DMX REFERENCE

Nuke 2 IP65

Nuke2

BeamZ Pro



Manufacturer	BeamZ Pro
GDTF file	BeamZ_Pro_Nuke_2_IP65_158652.gdtf
GDTF revision	rev100c EDIT: Repaired Virtual Dimmer Relation · 2026-09-03
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1 About this manual

This document describes the Nuke2 by BeamZ Pro. It was compiled from the GDTF file BeamZ_Pro_Nuke_2_IP65_158652.gdtf from the GDTF-Share library.

File revision: “rev100c EDIT: Repaired Virtual Dimmer Relation”.

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.

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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	21 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
324 Channel	324	1	1
324 Channel + VIRTUAL DIMMERS	324	1	1
310 Channel	310	1	1
310 Channel + VIRTUAL DIMMERS	310	1	1
132 Channel	132	3	1, 133, 265
132 Channel + VIRTUAL DIMMERS	132	3	1, 133, 265
84 Channel	84	6	1, 85, 169, 253, ...
84 Channel + VIRTUAL DIMMERS	84	6	1, 85, 169, 253, ...
23 Channel	23	22	1, 24, 47, 70, ...
13 Channel	13	39	1, 14, 27, 40, ...



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.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

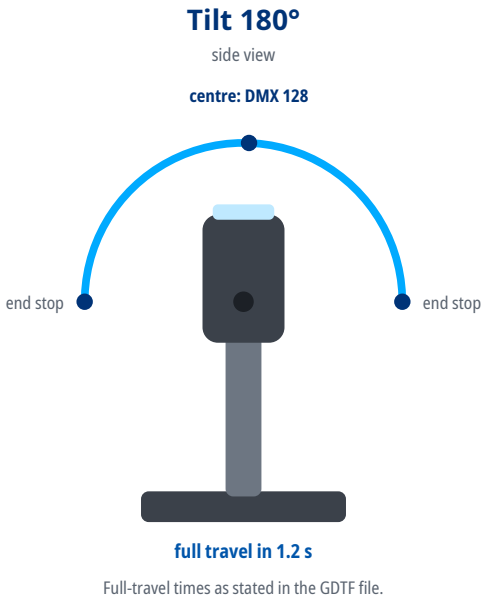
4 Product description

Description in the GDTF file

“rev100c repaired single cell Virtual Dimmer Relation error that caused green pixel 30 to remain on in green edited DMX modes RDM versions”

“Motorized Hybrid Strobe/Wash/PixelMap :: IP65 / 96 x 9 x 0.5 W RGB / 12 x 40 W 6500K / Tilt 180 degree”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

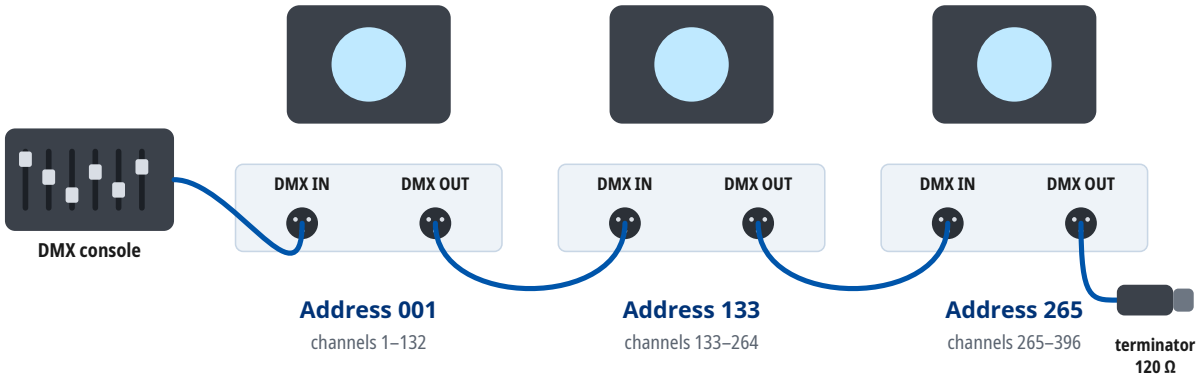
⚠ **WARNING**

- 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: 21 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 132 Channel: every unit occupies 132 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 “324 Channel”: 324.
- 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.
- 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

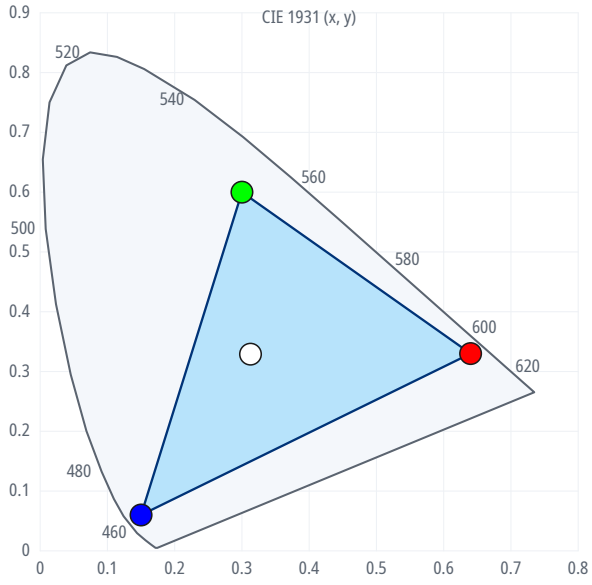
Functions in each DMX mode

	324 Channel 324 channels	324 Channel + VIRTUAL DIMMERS 324 channels	310 Channel 310 channels	310 Channel + VIRTUAL DIMMERS 310 channels	132 Channel 132 channels	132 Channel + VIRTUAL DIMMERS 132 channels	84 Channel 84 channels	84 Channel + VIRTUAL DIMMERS 84 channels
Pan / Tilt	1	1	1	1	1	1	1	1
Dimmer	17 channels (3–36)	17 channels (3–36)	3–5, 10–21	3–5, 10–21	17 channels (3–36)	17 channels (3–36)	17 channels (3–36)	17 channels (3–36)
Shutter / strobe	6–9	6–9	6–9	6–9	6–9	6–9	6–9	6–9
Color mixing	13–15, 21–23, 37–324	13–15, 21–23, 37–324	22–309	22–309	13–15, 21–23, 37–132	13–15, 21–23, 37–132	13–15, 21–23, 37–84	13–15, 21–23, 37–84
Color wheel	16	16			16	16	16	16
Effects / macros	11, 12, 17–19	11, 12, 17–19	310	310	11, 12, 17–19	11, 12, 17–19	11, 12, 17–19	11, 12, 17–19
Pixel control	12 + 96 cells	12 + 96 cells	12 + 96 cells	12 + 96 cells	12 + 32 cells	12 + 32 cells	12 + 16 cells	12 + 16 cells

