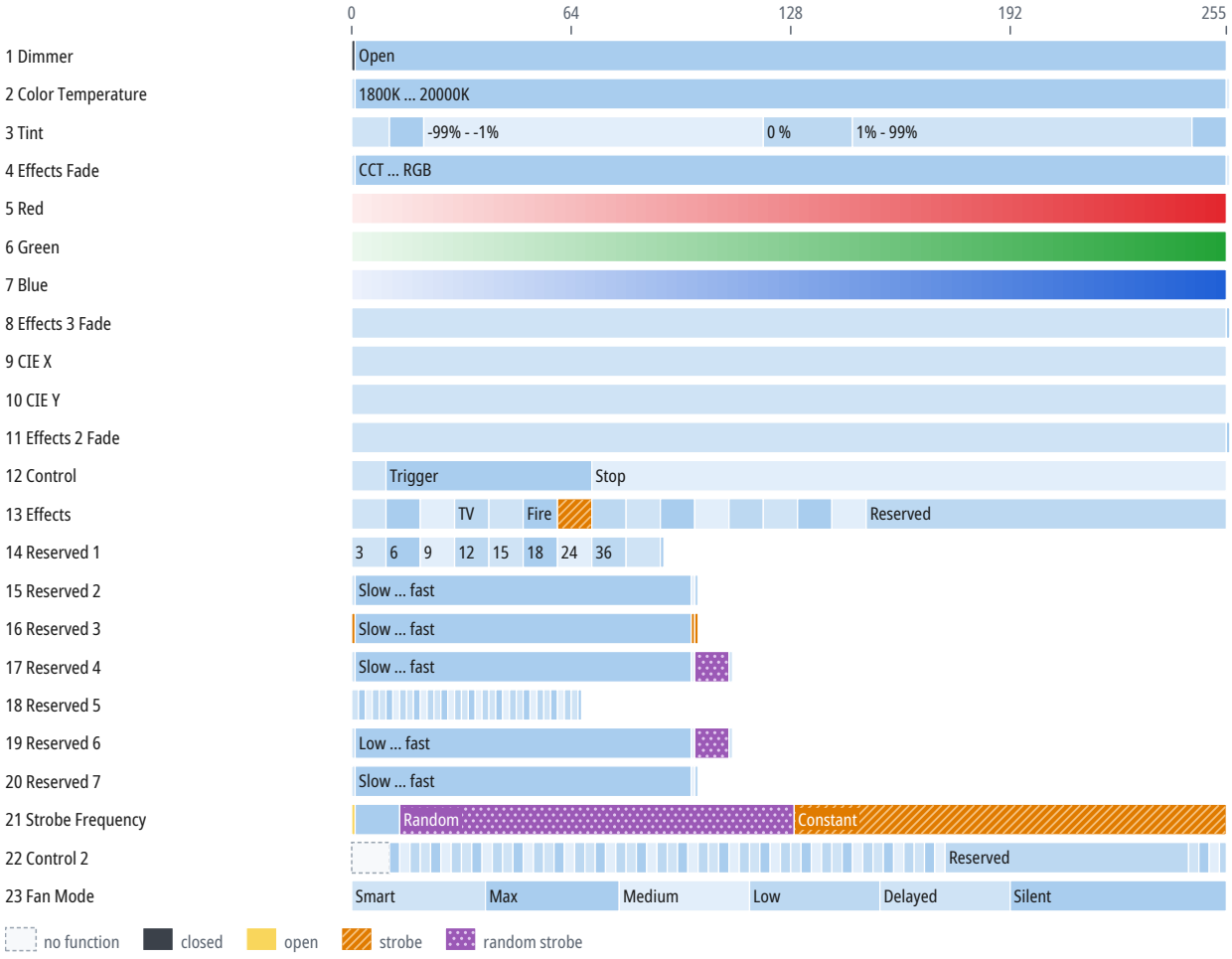
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Effects Fade		Same as CH 7 in the mode “CCT - RGB + Control 16Bit” (p. 11)
8	Effects Fade Fine	0–255	Fine adjustment of CH 7
9	Red	0–255	
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	

CH	Function	DMX	Description
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Effects 3 Fade	0–255	Effects 3 Fade 1
		255	Xy mode
16	Effects 3 Fade Fine	0–255	Fine adjustment of CH 15
17	CIE X	0–255	
18	CIE X Fine	0–255	Fine adjustment of CH 17
19	CIE Y	0–255	
20	CIE Y Fine	0–255	Fine adjustment of CH 19
21	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
22	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
23	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT - RGB - xy + FX + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 21 Strobe Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Effects Fade		Same as CH 4 in the mode “CCT - RGB + Control 8Bit” (p. 8)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	Effects 3 Fade		Same as CH 8 in the mode “CCT - RGB - xy + Control 8Bit” (p. 20)
9	CIE X	0–255	
10	CIE Y	0–255	
11	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
12	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
13	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
14	Reserved 1		When CH 13 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 13 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 13 is 20–29:
		0–9	CCT Mode

CH	Function	DMX	Description
14	Reserved 1 (continued)	10–19	HSI Mode
		20–255	Reserved
			When CH 13 is 30–39:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 13 is 40–49:
		0–9	Warmer
		10–19	Natural
		20–29	Cooler
		30–255	Reserved
			When CH 13 is 50–59:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 13 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 13 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 13 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 13 is 90–99:
		0–9	CCT mode
		10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode

CH	Function	DMX	Description
14	Reserved 1 (continued)	40–49	Source mode
		50–255	Reserved
			When CH 13 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 13 is 110–119:
		0–9	Red
		10–19	Blue
		20–29	Red + Blue
		30–39	Blue + White
		40–49	Red + Blue + White
		50–255	Reserved
			When CH 13 is 120–129:
		0	Min
		1–254	Min … max
		255	Max
			When CH 13 is 130–139:
		0	Min
		1–254	Min … max
		255	Max
			When CH 13 is 140–149:
		0–9	CCT
		10–19	HUE
		20–29	CCT+HUE
		30–255	Reserved
15	Reserved 2		When CH 13 is 0–9:
		0	Slow
		1–98	Slow … fast
		99	Fast
		100–255	Reserved
			When CH 13 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

CH	Function	DMX	Description
15	Reserved 2 (continued)		When CH 13 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 13 is 30–39:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
			When CH 13 is 40–49:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 13 is 50–59:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 13 is 110–119:
		0	Slow
		1–98	Slow ... fsat
		99	Fsat
		100–109	Reserved
		110–255	Copcar FRQ
			When CH 13 is 120–129:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–254	Fast ... Reserved
		255	Reserved
			When CH 13 is 130–139:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Empty Channel Set
			When CH 13 is 140–149:

CH	Function	DMX	Description
15	Reserved 2 (continued)	0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
16	Reserved 3		When CH 13 is 10–19:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 13 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
17	Reserved 4		When CH 13 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Lightning Speed
18	Reserved 5		When CH 17 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

