DMX REFERENCE

Versapix 100

Ayrton Versapix 100

Ayrton



Manufacturer	Ayrton
GDTF file	Ayrton_Versapix_100_133740.gdtf
GDTF revision	V1.23 New_SVG · 2026-03-17
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1 About this manual

This document describes the Ayrton Versapix 100 by Ayrton. It was compiled from the GDTF file Ayrton_Versapix_100_133740.gdtf from the GDTF-Share library.

File revision: “V1.23 New_SVG”.

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 Ayrton; 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	8.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1	4	128	1, 5, 9, 13, ...
Mode 2	5	102	1, 6, 11, 16, ...
Mode 3	40	12	1, 41, 81, 121, ...
Mode 4	32	16	1, 33, 65, 97, ...
Mode 5	33	15	1, 34, 67, 100, ...
Mode 6	40	12	1, 41, 81, 121, ...

No light? Check these channels

- Mode 2: CH 5 Dimmer above 0
- Mode 3: CH 33 Strobe at 0 “Strobe OFF” or 250–255 “no strobe”; CH 36 Color Preset Dimmer above 0; CH 40 Dimmer above 0
- Mode 5: CH 33 Dimmer above 0
- Mode 6: CH 33 Strobe at 0 “Strobe OFF” or 250–255 “no strobe”; CH 36 Color Preset Dimmer above 0; CH 40 Dimmer above 0



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

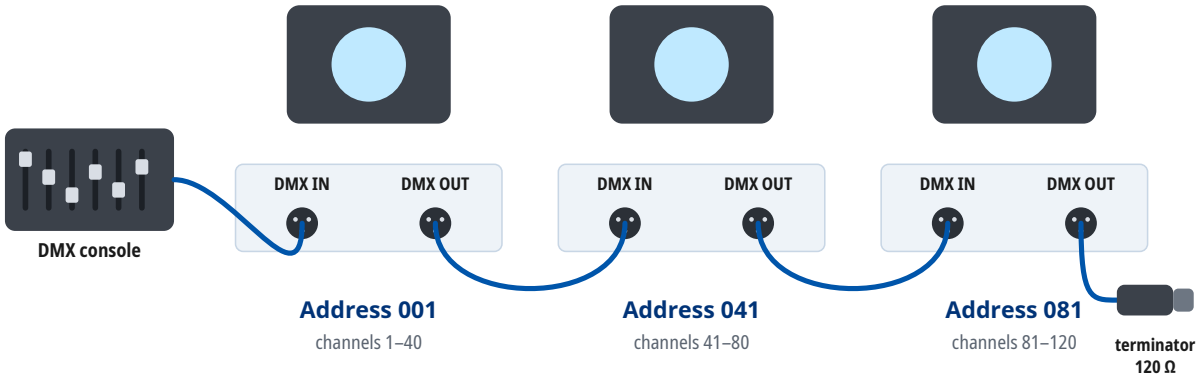
⚠ **WARNING**

- 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: 8.2 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 3: 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.

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 3”: 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 “Mode 3”, 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.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

7 Functions at a glance

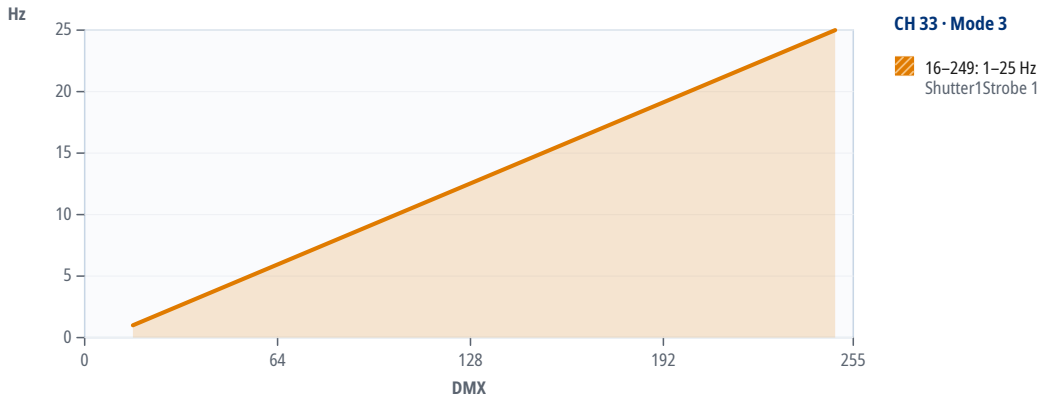
Functions in each DMX mode

	Mode 1 4 channels	Mode 2 5 channels	Mode 3 40 channels	Mode 4 32 channels	Mode 5 33 channels	Mode 6 40 channels
Dimmer	✓	5	40	✓	33	40
Shutter / strobe			33			33
Color mixing	1–4	1–4	1–32	1–32	1–32	1–32
Color wheel			35			35
Effects / macros			34			34