Color wheel

1. No Color — DMX 0–6
2. Red — DMX 6–13
3. Amber — DMX 14–21
4. Amber Yellow — DMX 22–29
5. Yellow — DMX 30–37
6. Green — DMX 38–45
7. Turquoise — DMX 46–53
8. Cyan — DMX 54–61
9. Blue — DMX 62–69
10. Lavender — DMX 70–77
11. Mauve — DMX 78–85
12. Magenta — DMX 86–93
13. Pink — DMX 94–102
14. White1 — DMX 102–109
15. White2 — DMX 110–117
16. Cool White — DMX 118–126

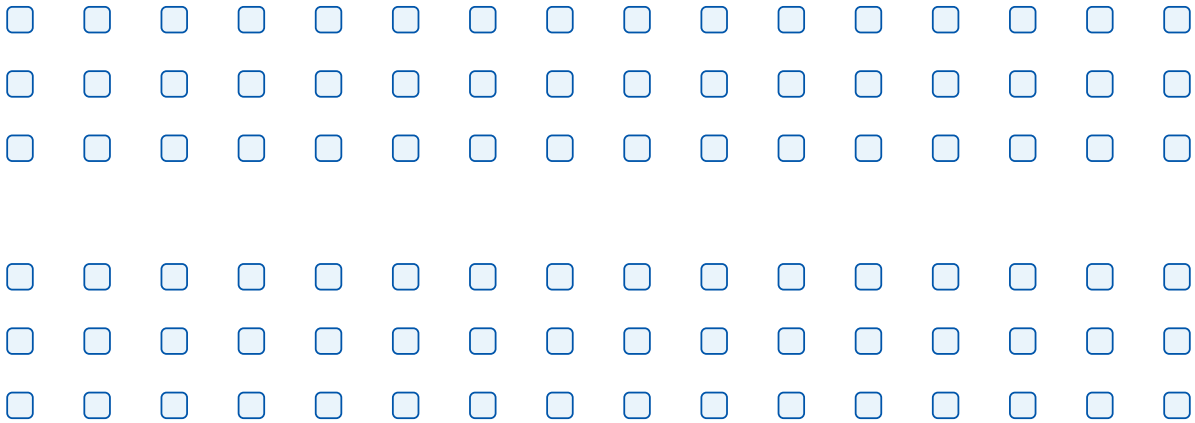
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
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.

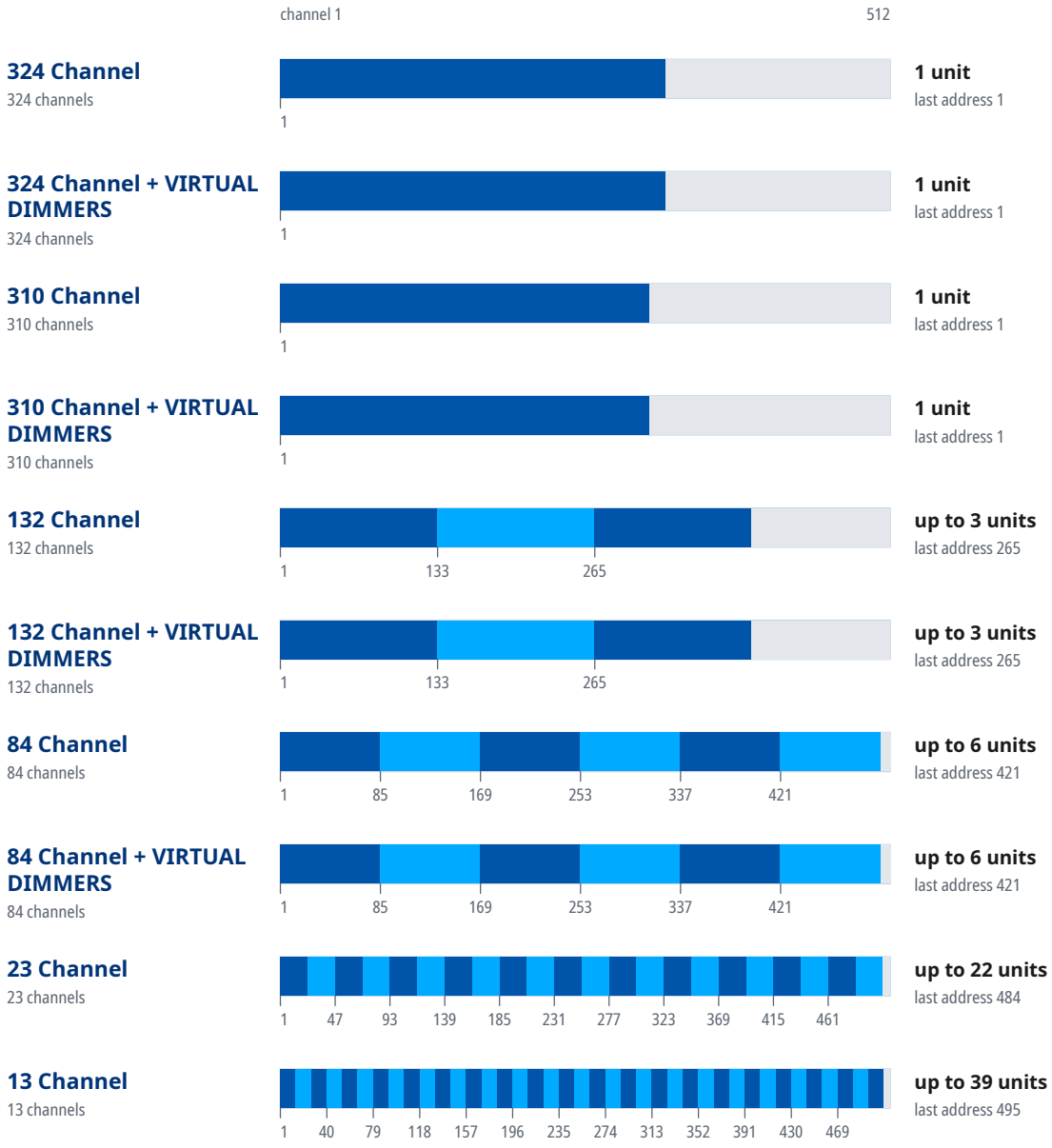
Cells (pixels)



Cells where the GDTF file places them (seen from above), 96 in all in the mode “324 Channel + VIRTUAL DIMMERS”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “324 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U6 · 1	11	U11 · 1	16	U16 · 1
2	U2 · 1	7	U7 · 1	12	U12 · 1	17	U17 · 1
3	U3 · 1	8	U8 · 1	13	U13 · 1	18	U18 · 1
4	U4 · 1	9	U9 · 1	14	U14 · 1	19	U19 · 1
5	U5 · 1	10	U10 · 1	15	U15 · 1	20	U20 · 1

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.

