DMX REFERENCE

# Thunder 240 RGB

Audibax Thunder 240 RGB Strobe LED

Audibax

| | |
|---|---|
| **Manufacturer** | Audibax |
| **GDTF file** | Audibax_Thunder_240_RGB_168021.gdtf |
| **GDTF revision** | v1_1 · 2026-11-05 |
| **Generated** | 2026-11-23 |

# Contents

**1 About this manual** 2
**2 Quick reference** 3
**3 Safety instructions** 4
**4 Product description** 5
**5 Installation** 5
**6 Connections** 5
**7 Operation** 6
**8 Functions at a glance** 6
**9 DMX channels** 8
Mode Basic 4ch 8
Mode Standard 6ch 9
Mode Function 12ch 9
Mode Pixel 144ch 14
Mode Pixel 154ch 15
**10 Technical specifications** 16
**11 Maintenance and cleaning** 16
**12 Troubleshooting** 17
**13 Disposal** 17

# 1 About this manual

This document describes the Audibax Thunder 240 RGB Strobe LED by Audibax. It was compiled from the GDTF file Audibax_Thunder_240_RGB_168021.gdtf from the GDTF-Share library.

File revision: “v1_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 Audibax; 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 |
|---|---|
| Power consumption | 150 W |
| Weight | 2.9 kg |
| Ingress protection | IP20 |

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| Basic 4ch | 4 | 128 | 1, 5, 9, 13, ... |
| Standard 6ch | 6 | 85 | 1, 7, 13, 19, ... |
| Function 12ch | 12 | 42 | 1, 13, 25, 37, ... |
| Pixel 144ch | 144 | 3 | 1, 145, 289 |
| Pixel 154ch | 154 | 3 | 1, 155, 309 |

### No light? Check these channels

- Standard 6ch: CH 2 Shutter at 0–4 “Open”
- Function 12ch: CH 2 Shutter 1 at 0–4 “Open”; CH 6 Shutter 2 at 0–4 “Open”
- Pixel 154ch: CH 2 Shutter at 0–4 “Open”



Read the manual before use



Risk of electric shock



Do not stare into the light




Indoor use only

# 3 Safety instructions


Read the manual before use


Risk of electric shock


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**

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

**⚠ 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.
- Ingress protection rating: IP20.
- 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**

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

# 4 Product description

**Description in the GDTF file**

“Audibax Thunder 240 RGB. LED strobe: 960 x 0.5 W SMD 5050 LEDs - RGB in 48 sectors (two panels, 2 rows x 12 sectors of 3 x 4 LEDs each) and a cool-white centre strip in 8 sectors. Strobe 1-30 Hz. 150 W, IP20, powerCON input, 2.9 kg, 440 x 75 x 210 mm. DMX modes: 4, 6, 12, 144 (RGB sectors) and 154 channels (dimmer, strobe, RGB + CW sectors). In the OEM manual W1 / W2 / W3 = red / green / blue.”

# 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.
- Weight of the device: 2.9 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.

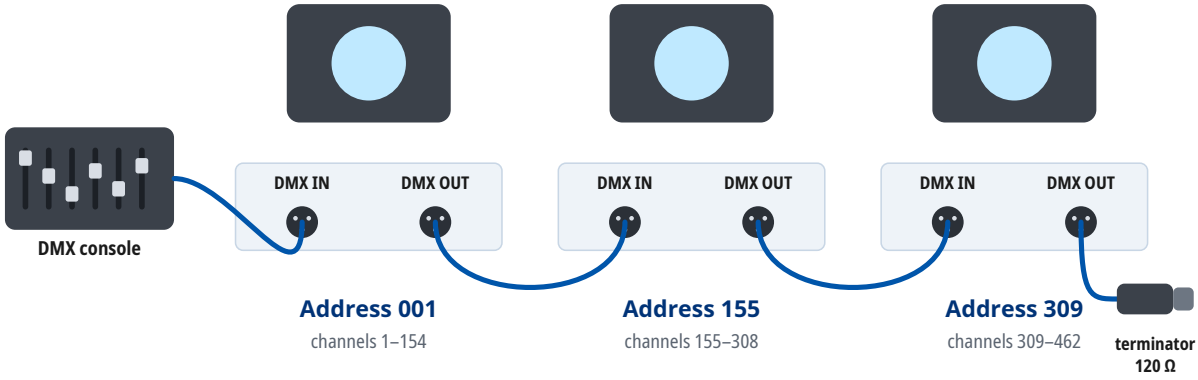
# 6 Connections

- 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 Pixel 154ch: every unit occupies 154 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

