DMX REFERENCE

Ostar Eye K18

Artfox



Manufacturer	Artfox
GDTF file	Artfox_Ostar_Eye_K18_107784.gdtf
GDTF revision	Final-GDTF-16082025_1627 · 2025-08-16
Generated	2026-11-23

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1 About this manual

This document describes the Ostar Eye K18 by Artfox. It was compiled from the GDTF file Artfox_Ostar_Eye_K18_107784.gdtf from the GDTF-Share library.

File revision: “Final-GDTF-16082025_1627”.

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 Artfox; 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
Standard 20 CH	20	25	1, 21, 41, 61, ...
Zones 40 CH	40	12	1, 41, 81, 121, ...

No light? Check these channels

- Standard 20 CH: CH 6 Shutter at 0–1 “OPEN”
- Zones 40 CH: CH 6 Shutter at 0–1 “OPEN”



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.

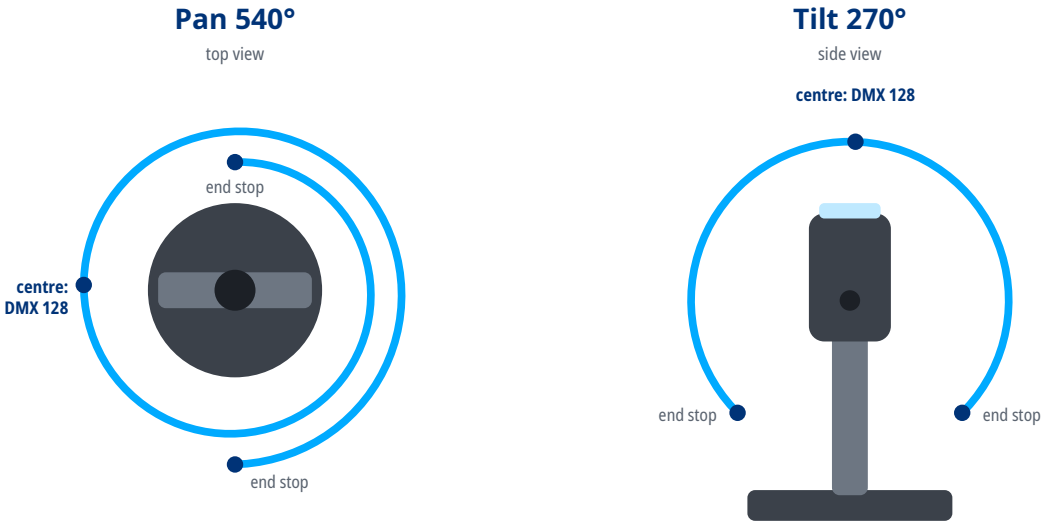
⚠ CAUTION

- 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.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 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.

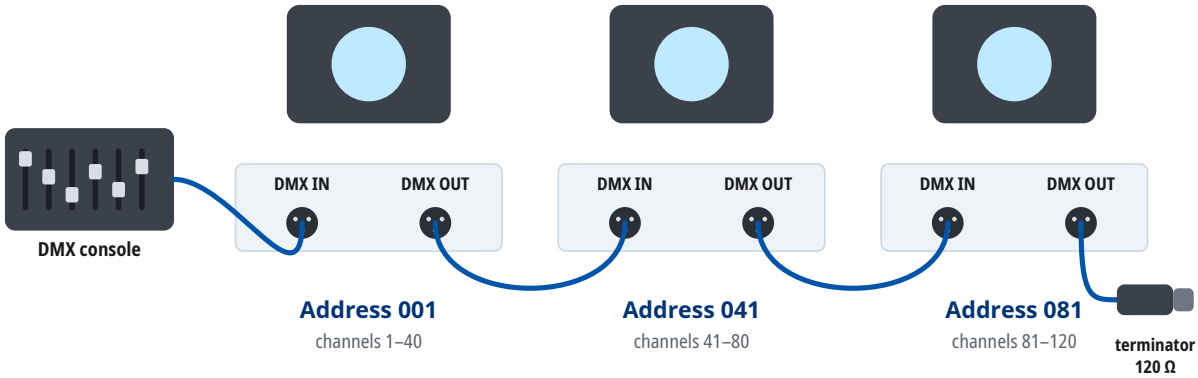
6 Connections

- 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 Zones 40 CH: every unit occupies 40 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.

