DMX REFERENCE

INFINIBAR PB12

Aputure INFINIBAR PB12

Aputure

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1 About this manual

This document describes the Aputure INFINIBAR PB12 by Aputure. It was compiled from the GDTF file Aputure_infinibar_PB12_52844.gdtf from the GDTF-Share library.

File revision: “2023.12.12-1”.

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	8	64	1, 9, 17, 25, ...
CCT Mode	4	128	1, 5, 9, 13, ...
CCT+HSI Mode	7	73	1, 8, 15, 22, ...
RGB Mode	5	102	1, 6, 11, 16, ...
HSI Mode	5	102	1, 6, 11, 16, ...
XY Mode	4	128	1, 5, 9, 13, ...
System FX Mode	10	51	1, 11, 21, 31, ...
Pixel FX Mode	36	14	1, 37, 73, 109, ...
LE CCT+RGB Mode Pixel 4	28	18	1, 29, 57, 85, ...
LE RGB Mode Pixel 4	16	32	1, 17, 33, 49, ...
LE HSI Mode Pixel 4	16	32	1, 17, 33, 49, ...
LE CCT+RGB Mode Pixel 6	42	12	1, 43, 85, 127, ...
LE RGB Mode Pixel 6	24	21	1, 25, 49, 73, ...
LE HSI Mode Pixel 6	24	21	1, 25, 49, 73, ...
LE CCT+RGB Mode Pixel 8	56	9	1, 57, 113, 169, ...
LE RGB Mode Pixel 8	32	16	1, 33, 65, 97, ...
LE HSI Mode Pixel 8	32	16	1, 33, 65, 97, ...
LE CCT+RGB Mode Pixel 12	84	6	1, 85, 169, 253, ...
LE RGB Mode Pixel 12	48	10	1, 49, 97, 145, ...
LE HSI Mode Pixel 12	48	10	1, 49, 97, 145, ...
LE CCT+RGB Mode Pixel 16	112	4	1, 113, 225, 337
LE RGB Mode Pixel 16	64	8	1, 65, 129, 193, ...
LE HSI Mode Pixel 16	64	8	1, 65, 129, 193, ...
LE CCT+RGB Mode Pixel 24	168	3	1, 169, 337
LE RGB Mode Pixel 24	96	5	1, 97, 193, 289, ...
LE HSI Mode Pixel 24	96	5	1, 97, 193, 289, ...
LE CCT+RGB Mode Pixel 48	336	1	1
LE RGB Mode Pixel 48	192	2	1, 193
LE HSI Mode Pixel 48	192	2	1, 193
LE CCT+RGB Mode Pixel 32	224	2	1, 225
LE HSI Mode Pixel 32	128	4	1, 129, 257, 385
LE RGB Mode Pixel 32	128	4	1, 129, 257, 385



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

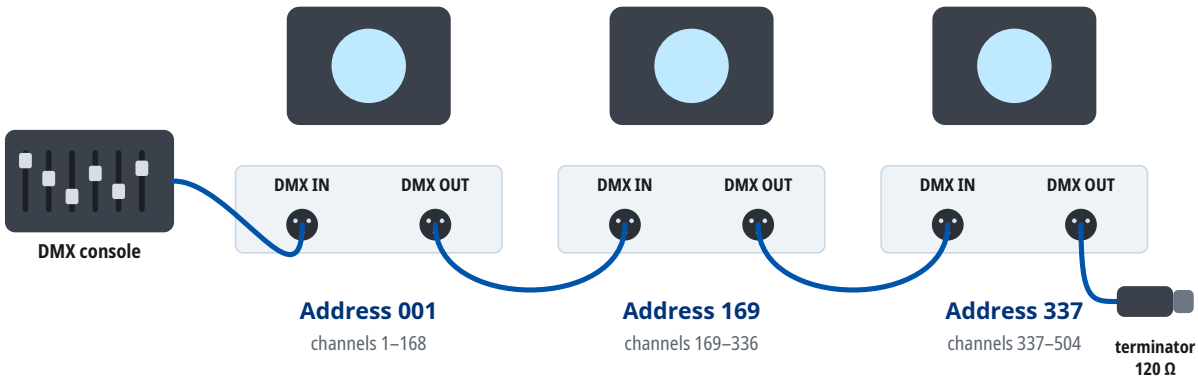
⚠ WARNING

- 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 LE CCT+RGB Mode Pixel 24: every unit occupies 168 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