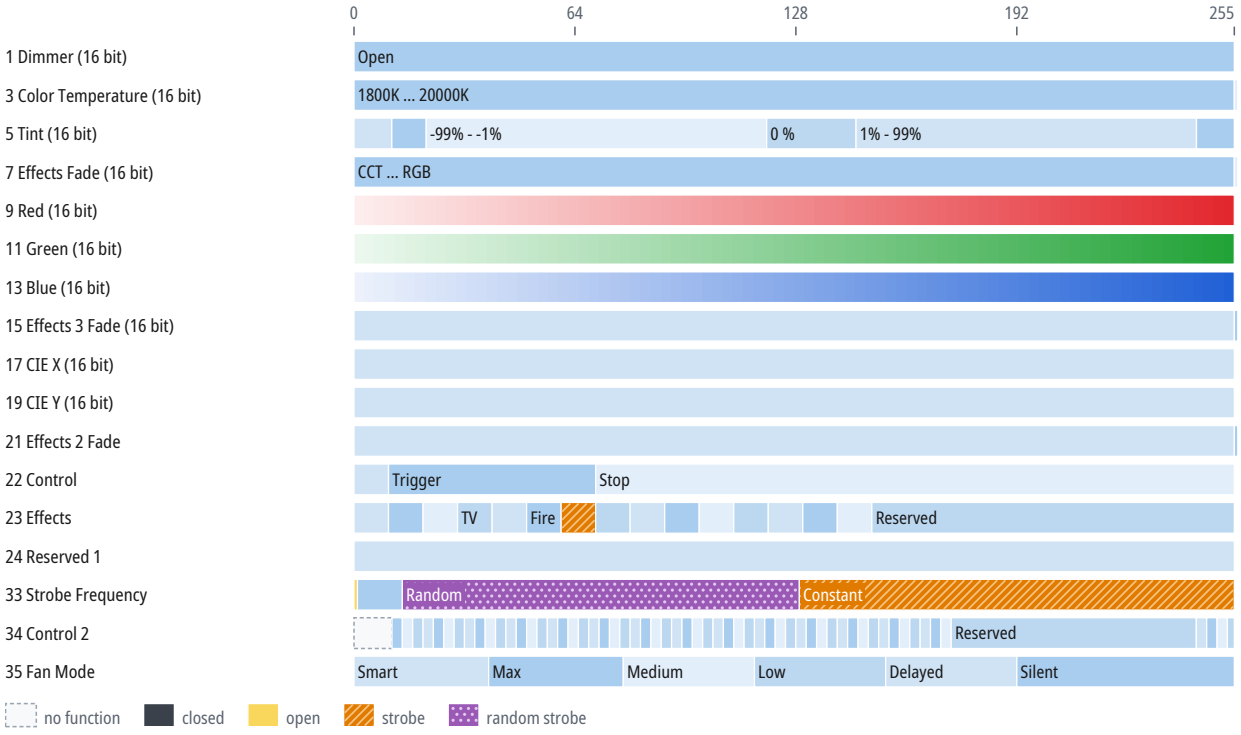
CH	Function	DMX	Description
18	Reserved 5 (continued)	40–41	3317
		42–43	3308
		44–45	3309
		46–47	3313
		48–49	3314
		50–51	3318
		52–53	3310
		54–55	3150
		56–57	3152
		58–59	3107
		60–61	3134
		62–63	3106
		64–65	3102
		66–255	Reserved
19	Reserved 6		When CH 14 is 20–29:
		0	Low
		1–98	Low ... fast
		99	Fast
		100–109	Random
		110–255	Strobe GEL Speed
20	Reserved 7		When CH 14 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Faulty Bulb GEL Speed
21	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
22	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
23	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT - RGB - xy + FX + Control 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 33 Strobe Frequency at 0 “open”. 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 + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Effects Fade		Same as CH 7 in the mode “CCT - RGB + Control 16Bit” (p. 11)
8	Effects Fade Fine	0–255	Fine adjustment of CH 7
9	Red	0–255	
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Effects 3 Fade		Same as CH 15 in the mode “CCT - RGB - xy + Control 16Bit” (p. 22)
16	Effects 3 Fade Fine	0–255	Fine adjustment of CH 15

CH	Function	DMX	Description
17	CIE X	0–255	
18	CIE X Fine	0–255	Fine adjustment of CH 17
19	CIE Y	0–255	
20	CIE Y Fine	0–255	Fine adjustment of CH 19
21	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
22	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
23	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
24	Reserved 1	0–255	
33	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
34	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
35	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

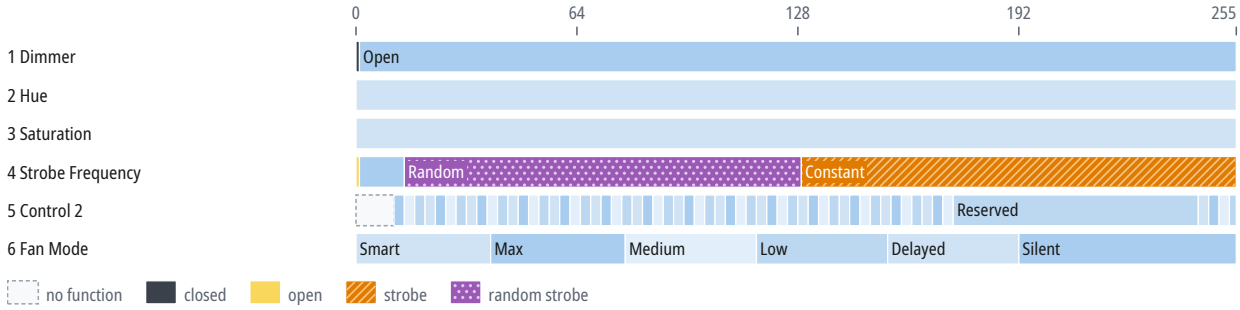
CH 24–32: 9 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 24); the table below gives each cell's channel numbers.

Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	24	2	25	3	26	4	27	5	28	6	29
7	30	8	31	9	32						

Mode HSI + Control 8Bit

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

Channel functions at a glance



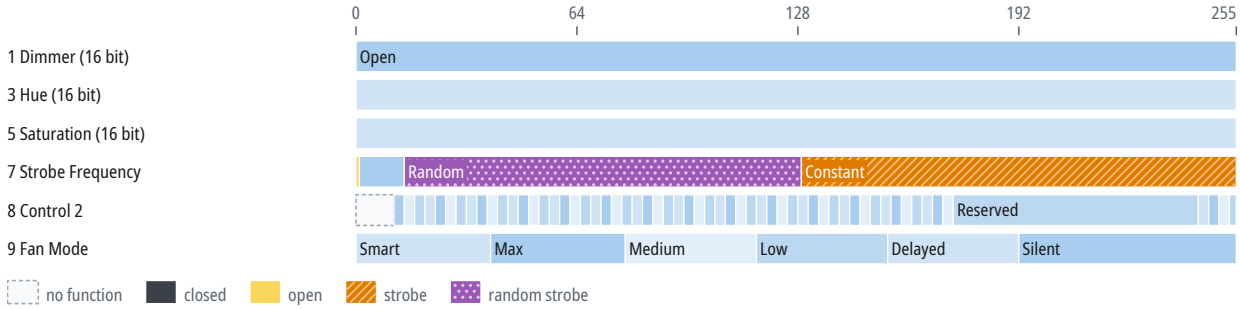
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Hue	0–255	
3	Saturation	0–255	
4	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
5	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSI + Control 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 Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

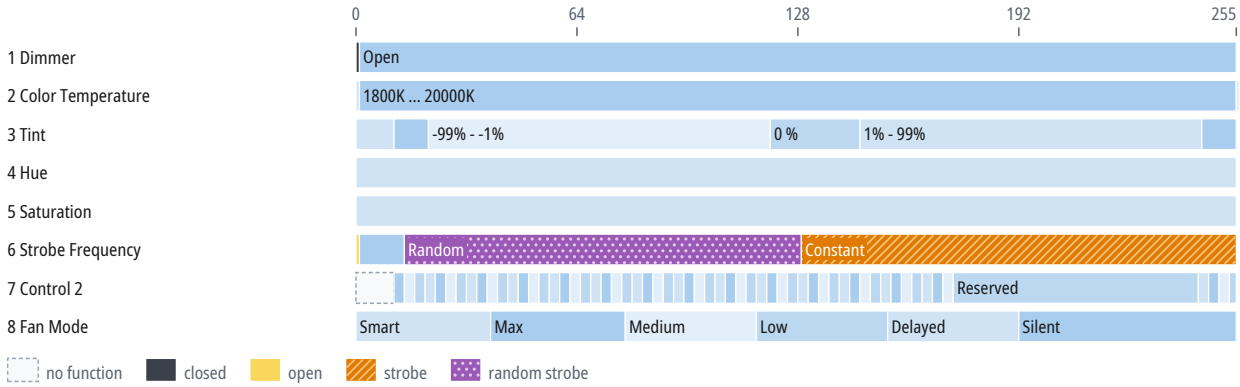


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Hue	0–255	
4	Hue Fine	0–255	Fine adjustment of CH 3
5	Saturation	0–255	
6	Saturation Fine	0–255	Fine adjustment of CH 5
7	Strobe Frequency		Same as CH 8 in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