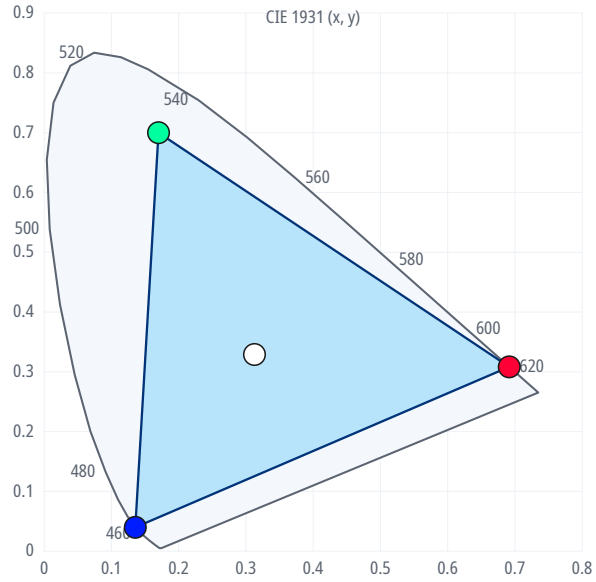
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Pixel 154ch”: 154.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Pixel 154ch”, you can use, for example, the start addresses 1, 155, 309.
- 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

| | Basic 4ch<br>4 channels | Standard 6ch<br>6 channels | Function 12ch<br>12 channels | Pixel 144ch<br>144 channels | Pixel 154ch<br>154 channels |
|---|---|---|---|---|---|
| Dimmer | | 1 | 1 | | 1 |
| Shutter / strobe | | 2 | 2, 6 | | 2 |
| Color mixing | 1–4 | 3–6 | 9–12 | 1–146 | 1–154 |
| Effects / macros | | | 3–5, 7, 8 | | |