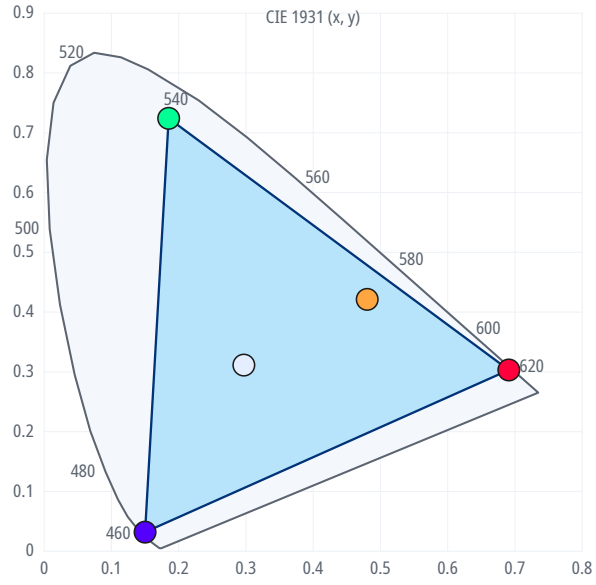
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “LE CCT+RGB Mode Pixel 48”: 336.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- 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 8 channels	CCT Mode 4 channels	CCT+HSI Mode 7 channels	RGB Mode 5 channels	HSI Mode 5 channels	XY Mode 4 channels	System FX Mode 10 channels	Pixel FX Mode 36 channels
Dimmer	1	1	1	1	1	1	1	1
Shutter / strobe	8	4	7	5	5	4		
Color mixing	5–7			2–4				
Color temperature	2	2	2		4			
Effects / macros							2	3

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.

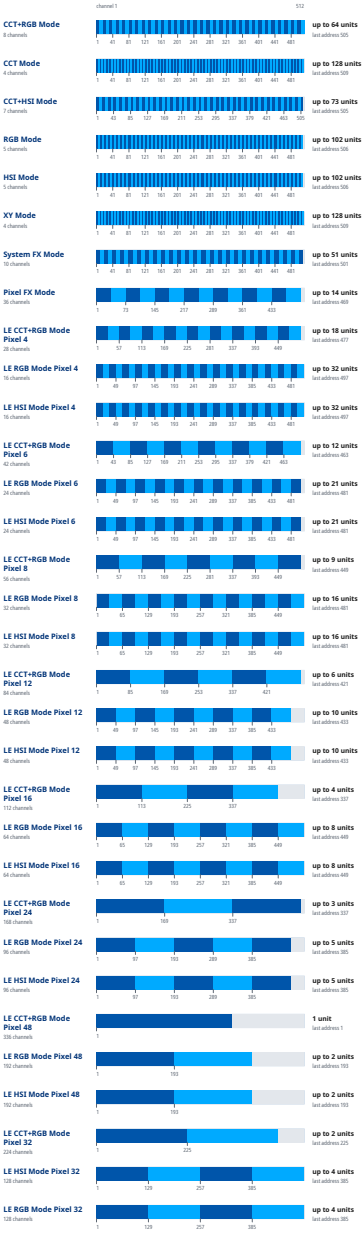
Cells (pixels)

1 CH 1	**2** CH 8	**3** CH 15	**4** CH 22	**5** CH 29	**6** CH 36	**7** CH 43	**8** CH 50	**9** CH 57	**10** CH 64	**11** CH 71	**12** CH 78	**13** CH 85	**14** CH 92	**15** CH 99	**16** CH 106
17 CH 113	**18** CH 120	**19** CH 127	**20** CH 134	**21** CH 141	**22** CH 148	**23** CH 155	**24** CH 162	**25** CH 169	**26** CH 176	**27** CH 183	**28** CH 190	**29** CH 197	**30** CH 204	**31** CH 211	**32** CH 218
33 CH 225	**34** CH 232	**35** CH 239	**36** CH 246	**37** CH 253	**38** CH 260	**39** CH 267	**40** CH 274	**41** CH 281	**42** CH 288	**43** CH 295	**44** CH 302	**45** CH 309	**46** CH 316	**47** CH 323	**48** CH 330

