DMX REFERENCE

Attack Combi Strobe cWwWRGB

Attack CombiStrobe

BeamZ



Manufacturer	BeamZ
GDTF file	BeamZ_Attack_Combi_Strobe_cWwWRGB_148527.gdtf
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1 About this manual

This document describes the Attack CombiStrobe by BeamZ. It was compiled from the GDTF file BeamZ_Attack_Combi_Strobe_cWwWRGB_148527.gdtf from the GDTF-Share library.

File revision: “rev100 RELEASE”.

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 BeamZ; 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
Ingress protection	IP20

DMX modes

Mode	Channels	Units in one universe	First start addresses
112 Ch Pixel + Virtual Dimmer	112	4	1, 113, 225, 337
112 Ch Pixel	112	4	1, 113, 225, 337
11 Ch Ext	11	46	1, 12, 23, 34, ...
5 Ch RGB_wW_cW	5	102	1, 6, 11, 16, ...

No light? Check these channels

- 11 Ch Ext: CH 2 Shutter at 0–9 or 255 “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.
- 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

“Hybrid Strobe / Wash / Blinder :: IP20 / 384 x 1 W SMD-LED RGB (24 zones x 16 pixels) / 256 x 5 W SMD-LED cW 6500 K (16 zones x 16 pixels) / 24 x 5 W wW 2800 K (24 individual zones) / individual zone control”

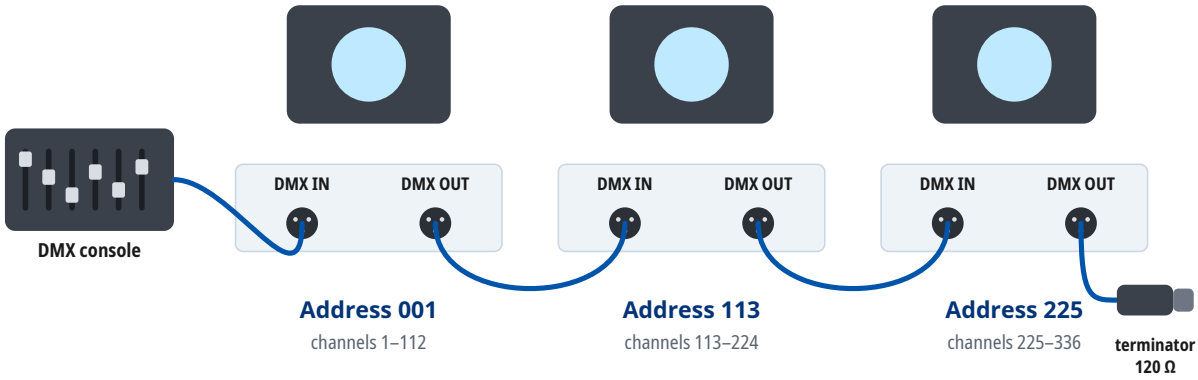
5 Installation

> ⚠ **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: 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.

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 112 Ch Pixel + Virtual Dimmer: every unit occupies 112 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 “112 Ch Pixel + Virtual Dimmer”: 112.
- 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 “112 Ch Pixel + Virtual Dimmer”, you can use, for example, the start addresses 1, 113, 225, 337.
- 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

	112 Ch Pixel + Virtual Dimmer 112 channels	112 Ch Pixel 112 channels	11 Ch Ext 11 channels	5 Ch RGB_wW_cW 5 channels
Dimmer	73–112	73–112	1, 6, 7	4, 5
Shutter / strobe			2	
Color mixing	1–72	1–72	3–5	1–3
Effects / macros			8–11	
Pixel control	24 + 40 cells		✓	

