DMX REFERENCE

Neutron Dot WW IP65

Neutron Dot WW

BeamZ Pro



Manufacturer	BeamZ Pro
GDTF file	BeamZ_Pro_Neutron_Dot_WW_IP65_143875.gdtf
GDTF revision	rev100a EDIT: added 8Ch DMX mode · 2026-05-22
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1 About this manual

This document describes the Neutron Dot WW by BeamZ Pro. It was compiled from the GDTF file BeamZ_Pro_Neutron_Dot_WW_IP65_143875.gdtf from the GDTF-Share library.

File revision: “rev100a EDIT: added 8Ch DMX mode”.

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 Pro; 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	2.2 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
1 CH	1	512	1, 2, 3, 4, ...
3 CH	3	170	1, 4, 7, 10, ...
4 CH	4	128	1, 5, 9, 13, ...
16 CH	16	32	1, 17, 33, 49, ...
64 CH	64	8	1, 65, 129, 193, ...
64 CH + VIRTUAL DIMMER	64	8	1, 65, 129, 193, ...
8 Ch	8	64	1, 9, 17, 25, ...

No light? Check these channels

- 1 CH: CH 1 Dimmer above 0
- 3 CH: CH 1 Dimmer above 0
- 4 CH: CH 1 Dimmer above 0
- 16 CH: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0
- 64 CH: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0
- 64 CH + VIRTUAL DIMMER: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0
- 8 Ch: CH 1 Dimmer above 0



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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 Product description

Description in the GDTF file

“Hybrid Strobe / Blind / Pixel :: IP65 / 1 x 60 W 2700K / 16 x 1W RGB”

5 Installation

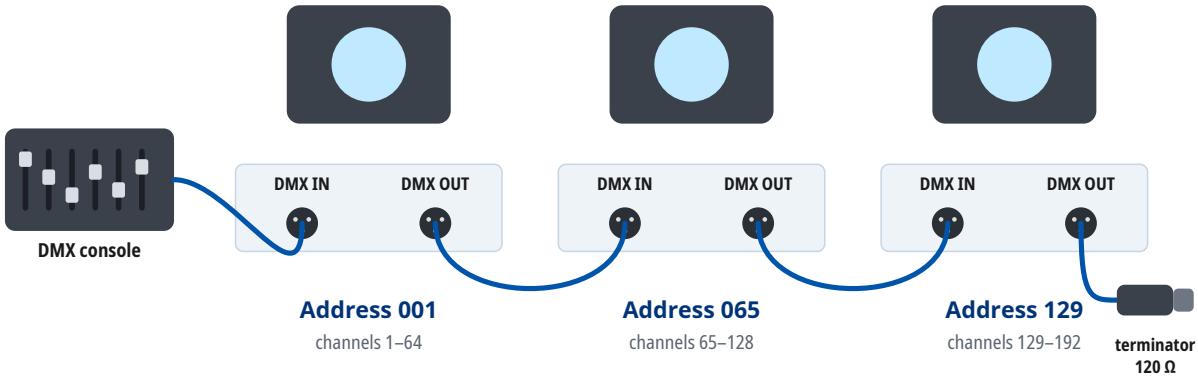
⚠ **WARNING**

- 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: 2.2 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.

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 64 CH: 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.

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 “64 CH”: 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 “64 CH”, 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.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	1 CH 1 channel	3 CH 3 channels	4 CH 4 channels	16 CH 16 channels	64 CH 64 channels	64 CH + VIRTUAL DIMMER 64 channels	8 Ch 8 channels
Pan / Tilt				✓		✓	
Dimmer	1	1	1	1, 7, 14	1, 7, 14	1, 7, 14	1
Dimmer resolution	8 bit	8 bit	8 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe		2, 3	2, 3	3, 4, 8	3, 4, 8	3, 4, 8	3, 4
Color mixing				11–13	11–13, 17–64	11–13, 17–64	5–7
Color temperature				9	9	9	
Color wheel				10	10	10	
Effects / macros			4	5, 15, 16	5, 15, 16	5, 15, 16	
Pixel control				✓	16 cells	16 cells	