48 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “Pixel FX Mode”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “LE CCT+RGB Mode Pixel 48”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U6 · 1	11	U11 · 1	16	U16 · 1
2	U2 · 1	7	U7 · 1	12	U12 · 1	17	U17 · 1
3	U3 · 1	8	U8 · 1	13	U13 · 1	18	U18 · 1
4	U4 · 1	9	U9 · 1	14	U14 · 1	19	U19 · 1
5	U5 · 1	10	U10 · 1	15	U15 · 1	20	U20 · 1

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 Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Shutter at 0 “open”. 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.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature	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
3	Tint		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		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

CH	Function	DMX	Description
6	Green	0	Min
		1–254	Min ... max
		255	Max
7	Blue	0	Min
		1–254	Min ... max
		255	Max
8	Shutter	0	Shutter 1 Open: open
		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

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGB Mode” (p. 9)
2	Color Temperature		Same as CH 2 in the mode “CCT+RGB Mode” (p. 9)
3	Tint		Same as CH 3 in the mode “CCT+RGB Mode” (p. 9)
4	Shutter		Same as CH 8 in the mode “CCT+RGB Mode” (p. 10)

Mode CCT+HSI Mode

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

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

CH	Function	DMX	Description
5	Hue (continued)	171–211	240deg-Blue ... 300deg
		212	300deg
		213–255	HSB_Hue
6	Saturation	0	Min
		1–254	Min ... max
		255	Max
7	Shutter		Same as CH 8 in the mode “CCT+RGB Mode” (p. 10)

Mode RGB Mode

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGB Mode” (p. 9)
2	Red		Same as CH 5 in the mode “CCT+RGB Mode” (p. 9)
3	Green		Same as CH 6 in the mode “CCT+RGB Mode” (p. 10)
4	Blue		Same as CH 7 in the mode “CCT+RGB Mode” (p. 10)
5	Shutter		Same as CH 8 in the mode “CCT+RGB Mode” (p. 10)

Mode HSI Mode

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGB Mode” (p. 9)
2	Hue		Same as CH 5 in the mode “CCT+HSI Mode” (p. 10)
3	Saturation		Same as CH 6 in the mode “CCT+HSI Mode” (p. 11)
4	Color Rotation		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k
5	Shutter		Same as CH 8 in the mode “CCT+RGB Mode” (p. 10)

Mode XY Mode

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

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

CH	Function	DMX	Description
3	CIE Y (continued)	255	Max
4	Shutter		Same as CH 8 in the mode “CCT+RGB Mode” (p. 10)

Mode System FX Mode

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.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGB Mode” (p. 9)
2	Effects	0–9	Paparazzi II
		10–19	Lightning III
		20–29	TV III
		30–39	Fire III
		40–49	Faulty Bulb III
		50–59	Pulsing III
		60–69	Cop Car III
		70–79	Party Lights II
		80–89	Fireworks II
		90–255	Backup
3	Reserved 1	0–255	

CH 3–10: 8 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								

Mode Pixel FX Mode

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.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGB Mode” (p. 9)
2	Control	0–10	Play
		11–60	Pause
		61–120	Stop
		121–255	Backup
3	Effects	0–9	Color Fade
		10–19	Color Cycle
		20–29	One Pixel Chase
		30–39	Two Pixel Chase
		40–49	Three Pixel Chase
		50–59	Rainbow
		60–69	Pixel Fire
		70–255	Backup

CH	Function	DMX	Description
4	Reserved 1	0–255	

CH 4–36: 33 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	12	15
13	16	14	17	15	18	16	19	17	20	18	21
19	22	20	23	21	24	22	25	23	26	24	27
25	28	26	29	27	30	28	31	29	32	30	33
31	34	32	35	33	36						

Mode LE CCT+RGB Mode Pixel 4

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

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White

CH	Function	DMX	Description
4	Color XF 1 (continued)	1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max
8	Dimmer 2	0	Closed
		1–254	Closed ... open
		255	Open
9	Color Temperature 2	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
10	Tint 2		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
11	Color XF 2		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
12	Red 2	0	Min
		1–254	Min ... max
		255	Max
13	Green 2	0	Min
		1–254	Min ... max
		255	Max