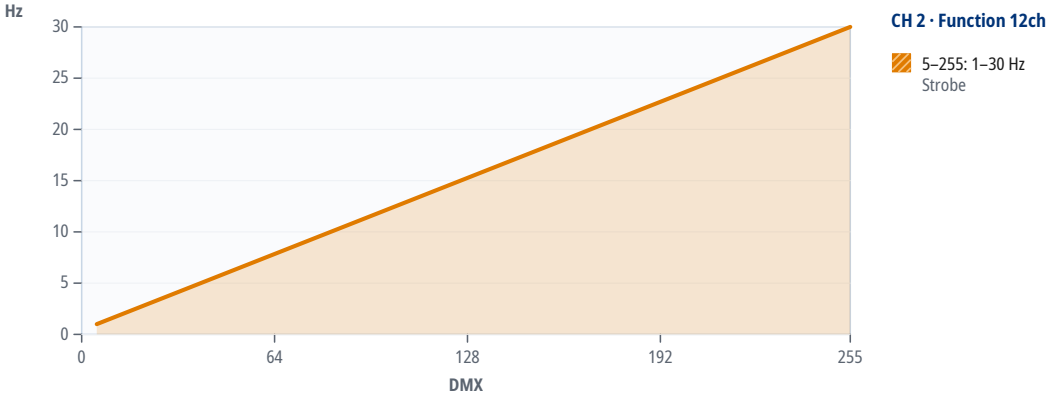
## LED colors and the colors they mix



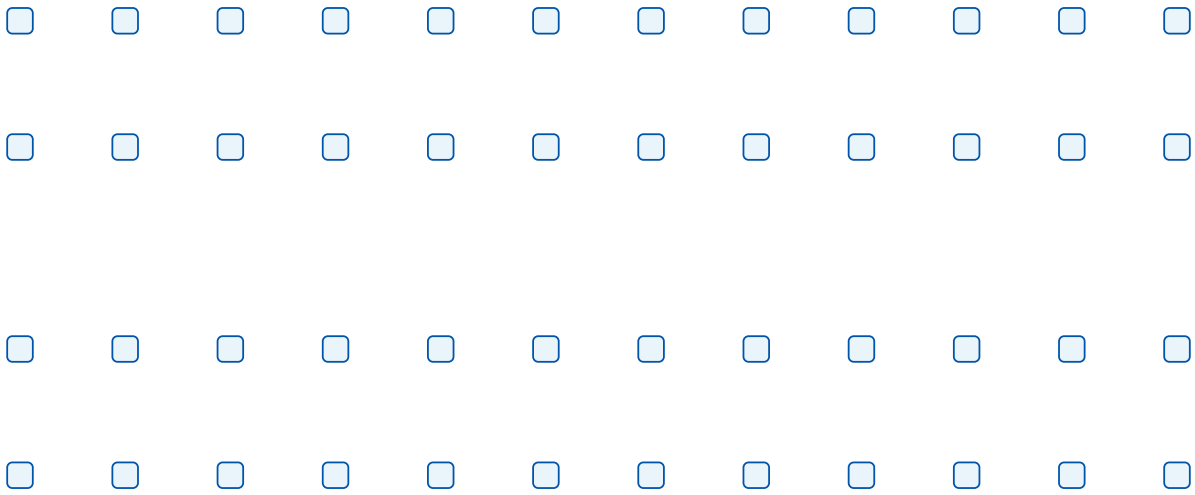

| LED | x | y | nm |
|---|---|---|---|
| Red | 0.692 | 0.308 | 625 |
| Green | 0.170 | 0.700 | 525 |
| Blue | 0.136 | 0.040 | 460 |
| Cool White | 0.313 | 0.329 | |

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

## Strobe rate



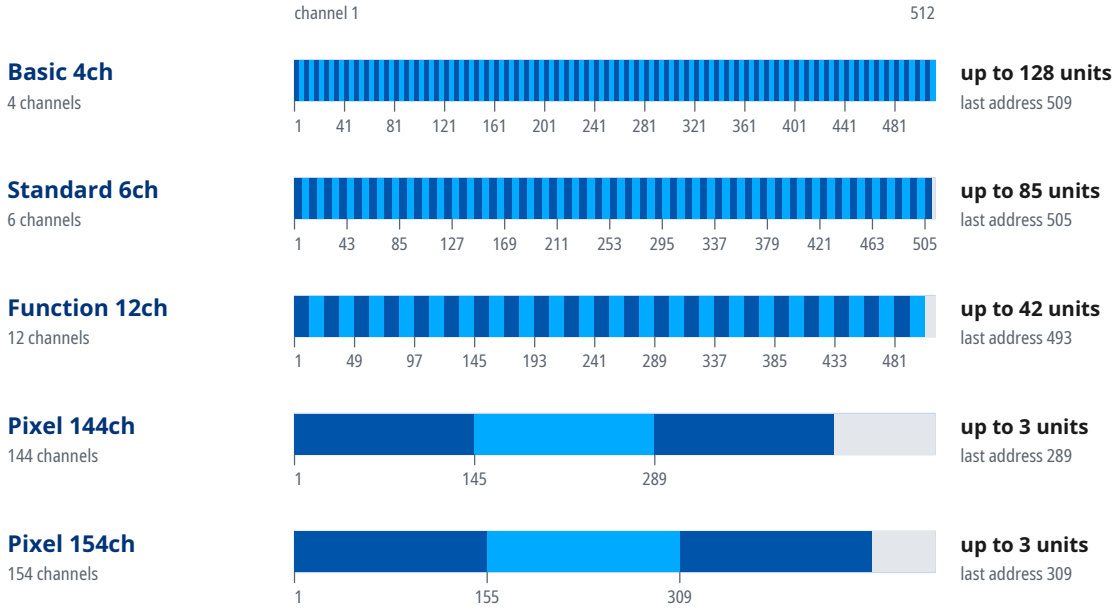

## Cells (pixels)



Cells where the GDTF file places them (seen from above), 48 in all in the mode “Function 12ch”.

# 9 DMX channels

### Units in one DMX universe




### Start addresses of 20 units in the mode “Pixel 154ch”

| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | U2 · 309 | 11 | U4 · 155 | 16 | U6 · 1 |
| 2 | 155 | 7 | U3 · 1 | 12 | U4 · 309 | 17 | U6 · 155 |
| 3 | 309 | 8 | U3 · 155 | 13 | U5 · 1 | 18 | U6 · 309 |
| 4 | U2 · 1 | 9 | U3 · 309 | 14 | U5 · 155 | 19 | U7 · 1 |
| 5 | U2 · 155 | 10 | U4 · 1 | 15 | U5 · 309 | 20 | U7 · 155 |

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 Basic 4ch

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 Cool White 255.