Color wheel

1. No function — DMX 0–15
2. Gold — DMX 22–27
3. Orange — DMX 28–33
4. Tomato — DMX 34–39
5. Orange/red — DMX 40–45
6. Hot pink — DMX 46–51
7. Orchid — DMX 52–57
8. Purple — DMX 58–63
9. Orchid — DMX 64–69
10. Plum — DMX 70–75
11. Dark orchid — DMX 76–81
12. Purple — DMX 82–87
13. Violet red — DMX 88–93
14. Pale violet red — DMX 94–99
15. Deep pink1 — DMX 100–105
16. Deep pink3 — DMX 106–111
17. Tomato2 — DMX 112–117
18. Brown1 — DMX 118–123
19. Chartreuse — DMX 124–129
20. Med spring green — DMX 130–135
21. Pale green — DMX 136–141
22. Aquamarine — DMX 142–147
23. Cyan — DMX 148–153
24. Sky blue — DMX 154–159

25 Slate blue
DMX 160–165

26 Chartreusel
DMX 166–171

27 Spring green1
DMX 172–177

28 Sea green
DMX 178–183

29 Dark slate gray
DMX 184–189

30 Pale turquoise1
DMX 190–195

31 Pale turquoise4
DMX 196–201

32 Cyan1
DMX 202–207

33 Turquoise
DMX 208–213

34 Midnight blue
DMX 214–219

35 Sea shell
DMX 220–225

36 Orange red
DMX 226–231

37 Deep pink
DMX 232–237

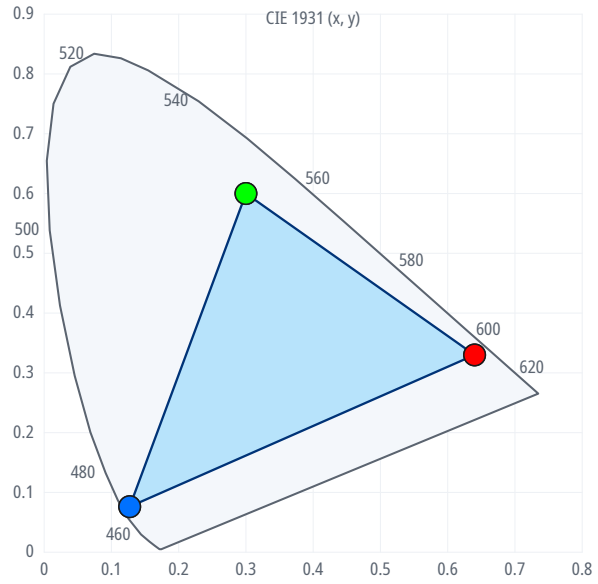
38 Magenta
DMX 238–243

39 Medium purple
DMX 244–249

40 Misty rose
DMX 250–254

41 Maroon
DMX 255

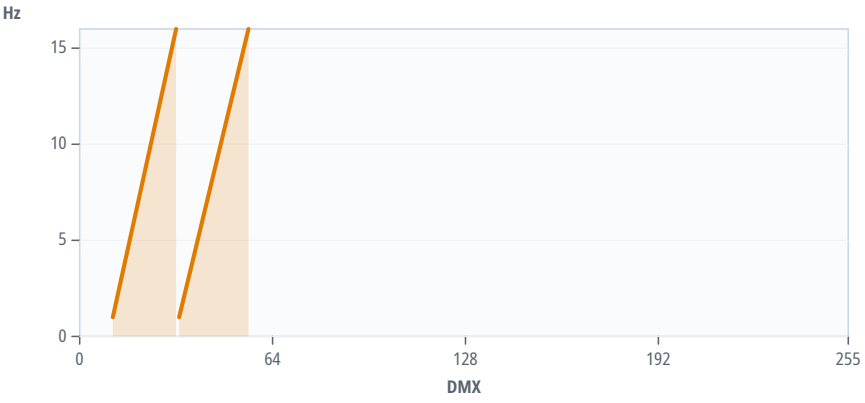
LED colors and the colors they mix



LED	x	y
AuraRed	0.640	0.330
AuraGreen	0.300	0.600
AuraBlue	0.127	0.076
PLATE AuraRed	0.640	0.330
PLATE AuraGreen	0.300	0.600
PLATE AuraBlue	0.127	0.076