CH	Function	DMX	Description
14	Blue 2	0	Min
		1–254	Min ... max
		255	Max
15	Dimmer 3	0	Closed
		1–254	Closed ... open
		255	Open
16	Color Temperature 3	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
17	Tint 3		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
18	Color XF 3		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
19	Red 3	0	Min
		1–254	Min ... max
		255	Max
20	Green 3	0	Min
		1–254	Min ... max
		255	Max
21	Blue 3	0	Min
		1–254	Min ... max
		255	Max
22	Dimmer 4	0	Closed
		1–254	Closed ... open
		255	Open
23	Color Temperature 4	0	2300
		1–31	2300 ... 3200

CH	Function	DMX	Description
23	Color Temperature 4 (continued)	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
24	Tint 4		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
25	Color XF 4		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
26	Red 4	0	Min
		1–254	Min ... max
		255	Max
27	Green 4	0	Min
		1–254	Min ... max
		255	Max
28	Blue 4	0	Min
		1–254	Min ... max
		255	Max

Mode LE RGB Mode Pixel 4

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 5 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 13 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 5 Dimmer 2 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Dimmer 3 255, CH 10 Red 3 255, CH 11 Green 3 255, CH 12 Blue 3 255, CH 13 Dimmer 4 255, CH 14 Red 4 255, CH 15 Green 4 255, CH 16 Blue 4 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
2	Red 1		Same as CH 5 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
3	Green 1		Same as CH 6 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
4	Blue 1		Same as CH 7 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
5	Dimmer 2		Same as CH 8 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)

CH	Function	DMX	Description
6	Red 2		Same as CH 12 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
7	Green 2		Same as CH 13 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
8	Blue 2		Same as CH 14 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
9	Dimmer 3		Same as CH 15 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
10	Red 3		Same as CH 19 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
11	Green 3		Same as CH 20 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
12	Blue 3		Same as CH 21 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
13	Dimmer 4		Same as CH 22 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
14	Red 4		Same as CH 26 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
15	Green 4		Same as CH 27 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
16	Blue 4		Same as CH 28 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)

Mode LE HSI Mode Pixel 4

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 5 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 13 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Dimmer 2 255, CH 9 Dimmer 3 255, CH 13 Dimmer 4 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT

CH	Function	DMX	Description
4	Color Rotation 1 (continued)	0–10	6500k
		11–255	2300k-10000k
5	Dimmer 2		Same as CH 8 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
6	Hue 2	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
7	Saturation 2	0	Min
		1–254	Min ... max
		255	Max
8	Color Rotation 2		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k
9	Dimmer 3		Same as CH 15 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
10	Hue 3	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
11	Saturation 3	0	Min
		1–254	Min ... max
		255	Max
12	Color Rotation 3		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k
13	Dimmer 4		Same as CH 22 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)

CH	Function	DMX	Description
14	Hue 4	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
15	Saturation 4	0	Min
		1–254	Min ... max
		255	Max
16	Color Rotation 4		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

Mode LE CCT+RGB Mode Pixel 6

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 8 Dimmer 2 above 0; CH 15 Dimmer 3 above 0; CH 22 Dimmer 4 above 0; CH 29 Dimmer 5 above 0; CH 36 Dimmer 6 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Color Temperature 1 255, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Dimmer 2 255, CH 9 Color Temperature 2 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 Dimmer 3 255, CH 16 Color Temperature 3 255, CH 19 Red 3 255, CH 20 Green 3 255, CH 21 Blue 3 255, CH 22 Dimmer 4 255, CH 23 Color Temperature 4 255, CH 26 Red 4 255, CH 27 Green 4 255, CH 28 Blue 4 255, CH 29 Dimmer 5 255, CH 30 Color Temperature 5 255, CH 33 Red 5 255, CH 34 Green 5 255, CH 35 Blue 5 255, CH 36 Dimmer 6 255, CH 37 Color Temperature 6 255, CH 40 Red 6 255, CH 41 Green 6 255, CH 42 Blue 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
2	Color Temperature 1		Same as CH 2 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
3	Tint 1		Same as CH 3 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
4	Color XF 1		Same as CH 4 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
5	Red 1		Same as CH 5 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
6	Green 1		Same as CH 6 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
7	Blue 1		Same as CH 7 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
8	Dimmer 2		Same as CH 8 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
9	Color Temperature 2		Same as CH 9 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
10	Tint 2		Same as CH 10 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
11	Color XF 2		Same as CH 11 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)