RDM personalities

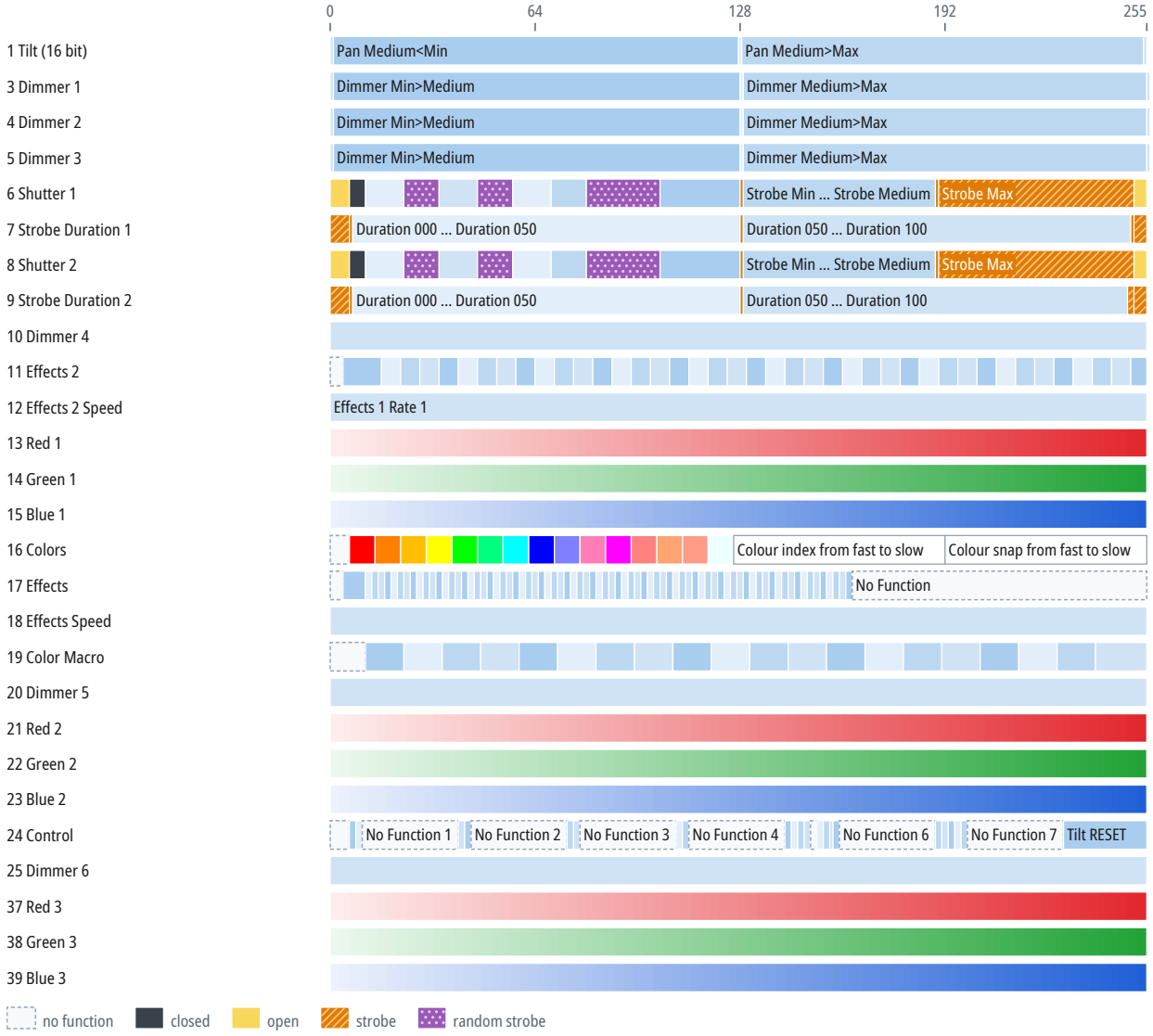
Mode	Channels	RDM personality
324 Channel	324	1
324 Channel + VIRTUAL DIMMERS	324	2
310 Channel	310	4
310 Channel + VIRTUAL DIMMERS	310	3
132 Channel	132	7
132 Channel + VIRTUAL DIMMERS	132	6
84 Channel	84	9
84 Channel + VIRTUAL DIMMERS	84	8
23 Channel	23	10
13 Channel	13	11

Mode 324 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 96 cells), CH 38 Green 255 (the same in each of the 96 cells), CH 39 Blue 255 (the same in each of the 96 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0	Pan Min
		1–127	Pan Medium<Min
		128	Pan Medium
		129–254	Pan Medium>Max

CH	Function	DMX	Description
1	Tilt (continued)	255	Pan Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1	0	Dimmer Min
		1–127	Dimmer Min>Medium
		128	Dimmer Medium
		129–254	Dimmer Medium>Max
		255	Dimmer Max
4	Dimmer 2	0	Dimmer Min
		1–127	Dimmer Min>Medium
		128	Dimmer Medium
		129–254	Dimmer Medium>Max
		255	Dimmer Max
5	Dimmer 3	0	Dimmer Min
		1–127	Dimmer Min>Medium
		128	Dimmer Medium
		129–254	Dimmer Medium>Max
		255	Dimmer Max
6	Shutter 1	0–5	Shutter OPEN
		6–10	Shutter CLOSED
		11–22	Ramp Min>Max
		23–33	Ramp Random Min>Max
		34–45	RampSnap Min>Max
		46–56	RampSnap Random Min>Max
		57–68	SnapRamp Min>Max
		69–79	SnapRamp random Min>Max
		80–102	Random Min>Max
		103–127	Lightning Min>Max
		128	Strobe Min
		129–188	Strobe Min ... Strobe Medium
		189	Strobe Medium
		190–250	Strobe Max
		251–255	Shutter 1 Open: Open
7	Strobe Duration 1	0–5	Duration OFF
		6	Duration 000
		7–127	Duration 000 ... Duration 050
		128	Duration 050
		129–249	Duration 050 ... Duration 100
		250	Duration 100
		251–255	Duration OFF
8	Shutter 2	0–5	Shutter OPEN
		6–10	Shutter CLOSED
		11–22	Ramp Min>Max