Mode HSIC+ + Control 8Bit

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

Channel functions at a glance



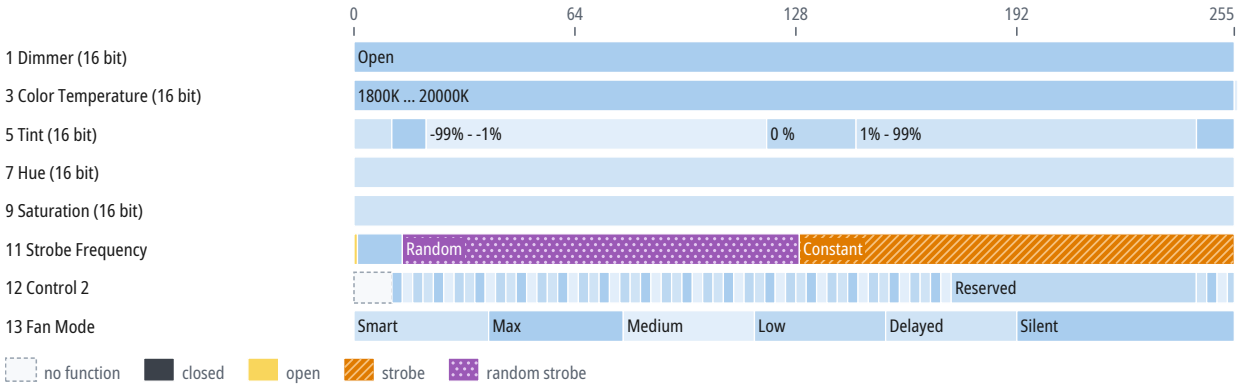
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Hue	0–255	
5	Saturation	0–255	
6	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
7	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ + Control 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 11 Strobe Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

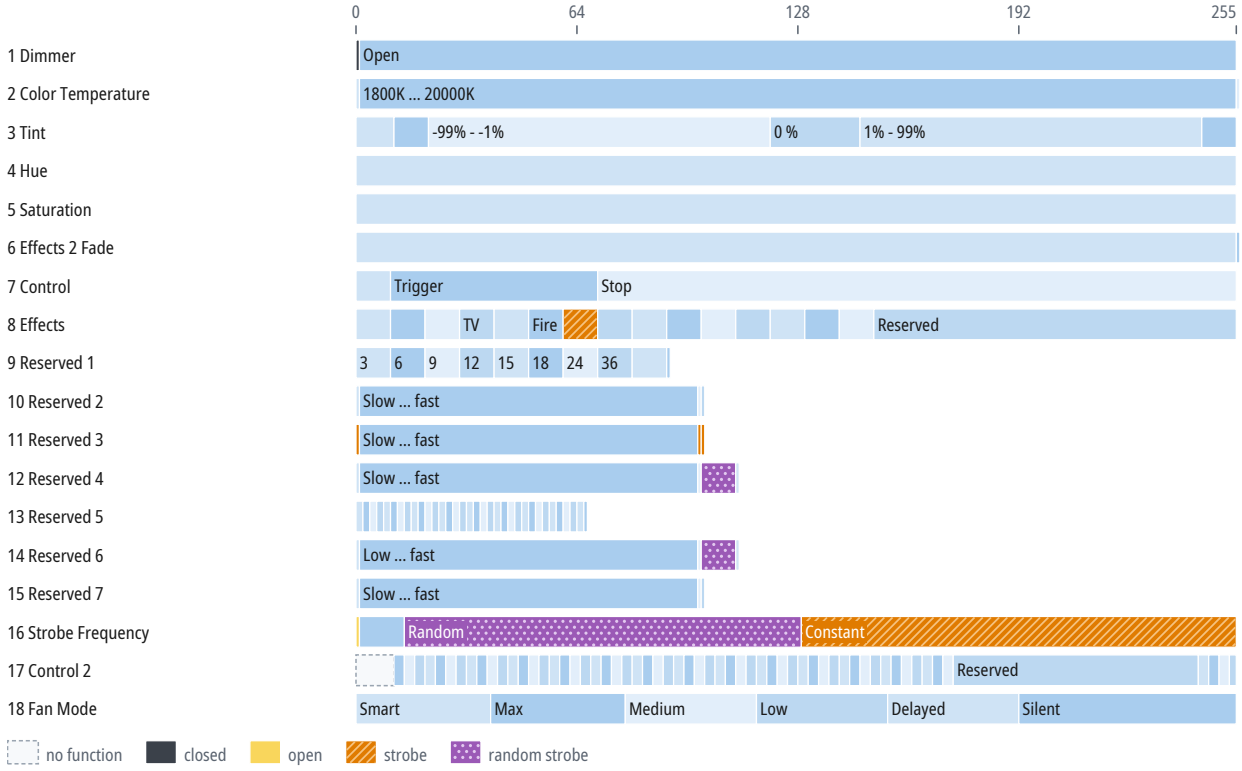


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Hue	0–255	
8	Hue Fine	0–255	Fine adjustment of CH 7
9	Saturation	0–255	
10	Saturation Fine	0–255	Fine adjustment of CH 9
11	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
12	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
13	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ - FX +Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 16 Strobe Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Hue	0–255	
5	Saturation	0–255	
6	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
7	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
8	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
9	Reserved 1		When CH 8 is 0–9:
		0–9	3
		10–19	6
		20–29	9
		30–39	12
		40–49	15
		50–59	18

CH	Function	DMX	Description
9	Reserved 1 (continued)	60–69	24
		70–79	36
		80–89	Reserved
		90–255	Club colors
			When CH 8 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 8 is 20–29:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 8 is 30–39:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 8 is 40–49:
		0–9	Warmer
		10–19	Natural
		20–29	Cooler
		30–255	Reserved
			When CH 8 is 50–59:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 8 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 8 is 70–79:
		0–9	CCT mode

CH	Function	DMX	Description
9	Reserved 1 (continued)	10–19	HSI mode
		20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 8 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 8 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 8 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 8 is 110–119:
		0–9	Red
		10–19	Blue
		20–29	Red + Blue
		30–39	Blue + White
		40–49	Red + Blue + White
		50–255	Reserved
			When CH 8 is 120–129:
		0	Min
		1–254	Min ... max
		255	Max
			When CH 8 is 130–139:
		0	Min
		1–254	Min ... max
		255	Max
			When CH 8 is 140–149:

CH	Function	DMX	Description
9	Reserved 1 (continued)	0–9	CCT
		10–19	HUE
		20–29	CCT+HUE
		30–255	Reserved
10	Reserved 2		When CH 8 is 0–9:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 8 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 8 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 8 is 30–39:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
			When CH 8 is 40–49:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 8 is 50–59:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 8 is 110–119:
		0	Slow
		1–98	Slow ... fsat

CH	Function	DMX	Description
10	Reserved 2 (continued)	99	Fsat
		100–109	Reserved
		110–255	Copcar FRQ
			When CH 8 is 120–129:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–254	Fast ... Reserved
		255	Reserved
			When CH 8 is 130–139:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Empty Channel Set
			When CH 8 is 140–149:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
11	Reserved 3		When CH 8 is 10–19:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 8 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
12	Reserved 4		When CH 8 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Lightning Speed
13	Reserved 5		When CH 12 is 0–9:
		0–1	3302
		2–3	3303
		4–5	3304
		6–7	3306
		8–9	3308

CH	Function	DMX	Description
13	Reserved 5 (continued)	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
14	Reserved 6		When CH 9 is 20–29:
		0	Low
		1–98	Low ... fast
		99	Fast
		100–109	Random
		110–255	Strobe GEL Speed
15	Reserved 7		When CH 9 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Faulty Bulb GEL Speed

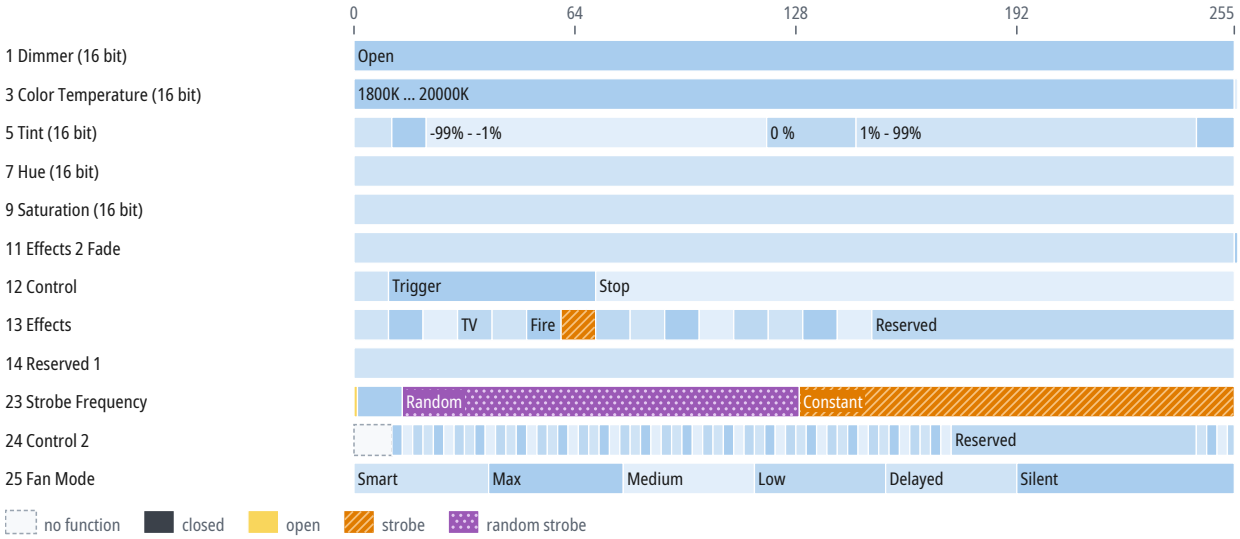
CH	Function	DMX	Description
16	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
17	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
18	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ - FX + Control 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 23 Strobe Frequency at 0 “open”. 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 + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Hue	0–255	
8	Hue Fine	0–255	Fine adjustment of CH 7
9	Saturation	0–255	
10	Saturation Fine	0–255	Fine adjustment of CH 9
11	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
12	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
13	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
14	Reserved 1	0–255	