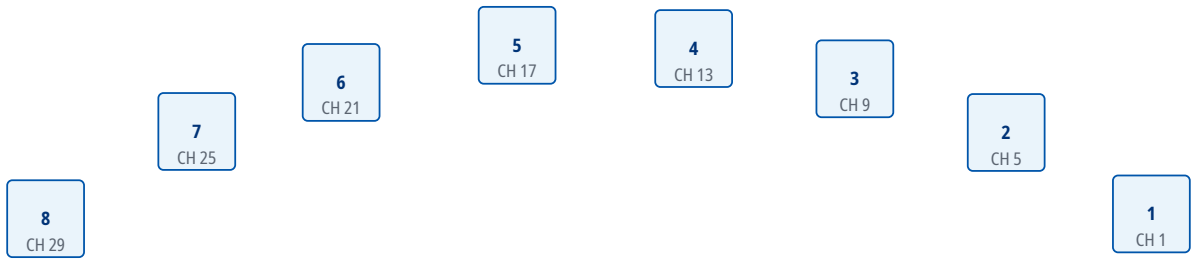
Color wheel

1 No function DMX 0–4	2 White2700k DMX 5	3 White3200k DMX 10	4 White4300k DMX 15	5 White5600k DMX 20	6 White6500k DMX 25
7 White8000k DMX 30	8 Red DMX 35	9 Green DMX 40	10 Blue DMX 45	11 Natural White DMX 50	12 Full White DMX 55
13 Yellow DMX 60	14 Magenta DMX 65	15 Cyan DMX 70	16 Salmon DMX 75	17 Turquoise DMX 80	18 Light Green DMX 85
19 Steel Blue DMX 90	20 Orange DMX 95	21 Straw DMX 100	22 Pale Lavander DMX 105	23 Pink DMX 110	24 RED/WHITE DMX 115
25 GREEN/RED DMX 185	26 BLUE/RED DMX 175	27 WHITE/RED DMX 145	28 WHITE/GREEN DMX 150	29 WHITE/BLUE DMX 155	30 RED/GREEN DMX 200

Strobe rate



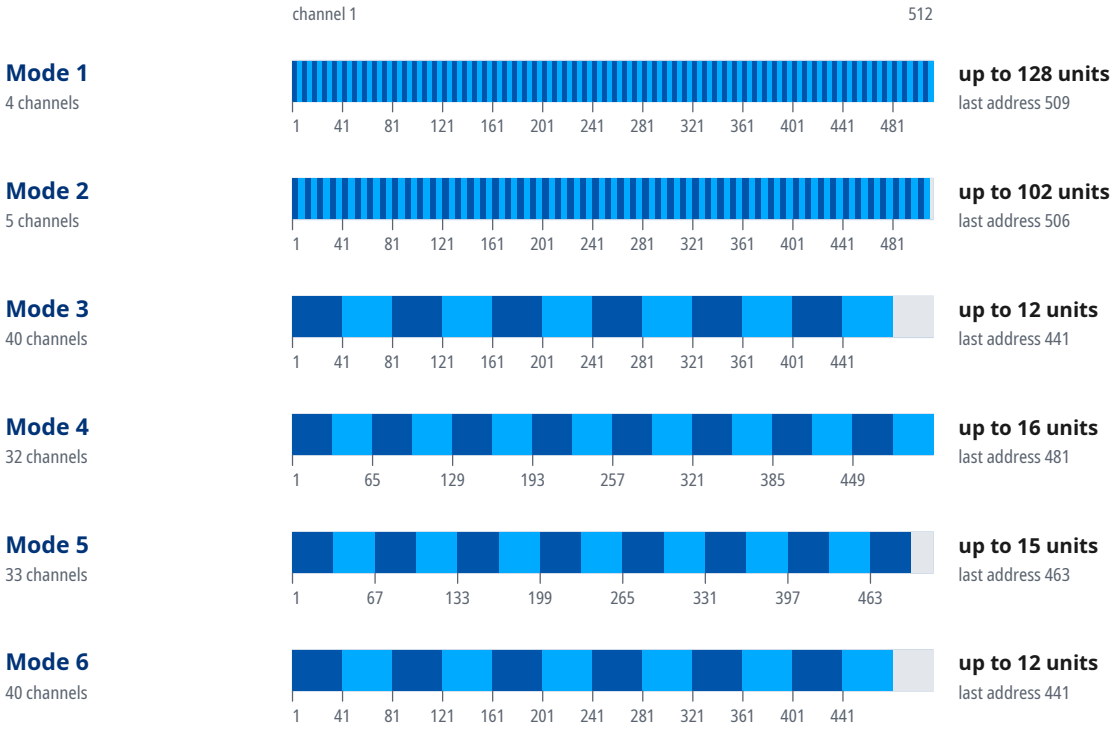
Cells (pixels)



8 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Mode 3”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 3”

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 1

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 2

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. 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 Dimmer 255.