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

Strobe rate

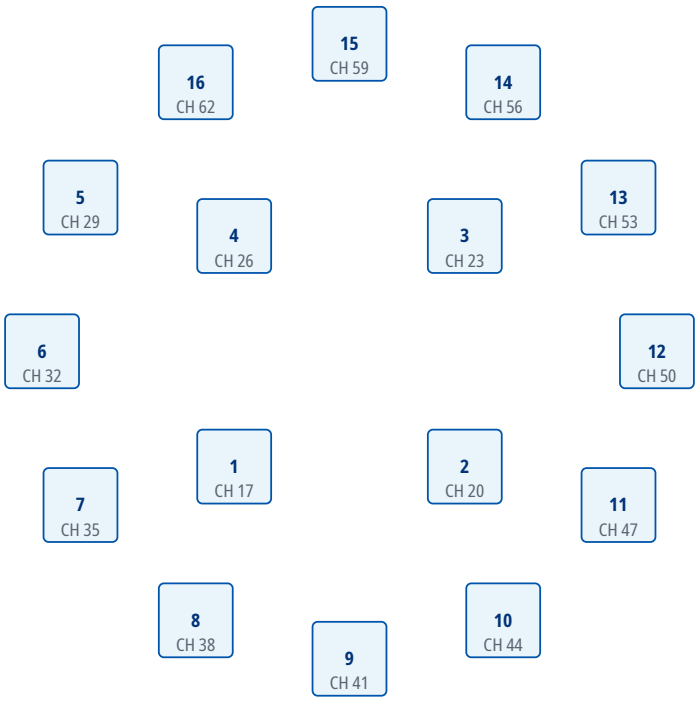


CH 4 · 64 CH + VIRTUAL DIMMER

11–32: 1–16 Hz
Strobe Ramp

33–56: 1–16 Hz
RampSnap

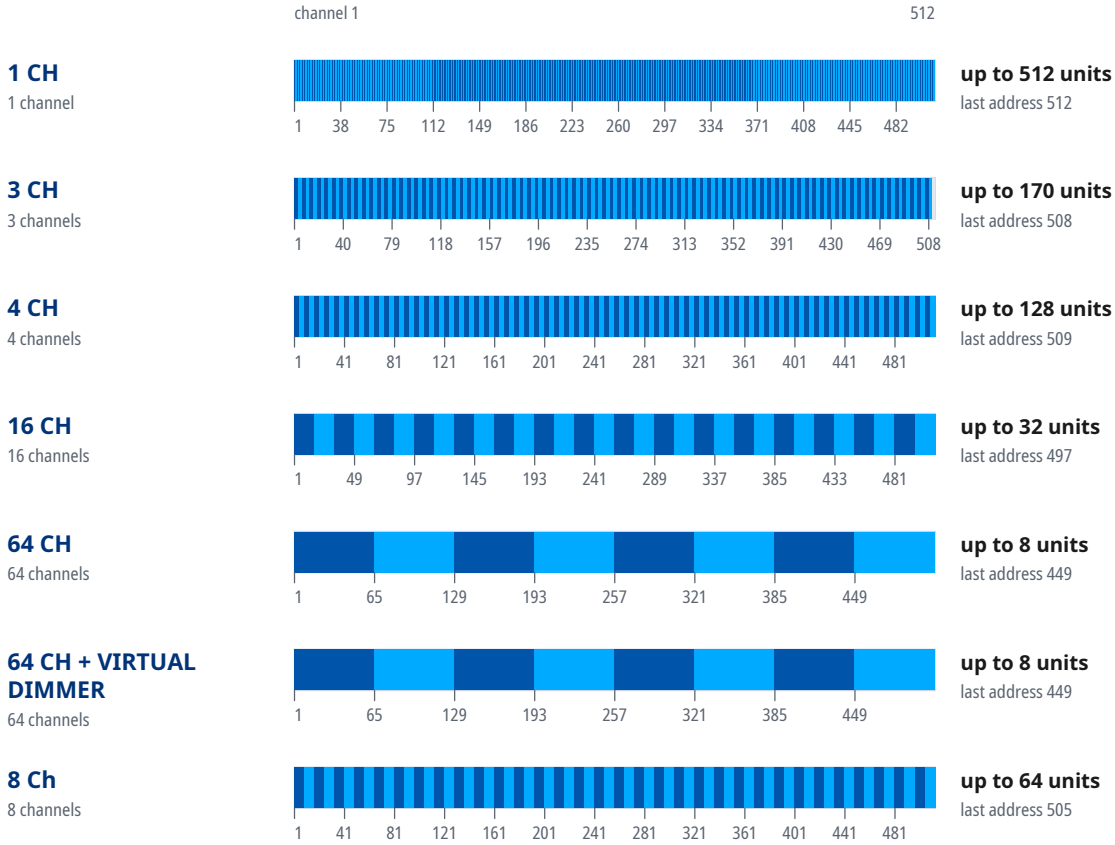
Cells (pixels)



16 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “64 CH + VIRTUAL DIMMER”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “64 CH”

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 CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

