DMX REFERENCE

AX 2-50 PIXELBAR

AX 2-50

Astera LED Technology



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1 About this manual

This document describes the AX 2-50 by Astera LED Technology. It was compiled from the GDTF file Astera_LED_Technology_AX_2-50_PIXELBAR_23084.gdtf from the GDTF-Share library.

File revision: “1.20 with picture”.

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 Astera LED Technology; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	4.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - 1Pix RGB Strob OFF	3	170	1, 4, 7, 10, ...
Mode 2 - 1Pix RGBW Strob OFF	4	128	1, 5, 9, 13, ...
Mode 8 - 1Pix RGBS	4	128	1, 5, 9, 13, ...
Mode 9 - 1Pix RGBWS	5	102	1, 6, 11, 16, ...
Mode 94 - 1Pix D CCT GM CRO RGB S	8	64	1, 9, 17, 25, ...
Mode 66 - 4Pix RGB Strob OFF	12	42	1, 13, 25, 37, ...
Mode 67 - 4Pix RGBW Strob OFF	16	32	1, 17, 33, 49, ...
Mode 81 - 4Pix RGBS	16	32	1, 17, 33, 49, ...
Mode 83 - 4Pix RGBWS	20	25	1, 21, 41, 61, ...
Mode 133 - 4Pix D CCT GM CRO RGB S	32	16	1, 33, 65, 97, ...
Mode 42 - 8Pix RGB Strob OFF	24	21	1, 25, 49, 73, ...
Mode 43 - 8Pix RGBW Strob OFF	32	16	1, 33, 65, 97, ...
Mode 57 - 8Pix RGBS	32	16	1, 33, 65, 97, ...
Mode 59 - 8Pix RGBWS	40	12	1, 41, 81, 121, ...
Mode 120 - 8Pix D CCT GM CRO RGB S	64	8	1, 65, 129, 193, ...



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Installation

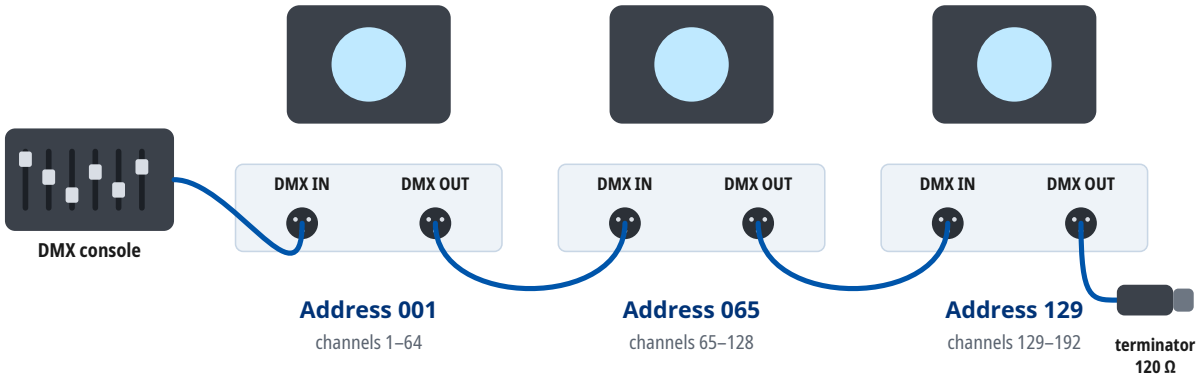
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 4.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 120 - 8Pix D CCT GM CRO RGB S: every unit occupies 64 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