CH	Function	DMX	Description
8	Shutter 2 (continued)	23–33	Ramp Random Min>Max
		34–45	RampSnap Min>Max
		46–56	RampSnap Random Min>Max
		57–68	SnapRamp Min>Max
		69–79	SnapRamp random Min>Max
		80–102	Random Min>Max
		103–127	Lightning Min>Max
		128	Strobe Min
		129–188	Strobe Min ... Strobe Medium
		189	Strobe Medium
		190–250	Strobe Max
		251–255	Shutter 1 Open: Open
9	Strobe Duration 2	0–5	Duration OFF
		6	Duration 000
		7–127	Duration 000 ... Duration 050
		128	Duration 050
		129–248	Duration 050 ... Duration 100
		249–250	Duration 100
		251–255	Duration OFF
10	Dimmer 4	0–255	
11	Effects 2	0–3	No Function
		4–15	No Function 1
		16–21	Pattern1
		22–27	Pattern2
		28–33	Pattern3
		34–39	Pattern4
		40–45	Pattern5
		46–51	Pattern6
		52–57	Pattern7
		58–63	Pattern8
		64–69	Pattern9
		70–75	Pattern10
		76–81	Pattern11
		82–87	Pattern12
		88–93	Pattern13
		94–99	Pattern14
		100–105	Pattern15
		106–111	Pattern16
		112–117	Pattern17
		118–123	Pattern18
		124–129	Pattern19
		130–135	Pattern20

CH	Function	DMX	Description
11	Effects 2 (continued)	136–141	Pattern21
		142–147	Pattern22
		148–153	Pattern23
		154–159	Pattern24
		160–165	Pattern25
		166–171	Pattern26
		172–177	Pattern27
		178–183	Pattern28
		184–189	Pattern29
		190–195	Pattern30
		196–201	Pattern31
		202–207	Pattern32
		208–213	Pattern33
		214–219	Pattern34
		220–225	Pattern35
		226–231	Pattern36
		232–237	Pattern37
		238–243	Pattern38
		244–249	Pattern39
		250–255	Pattern40
12	Effects 2 Speed		Effects 1 Rate 1
		0–255	Effects 1 Rate 1
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors	0–5	No Function
		6–13	Red
		14–21	Amber
		22–29	Amber Yellow
		30–37	Yellow
		38–45	Green
		46–53	Turquoise
		54–61	Cyan
		62–69	Blue
		70–77	Lavender
		78–85	Mauve
		86–93	Magenta
		94–101	Pink
		102–109	White1
		110–117	White2
		118–125	White3
		126–191	Colour index from fast to slow

CH	Function	DMX	Description
16	Colors (continued)	192–255	Colour snap from fast to slow
17	Effects	0–3	No Function
		4–10	No Function 1
		11–12	Pattern 1
		13–14	Pattern 2
		15–16	Pattern 3
		17–18	Pattern 4
		19–20	Pattern 5
		21–22	Pattern 6
		23–24	Pattern 7
		25–26	Pattern 8
		27–28	Pattern 9
		29–30	Pattern10
		31–32	Pattern11
		33–34	Pattern12
		35–36	Pattern13
		37–38	Pattern14
		39–40	Pattern15
		41–42	Pattern16
		43–44	Pattern17
		45–46	Pattern18
		47–48	Pattern19
		49–50	Pattern20
		51–52	Pattern21
		53–54	Pattern22
		55–56	Pattern23
		57–58	Pattern24
		59–60	Pattern25
		61–62	Pattern26
		63–64	Pattern27
		65–66	Pattern28
		67–68	Pattern29
		69–70	Pattern30
		71–72	Pattern31
		73–74	Pattern32
		75–76	Pattern33
		77–78	Pattern34
		79–80	Pattern35
		81–82	Pattern36
		83–84	Pattern37
		85–86	Pattern38
		87–88	Pattern39

CH	Function	DMX	Description
17	Effects (continued)	89–90	Pattern40
		91–92	Pattern41
		93–94	Pattern42
		95–96	Pattern43
		97–98	Pattern44
		99–100	Pattern45
		101–102	Pattern46
		103–104	Pattern47
		105–106	Pattern48
		107–108	Pattern49
		109–110	Pattern50
		111–112	Pattern51
		113–114	Pattern52
		115–116	Pattern53
		117–118	Pattern54
		119–120	Pattern55
		121–122	Pattern56
		123–124	Pattern57
		125–126	Pattern58
		127–128	Pattern59
		129–130	Pattern60
		131–132	Pattern61
		133–134	Pattern62
		135–136	Pattern63
		137–138	Pattern64
		139–140	Pattern65
		141–142	Pattern66
		143–144	Pattern67
		145–146	Pattern68
		147–148	Pattern69
		149–150	Pattern70
		151–152	Pattern71
		153–154	Pattern72
		155–156	Pattern73
		157–158	Pattern74
		159–160	Pattern75
		161–162	Pattern76
		163–255	No Function
18	Effects Speed	0–255	
19	Color Macro	0–10	No Function
		11–22	Rainbow 1
		23–34	Rainbow 2

CH	Function	DMX	Description
19	Color Macro (continued)	35–46	Rainbow 3
		47–58	Rainbow 4
		59–70	Rainbow 5
		71–82	Rainbow 6
		83–94	Rainbow 7
		95–106	Rainbow 8
		107–118	Rainbow 9
		119–130	Rainbow 10
		131–142	Rainbow 11
		143–154	Rainbow 12
		155–166	Rainbow 13
		167–178	Rainbow 14
		179–190	Rainbow 15
		191–202	Rainbow 16
		203–214	Rainbow 17
		215–226	Rainbow 18
		227–238	Rainbow 19
		239–255	Rainbow 20
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control	0–5	No function
		6–7	MoveInBlack ON (Hold for 3sec)
		8–9	MoveInBlack OFF (Hold for 3sec)
		10–39	No Function 1
		40–41	TiltInvert ON (Hold for 3sec)
		42–43	TiltInvert OFF (Hold for 3sec)
		44–73	No Function 2
		74–75	Fan NORMAL
		76–77	Fan SILENT
		78–107	No Function 3
		108–109	Display ON
		110–111	Display OFF
		112–141	No Function 4
		142–143	DimmerCurve LINEAR
		144–145	DimmerCurve SQUARE
		146–147	DimmerCurve inv SQUARE
		148–149	DimmerCurve S-CURVE
		150–151	No Function 5
		152–153	DimmerSpeedMode OFF
		154–155	DimmerSpeedMode 1