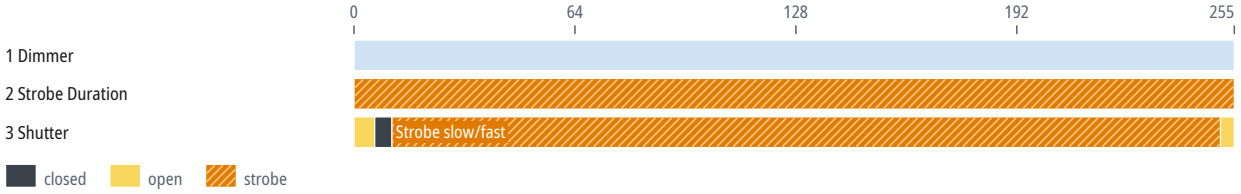


CH	Function	DMX	Description
1	Dimmer	0–255	

Mode 3 CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

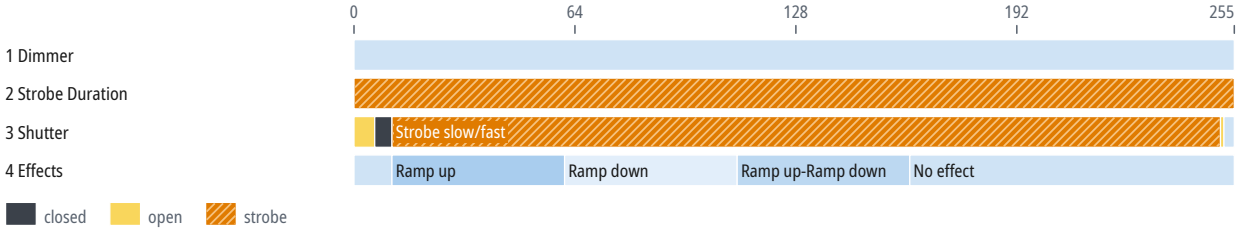


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Duration	0–255	
3	Shutter	0–5	Strobe open
		6–10	Strobe close
		11–250	Strobe slow/fast
		251–255	Strobe open

Mode 4 CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Duration	0–255	
3	Shutter	0–5	Strobe open
		6–10	Strobe close
		11–250	Strobe slow/fast
		251	Strobe open
		252–255	Shutter 1 1
4	Effects	0–10	No effect
		11–60	Ramp up
		61–110	Ramp down
		111–160	Ramp up-Ramp down
		161–255	No effect

Mode 16 CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Dimmer 2 255, CH 9 Color Temperature 0, CH 10 Colors 0, CH 11 Red 255, CH 12 Green 255, CH 13 Blue 255, CH 14 Dimmer 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Plate 2700 K Dimmer 1
		0–255	Plate 2700 K Dimmer 1
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration	0–255	Duration Short>Long (0.001–0.065 s)
4	Shutter 1	0–5	Shutter: Strobe open
		6–10	Strobe close
		11–20	Ramp up/Ramp down
		21–32	Ramp up/down random
		33–45	Ramp up slow/fast
		46–56	Ramp up random
		57–68	Ramp down slow/fast
		69–79	Ramp down random
		80–102	Random strobe
		103–127	Strobe break
		128–188	Strobe Rate Min
		189	Strobe Rate Medium
		190–249	Strobe Rate Medium>Max
		250	Strobe Rate Max

CH	Function	DMX	Description
4	Shutter 1 (continued)	251–255	No Function: Strobe open
5	Effects 1	0–10	No effect
		11–60	Ramp up
		61–110	Ramp down
		111–160	Ramp up/Ramp down
		161–255	No effect
6	Control	0–5	No function
		6–15	Display on
		16–25	Display off
		26–35	Spare
		36–45	Dimmer curve linear
		46–55	Dimmer curve square
		56–65	Dimmer curve inv square
		66–75	Dimmer curve s-curve
		76–85	Spare
		86–96	Dimmer response LED
		97–105	Dimmer Response
		106–115	Spare
		116–125	Led 800
		126–135	Led 1200
		136–145	Led 2000
		146–155	Led 3600
		156–165	Led 6000
		166–175	Led 15khz
		176–255	No function
7	Dimmer 2		Plate RGB Dimmer
		0–255	Plate RGB Dimmer
8	Shutter 2	0–5	Shutter: Strobe open
		6–10	Strobe close
		11–22	Ramp up/Ramp down
		23–32	Ramp up/down random
		33–45	Ramp up slow/fast
		46–56	Ramp up random
		57–68	Ramp down slow/fast
		69–79	Ramp down random
		80–102	Random strobe
		103–127	Strobe break
		128–188	Strobe Rate Min
		189	Strobe Rate Medium
		190–249	Strobe Rate Medium>Max
		250	Strobe Rate Max
		251–255	No Function: Strobe open