Color wheel



1 Wheel Slot 1
DMX 32–63

2 Wheel Slot 2
DMX 64–95

3 Wheel Slot 3
DMX 96–127

4 Wheel Slot 4
DMX 128–159

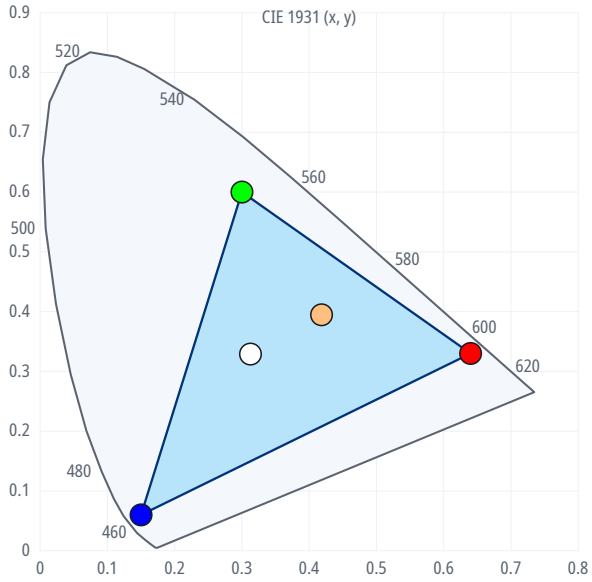
5 Wheel Slot 5
DMX 160–191

6 Wheel Slot 6
DMX 192–223



7 Wheel Slot 7
DMX 224–255

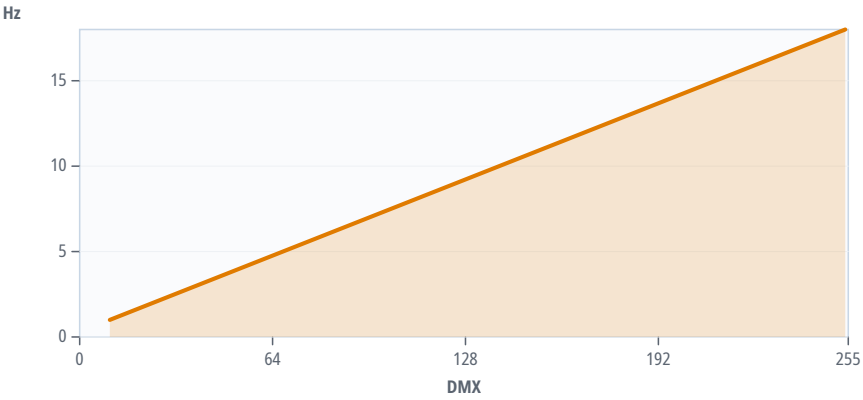
LED colors and the colors they mix



LED	x	y
Pixel_01_RGB Red 1	0.640	0.330
Pixel_01_RGB Green 1	0.300	0.600
Pixel_01_RGB Blue 1	0.150	0.060
Pixel_02_wW 1	0.418	0.395
Pixel_03_cW 1	0.313	0.329