7 Operation

Setting the DMX address

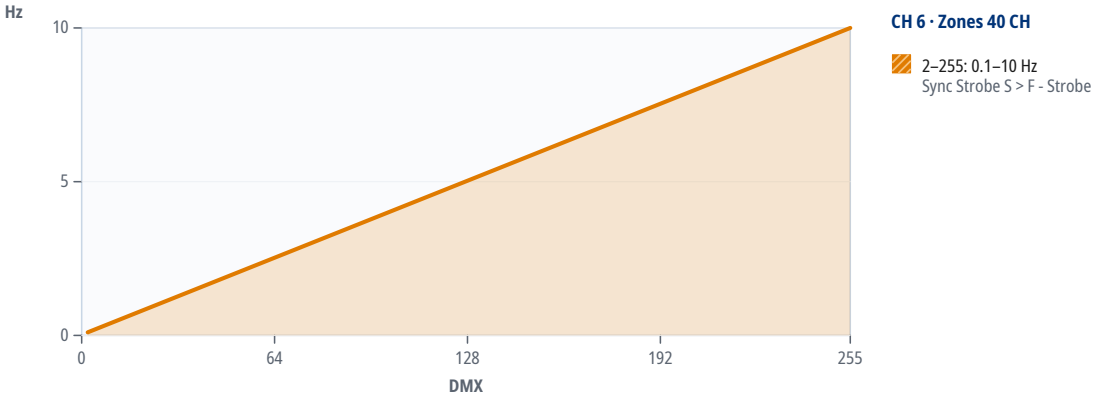
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Zones 40 CH”: 40.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Zones 40 CH”, you can use, for example, the start addresses 1, 41, 81, 121.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

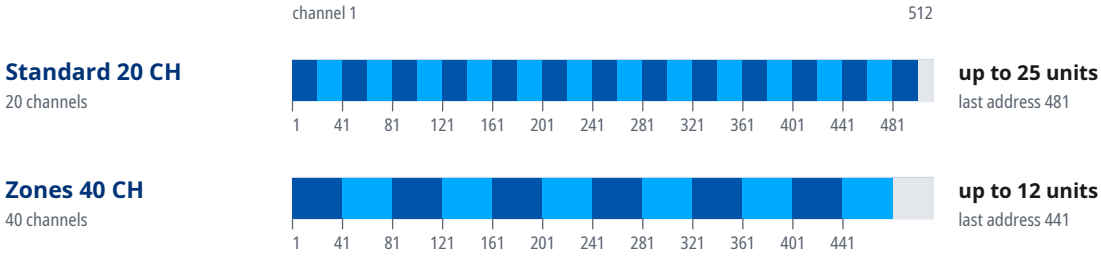
	Standard 20 CH 20 channels	Zones 40 CH 40 channels
Pan / Tilt	1, 3	1, 3
Dimmer	7	7
Shutter / strobe	6	6
Color mixing	10–13	10–33
Color wheel	14, 15	34, 35
Zoom	9	9
Effects / macros	17–19	37–39

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Zones 40 CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	201	11	401	16	U2 · 121
2	41	7	241	12	441	17	U2 · 161
3	81	8	281	13	U2 · 1	18	U2 · 201
4	121	9	321	14	U2 · 41	19	U2 · 241
5	161	10	361	15	U2 · 81	20	U2 · 281