CH	Function	DMX	Description
9	Color Temperature		Color Consistency 1
		0–10	No function
		11–100	2000 to 11000K
		101–255	11000K
10	Colors		Color Macro 1 Rate 1
		0–15	No function
		16–21	Burlywood
		22–27	Gold
		28–33	Orange
		34–39	Tomato
		40–45	Orange/red
		46–51	Hot pink
		52–57	Orchid
		58–63	Purple
		64–69	Orchid
		70–75	Plum
		76–81	Dark orchid
		82–87	Purple
		88–93	Violet red
		94–99	Pale violet red
		100–105	Deep pink1
		106–111	Deep pink3
		112–117	Tomato2
		118–123	Brown1
		124–129	Chartreuse
		130–135	Med spring green
		136–141	Pale green
		142–147	Aquamarine
		148–153	Cyan
		154–159	Sky blue
		160–165	Slate blue
		166–171	Chartreusel
		172–177	Spring green1
		178–183	Sea green
		184–189	Dark slate gray
		190–195	Pale turquoise1
		196–201	Pale turquoise4
		202–207	Cyan1
		208–213	Turquoise
		214–219	Midnight blue
		220–225	Sea shell
		226–231	Orange red

CH	Function	DMX	Description
10	Colors (continued)	232–237	Deep pink
		238–243	Magenta
		244–249	Medium purple
		250–254	Misty rose
		255	Maroon
11	Red		Color RGB_Red 1
		0–255	Color RGB_Red 1
12	Green		Color RGB_Green 1
		0–255	Color RGB_Green 1
13	Blue		Color RGB_Blue 1
		0–255	Color RGB_Blue 1
14	Dimmer 3		Dimmer Curve 1
		0–255	Dimmer Curve 1
15	Effects 2		Position Effect Rate 1
		0–15	No function
		16–23	Program 1
		24–31	Program 2
		32–39	Program 3
		40–47	Program 4
		48–55	Program 5
		56–63	Program 6
		64–71	Program 7
		72–79	Program 8
		80–87	Program 9
		88–95	Program 10
		96–103	Program 11
		104–111	Program 12
		112–119	Program 13
		120–127	Program 14
		128–135	Program 15
		136–143	Program 16
		144–151	Program 17
		152–159	Program 18
		160–167	Program 19
		168–175	Program 20
		176–183	Program 21
		184–191	Program 22
		192–199	Program 23
		200–207	Program 24
		208–213	Program 24 … Program 25
		214–215	Program 25
		216–223	Program 26

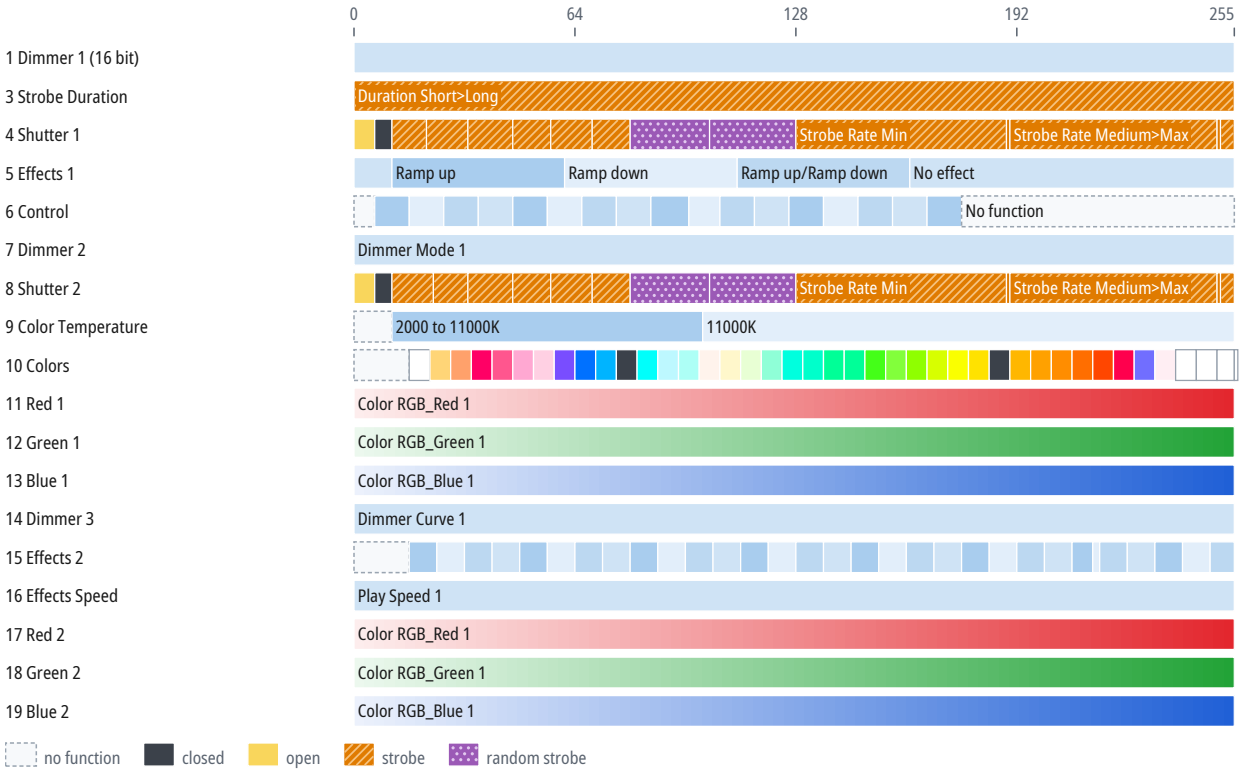
CH	Function	DMX	Description
15	Effects 2 (continued)	224–231	Program 27
		232–239	Program 28
		240–247	Program 29
		248–255	Program 30
16	Effects Speed		Play Speed 1
		0–255	Play Speed 1