CH	Function	DMX	Description
12	Red 2		Same as CH 12 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
13	Green 2		Same as CH 13 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
14	Blue 2		Same as CH 14 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
15	Dimmer 3		Same as CH 15 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
16	Color Temperature 3		Same as CH 16 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
17	Tint 3		Same as CH 17 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
18	Color XF 3		Same as CH 18 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
19	Red 3		Same as CH 19 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
20	Green 3		Same as CH 20 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
21	Blue 3		Same as CH 21 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
22	Dimmer 4		Same as CH 22 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
23	Color Temperature 4		Same as CH 23 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
24	Tint 4		Same as CH 24 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
25	Color XF 4		Same as CH 25 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
26	Red 4		Same as CH 26 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
27	Green 4		Same as CH 27 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
28	Blue 4		Same as CH 28 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
29	Dimmer 5	0	Closed
		1–254	Closed … open
		255	Open
30	Color Temperature 5	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

CH	Function	DMX	Description
30	Color Temperature 5 (continued)	255	10000
31	Tint 5		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
32	Color XF 5		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
33	Red 5	0	Min
		1–254	Min ... max
		255	Max
34	Green 5	0	Min
		1–254	Min ... max
		255	Max
35	Blue 5	0	Min
		1–254	Min ... max
		255	Max
36	Dimmer 6	0	Closed
		1–254	Closed ... open
		255	Open
37	Color Temperature 6	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
38	Tint 6		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green

CH	Function	DMX	Description
39	Color XF 6		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
40	Red 6	0	Min
		1–254	Min ... max
		255	Max
41	Green 6	0	Min
		1–254	Min ... max
		255	Max
42	Blue 6	0	Min
		1–254	Min ... max
		255	Max

Mode LE RGB Mode Pixel 6

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

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
2	Red 1		Same as CH 5 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
3	Green 1		Same as CH 6 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
4	Blue 1		Same as CH 7 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
5	Dimmer 2		Same as CH 8 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
6	Red 2		Same as CH 12 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
7	Green 2		Same as CH 13 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
8	Blue 2		Same as CH 14 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
9	Dimmer 3		Same as CH 15 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
10	Red 3		Same as CH 19 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
11	Green 3		Same as CH 20 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
12	Blue 3		Same as CH 21 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
13	Dimmer 4		Same as CH 22 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)

CH	Function	DMX	Description
14	Red 4		Same as CH 26 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
15	Green 4		Same as CH 27 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
16	Blue 4		Same as CH 28 in the mode “LE CCT+RGB Mode Pixel 4” (p. 16)
17	Dimmer 5		Same as CH 29 in the mode “LE CCT+RGB Mode Pixel 6” (p. 20)
18	Red 5		Same as CH 33 in the mode “LE CCT+RGB Mode Pixel 6” (p. 21)
19	Green 5		Same as CH 34 in the mode “LE CCT+RGB Mode Pixel 6” (p. 21)
20	Blue 5		Same as CH 35 in the mode “LE CCT+RGB Mode Pixel 6” (p. 21)
21	Dimmer 6		Same as CH 36 in the mode “LE CCT+RGB Mode Pixel 6” (p. 21)
22	Red 6		Same as CH 40 in the mode “LE CCT+RGB Mode Pixel 6” (p. 22)
23	Green 6		Same as CH 41 in the mode “LE CCT+RGB Mode Pixel 6” (p. 22)
24	Blue 6		Same as CH 42 in the mode “LE CCT+RGB Mode Pixel 6” (p. 22)