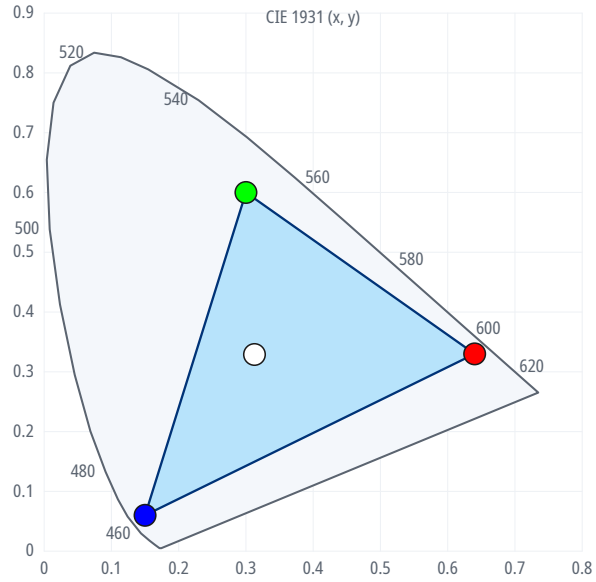
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 120 - 8Pix D CCT GM CRO RGB S”: 64.
- Choose start addresses so that the channels of individual devices do not overlap 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 “Mode 120 - 8Pix D CCT GM CRO RGB S”, you can use, for example, the start addresses 1, 65, 129, 193.
- 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

	Mode 1 - 1Pix RGB Strob OFF 3 channels	Mode 2 - 1Pix RGBW Strob OFF 4 channels	Mode 8 - 1Pix RGBS 4 channels	Mode 9 - 1Pix RGBWS 5 channels	Mode 94 - 1Pix D CCT GM CRO RGB S 8 channels	Mode 66 - 4Pix RGB Strob OFF 12 channels	Mode 67 - 4Pix RGBW Strob OFF 16 channels	Mode 81 - 4Pix RGBS 16 channels
Dimmer	✓	✓	✓	✓	1	✓	✓	✓
Shutter / strobe			4	5	8			12 channels (4–28)
Color mixing	1–3	1–4	1–3	1–4	5–7	1–19, 25–27	1–20, 25–28	1–19, 25–27
Color temperature					2			