CH	Function	DMX	Description
24	Control (continued)	156	DimmerSpeedMode 2
		157–158	DimmerSpeedMode 3
		159–188	No Function 6
		189–190	LED PWM Freq 800Hz
		191–192	LED PWM Freq 1200Hz
		193–194	LED PWM Freq 2000 Hz
		195–196	LED PWM Freq 3600Hz
		197–198	LED PWM Freq 15000Hz
		199–228	No Function 7
		229–255	Tilt RESET
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–324: 96 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84	17	85	86	87	18	88	89	90
19	91	92	93	20	94	95	96	21	97	98	99
22	100	101	102	23	103	104	105	24	106	107	108
25	109	110	111	26	112	113	114	27	115	116	117
28	118	119	120	29	121	122	123	30	124	125	126
31	127	128	129	32	130	131	132	33	133	134	135
34	136	137	138	35	139	140	141	36	142	143	144
37	145	146	147	38	148	149	150	39	151	152	153
40	154	155	156	41	157	158	159	42	160	161	162
43	163	164	165	44	166	167	168	45	169	170	171
46	172	173	174	47	175	176	177	48	178	179	180
49	181	182	183	50	184	185	186	51	187	188	189
52	190	191	192	53	193	194	195	54	196	197	198
55	199	200	201	56	202	203	204	57	205	206	207

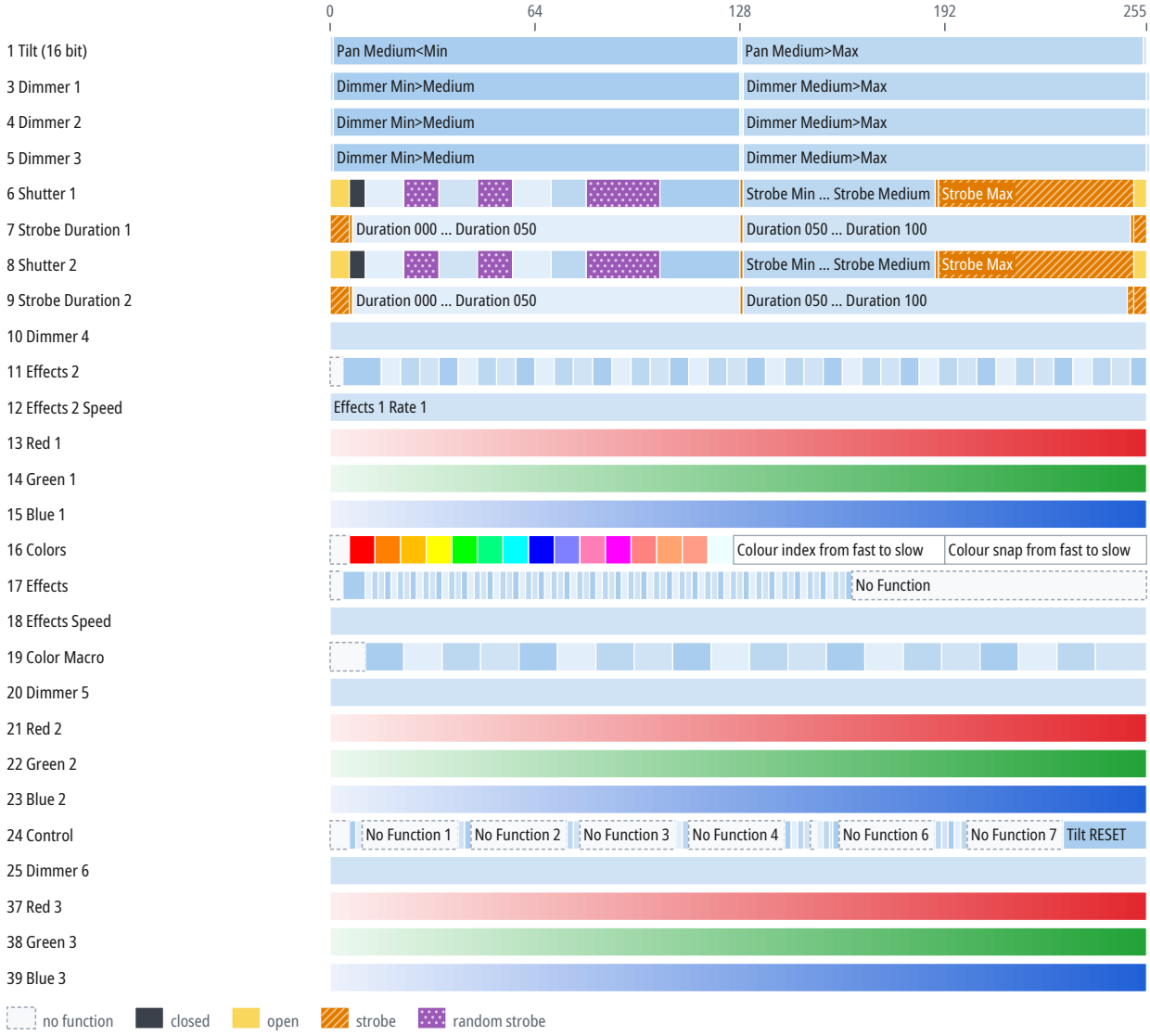
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
58	208	209	210	59	211	212	213	60	214	215	216
61	217	218	219	62	220	221	222	63	223	224	225
64	226	227	228	65	229	230	231	66	232	233	234
67	235	236	237	68	238	239	240	69	241	242	243
70	244	245	246	71	247	248	249	72	250	251	252
73	253	254	255	74	256	257	258	75	259	260	261
76	262	263	264	77	265	266	267	78	268	269	270
79	271	272	273	80	274	275	276	81	277	278	279
82	280	281	282	83	283	284	285	84	286	287	288
85	289	290	291	86	292	293	294	87	295	296	297
88	298	299	300	89	301	302	303	90	304	305	306
91	307	308	309	92	310	311	312	93	313	314	315
94	316	317	318	95	319	320	321	96	322	323	324

Mode 324 Channel + VIRTUAL DIMMERS

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 96 cells), CH 38 Green 255 (the same in each of the 96 cells), CH 39 Blue 255 (the same in each of the 96 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
11	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
12	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
17	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
18	Effects Speed	0–255	
19	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control		Same as CH 24 in the mode “324 Channel” (p. 18)
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–324: 96 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84	17	85	86	87	18	88	89	90
19	91	92	93	20	94	95	96	21	97	98	99
22	100	101	102	23	103	104	105	24	106	107	108
25	109	110	111	26	112	113	114	27	115	116	117