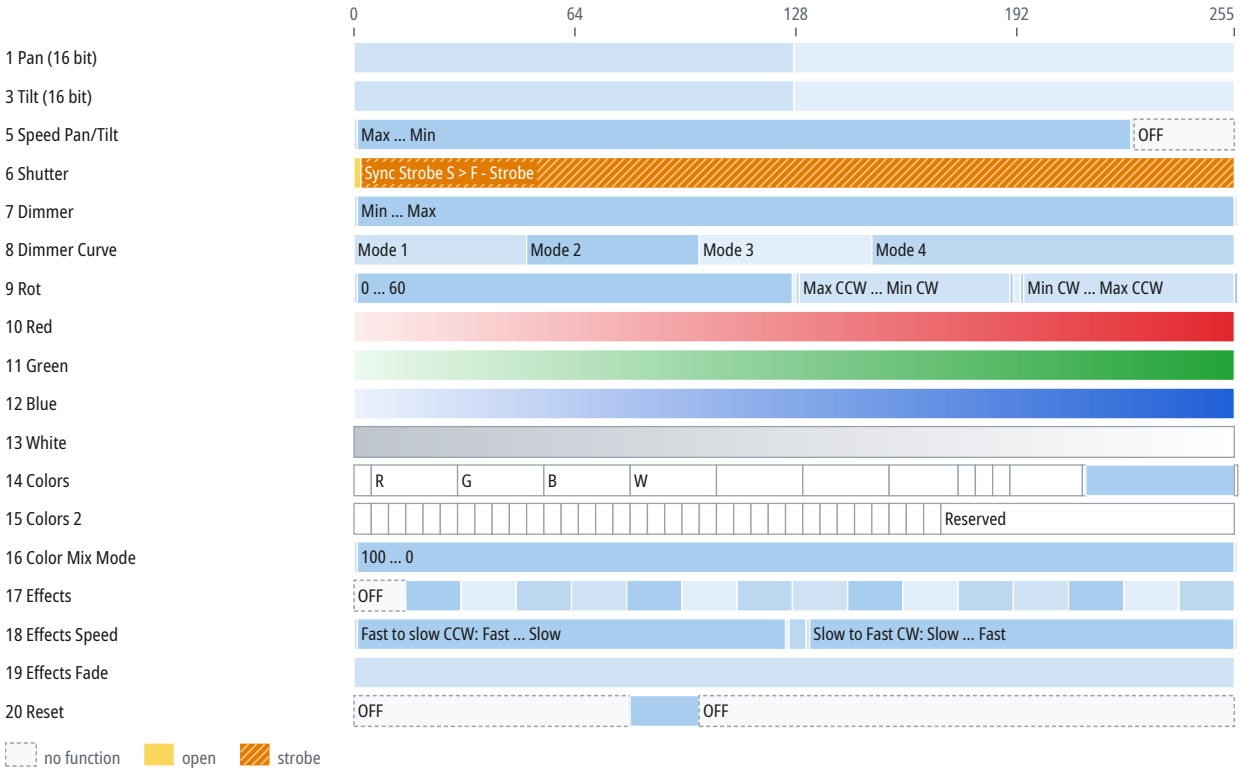
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard 20 CH

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 6 Shutter at 0–1 “OPEN”. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 1, CH 7 Dimmer 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 White 255, CH 14 Colors 0, CH 15 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	PAN
		127	Center
		128–255	PAN
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	TILT
		127	Center
		128–255	TILT
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Max
		1–224	Max ... Min
		225	Min
		226–255	OFF
6	Shutter	0–1	Shutter Open: OPEN
		2–255	Sync Strobe S > F - Strobe (0.1–10 Hz)

CH	Function	DMX	Description
7	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
8	Dimmer Curve	0–49	Mode 1
		50–99	Mode 2
		100–149	Mode 3
		150–255	Mode 4
9	Rot	0	0
		1–126	0 ... 60
		127	60
		128	Rot CCW: Max CCW
		129–189	Max CCW ... Min CW
		190	Rot CCW: Min CW
		191–192	Stop
		193	Rot CW: Min CW
		194–254	Min CW ... Max CCW
		255	Rot CW: Max CCW
10	Red	0–255	
11	Green	0–255	
12	Blue	0–255	
13	White	0–255	
14	Colors	0–4	Open
		5–29	R
		30–54	G
		55–79	B
		80–104	W
		105–129	Rainbow Colours 1
		130–154	Rainbow Colours 2
		155–174	Rainbow Colours 3
		175–179	Rainbow Colours 4
		180–184	Rainbow Colours 5
		185–189	Rainbow Colours 6
		190–210	Rainbow Colours 7
		211	X-Fade colours slow
		212–254	X-Fade colours slow ... X-Fade colours fast
		255	X-Fade colours fast
15	Colors 2	0–4	Open
		5–9	White 1
		10–14	White 2
		15–19	White 3
		20–24	White 4
		25–29	White 5