Mode 64 CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Dimmer 2 255, CH 9 Color Temperature 0, CH 10 Colors 0, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 14 Dimmer 3 0, CH 17 Red 255 (the same in each of the 16 cells), CH 18 Green 255 (the same in each of the 16 cells), CH 19 Blue 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration	0–255	Duration Short>Long (0.001–0.065 s)
4	Shutter 1		Same as CH 4 in the mode “16 CH” (p. 12)
5	Effects 1		Same as CH 5 in the mode “16 CH” (p. 13)
6	Control		Same as CH 6 in the mode “16 CH” (p. 13)
7	Dimmer 2		Dimmer Mode 1

CH	Function	DMX	Description
7	Dimmer 2 (continued)	0–255	Dimmer Mode 1
8	Shutter 2		Same as CH 8 in the mode “16 CH” (p. 13)
9	Color Temperature		Same as CH 9 in the mode “16 CH” (p. 14)
10	Colors		Same as CH 10 in the mode “16 CH” (p. 14)
11	Red 1		Color RGB_Red 1
		0–255	Color RGB_Red 1
12	Green 1		Color RGB_Green 1
		0–255	Color RGB_Green 1
13	Blue 1		Color RGB_Blue 1
		0–255	Color RGB_Blue 1
14	Dimmer 3		Same as CH 14 in the mode “16 CH” (p. 15)
15	Effects 2		Same as CH 15 in the mode “16 CH” (p. 15)
16	Effects Speed		Same as CH 16 in the mode “16 CH” (p. 16)
17	Red 2		Color RGB_Red 1
		0–255	Color RGB_Red 1
18	Green 2		Color RGB_Green 1
		0–255	Color RGB_Green 1
19	Blue 2		Color RGB_Blue 1
		0–255	Color RGB_Blue 1

CH 17–64: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 17–19); the table below gives each cell's channel numbers.