CH	Function	DMX	Description
23	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
24	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
25	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

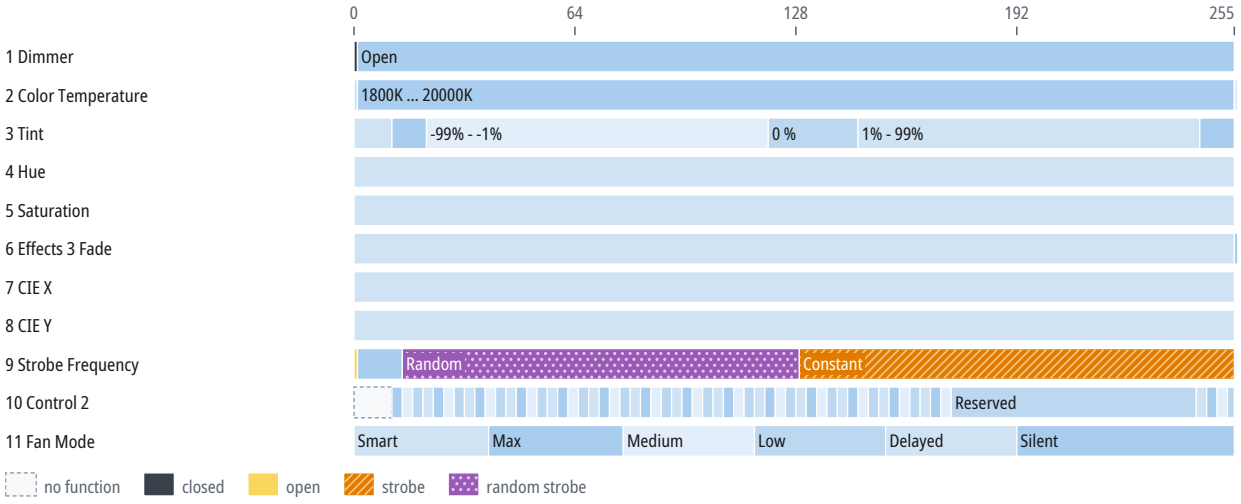
CH 14–22: 9 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 14); the table below gives each cell's channel numbers.

Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	14	2	15	3	16	4	17	5	18	6	19
7	20	8	21	9	22						

Mode HSIC+ - xy + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 9 Strobe Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



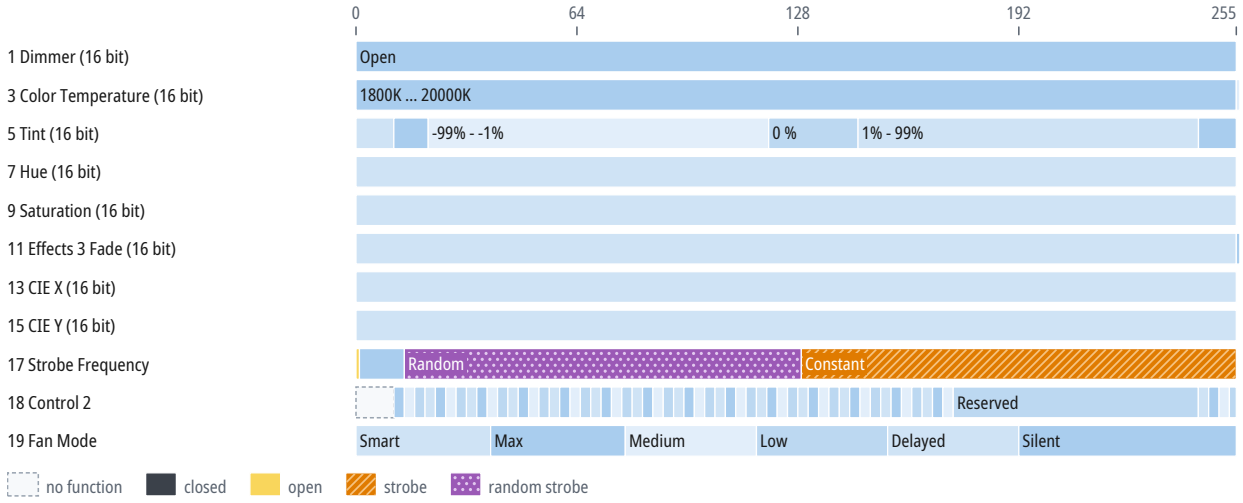
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Hue	0–255	
5	Saturation	0–255	
6	Effects 3 Fade		Same as CH 8 in the mode “CCT - RGB - xy + Control 8Bit” (p. 20)
7	CIE X	0–255	
8	CIE Y	0–255	
9	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
10	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
11	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ - xy + Control 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 17 Strobe Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