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

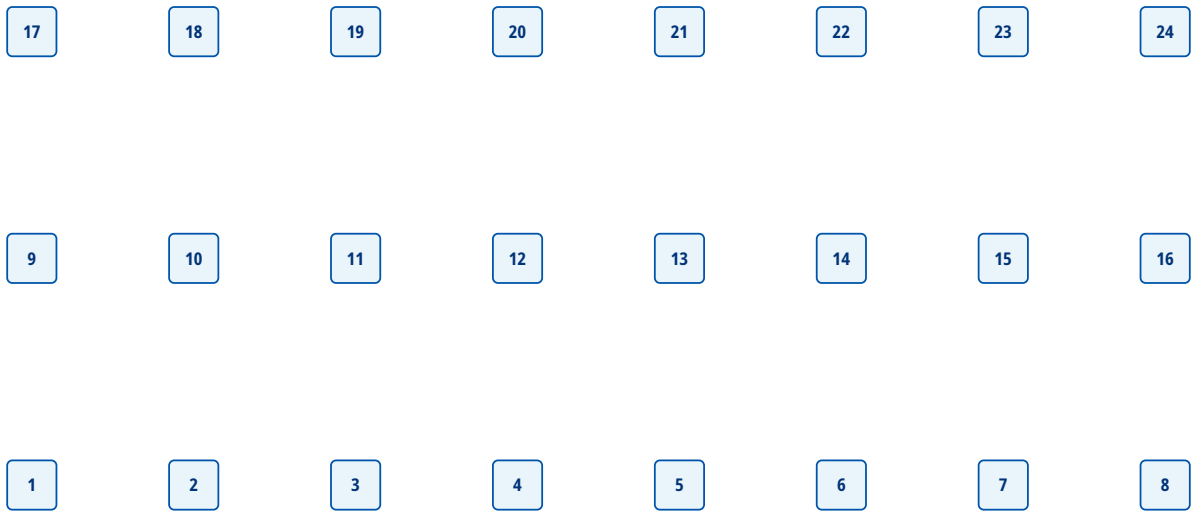
Strobe rate



CH 2 · 11 Ch Ext

10–254: 1–18 Hz
Shutter1 StrobeRate

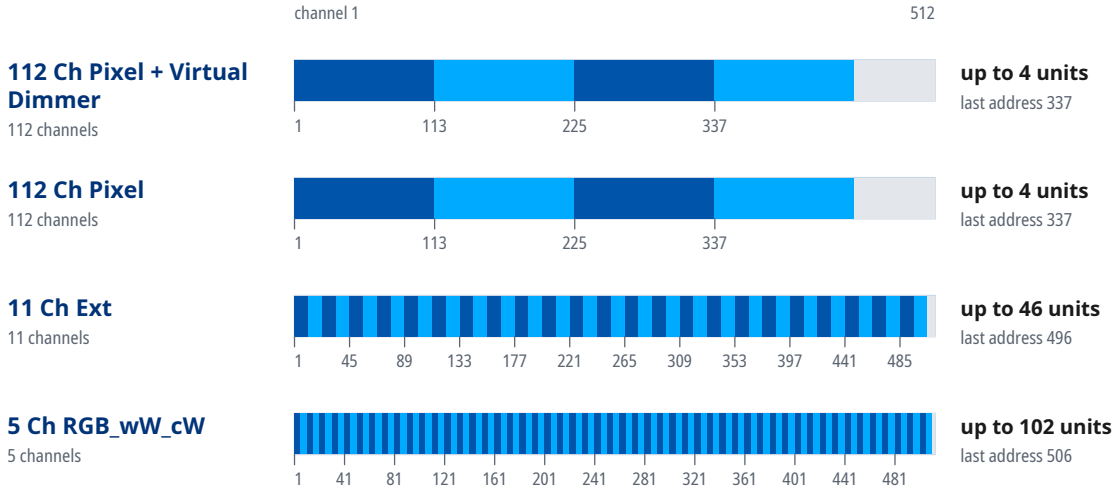
Cells (pixels)



Cells where the GDTF file places them (seen from above), 24 in all; numbered in the order of their first DMX channel in the mode “11 Ch Ext”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “112 Ch Pixel + Virtual Dimmer”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 113	11	U3 · 225	16	U4 · 337
2	113	7	U2 · 225	12	U3 · 337	17	U5 · 1
3	225	8	U2 · 337	13	U4 · 1	18	U5 · 113
4	337	9	U3 · 1	14	U4 · 113	19	U5 · 225
5	U2 · 1	10	U3 · 113	15	U4 · 225	20	U5 · 337

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 112 Ch Pixel + Virtual Dimmer

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells), CH 73 Dimmer 255 (the same in each of the 40 cells).