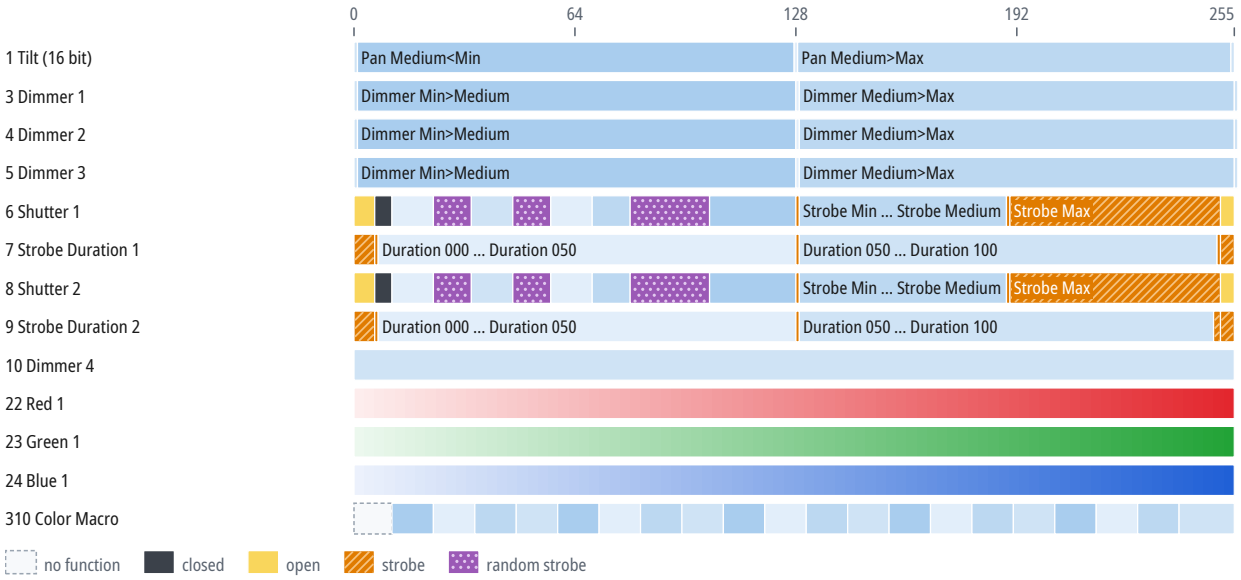
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
28	118	119	120	29	121	122	123	30	124	125	126
31	127	128	129	32	130	131	132	33	133	134	135
34	136	137	138	35	139	140	141	36	142	143	144
37	145	146	147	38	148	149	150	39	151	152	153
40	154	155	156	41	157	158	159	42	160	161	162
43	163	164	165	44	166	167	168	45	169	170	171
46	172	173	174	47	175	176	177	48	178	179	180
49	181	182	183	50	184	185	186	51	187	188	189
52	190	191	192	53	193	194	195	54	196	197	198
55	199	200	201	56	202	203	204	57	205	206	207
58	208	209	210	59	211	212	213	60	214	215	216
61	217	218	219	62	220	221	222	63	223	224	225
64	226	227	228	65	229	230	231	66	232	233	234
67	235	236	237	68	238	239	240	69	241	242	243
70	244	245	246	71	247	248	249	72	250	251	252
73	253	254	255	74	256	257	258	75	259	260	261
76	262	263	264	77	265	266	267	78	268	269	270
79	271	272	273	80	274	275	276	81	277	278	279
82	280	281	282	83	283	284	285	84	286	287	288
85	289	290	291	86	292	293	294	87	295	296	297
88	298	299	300	89	301	302	303	90	304	305	306
91	307	308	309	92	310	311	312	93	313	314	315
94	316	317	318	95	319	320	321	96	322	323	324

Mode 310 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 10 Dimmer 255 (the same in each of the 12 cells), CH 22 Red 255 (the same in each of the 96 cells), CH 23 Green 255 (the same in each of the 96 cells), CH 24 Blue 255 (the same in each of the 96 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
22	Red 1	0–255	
23	Green 1	0–255	
24	Blue 1	0–255	
310	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)

CH 10–21: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 10); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	10	2	11	3	12	4	13	5	14	6	15
7	16	8	17	9	18	10	19	11	20	12	21

CH 22–309: 96 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 22–24); the table below gives each cell's channel numbers.

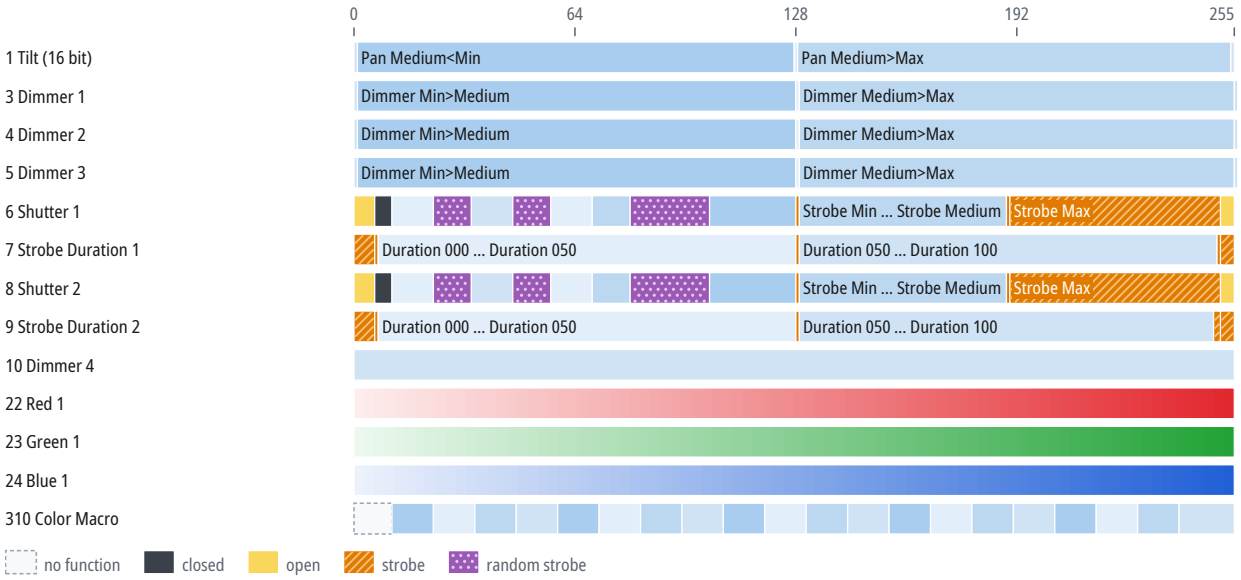
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	22	23	24	2	25	26	27	3	28	29	30
4	31	32	33	5	34	35	36	6	37	38	39
7	40	41	42	8	43	44	45	9	46	47	48
10	49	50	51	11	52	53	54	12	55	56	57
13	58	59	60	14	61	62	63	15	64	65	66
16	67	68	69	17	70	71	72	18	73	74	75
19	76	77	78	20	79	80	81	21	82	83	84
22	85	86	87	23	88	89	90	24	91	92	93
25	94	95	96	26	97	98	99	27	100	101	102
28	103	104	105	29	106	107	108	30	109	110	111
31	112	113	114	32	115	116	117	33	118	119	120
34	121	122	123	35	124	125	126	36	127	128	129
37	130	131	132	38	133	134	135	39	136	137	138
40	139	140	141	41	142	143	144	42	145	146	147
43	148	149	150	44	151	152	153	45	154	155	156
46	157	158	159	47	160	161	162	48	163	164	165
49	166	167	168	50	169	170	171	51	172	173	174
52	175	176	177	53	178	179	180	54	181	182	183
55	184	185	186	56	187	188	189	57	190	191	192
58	193	194	195	59	196	197	198	60	199	200	201
61	202	203	204	62	205	206	207	63	208	209	210
64	211	212	213	65	214	215	216	66	217	218	219
67	220	221	222	68	223	224	225	69	226	227	228
70	229	230	231	71	232	233	234	72	235	236	237
73	238	239	240	74	241	242	243	75	244	245	246
76	247	248	249	77	250	251	252	78	253	254	255
79	256	257	258	80	259	260	261	81	262	263	264
82	265	266	267	83	268	269	270	84	271	272	273
85	274	275	276	86	277	278	279	87	280	281	282
88	283	284	285	89	286	287	288	90	289	290	291
91	292	293	294	92	295	296	297	93	298	299	300
94	301	302	303	95	304	305	306	96	307	308	309