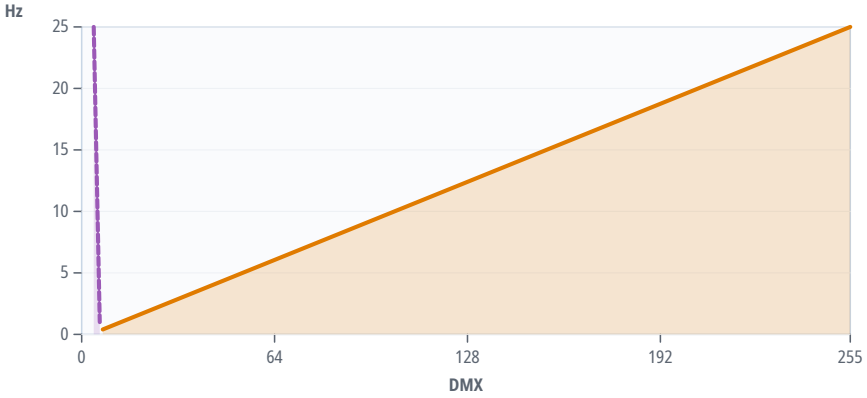
LED colors and the colors they mix



LED	x	y
R	0.640	0.330
G	0.300	0.600
B	0.150	0.060
W	0.313	0.329

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

Strobe rate



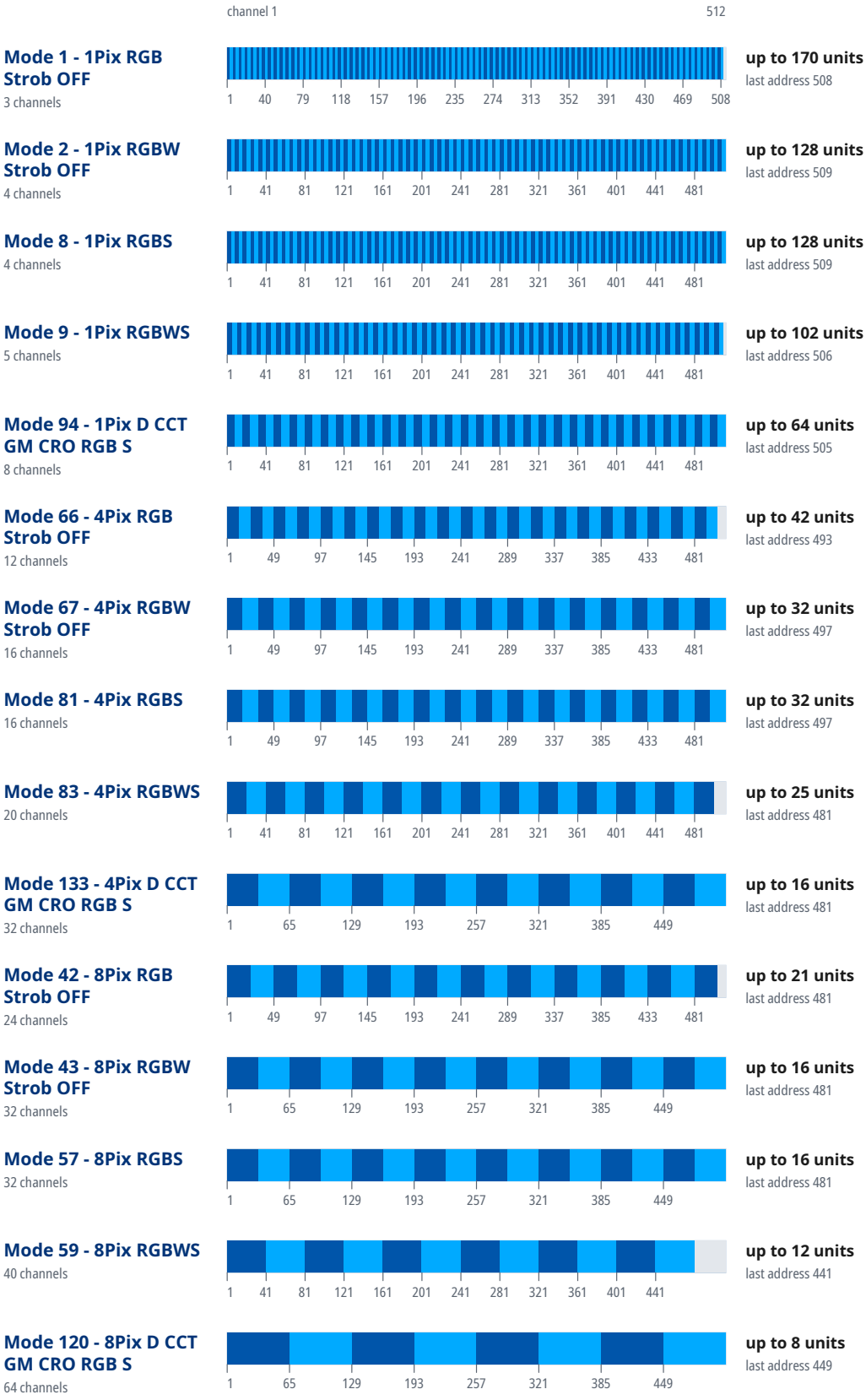
CH 8 · Mode 94 - 1Pix D CCT GM CRO RGB S

4–6: 25–1 Hz
Random Strobe

7–255: 0.4–25 Hz
Strobe

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 120 - 8Pix D CCT GM CRO RGB S”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	321	11	U2 · 129	16	U2 · 449
2	65	7	385	12	U2 · 193	17	U3 · 1
3	129	8	449	13	U2 · 257	18	U3 · 65
4	193	9	U2 · 1	14	U2 · 321	19	U3 · 129
5	257	10	U2 · 65	15	U2 · 385	20	U3 · 193

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 1 - 1Pix RGB Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	