Mode LE HSI Mode Pixel 6

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 5 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 13 Dimmer 4 above 0; CH 17 Dimmer 5 above 0; CH 21 Dimmer 6 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Dimmer 2 255, CH 9 Dimmer 3 255, CH 13 Dimmer 4 255, CH 17 Dimmer 5 255, CH 21 Dimmer 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “LE CCT+RGB Mode Pixel 4” (p. 13)
2	Hue 1		Same as CH 2 in the mode “LE HSI Mode Pixel 4” (p. 17)
3	Saturation 1		Same as CH 3 in the mode “LE HSI Mode Pixel 4” (p. 17)
4	Color Rotation 1		Same as CH 4 in the mode “LE HSI Mode Pixel 4” (p. 17)
5	Dimmer 2		Same as CH 8 in the mode “LE CCT+RGB Mode Pixel 4” (p. 14)
6	Hue 2		Same as CH 6 in the mode “LE HSI Mode Pixel 4” (p. 18)
7	Saturation 2		Same as CH 7 in the mode “LE HSI Mode Pixel 4” (p. 18)
8	Color Rotation 2		Same as CH 8 in the mode “LE HSI Mode Pixel 4” (p. 18)
9	Dimmer 3		Same as CH 15 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
10	Hue 3		Same as CH 10 in the mode “LE HSI Mode Pixel 4” (p. 18)
11	Saturation 3		Same as CH 11 in the mode “LE HSI Mode Pixel 4” (p. 18)
12	Color Rotation 3		Same as CH 12 in the mode “LE HSI Mode Pixel 4” (p. 18)
13	Dimmer 4		Same as CH 22 in the mode “LE CCT+RGB Mode Pixel 4” (p. 15)
14	Hue 4		Same as CH 14 in the mode “LE HSI Mode Pixel 4” (p. 19)

CH	Function	DMX	Description
15	Saturation 4		Same as CH 15 in the mode “LE HSI Mode Pixel 4” (p. 19)
16	Color Rotation 4		Same as CH 16 in the mode “LE HSI Mode Pixel 4” (p. 19)
17	Dimmer 5		Same as CH 29 in the mode “LE CCT+RGB Mode Pixel 6” (p. 20)
18	Hue 5	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
19	Saturation 5	0	Min
		1–254	Min ... max
		255	Max
20	Color Rotation 5		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k
21	Dimmer 6		Same as CH 36 in the mode “LE CCT+RGB Mode Pixel 6” (p. 21)
22	Hue 6	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
23	Saturation 6	0	Min
		1–254	Min ... max
		255	Max
24	Color Rotation 6		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

Mode LE CCT+RGB Mode Pixel 8

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 8 cells), CH 2 Color Temperature 255 (the same in each of the 8 cells), CH 5 Red 255 (the same in each of the 8 cells), CH 6 Green 255 (the same in each of the 8 cells), CH 7 Blue 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–56: 8 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56

Mode LE RGB Mode Pixel 8

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 8 cells), CH 2 Red 255 (the same in each of the 8 cells), CH 3 Green 255 (the same in each of the 8 cells), CH 4 Blue 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Red 1	0	Min
		1–254	Min ... max
		255	Max
3	Green 1	0	Min
		1–254	Min ... max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–32: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Red	Green	Blue	Cell	Dimmer	Red	Green	Blue
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32

Mode LE HSI Mode Pixel 8

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open

CH	Function	DMX	Description
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–32: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32

Mode LE CCT+RGB Mode Pixel 12

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 12 cells), CH 2 Color Temperature 255 (the same in each of the 12 cells), CH 5 Red 255 (the same in each of the 12 cells), CH 6 Green 255 (the same in each of the 12 cells), CH 7 Blue 255 (the same in each of the 12 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	0	2300
		1–31	2300 ... 3200
		32	3200
		33–67	3200 ... 4300
		68	4300
		69–110	4300 ... 5600

CH	Function	DMX	Description
2	Color Temperature 1 (continued)	111	5600
		112–140	5600 … 6500
		141	6500
		142–254	6500 … 10000
		255	10000
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White … RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min … max
		255	Max
6	Green 1	0	Min
		1–254	Min … max
		255	Max
7	Blue 1	0	Min
		1–254	Min … max
		255	Max

CH 1–84: 12 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84

Mode LE RGB Mode Pixel 12

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 12 cells), CH 2 Red 255 (the same in each of the 12 cells), CH 3 Green 255 (the same in each of the 12 cells), CH 4 Blue 255 (the same in each of the 12 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Red 1	0	Min
		1–254	Min ... max
		255	Max
3	Green 1	0	Min
		1–254	Min ... max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–48: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Red	Green	Blue	Cell	Dimmer	Red	Green	Blue
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48

Mode LE HSI Mode Pixel 12

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 12 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Hue 1	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