Mode 310 Channel + VIRTUAL DIMMERS

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 10 Dimmer 255 (the same in each of the 12 cells), CH 22 Red 255 (the same in each of the 96 cells), CH 23 Green 255 (the same in each of the 96 cells), CH 24 Blue 255 (the same in each of the 96 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
22	Red 1	0–255	
23	Green 1	0–255	
24	Blue 1	0–255	
310	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)

CH 10–21: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 10); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	10	2	11	3	12	4	13	5	14	6	15
7	16	8	17	9	18	10	19	11	20	12	21

CH 22–309: 96 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 22–24); the table below gives each cell's channel numbers.

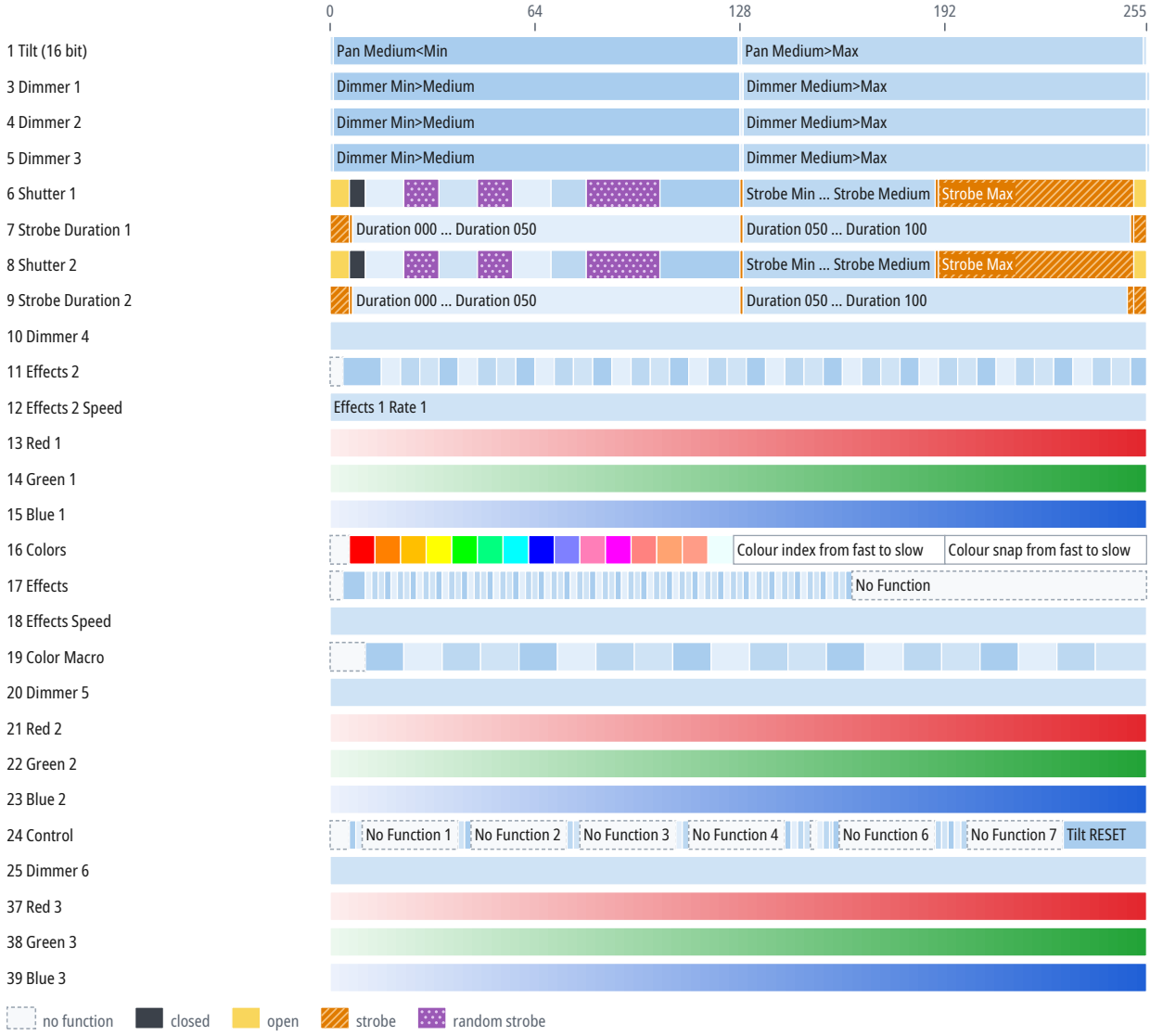
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	22	23	24	2	25	26	27	3	28	29	30
4	31	32	33	5	34	35	36	6	37	38	39
7	40	41	42	8	43	44	45	9	46	47	48
10	49	50	51	11	52	53	54	12	55	56	57
13	58	59	60	14	61	62	63	15	64	65	66
16	67	68	69	17	70	71	72	18	73	74	75
19	76	77	78	20	79	80	81	21	82	83	84
22	85	86	87	23	88	89	90	24	91	92	93
25	94	95	96	26	97	98	99	27	100	101	102
28	103	104	105	29	106	107	108	30	109	110	111
31	112	113	114	32	115	116	117	33	118	119	120
34	121	122	123	35	124	125	126	36	127	128	129
37	130	131	132	38	133	134	135	39	136	137	138
40	139	140	141	41	142	143	144	42	145	146	147
43	148	149	150	44	151	152	153	45	154	155	156
46	157	158	159	47	160	161	162	48	163	164	165
49	166	167	168	50	169	170	171	51	172	173	174
52	175	176	177	53	178	179	180	54	181	182	183
55	184	185	186	56	187	188	189	57	190	191	192
58	193	194	195	59	196	197	198	60	199	200	201
61	202	203	204	62	205	206	207	63	208	209	210
64	211	212	213	65	214	215	216	66	217	218	219
67	220	221	222	68	223	224	225	69	226	227	228
70	229	230	231	71	232	233	234	72	235	236	237
73	238	239	240	74	241	242	243	75	244	245	246
76	247	248	249	77	250	251	252	78	253	254	255
79	256	257	258	80	259	260	261	81	262	263	264
82	265	266	267	83	268	269	270	84	271	272	273
85	274	275	276	86	277	278	279	87	280	281	282
88	283	284	285	89	286	287	288	90	289	290	291
91	292	293	294	92	295	296	297	93	298	299	300
94	301	302	303	95	304	305	306	96	307	308	309