CH	Function	DMX	Description
1	Red 1		REF: Pixel_01_RGB Color Add_R 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
2	Green 1		REF: Pixel_01_RGB Color Add_G 1
		0	000

CH	Function	DMX	Description
2	Green 1 (continued)	1–62	000 ... 025
		63	025
		64–126	025 ... 050
		127	050
		128–190	050 ... 075
		191	075
		192–254	075 ... 100
		255	100
3	Blue 1		REF: Pixel_01_RGB Color Add_B 1
		0	000
		1–62	000 ... 025
		63	025
		64–126	025 ... 050
		127	050
		128–190	050 ... 075
		191	075
		192–254	075 ... 100
		255	100
73	Dimmer 1		REF: Pixel_02_w W Dimmer 1
		0–1	000
		2–63	000 ... 025
		64–65	025
		66–127	025 ... 050
		128	050
		129–190	050 ... 075
		191–192	075
		193–253	075 ... 100
		254–255	100

CH 1–72: 24 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

CH 73–112: 40 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 73); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	73	2	74	3	75	4	76	5	77	6	78
7	79	8	80	9	81	10	82	11	83	12	84
13	85	14	86	15	87	16	88	17	89	18	90
19	91	20	92	21	93	22	94	23	95	24	96
25	97	26	98	27	99	28	100	29	101	30	102
31	103	32	104	33	105	34	106	35	107	36	108
37	109	38	110	39	111	40	112				

Mode 112 Ch Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells), CH 73 Dimmer 255 (the same in each of the 40 cells).

CH	Function	DMX	Description
1	Red 1		REF: Pixel_01_RGB Color Add_R 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
2	Green 1		REF: Pixel_01_RGB Color Add_G 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
3	Blue 1		REF: Pixel_01_RGB Color Add_B 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075

CH	Function	DMX	Description
3	Blue 1 (continued)	191	075
		192–254	075 … 100
		255	100
73	Dimmer 1		REF: Pixel_02_w W Dimmer 1
		0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100

CH 1–72: 24 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

CH 73–112: 40 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 73); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	73	2	74	3	75	4	76	5	77	6	78
7	79	8	80	9	81	10	82	11	83	12	84
13	85	14	86	15	87	16	88	17	89	18	90
19	91	20	92	21	93	22	94	23	95	24	96
25	97	26	98	27	99	28	100	29	101	30	102
31	103	32	104	33	105	34	106	35	107	36	108
37	109	38	110	39	111	40	112				

Mode 11 Ch Ext

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 0–9 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Dimmer 2 255, CH 7 Dimmer 3 255.

CH	Function	DMX	Description
1	Dimmer 1	0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100
2	Shutter	0–9	Shutter 1 OPEN: Open
		10	001
		11–70	001 … 025
		71	025
		72–131	025 … 050
		132	050
		133–192	050 … 075
		193	075
		194–253	075 … 100
		254	100
		255	Shutter 1 OPEN: Open
3	Red		Plate_01_RGB Color Add_R 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
4	Green		Plate_01_RGB Color Add_G 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050

CH	Function	DMX	Description
4	Green (continued)	128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
5	Blue		Plate_01_RGB Color Add_B 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
6	Dimmer 2		REF: Pixel_02_w W Dimmer 1
		0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100
7	Dimmer 3		REF: Pixel_03_c W Dimmer 1
		0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100
8	Effects 2	0–31	No Function
		32–63	Wheel Slot 1
		64–95	Wheel Slot 2
		96–127	Wheel Slot 3
		128–159	Wheel Slot 4
		160–191	Wheel Slot 5
		192–223	Wheel Slot 6