CH	Function	DMX	Description
2	Hue 1 (continued)	170	240deg-Blue
		171–211	240deg-Blue ... 300deg
		212	300deg
		213–255	HSB_Hue
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–48: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48

Mode LE CCT+RGB Mode Pixel 16

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 16 cells), CH 2 Color Temperature 255 (the same in each of the 16 cells), CH 5 Red 255 (the same in each of the 16 cells), CH 6 Green 255 (the same in each of the 16 cells), CH 7 Blue 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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
3	Tint 1		G/M

CH	Function	DMX	Description
3	Tint 1 (continued)	0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–112: 16 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84
13	85	86	87	88	89	90	91
14	92	93	94	95	96	97	98
15	99	100	101	102	103	104	105
16	106	107	108	109	110	111	112

Mode LE RGB Mode Pixel 16

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH

1 Dimmer 255 (the same in each of the 16 cells), CH 2 Red 255 (the same in each of the 16 cells), CH 3 Green 255 (the same in each of the 16 cells), CH 4 Blue 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Red 1	0	Min
		1–254	Min ... max
		255	Max
3	Green 1	0	Min
		1–254	Min ... max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode LE HSI Mode Pixel 16

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Hue 1	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

CH	Function	DMX	Description
2	Hue 1 (continued)	170	240deg-Blue
		171–211	240deg-Blue ... 300deg
		212	300deg
		213–255	HSB_Hue
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64

Mode LE CCT+RGB Mode Pixel 24

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 2 Color Temperature 255 (the same in each of the 24 cells), CH 5 Red 255 (the same in each of the 24 cells), CH 6 Green 255 (the same in each of the 24 cells), CH 7 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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

CH	Function	DMX	Description
2	Color Temperature 1 (continued)	255	10000
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–168: 24 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84
13	85	86	87	88	89	90	91
14	92	93	94	95	96	97	98
15	99	100	101	102	103	104	105
16	106	107	108	109	110	111	112
17	113	114	115	116	117	118	119
18	120	121	122	123	124	125	126

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
19	127	128	129	130	131	132	133
20	134	135	136	137	138	139	140
21	141	142	143	144	145	146	147
22	148	149	150	151	152	153	154
23	155	156	157	158	159	160	161
24	162	163	164	165	166	167	168

Mode LE RGB Mode Pixel 24

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 2 Red 255 (the same in each of the 24 cells), CH 3 Green 255 (the same in each of the 24 cells), CH 4 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Red 1	0	Min
		1–254	Min ... max
		255	Max
3	Green 1	0	Min
		1–254	Min ... max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–96: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Red	Green	Blue	Cell	Dimmer	Red	Green	Blue
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96

Mode LE HSI Mode Pixel 24

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–96: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96

Mode LE CCT+RGB Mode Pixel 48

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

(the same in each of the 48 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 48 cells), CH 2 Color Temperature 255 (the same in each of the 48 cells), CH 5 Red 255 (the same in each of the 48 cells), CH 6 Green 255 (the same in each of the 48 cells), CH 7 Blue 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–336: 48 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84
13	85	86	87	88	89	90	91
14	92	93	94	95	96	97	98
15	99	100	101	102	103	104	105
16	106	107	108	109	110	111	112
17	113	114	115	116	117	118	119
18	120	121	122	123	124	125	126
19	127	128	129	130	131	132	133
20	134	135	136	137	138	139	140
21	141	142	143	144	145	146	147
22	148	149	150	151	152	153	154
23	155	156	157	158	159	160	161
24	162	163	164	165	166	167	168
25	169	170	171	172	173	174	175
26	176	177	178	179	180	181	182
27	183	184	185	186	187	188	189
28	190	191	192	193	194	195	196
29	197	198	199	200	201	202	203
30	204	205	206	207	208	209	210
31	211	212	213	214	215	216	217
32	218	219	220	221	222	223	224
33	225	226	227	228	229	230	231
34	232	233	234	235	236	237	238
35	239	240	241	242	243	244	245
36	246	247	248	249	250	251	252
37	253	254	255	256	257	258	259
38	260	261	262	263	264	265	266
39	267	268	269	270	271	272	273
40	274	275	276	277	278	279	280
41	281	282	283	284	285	286	287
42	288	289	290	291	292	293	294
43	295	296	297	298	299	300	301