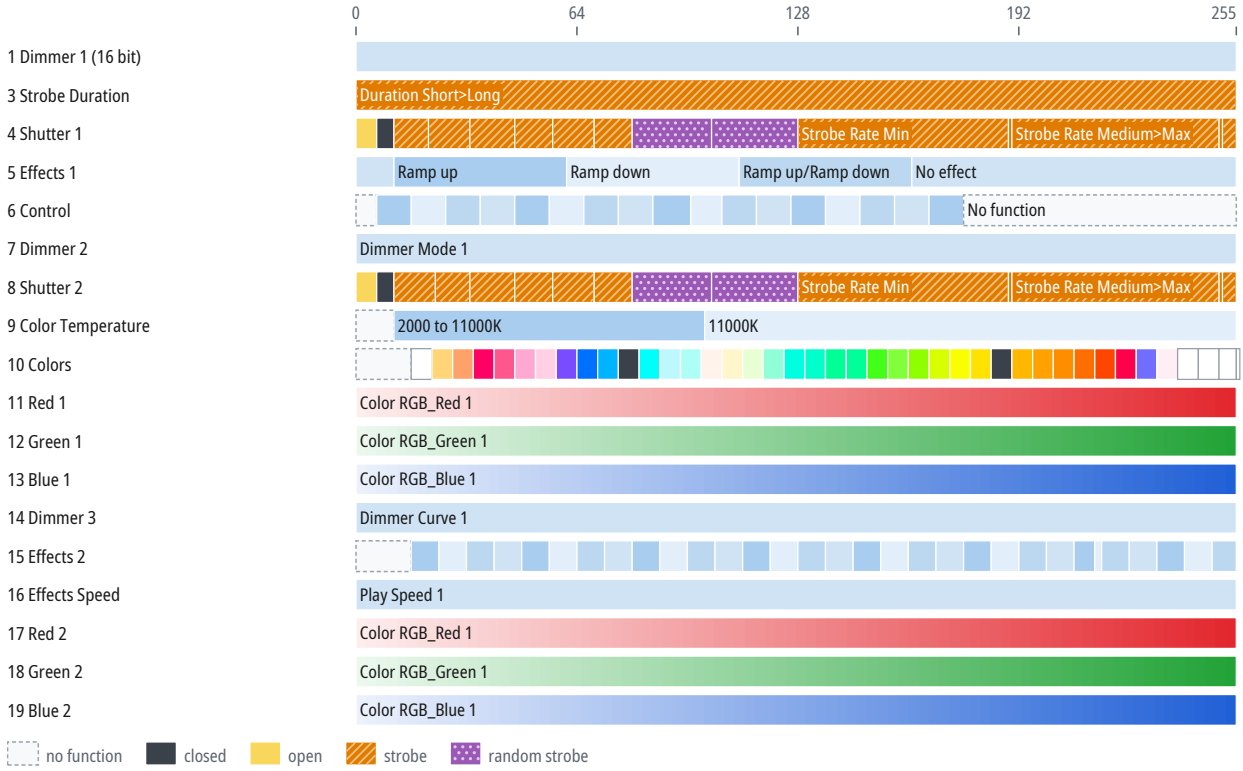
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	17	18	19	2	20	21	22	3	23	24	25
4	26	27	28	5	29	30	31	6	32	33	34
7	35	36	37	8	38	39	40	9	41	42	43
10	44	45	46	11	47	48	49	12	50	51	52
13	53	54	55	14	56	57	58	15	59	60	61
16	62	63	64								

Mode 64 CH + VIRTUAL DIMMER

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 7 Dimmer 2 above 0; CH 14 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Dimmer 2 255, CH 9 Color Temperature 0, CH 10 Colors 0, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 14 Dimmer 3 0, CH 17 Red 255 (the same in each of the 16 cells), CH 18 Green 255 (the same in each of the 16 cells), CH 19 Blue 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration	0–255	Duration Short>Long (0.001–0.065 s)
4	Shutter 1		Same as CH 4 in the mode “16 CH” (p. 12)
5	Effects 1		Same as CH 5 in the mode “16 CH” (p. 13)
6	Control		Same as CH 6 in the mode “16 CH” (p. 13)
7	Dimmer 2		Same as CH 7 in the mode “64 CH” (p. 16)
8	Shutter 2		Same as CH 8 in the mode “16 CH” (p. 13)
9	Color Temperature		Same as CH 9 in the mode “16 CH” (p. 14)
10	Colors		Same as CH 10 in the mode “16 CH” (p. 14)
11	Red 1		Same as CH 11 in the mode “64 CH” (p. 17)
12	Green 1		Same as CH 12 in the mode “64 CH” (p. 17)
13	Blue 1		Same as CH 13 in the mode “64 CH” (p. 17)
14	Dimmer 3		Same as CH 14 in the mode “16 CH” (p. 15)

CH	Function	DMX	Description
15	Effects 2		Same as CH 15 in the mode “16 CH” (p. 15)
16	Effects Speed		Same as CH 16 in the mode “16 CH” (p. 16)
17	Red 2		Color RGB_Red 1
		0–255	Color RGB_Red 1
18	Green 2		Color RGB_Green 1
		0–255	Color RGB_Green 1
19	Blue 2		Color RGB_Blue 1
		0–255	Color RGB_Blue 1

CH 17–64: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 17–19); the table below gives each cell's channel numbers.