CH	Function	DMX	Description
8	Effects 2 (continued)	224–255	Wheel Slot 7
9	Effects	0–9	Effects 1 No Function
		10–14	Wheel Slot 1
		15–19	Wheel Slot 2
		20–24	Wheel Slot 3
		25–29	Wheel Slot 4
		30–34	Wheel Slot 5
		35–39	Wheel Slot 6
		40–44	Wheel Slot 7
		45–49	Wheel Slot 8
		50–54	Wheel Slot 9
		55–59	Wheel Slot 10
		60–64	Wheel Slot 11
		65–69	Wheel Slot 12
		70–74	Wheel Slot 13
		75–79	Wheel Slot 14
		80–84	Wheel Slot 15
		85–89	Wheel Slot 16
		90–94	Wheel Slot 17
		95–99	Wheel Slot 18
		100–104	Wheel Slot 19
		105–109	Wheel Slot 20
		110–114	Wheel Slot 21
		115–119	Wheel Slot 22
		120–125	Wheel Slot 23
		126–130	Wheel Slot 24
		131–135	Wheel Slot 25
		136–140	Wheel Slot 26
		141–145	Wheel Slot 27
		146–150	Wheel Slot 28
		151–155	Wheel Slot 29
		156–160	Wheel Slot 30
		161–165	Wheel Slot 31
		166–170	Wheel Slot 32
		171–175	Wheel Slot 33
		176–180	Wheel Slot 34
		181–185	Wheel Slot 35
		186–190	Wheel Slot 36
		191–195	Wheel Slot 37
		196–200	Wheel Slot 38
		201–205	Wheel Slot 39

CH	Function	DMX	Description
9	Effects (continued)	206–210	Wheel Slot 40
		211–215	Wheel Slot 41
		216–220	Wheel Slot 42
		221–225	Wheel Slot 43
		226–230	Wheel Slot 44
		231–255	Sound-to-Light
10	Effects Speed	0	000
		1–63	000 … 025
		64	025
		65–127	025 … 050
		128	050
		129–191	050 … 075
		192	075
		193–254	075 … 100
		255	100
11	Effects Adjust 1		Effects 1 Adjust 1
		0–39	RGB
		40–79	wW
		80–119	cW
		120–159	RGB+wW
		160–199	RGB+cW
		200–239	wW+cW
		240–255	RGB+wW+cW

Mode 5 Ch RGB_wW_cW

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 Dimmer 1 255, CH 5 Dimmer 2 255.

CH	Function	DMX	Description
1	Red		REF: Pixel_01_RGB Color Add_R 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
2	Green		REF: Pixel_01_RGB Color Add_G 1
		0	000
		1–62	000 … 025
		63	025

CH	Function	DMX	Description
2	Green (continued)	64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
3	Blue		REF: Pixel_01_RGB Color Add_B 1
		0	000
		1–62	000 … 025
		63	025
		64–126	025 … 050
		127	050
		128–190	050 … 075
		191	075
		192–254	075 … 100
		255	100
4	Dimmer 1		REF: Pixel_02_w W Dimmer 1
		0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100
5	Dimmer 2		REF: Pixel_03_c W Dimmer 1
		0–1	000
		2–63	000 … 025
		64–65	025
		66–127	025 … 050
		128	050
		129–190	050 … 075
		191–192	075
		193–253	075 … 100
		254–255	100

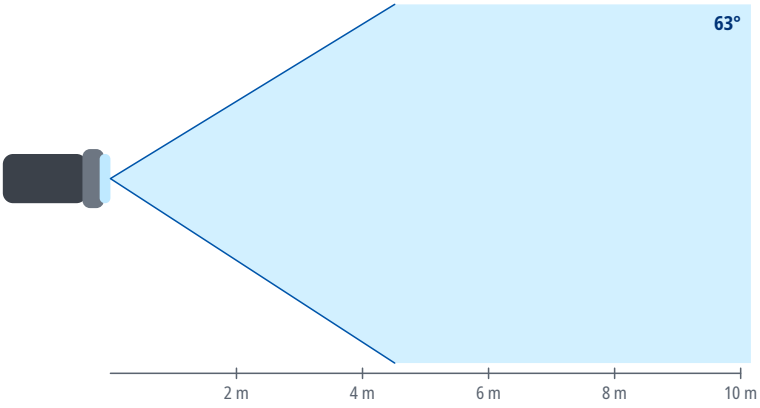
10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
Power connectors	PowerConBlue IN, NAC3FCB OUT
Weight	4.5 kg
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	-5 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–18 Hz

Spot diameter



Distance	Ø 63°
2 m	2.5 m
4 m	4.9 m
6 m	7.4 m
8 m	9.8 m
10 m	12.3 m
15 m	18.4 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.

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.