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |
| **2** | Green | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |
| **3** | Blue | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **4** | Cool White | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |

## Mode Standard 6ch

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

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **2** | Shutter | 0–4 | Open |
| | | 5 | Strobe: Min |
| | | 6–254 | Strobe: Min ... Max |
| | | 255 | Strobe: Max |
| **3** | Red | | Same as CH 1 in the mode “Basic 4ch” (p. 8) |
| **4** | Green | | Same as CH 2 in the mode “Basic 4ch” (p. 8) |
| **5** | Blue | | Same as CH 3 in the mode “Basic 4ch” (p. 8) |
| **6** | Cool White | | Same as CH 4 in the mode “Basic 4ch” (p. 9) |

## Mode Function 12ch

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter 1 at 0–4 “Open”; CH 6 Shutter 2 at 0–4 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 1 0, CH 5 Color Macro 0, CH 6 Shutter 2 0, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255, CH 12 Cool White 255. CH 1 Dimmer multiplies CH 9–12 (Red, Green, Blue, Cool White).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Standard 6ch” (p. 9) |
| **2** | Shutter 1 | 0–4 | Open |
| | | 5 | Strobe: Min |
| | | 6–254 | Strobe: Min ... Max |
| | | 255 | Strobe: Max |
| **3** | Effects | 0–5 | No Function |
| | | 6–10 | Static |
| | | 11–15 | Breathe |
| | | 16–20 | Jump |
| | | 21–25 | Fade |
| | | 26–30 | Pulse |
| | | 31–32 | Auto 1 |
| | | 33–34 | Auto 2 |