CH	Function	DMX	Description
15	Colors 2 (continued)	30–34	White 7
		35–39	Color 1
		40–44	Color 2
		45–49	Color 3
		50–54	Color 4
		55–59	Color 5
		60–64	Color 6
		65–69	Color 7
		70–74	Color 8
		75–79	Color 9
		80–84	Color 10
		85–89	Color 11
		90–94	Color 12
		95–99	Color 13
		100–104	Color 14
		105–109	Color 15
		110–114	Color 16
		115–119	Color 17
		120–124	Color 18
		125–129	Color 19
		130–134	Color 20
		135–139	Color 21
		140–144	Color 22
		145–149	Color 23
		150–154	Color 24
		155–159	Color 25
		160–164	Color 26
		165–169	Color 27
		170–255	Reserved
16	Color Mix Mode		Color Wheels Dimmer
		0	100
		1–254	100 … 0
		255	0
17	Effects	0–14	OFF
		15–30	Pattern 1
		31–46	Pattern 2
		47–62	Pattern 3
		63–78	Pattern 4
		79–94	Pattern 5
		95–110	Pattern 6
		111–126	Pattern 7
		127–142	Pattern 8

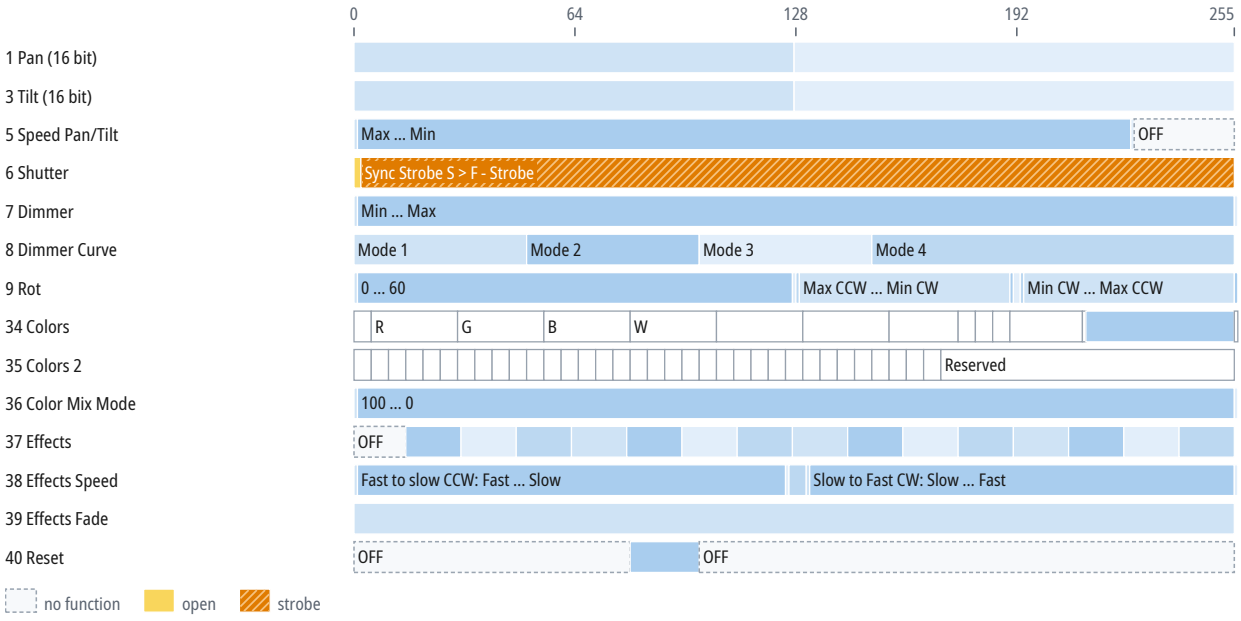
CH	Function	DMX	Description
17	Effects (continued)	143–158	Pattern 9
		159–174	Pattern 10
		175–190	Pattern 11
		191–206	Pattern 12
		207–222	Pattern 13
		223–238	Pattern 14
		239–255	Pattern 15
18	Effects Speed	0	Fast to slow CCW: Fast
		1–124	Fast to slow CCW: Fast ... Slow
		125	Fast to slow CCW: Slow
		126–130	Stop
		131	Slow to Fast CW: Slow
		132–254	Slow to Fast CW: Slow ... Fast
		255	Slow to Fast CW: Fast
19	Effects Fade	0–255	
20	Reset	0–79	OFF
		80–99	Reset all Motors
		100–255	OFF