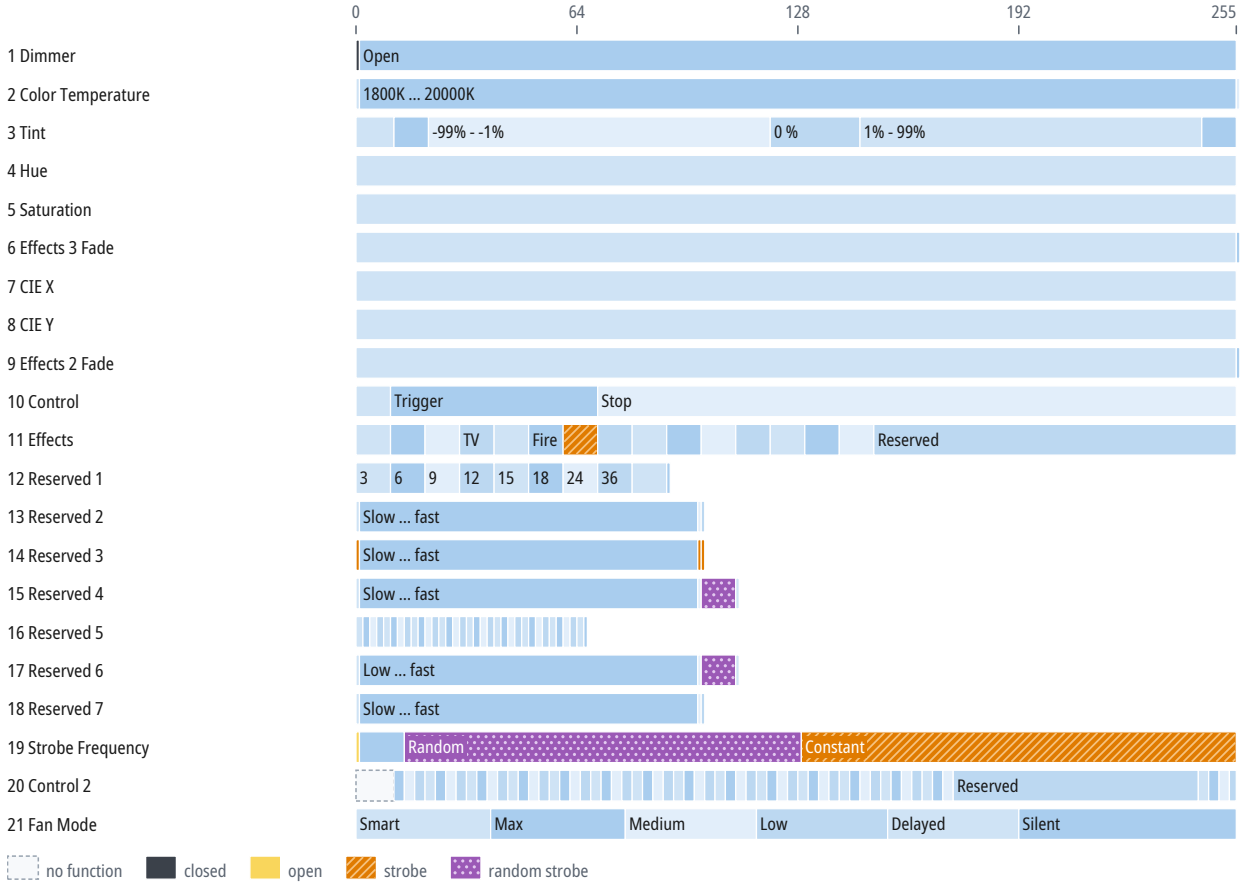


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Hue	0–255	
8	Hue Fine	0–255	Fine adjustment of CH 7
9	Saturation	0–255	
10	Saturation Fine	0–255	Fine adjustment of CH 9
11	Effects 3 Fade		Same as CH 15 in the mode “CCT - RGB - xy + Control 16Bit” (p. 22)
12	Effects 3 Fade Fine	0–255	Fine adjustment of CH 11
13	CIE X	0–255	
14	CIE X Fine	0–255	Fine adjustment of CH 13
15	CIE Y	0–255	
16	CIE Y Fine	0–255	Fine adjustment of CH 15
17	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
18	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
19	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ - xy + FX + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 19 Strobe Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Hue	0–255	
5	Saturation	0–255	
6	Effects 3 Fade		Same as CH 8 in the mode “CCT - RGB - xy + Control 8Bit” (p. 20)
7	CIE X	0–255	
8	CIE Y	0–255	
9	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
10	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
11	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
12	Reserved 1		When CH 11 is 0–9:

CH	Function	DMX	Description
12	Reserved 1 (continued)	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 11 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 11 is 20–29:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 11 is 30–39:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 11 is 40–49:
		0–9	Warmer
		10–19	Natural
		20–29	Cooler
		30–255	Reserved
			When CH 11 is 50–59:
		0–9	CCT Mode
		10–19	HSI Mode
		20–255	Reserved
			When CH 11 is 60–69:
		0–9	CCT mdoe
		10–19	HSI mode

CH	Function	DMX	Description
12	Reserved 1 (continued)	20–29	GEL mode
		30–39	XY mode
		40–49	Source mode
		50–255	Reserved
			When CH 11 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 11 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 11 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 11 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 11 is 110–119:
		0–9	Red
		10–19	Blue
		20–29	Red + Blue
		30–39	Blue + White
		40–49	Red + Blue + White
		50–255	Reserved
			When CH 11 is 120–129:
		0	Min
		1–254	Min ... max

CH	Function	DMX	Description
12	Reserved 1 (continued)	255	Max
			When CH 11 is 130–139:
		0	Min
		1–254	Min ... max
		255	Max
			When CH 11 is 140–149:
		0–9	CCT
		10–19	HUE
		20–29	CCT+HUE
		30–255	Reserved
13	Reserved 2		When CH 11 is 0–9:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 11 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 11 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 11 is 30–39:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
			When CH 11 is 40–49:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 11 is 50–59:
		0	Slow

CH	Function	DMX	Description
13	Reserved 2 (continued)	1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 11 is 110–119:
		0	Slow
		1–98	Slow ... fsat
		99	Fsat
		100–109	Reserved
		110–255	Copcar FRQ
			When CH 11 is 120–129:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–254	Fast ... Reserved
		255	Reserved
			When CH 11 is 130–139:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Empty Channel Set
			When CH 11 is 140–149:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Reserved
14	Reserved 3		When CH 11 is 10–19:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
			When CH 11 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Reserved
15	Reserved 4		When CH 11 is 20–29:
		0	Slow
		1–98	Slow ... fast
		99	Fast
		100–109	Random
		110–255	Lightning Speed

CH	Function	DMX	Description
16	Reserved 5		When CH 15 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
17	Reserved 6		When CH 12 is 20–29:
		0	Low
		1–98	Low ... fast
		99	Fast
		100–109	Random
		110–255	Strobe GEL Speed
18	Reserved 7		When CH 12 is 20–29:

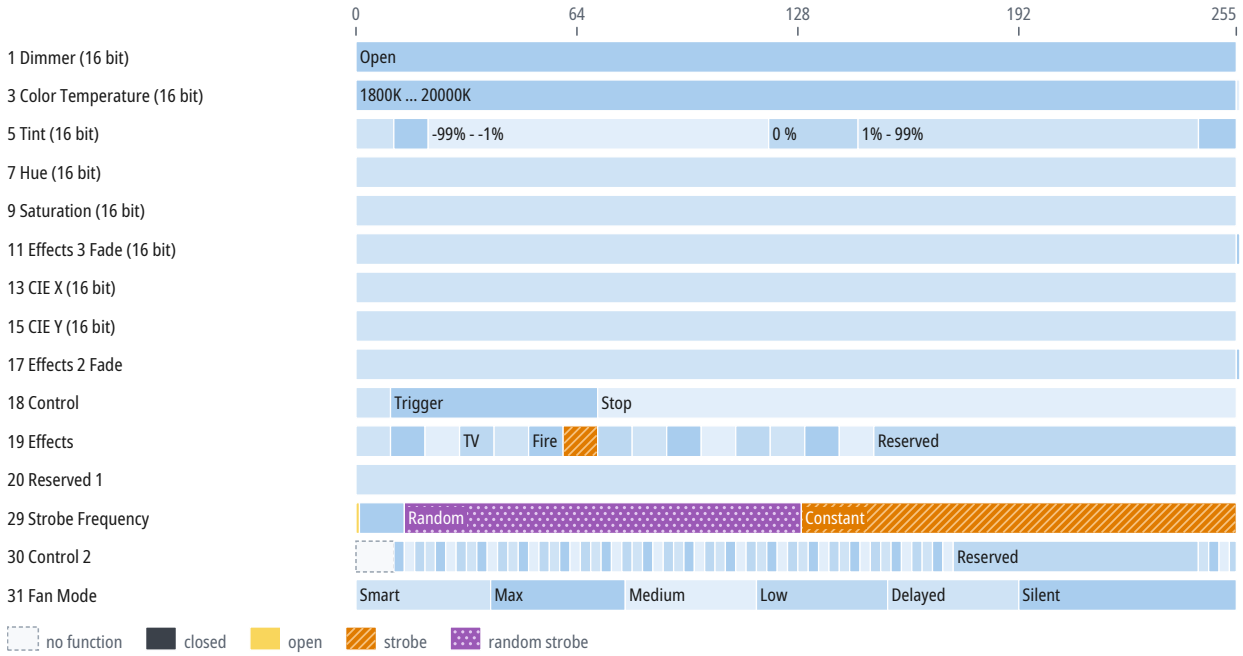
CH	Function	DMX	Description
18	Reserved 7 (continued)	0	Slow
		1–98	Slow ... fast
		99	Fast
		100–255	Faulty Bulb GEL Speed
19	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
20	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
21	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode HSIC+ - xy + FX + Control 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 29 Strobe Frequency at 0 “open”. 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 + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Hue	0–255	
8	Hue Fine	0–255	Fine adjustment of CH 7
9	Saturation	0–255	
10	Saturation Fine	0–255	Fine adjustment of CH 9

CH	Function	DMX	Description
11	Effects 3 Fade		Same as CH 15 in the mode “CCT - RGB - xy + Control 16Bit” (p. 22)
12	Effects 3 Fade Fine	0–255	Fine adjustment of CH 11
13	CIE X	0–255	
14	CIE X Fine	0–255	Fine adjustment of CH 13
15	CIE Y	0–255	
16	CIE Y Fine	0–255	Fine adjustment of CH 15
17	Effects 2 Fade		Same as CH 8 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
18	Control		Same as CH 9 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
19	Effects		Same as CH 10 in the mode “CCT - RGB - FX + Control 8Bit” (p. 12)
20	Reserved 1	0–255	
29	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
30	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
31	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

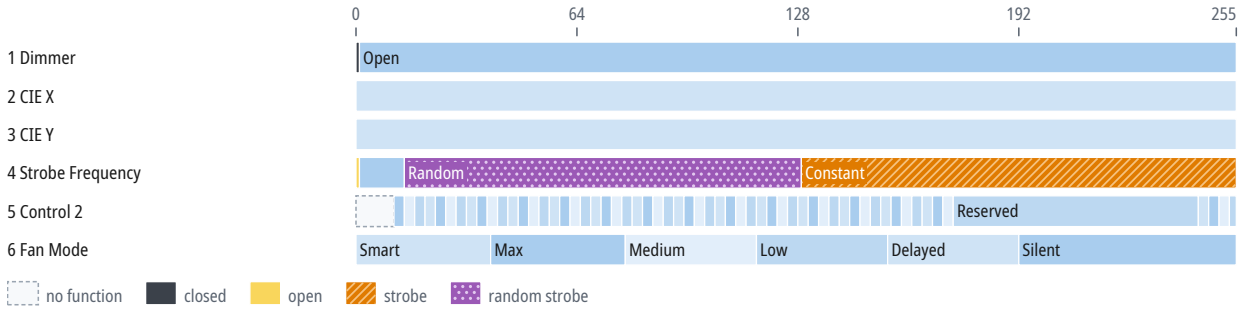
CH 20–28: 9 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 20); the table below gives each cell's channel numbers.

Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved	Cell	Reserved
1	20	2	21	3	22	4	23	5	24	6	25
7	26	8	27	9	28						

Mode xy + Control 8Bit

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

Channel functions at a glance



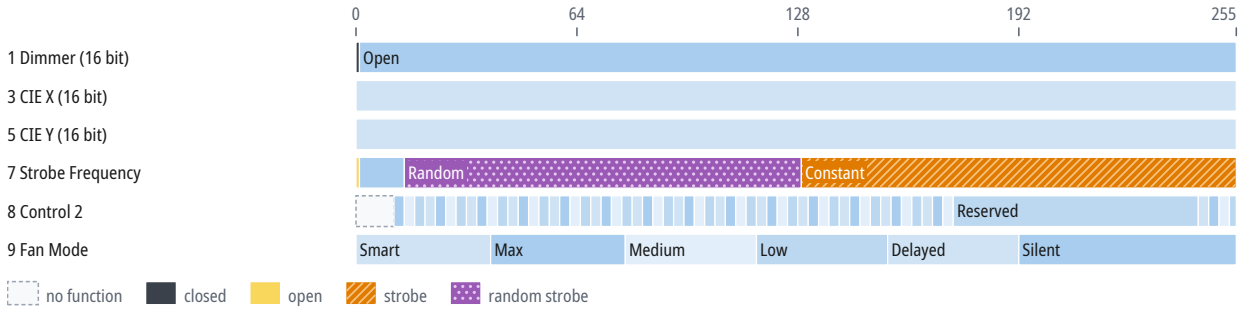
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	CIE X	0–255	
3	CIE Y	0–255	
4	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
5	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode xy + Control 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 Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

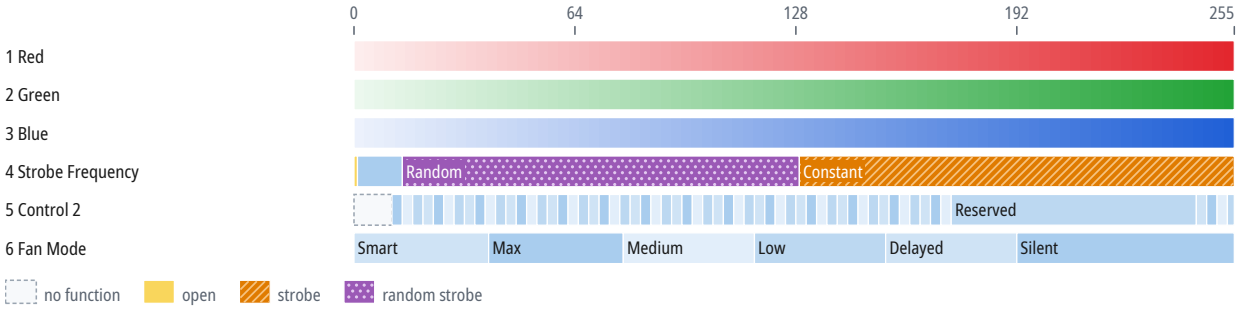


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CIE X	0–255	
4	CIE X Fine	0–255	Fine adjustment of CH 3
5	CIE Y	0–255	
6	CIE Y Fine	0–255	Fine adjustment of CH 5
7	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode RGB + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Strobe Frequency at 0 “open”.

Channel functions at a glance



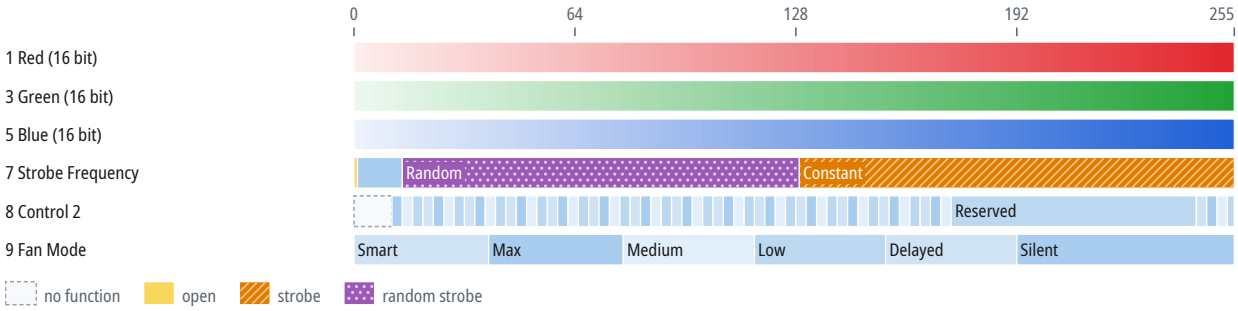
CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
5	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode RGB + Control 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 7 Strobe Frequency at 0 “open”.

Channel functions at a glance



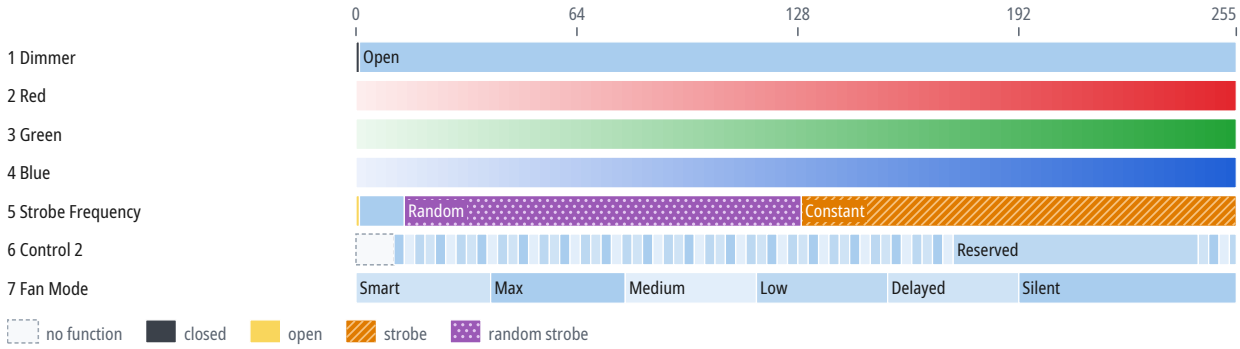
CH	Function	DMX	Description
1	Red	0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5

CH	Function	DMX	Description
7	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode iRGB + Control 8Bit

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

Channel functions at a glance



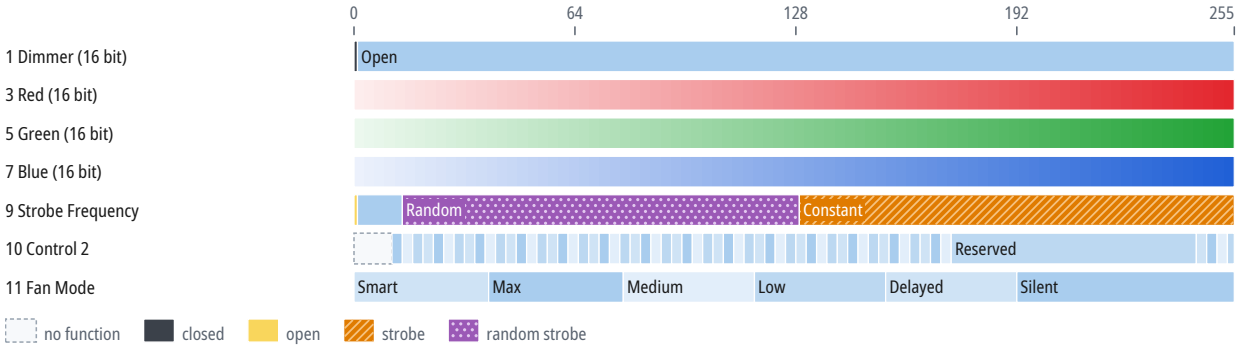
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Red	0–255	
3	Green	0–255	
4	Blue	0–255	
5	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
7	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode iRGB +Control 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 Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