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
44	302	303	304	305	306	307	308
45	309	310	311	312	313	314	315
46	316	317	318	319	320	321	322
47	323	324	325	326	327	328	329
48	330	331	332	333	334	335	336

Mode LE RGB Mode Pixel 48

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 48 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 48 cells), CH 2 Red 255 (the same in each of the 48 cells), CH 3 Green 255 (the same in each of the 48 cells), CH 4 Blue 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Red 1	0	Min
		1–254	Min ... max
		255	Max
3	Green 1	0	Min
		1–254	Min ... max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–192: 48 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Red	Green	Blue	Cell	Dimmer	Red	Green	Blue
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120

Cell	Dimmer	Red	Green	Blue	Cell	Dimmer	Red	Green	Blue
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192

Mode LE HSI Mode Pixel 48

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 48 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–192: 48 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192

Mode LE CCT+RGB Mode Pixel 32

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 32 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 32 cells), CH 2 Color Temperature 255 (the same in each of the 32 cells), CH 5 Red 255 (the same in each of the 32 cells), CH 6 Green 255 (the same in each of the 32 cells), CH 7 Blue 255 (the same in each of the 32 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature 1	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

CH	Function	DMX	Description
3	Tint 1		G/M
		0–10	No Effect
		11–20	Full Minus Green
		21–119	- 99% - - 1%
		120–145	No Effect
		146–244	1% - 99%
		245–255	Full Plus Green
4	Color XF 1		White/RGB
		0	White
		1–254	White ... RGB
		255	RGB
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–224: 32 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84
13	85	86	87	88	89	90	91
14	92	93	94	95	96	97	98
15	99	100	101	102	103	104	105
16	106	107	108	109	110	111	112
17	113	114	115	116	117	118	119
18	120	121	122	123	124	125	126
19	127	128	129	130	131	132	133

Cell	Dimmer	Color Temperature	Tint	Color XF	Red	Green	Blue
20	134	135	136	137	138	139	140
21	141	142	143	144	145	146	147
22	148	149	150	151	152	153	154
23	155	156	157	158	159	160	161
24	162	163	164	165	166	167	168
25	169	170	171	172	173	174	175
26	176	177	178	179	180	181	182
27	183	184	185	186	187	188	189
28	190	191	192	193	194	195	196
29	197	198	199	200	201	202	203
30	204	205	206	207	208	209	210
31	211	212	213	214	215	216	217
32	218	219	220	221	222	223	224

Mode LE HSI Mode Pixel 32

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 32 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 32 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed … open
		255	Open
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min … max
		255	Max
4	Color Rotation 1		HSI Base CCT
		0–10	6500k
		11–255	2300k-10000k

CH 1–128: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128

Mode LE RGB Mode Pixel 32

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 32 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 32 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Hue 1	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
3	Saturation 1	0	Min
		1–254	Min ... max
		255	Max
4	Color Rotation 1		HSI Base CCT

CH	Function	DMX	Description
4	Color Rotation 1 (continued)	0–10	6500k
		11–255	2300k-10000k

CH 1–128: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Dimmer	Hue	Saturation	Color Rotation	Cell	Dimmer	Hue	Saturation	Color Rotation
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128

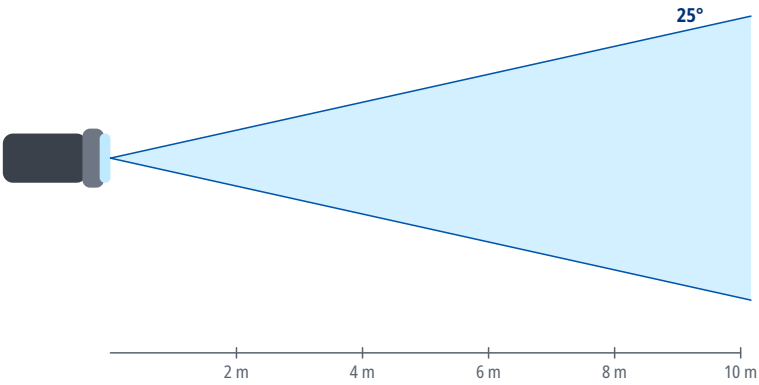
9 Technical specifications

Parameter	Value
Light source	discharge lamp
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2300–10000 K
Strobe frequency	1–25 Hz

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.

Problem	Remedy
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.