Mode Zones 40 CH

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 6 Shutter at 0–1 “OPEN”. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 1, CH 7 Dimmer 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255, CH 14 Red 2 255, CH 15 Green 2 255, CH 16 Blue 2 255, CH 17 White 2 255, CH 18 Red 3 255, CH 19 Green 3 255, CH 20 Blue 3 255, CH 21 White 3 255, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 White 4 255, CH 26 Red 5 255, CH 27 Green 5 255, CH 28 Blue 5 255, CH 29 White 5 255, CH 30 Red 6 255, CH 31 Green 6 255, CH 32 Blue 6 255, CH 33 White 6 255, CH 34 Colors 0, CH 35 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard 20 CH” (p. 8)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard 20 CH” (p. 8)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Standard 20 CH” (p. 8)
6	Shutter		Same as CH 6 in the mode “Standard 20 CH” (p. 8)
7	Dimmer		Same as CH 7 in the mode “Standard 20 CH” (p. 9)
8	Dimmer Curve		Same as CH 8 in the mode “Standard 20 CH” (p. 9)
9	Rot		Same as CH 9 in the mode “Standard 20 CH” (p. 9)
10	Red 1	0–255	
11	Green 1	0–255	
12	Blue 1	0–255	
13	White 1	0–255	
14	Red 2	0–255	
15	Green 2	0–255	
16	Blue 2	0–255	

CH	Function	DMX	Description
17	White 2	0–255	
18	Red 3	0–255	
19	Green 3	0–255	
20	Blue 3	0–255	
21	White 3	0–255	
22	Red 4	0–255	
23	Green 4	0–255	
24	Blue 4	0–255	
25	White 4	0–255	
26	Red 5	0–255	
27	Green 5	0–255	
28	Blue 5	0–255	
29	White 5	0–255	
30	Red 6	0–255	
31	Green 6	0–255	
32	Blue 6	0–255	
33	White 6	0–255	
34	Colors		Same as CH 14 in the mode “Standard 20 CH” (p. 9)
35	Colors 2		Same as CH 15 in the mode “Standard 20 CH” (p. 9)
36	Color Mix Mode		Same as CH 16 in the mode “Standard 20 CH” (p. 10)
37	Effects		Same as CH 17 in the mode “Standard 20 CH” (p. 10)
38	Effects Speed		Same as CH 18 in the mode “Standard 20 CH” (p. 11)
39	Effects Fade	0–255	
40	Reset		Same as CH 20 in the mode “Standard 20 CH” (p. 11)

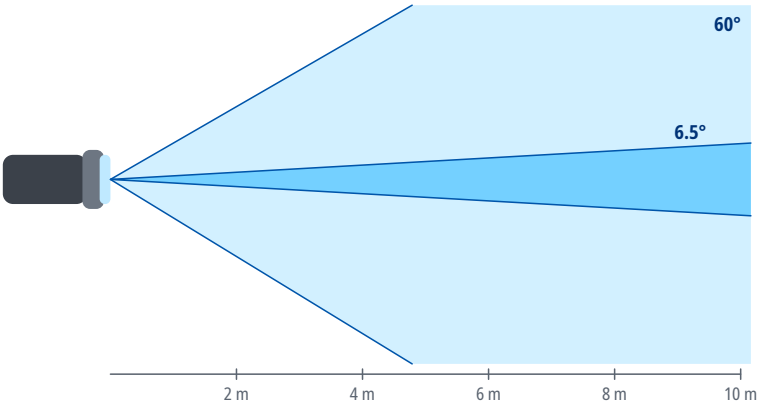
10 Technical specifications

Parameter	Value
Light source	LED
Pan	540°
Tilt	270°
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–10 Hz

Spot diameter



Distance	Ø 6.5°	Ø 60°
2 m	0.23 m	2.3 m
4 m	0.45 m	4.6 m
6 m	0.68 m	6.9 m
8 m	0.91 m	9.2 m
10 m	1.1 m	11.5 m
15 m	1.7 m	17.3 m

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

11 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.

12 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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 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.