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

Mode 3

If the device receives DMX in this mode but gives no light, check these channels: CH 33 Strobe at 0 “Strobe OFF” or 250–255 “no strobe”; CH 36 Color Preset Dimmer above 0; CH 40 Dimmer above 0. 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 34 Color Macro 0, CH 35 Colors 0, CH 36 Color Preset Dimmer 0, CH 40 Dimmer 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	
33	Strobe	0	Strobe OFF
		1–15	No strobe 1
		16–50	Strobe Min
		51–224	Strobe Min ... Strobe max
		225–249	Strobe max
		250–255	No strobe
34	Color Macro	0–255	
35	Colors	0–4	No function
		5	White2700k
		6–9	White2700k ... White3200k
		10	White3200k
		11–14	White3200k ... White4300k

CH	Function	DMX	Description
35	Colors (continued)	15	White4300k
		16–19	White4300k ... White5600k
		20	White5600k
		21–24	White5600k ... White6500k
		25	White6500k
		26–29	White6500k ... White8000k
		30	White8000k
		31–34	White8000k ... Red
		35	Red
		36–39	Red ... Green
		40	Green
		41–44	Green ... Blue
		45	Blue
		46–49	Blue ... Natural White
		50	Natural White
		51–54	Natural White ... Full White
		55	Full White
		56–59	Full White ... Yellow
		60	Yellow
		61–64	Yellow ... Magenta
		65	Magenta
		66–69	Magenta ... Cyan
		70	Cyan
		71–74	Cyan ... Salmon
		75	Salmon
		76–79	Salmon ... Turquoise
		80	Turquoise
		81–84	Turquoise ... Light Green
		85	Light Green
		86–89	Light Green ... Steel Blue
		90	Steel Blue
		91–94	Steel Blue ... Orange
		95	Orange
		96–99	Orange ... Straw
		100	Straw
		101–104	Straw ... Pale Lavander
		105	Pale Lavander
		106–109	Pale Lavander ... Pink
		110	Pink
		111–114	Pink ... RED/WHITE
		115	RED/WHITE
		116–144	RED/WHITE ... WHITE/RED

CH	Function	DMX	Description
35	Colors (continued)	145	WHITE/RED
		146–149	WHITE/RED ... WHITE/GREEN
		150	WHITE/GREEN
		151–154	WHITE/GREEN ... WHITE/BLUE
		155	WHITE/BLUE
		156–174	WHITE/BLUE ... BLUE/RED
		175	BLUE/RED
		176–184	BLUE/RED ... GREEN/RED
		185	GREEN/RED
		186–199	GREEN/RED ... RED/GREEN
		200	RED/GREEN
		201–255	Color 1 1
36	Color Preset Dimmer	0–255	
37	Chase Patterns	0–255	
38	Chase Speed	0–125	Fast to Slow Backward
		126–130	Stop (Speed=0)
		131–255	Slow to Fast Forward
39	Chase Fade	0–255	
40	Dimmer	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 4

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 5

If the device receives DMX in this mode but gives no light, check these channels: CH 33 Dimmer above 0. 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 33 Dimmer 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	
33	Dimmer	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 6

If the device receives DMX in this mode but gives no light, check these channels: CH 33 Strobe at 0 “Strobe OFF” or 250–255 “no strobe”; CH 36 Color Preset Dimmer above 0; CH 40 Dimmer above 0. 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 34 Color Macro 0, CH 35 Colors 0, CH 36 Color Preset Dimmer 0, CH 40 Dimmer 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	
33	Strobe		Same as CH 33 in the mode “Mode 3” (p. 9)
34	Color Macro	0–255	
35	Colors		Same as CH 35 in the mode “Mode 3” (p. 9)
36	Color Preset Dimmer	0–255	

CH	Function	DMX	Description
37	Chase Patterns	0–255	
38	Chase Speed		Same as CH 38 in the mode “Mode 3” (p. 11)
39	Chase Fade	0–255	
40	Dimmer	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

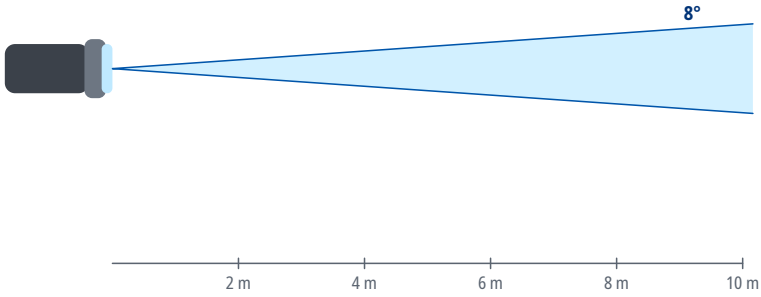
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x4174, device model ID 0x0A59)
Weight	8.2 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 8°
2 m	0.28 m
4 m	0.56 m
6 m	0.84 m
8 m	1.1 m
10 m	1.4 m
15 m	2.1 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.
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.