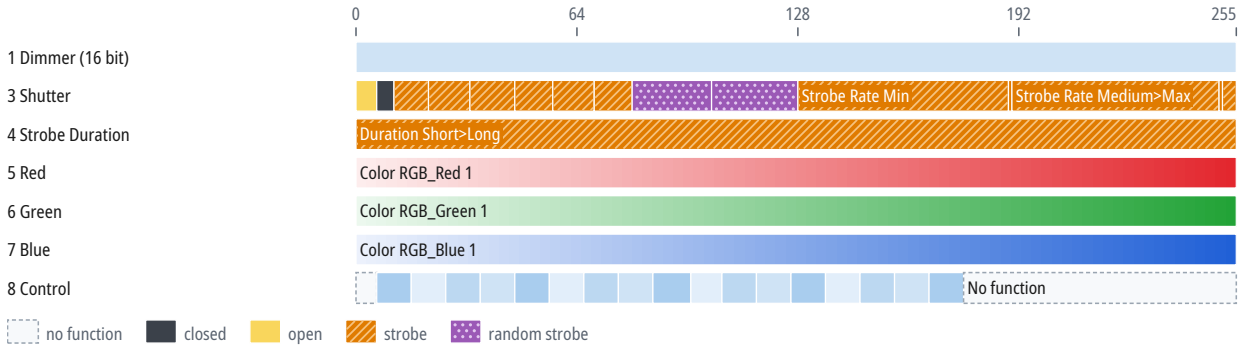
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	17	18	19	2	20	21	22	3	23	24	25
4	26	27	28	5	29	30	31	6	32	33	34
7	35	36	37	8	38	39	40	9	41	42	43
10	44	45	46	11	47	48	49	12	50	51	52
13	53	54	55	14	56	57	58	15	59	60	61
16	62	63	64								

Mode 8 Ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–5	Shutter: Strobe open
		6–10	Strobe close
		11–20	Ramp up/Ramp down
		21–32	Ramp up/down random
		33–45	Ramp up slow/fast

CH	Function	DMX	Description
3	Shutter (continued)	46–56	Ramp up random
		57–68	Ramp down slow/fast
		69–79	Ramp down random
		80–102	Random strobe
		103–127	Strobe break
		128–188	Strobe Rate Min
		189	Strobe Rate Medium
		190–249	Strobe Rate Medium>Max
		250	Strobe Rate Max
		251–255	No Function: Strobe open
4	Strobe Duration	0–255	Duration Short>Long (0.001–0.065 s)
5	Red		Same as CH 11 in the mode “16 CH” (p. 15)
6	Green		Same as CH 12 in the mode “16 CH” (p. 15)
7	Blue		Same as CH 13 in the mode “16 CH” (p. 15)
8	Control		Same as CH 6 in the mode “16 CH” (p. 13)

10 Technical specifications

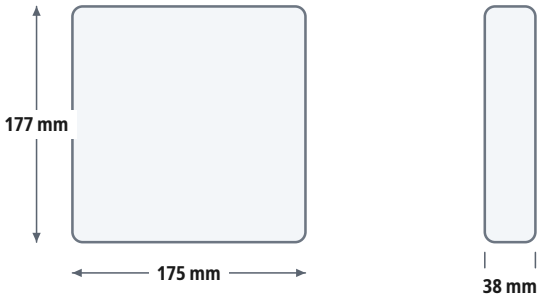
Parameter	Value
Light	
Light source	LED
Control	
DMX connection	3-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x076A, device model ID 0x0220)
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	2.2 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-5 to 45 °C

Speeds and ranges

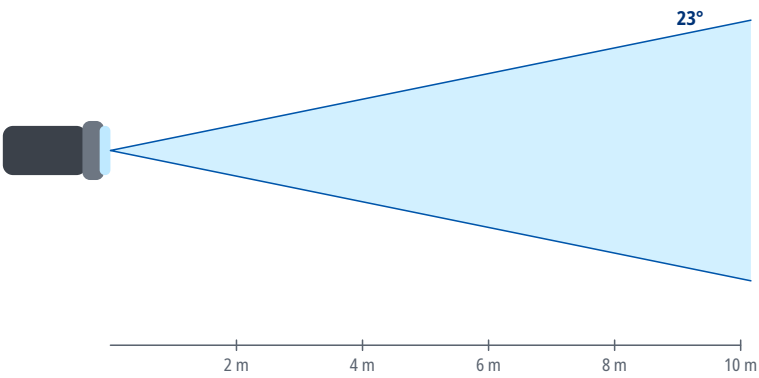
Parameter	Value
Strobe flash duration	0.001–0.065 s

Dimensions

weight 2.2 kg



Spot diameter



Distance	Ø 23°
2 m	0.81 m
4 m	1.6 m
6 m	2.4 m
8 m	3.3 m
10 m	4.1 m
15 m	6.1 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.