Mode 2 - 1Pix RGBW Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	

Mode 8 - 1Pix RGBS

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

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	Shutter	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe

Mode 9 - 1Pix RGBWS

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

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Shutter		Same as CH 4 in the mode “Mode 8 - 1Pix RGBS” (p. 9)

Mode 94 - 1Pix D CCT GM CRO RGB S

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Shutter at 0–3 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 4294967295, CH 4 color XF 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 Shutter 0.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K
		121–254	5600K ... 9910 K
		255	9910 K
3	Tint	0–4	No Effect
		5	Full Minus G
		6–127	Minus G
		128	Neutral
		129–254	Plus G
		255	Full Plus G
4	color XF		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	Shutter		Same as CH 4 in the mode “Mode 8 - 1Pix RGBS” (p. 9)

Mode 66 - 4Pix RGB Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Red 2	0–255	
5	Green 2	0–255	
6	Blue 2	0–255	
7	Red 3	0–255	
8	Green 3	0–255	
9	Blue 3	0–255	
10	Red 4	0–255	
11	Green 4	0–255	
12	Blue 4	0–255	

Mode 67 - 4Pix RGBW Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 White 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 White 4 255.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	
5	Red 2	0–255	
6	Green 2	0–255	
7	Blue 2	0–255	
8	White 2	0–255	
9	Red 3	0–255	
10	Green 3	0–255	
11	Blue 3	0–255	
12	White 3	0–255	
13	Red 4	0–255	
14	Green 4	0–255	
15	Blue 4	0–255	
16	White 4	0–255	

Mode 81 - 4Pix RGBS

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

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Shutter 1	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe
5	Red 2	0–255	
6	Green 2	0–255	
7	Blue 2	0–255	
8	Shutter 2	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe
9	Red 3	0–255	
10	Green 3	0–255	
11	Blue 3	0–255	
12	Shutter 3	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe

CH	Function	DMX	Description
12	Shutter 3 (continued)	255	Max Strobe
13	Red 4	0–255	
14	Green 4	0–255	
15	Blue 4	0–255	
16	Shutter 4	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe

Mode 83 - 4Pix RGBWS

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

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	
5	Shutter 1		Same as CH 4 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
6	Red 2	0–255	
7	Green 2	0–255	
8	Blue 2	0–255	
9	White 2	0–255	
10	Shutter 2		Same as CH 8 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
11	Red 3	0–255	
12	Green 3	0–255	
13	Blue 3	0–255	
14	White 3	0–255	
15	Shutter 3		Same as CH 12 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
16	Red 4	0–255	
17	Green 4	0–255	
18	Blue 4	0–255	
19	White 4	0–255	
20	Shutter 4		Same as CH 16 in the mode “Mode 81 - 4Pix RGBS” (p. 13)

Mode 133 - 4Pix D CCT GM CRO RGB S

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 8 Shutter 1 at 0–3 “open”; CH 9 Dimmer 2 above 0; CH 16 Shutter 2 at 0–3 “open”; CH 17 Dimmer 3 above 0; CH 24 Shutter 3 at 0–3 “open”; CH 25 Dimmer 4 above 0; CH 32 Shutter 4 at 0–3 “open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 4294967295, CH 4 color XF 1 255, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Shutter 1 0, CH 9 Dimmer 2 4294967295, CH 12 color XF 2 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 Shutter 2 0, CH 17 Dimmer 3 4294967295, CH 20 color XF 3 255, CH 21 Red 3 255, CH 22 Green 3 255, CH 23 Blue 3 255, CH 24 Shutter 3 0, CH 25 Dimmer 4 4294967295, CH 28 color XF 4 255, CH 29 Red 4 255, CH 30 Green 4 255, CH 31 Blue 4 255, CH 32 Shutter 4 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K
		121–254	5600K ... 9910 K
		255	9910 K
3	Tint 1	0–4	No Effect
		5	Full Minus G
		6–127	Minus G
		128	Neutral
		129–254	Plus G
		255	Full Plus G
4	color XF 1		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
5	Red 1	0–255	
6	Green 1	0–255	
7	Blue 1	0–255	
8	Shutter 1		Same as CH 4 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
9	Dimmer 2	0–255	
10	Color Temperature 2	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K
		121–254	5600K ... 9910 K
		255	9910 K
11	Tint 2	0–4	No Effect
		5	Full Minus G
		6–127	Minus G