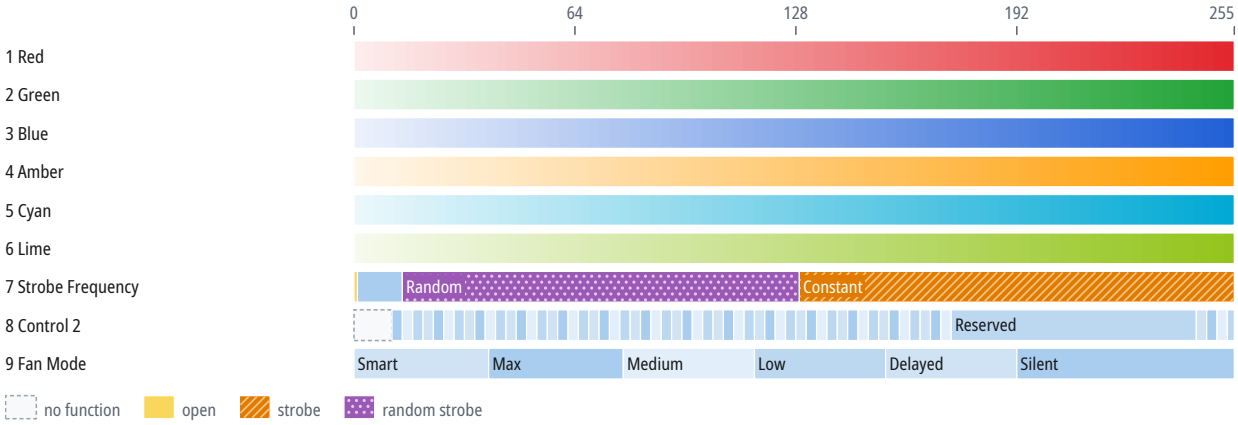


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
10	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
11	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode RGBACL + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Strobe Frequency at 0 “open”.

Channel functions at a glance



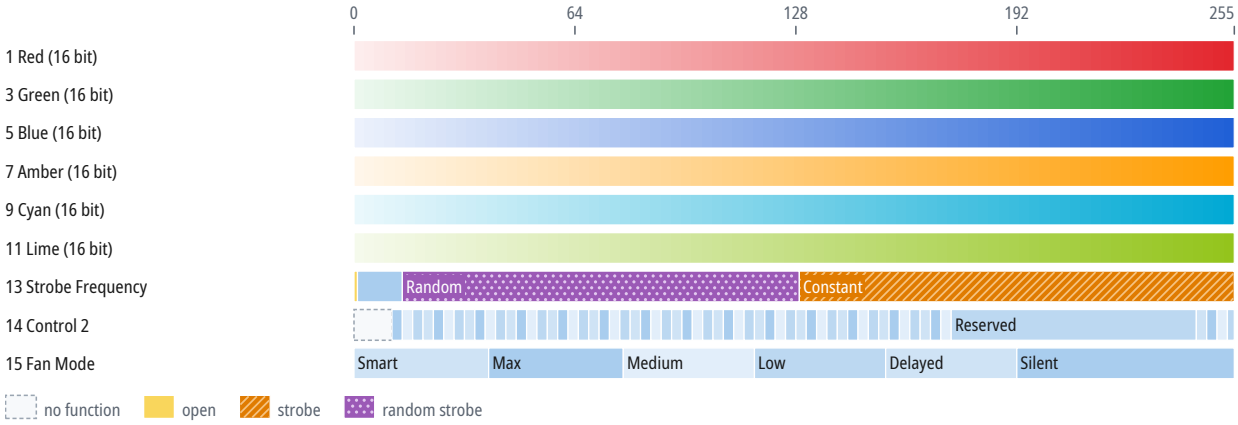
CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	Amber	0–255	
5	Cyan	0–255	
6	Lime	0–255	
7	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode RGBACL + Control 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 13 Strobe Frequency at 0 “open”.

Channel functions at a glance

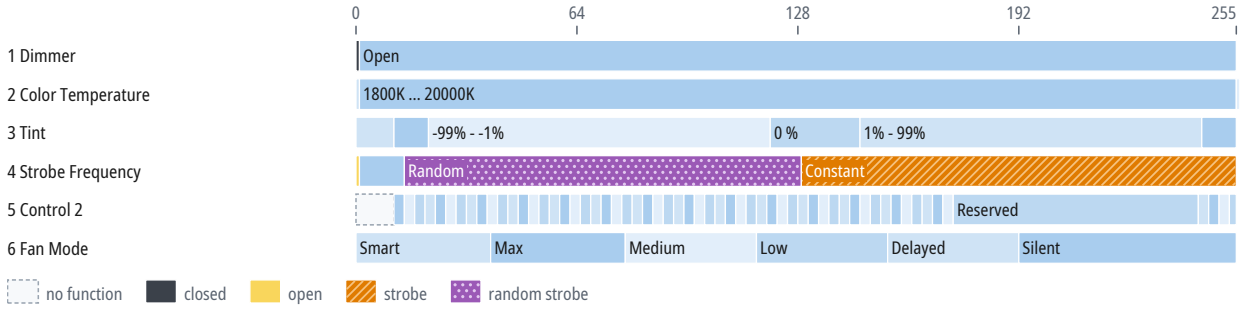


CH	Function	DMX	Description
1	Red	0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Amber	0–255	
8	Amber Fine	0–255	Fine adjustment of CH 7
9	Cyan	0–255	
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Lime	0–255	
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
14	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
15	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT+ + Control 8Bit

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

Channel functions at a glance



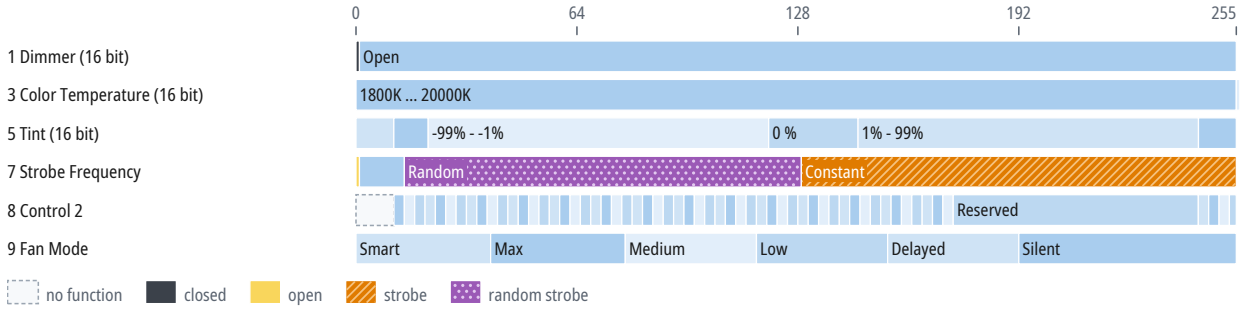
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “CCT - RGB + Control 8Bit” (p. 8)
3	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
4	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
5	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode CCT+ + Control 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 Frequency at 0 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

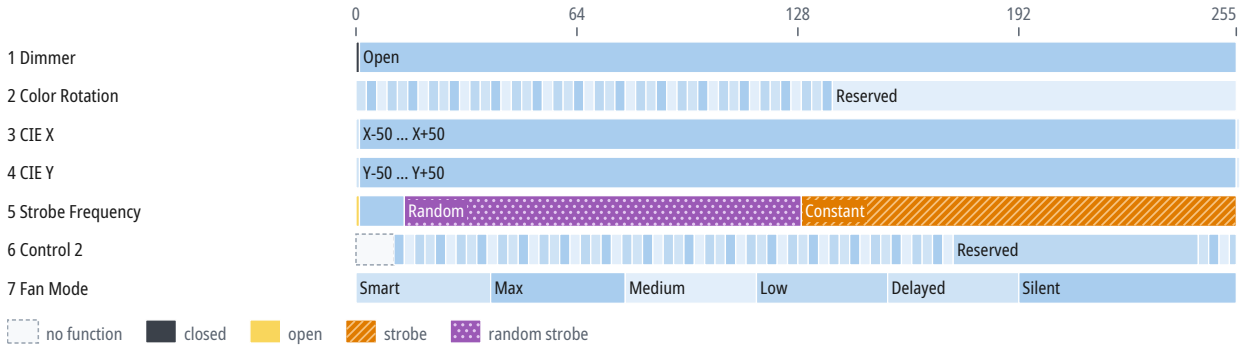


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 8Bit” (p. 8)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “CCT - RGB + Control 16Bit” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT - RGB + Control 8Bit” (p. 8)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode Source Mode + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe Frequency at 0 “open”. 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 + Control 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
		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