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

| CH | Function | DMX | Description |
|---|---|---|---|
| **3** | Effects (continued) | 117–118 | Auto 44 |
| | | 119–120 | Auto 45 |
| | | 121–122 | Auto 46 |
| | | 123–124 | Auto 47 |
| | | 125–126 | Auto 48 |
| | | 127–128 | Auto 49 |
| | | 129–130 | Auto 50 |
| | | 131–132 | Auto 51 |
| | | 133–134 | Auto 52 |
| | | 135–136 | Auto 53 |
| | | 137–138 | Auto 54 |
| | | 139–140 | Auto 55 |
| | | 141–142 | Auto 56 |
| | | 143–144 | Auto 57 |
| | | 145–146 | Auto 58 |
| | | 147–148 | Auto 59 |
| | | 149–150 | Auto 60 |
| | | 151–152 | Auto 61 |
| | | 153–154 | Auto 62 |
| | | 155–156 | Auto 63 |
| | | 157–158 | Auto 64 |
| | | 159–160 | Auto 65 |
| | | 161–162 | Auto 66 |
| | | 163–164 | Auto 67 |
| | | 165–166 | Auto 68 |
| | | 167–168 | Auto 69 |
| | | 169–170 | Auto 70 |
| | | 171–172 | Auto 71 |
| | | 173–174 | Auto 72 |
| | | 175–176 | Auto 73 |
| | | 177–178 | Auto 74 |
| | | 179–180 | Auto 75 |
| | | 181–182 | Auto 76 |
| | | 183–184 | Auto 77 |
| | | 185–186 | Auto 78 |
| | | 187–188 | Auto 79 |
| | | 189–190 | Auto 80 |
| | | 191–192 | Auto 81 |
| | | 193–194 | Auto 82 |
| | | 195–196 | Auto 83 |
| | | 197–198 | Auto 84 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **3** | Effects (continued) | 199–200 | Auto 85 |
| | | 201–202 | Auto 86 |
| | | 203–204 | Auto 87 |
| | | 205–229 | Auto 88 |
| | | 230–233 | Sound 1 |
| | | 234–237 | Sound 2 |
| | | 238–241 | Sound 3 |
| | | 242–245 | Sound 4 |
| | | 246–249 | Sound 5 |
| | | 250–255 | Sound 6 |
| **4** | Effects Speed | | RGB Speed |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **5** | Color Macro | | Effect Color |
| | | 0–31 | Default |
| | | 32–63 | Red |
| | | 64–95 | Green |
| | | 96–127 | Blue |
| | | 128–159 | Red + Green |
| | | 160–191 | Red + Blue |
| | | 192–223 | Green + Blue |
| | | 224–255 | Red + Green + Blue |
| **6** | Shutter 2 | 0–4 | Open |
| | | 5 | Strobe: Min |
| | | 6–254 | Strobe: Min ... Max |
| | | 255 | Strobe: Max |
| **7** | Effects 2 | 0–5 | No Function |
| | | 6–10 | CW Effect 1 |
| | | 11–15 | CW Effect 2 |
| | | 16–20 | CW Effect 3 |
| | | 21–25 | CW Effect 4 |
| | | 26–30 | CW Effect 5 |
| | | 31–35 | CW Effect 6 |
| | | 36–40 | CW Effect 7 |
| | | 41–45 | CW Effect 8 |
| | | 46–50 | CW Effect 9 |
| | | 51–55 | CW Effect 10 |
| | | 56–60 | CW Effect 11 |
| | | 61–65 | CW Effect 12 |
| | | 66–70 | CW Effect 13 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **7** | Effects 2 (continued) | 71–75 | CW Effect 14 |
| | | 76–80 | CW Effect 15 |
| | | 81–85 | CW Effect 16 |
| | | 86–90 | CW Effect 17 |
| | | 91–95 | CW Effect 18 |
| | | 96–100 | CW Effect 19 |
| | | 101–105 | CW Effect 20 |
| | | 106–110 | CW Effect 21 |
| | | 111–115 | CW Effect 22 |
| | | 116–120 | CW Effect 23 |
| | | 121–125 | CW Effect 24 |
| | | 126–130 | CW Effect 25 |
| | | 131–135 | CW Effect 26 |
| | | 136–140 | CW Effect 27 |
| | | 141–145 | CW Effect 28 |
| | | 146–150 | CW Effect 29 |
| | | 151–155 | CW Effect 30 |
| | | 156–160 | CW Effect 31 |
| | | 161–165 | CW Effect 32 |
| | | 166–170 | CW Effect 33 |
| | | 171–175 | CW Effect 34 |
| | | 176–180 | CW Effect 35 |
| | | 181–185 | CW Effect 36 |
| | | 186–190 | CW Effect 37 |
| | | 191–195 | CW Effect 38 |
| | | 196–200 | CW Effect 39 |
| | | 201–205 | CW Effect 40 |
| | | 206–210 | CW Effect 41 |
| | | 211–255 | CW Effect 42 |
| **8** | Effects 2 Speed | | CW Speed |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **9** | Red | | Same as CH 1 in the mode “Basic 4ch” (p. 8) |
| **10** | Green | | Same as CH 2 in the mode “Basic 4ch” (p. 8) |
| **11** | Blue | | Same as CH 3 in the mode “Basic 4ch” (p. 8) |
| **12** | Cool White | | Same as CH 4 in the mode “Basic 4ch” (p. 9) |

## Mode Pixel 144ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 255 (the same in each of the 48 cells).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **2** | Green 1 | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **3** | Blue 1 | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |

CH 1–144: 48 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 | 9 | 25 | 26 | 27 |
| 10 | 28 | 29 | 30 | 11 | 31 | 32 | 33 | 12 | 34 | 35 | 36 |
| 13 | 37 | 38 | 39 | 14 | 40 | 41 | 42 | 15 | 43 | 44 | 45 |
| 16 | 46 | 47 | 48 | 17 | 49 | 50 | 51 | 18 | 52 | 53 | 54 |
| 19 | 55 | 56 | 57 | 20 | 58 | 59 | 60 | 21 | 61 | 62 | 63 |
| 22 | 64 | 65 | 66 | 23 | 67 | 68 | 69 | 24 | 70 | 71 | 72 |
| 25 | 73 | 74 | 75 | 26 | 76 | 77 | 78 | 27 | 79 | 80 | 81 |
| 28 | 82 | 83 | 84 | 29 | 85 | 86 | 87 | 30 | 88 | 89 | 90 |
| 31 | 91 | 92 | 93 | 32 | 94 | 95 | 96 | 33 | 97 | 98 | 99 |
| 34 | 100 | 101 | 102 | 35 | 103 | 104 | 105 | 36 | 106 | 107 | 108 |
| 37 | 109 | 110 | 111 | 38 | 112 | 113 | 114 | 39 | 115 | 116 | 117 |
| 40 | 118 | 119 | 120 | 41 | 121 | 122 | 123 | 42 | 124 | 125 | 126 |
| 43 | 127 | 128 | 129 | 44 | 130 | 131 | 132 | 45 | 133 | 134 | 135 |
| 46 | 136 | 137 | 138 | 47 | 139 | 140 | 141 | 48 | 142 | 143 | 144 |