CH	Function	DMX	Description
11	Tint 2 (continued)	128	Neutral
		129–254	Plus G
		255	Full Plus G
12	color XF 2		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
13	Red 2	0–255	
14	Green 2	0–255	
15	Blue 2	0–255	
16	Shutter 2		Same as CH 8 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
17	Dimmer 3	0–255	
18	Color Temperature 3	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K
		121–254	5600K ... 9910 K
		255	9910 K
19	Tint 3	0–4	No Effect
		5	Full Minus G
		6–127	Minus G
		128	Neutral
		129–254	Plus G
		255	Full Plus G
20	color XF 3		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
21	Red 3	0–255	
22	Green 3	0–255	
23	Blue 3	0–255	
24	Shutter 3		Same as CH 12 in the mode “Mode 81 - 4Pix RGBS” (p. 12)
25	Dimmer 4	0–255	
26	Color Temperature 4	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K
		121–254	5600K ... 9910 K
		255	9910 K
27	Tint 4	0–4	No Effect

CH	Function	DMX	Description
27	Tint 4 (continued)	5	Full Minus G
		6–127	Minus G
		128	Neutral
		129–254	Plus G
		255	Full Plus G
28	color XF 4		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
29	Red 4	0–255	
30	Green 4	0–255	
31	Blue 4	0–255	
32	Shutter 4		Same as CH 16 in the mode “Mode 81 - 4Pix RGBS” (p. 13)

Mode 42 - 8Pix RGB Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	

CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24				

Mode 43 - 8Pix RGBW Strob OFF

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 4 White 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	

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	Red	Green	Blue	White	Cell	Red	Green	Blue	White
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 57 - 8Pix RGBS

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

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Shutter 1	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe

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	Red	Green	Blue	Shutter	Cell	Red	Green	Blue	Shutter
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 59 - 8Pix RGBWS

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 0–3 “open” (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 4 White 255 (the same in each of the 8 cells), CH 5 Shutter 0 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	
5	Shutter 1	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe

CH 1–40: 8 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table below gives each cell's channel numbers.

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

Mode 120 - 8Pix D CCT GM CRO RGB S

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); CH 8 Shutter at 0–3 “open” (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 4294967295 (the same in each of the 8 cells), CH 4 color XF 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 8 Shutter 0 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0	1750 K
		1–44	1750 K ... 3200 K
		45	3200 K
		46–119	3200 K ... 5600K
		120	5600K

CH	Function	DMX	Description
2	Color Temperature 1 (continued)	121–254	5600K ... 9910 K
		255	9910 K
3	Tint 1	0–4	No Effect
		5	Full Minus G
		6–127	Minus G
		128	Neutral
		129–254	Plus G
		255	Full Plus G
4	color XF 1		White/Color XF
		0	White Mode
		1–254	White Mode ... Color Mode
		255	Color Mode
5	Red 1	0–255	
6	Green 1	0–255	
7	Blue 1	0–255	
8	Shutter 1	0–3	Open
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7	Min Strobe
		8–127	Min Strobe ... Medium Strobe
		128	Medium Strobe
		129–254	Medium Strobe ... Max Strobe
		255	Max Strobe

CH 1–64: 8 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table below gives each cell's channel numbers.

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

9 Technical specifications

Parameter	Value
Light source	LED
Weight	4.5 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1750–9910 K
Strobe frequency	0.4–25 Hz

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.