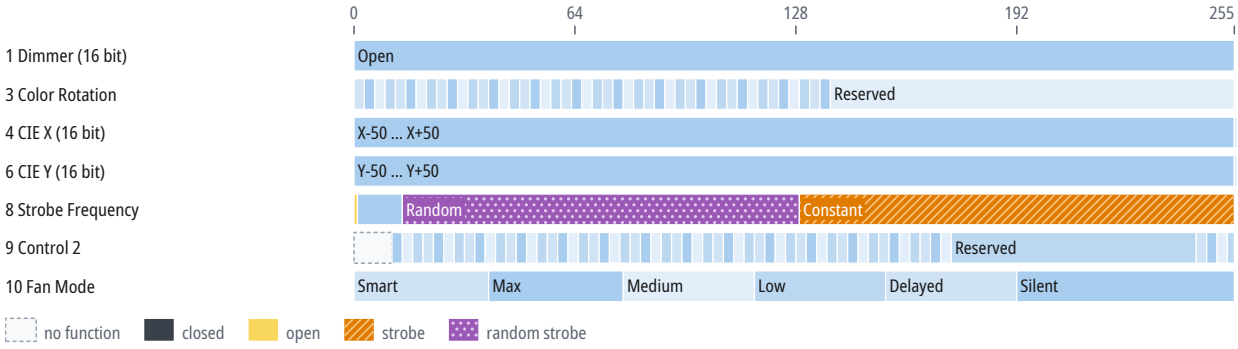
CH	Function	DMX	Description
2	Color Rotation (continued)	117–119	Red Traffic Light
		120–122	Blue Glow Stick
		123–125	Green Glow Stick
		126–128	Red Glow Stick
		129–131	Yellow Glow Stick
		132–134	Pink Glow Stick
		135–137	Violet Glow Stick
		138–255	Reserved
3	CIE X	0	X-50
		1–254	X-50 ... X+50
		255	X+50
4	CIE Y	0	Y-50
		1–254	Y-50 ... Y+50
		255	Y+50
5	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
6	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
7	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode Source Mode + Control 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 8 Strobe Frequency at 0 “open”. 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



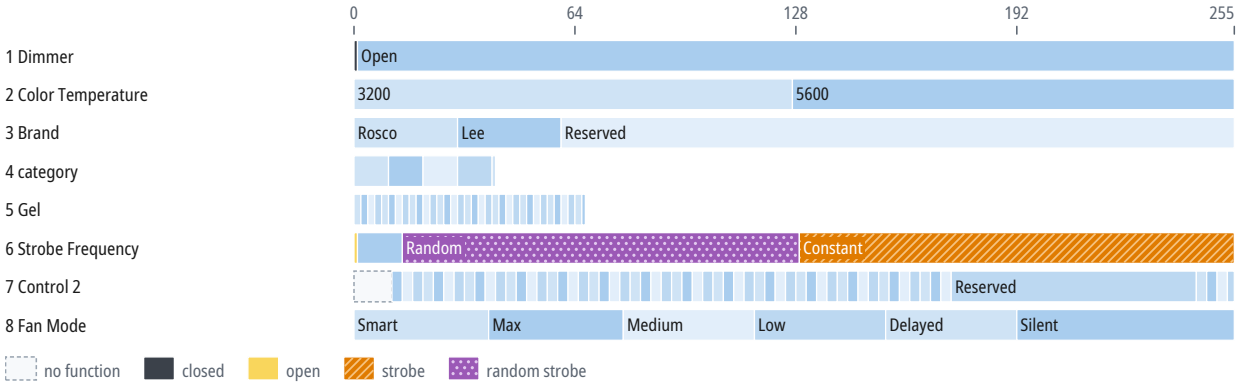
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT - RGB + Control 16Bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Rotation		Same as CH 2 in the mode “Source Mode + Control 8Bit” (p. 57)
4	CIE X	0–255	X-50 ... X+50
		255	X+50
5	CIE X Fine	0–255	Fine adjustment of CH 4
6	CIE Y	0–255	Y-50 ... Y+50

CH	Function	DMX	Description
6	CIE Y (continued)	255	Y+50
7	CIE Y Fine	0–255	Fine adjustment of CH 6
8	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
10	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode Legacy Gel + Control 8Bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Strobe Frequency at 0 “open”. 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 + Control 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

CH	Function	DMX	Description
4	category (continued)	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
		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

CH	Function	DMX	Description
5	Gel (continued)	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
		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

CH	Function	DMX	Description
5	Gel (continued)	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
		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

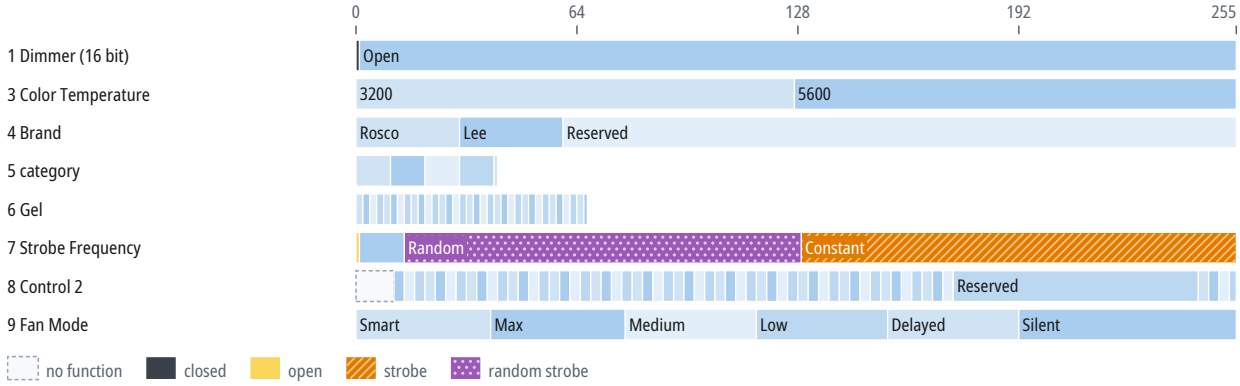
CH	Function	DMX	Description
5	Gel (continued)	78–79	87
		80–81	88
		82–83	89
		84–85	91
		86–87	92
		88–89	93
		90–91	99
		92–255	Reserved
			When CH 4 is 40–255:
		0–255	
6	Strobe Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
7	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

Mode Legacy Gel + Control 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 Frequency at 0 “open”. 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 + Control 8Bit” (p. 8)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “Legacy Gel + Control 8Bit” (p. 59)
4	Brand		Same as CH 3 in the mode “Legacy Gel + Control 8Bit” (p. 59)
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:

CH	Function	DMX	Description
5	category (continued)	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
		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:

CH	Function	DMX	Description
6	Gel (continued)	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
		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

CH	Function	DMX	Description
6	Gel (continued)	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
		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

CH	Function	DMX	Description
6	Gel (continued)	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 Frequency		Same as CH 8 in the mode “CCT - RGB + Control 8Bit” (p. 9)
8	Control 2		Same as CH 9 in the mode “CCT - RGB + Control 8Bit” (p. 9)
9	Fan Mode		Same as CH 10 in the mode “CCT - RGB + Control 8Bit” (p. 10)

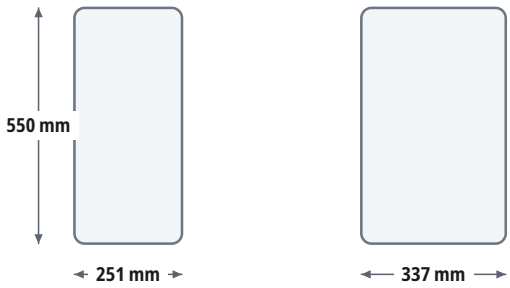
9 Technical specifications

Parameter	Value
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–20000 K
Strobe frequency	0.04–2.5 Hz

Dimensions



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.