## Mode Pixel 154ch

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 0–4 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255 (the same in each of the 48 cells), CH 4 Green 255 (the same in each of the 48 cells), CH 5 Blue 255 (the same in each of the 48 cells), CH 147 Cool White 255 (the same in each of the 8 cells). CH 1 Dimmer multiplies CH 3, 4, 5, 147 (Red 1, Green 1, Blue 1, Cool White 1).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Standard 6ch” (p. 9) |
| **2** | Shutter | | Same as CH 2 in the mode “Standard 6ch” (p. 9) |
| **3** | Red 1 | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |
| **4** | Green 1 | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |
| **5** | Blue 1 | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |
| **147** | Cool White 1 | | Cool White |
| | | 0 | Min |
| | | 1–254 | Min … Max |
| | | 255 | Max |

CH 3–146: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 3–5); the table below gives each cell's channel numbers.

| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 3 | 4 | 5 | 2 | 6 | 7 | 8 | 3 | 9 | 10 | 11 |
| 4 | 12 | 13 | 14 | 5 | 15 | 16 | 17 | 6 | 18 | 19 | 20 |
| 7 | 21 | 22 | 23 | 8 | 24 | 25 | 26 | 9 | 27 | 28 | 29 |
| 10 | 30 | 31 | 32 | 11 | 33 | 34 | 35 | 12 | 36 | 37 | 38 |
| 13 | 39 | 40 | 41 | 14 | 42 | 43 | 44 | 15 | 45 | 46 | 47 |
| 16 | 48 | 49 | 50 | 17 | 51 | 52 | 53 | 18 | 54 | 55 | 56 |
| 19 | 57 | 58 | 59 | 20 | 60 | 61 | 62 | 21 | 63 | 64 | 65 |
| 22 | 66 | 67 | 68 | 23 | 69 | 70 | 71 | 24 | 72 | 73 | 74 |
| 25 | 75 | 76 | 77 | 26 | 78 | 79 | 80 | 27 | 81 | 82 | 83 |
| 28 | 84 | 85 | 86 | 29 | 87 | 88 | 89 | 30 | 90 | 91 | 92 |
| 31 | 93 | 94 | 95 | 32 | 96 | 97 | 98 | 33 | 99 | 100 | 101 |
| 34 | 102 | 103 | 104 | 35 | 105 | 106 | 107 | 36 | 108 | 109 | 110 |
| 37 | 111 | 112 | 113 | 38 | 114 | 115 | 116 | 39 | 117 | 118 | 119 |
| 40 | 120 | 121 | 122 | 41 | 123 | 124 | 125 | 42 | 126 | 127 | 128 |
| 43 | 129 | 130 | 131 | 44 | 132 | 133 | 134 | 45 | 135 | 136 | 137 |
| 46 | 138 | 139 | 140 | 47 | 141 | 142 | 143 | 48 | 144 | 145 | 146 |

CH 147–154: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 147); the table

below gives each cell's channel numbers.

| Cell | Cool White | Cell | Cool White | Cell | Cool White | Cell | Cool White | Cell | Cool White | Cell | Cool White |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 147 | 2 | 148 | 3 | 149 | 4 | 150 | 5 | 151 | 6 | 152 |
| 7 | 153 | 8 | 154 | | | | | | | | |

# 10 Technical specifications

| Parameter | Value |
|---|---|
| **Light** | |
| Light source | LED |
| **Control** | |
| DMX connection | 3-pin XLR IN/OUT |
| **Electrical** | |
| Power supply | 100–240 V, 50/60 Hz |
| Power consumption | 150 W |
| Power connectors | NAC3FCA IN |
| **Dimensions and construction** | |
| Weight | 2.9 kg |
| **Operating environment** | |
| Ingress protection | IP20 |
| Meaning of the IP code (IEC 60529) | Protected against contact with a finger and solid objects of 12.5 mm diameter and larger; no protection against water |
| Operating temperature | 0 to 40 °C |

### Speeds and ranges

| Parameter | Value |
|---|---|
| Strobe frequency | 1–30 Hz |

# 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. |

# 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.