Mode 132 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 32 cells), CH 38 Green 255 (the same in each of the 32 cells), CH 39 Blue 255 (the same in each of the 32 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
11	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
12	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
17	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
18	Effects Speed	0–255	
19	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control		Same as CH 24 in the mode “324 Channel” (p. 18)
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–132: 32 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84	17	85	86	87	18	88	89	90
19	91	92	93	20	94	95	96	21	97	98	99
22	100	101	102	23	103	104	105	24	106	107	108

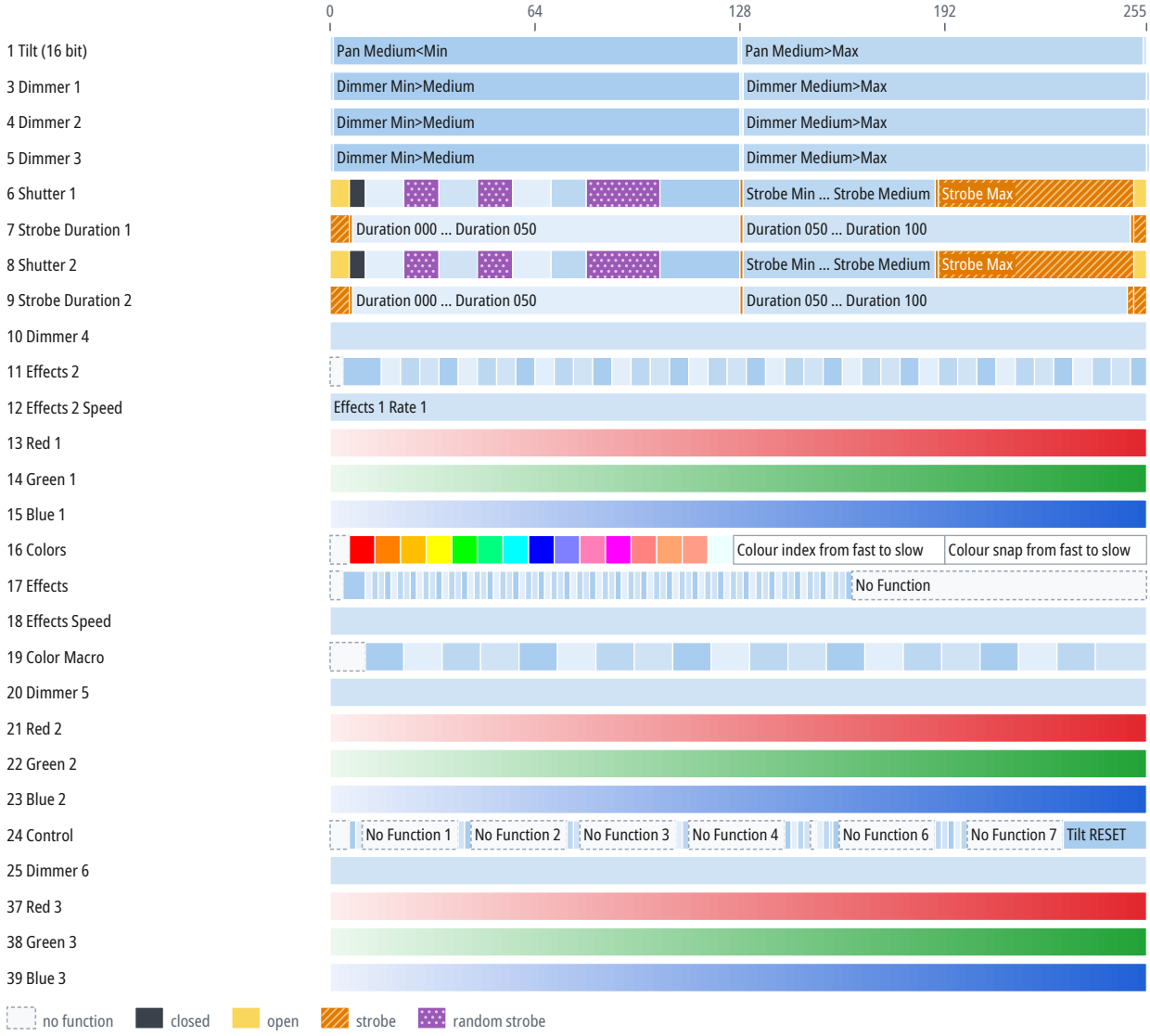
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
25	109	110	111	26	112	113	114	27	115	116	117
28	118	119	120	29	121	122	123	30	124	125	126
31	127	128	129	32	130	131	132				

Mode 132 Channel + VIRTUAL DIMMERS

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 32 cells), CH 38 Green 255 (the same in each of the 32 cells), CH 39 Blue 255 (the same in each of the 32 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
11	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
12	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
17	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
18	Effects Speed	0–255	
19	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control		Same as CH 24 in the mode “324 Channel” (p. 18)
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–132: 32 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84	17	85	86	87	18	88	89	90
19	91	92	93	20	94	95	96	21	97	98	99
22	100	101	102	23	103	104	105	24	106	107	108

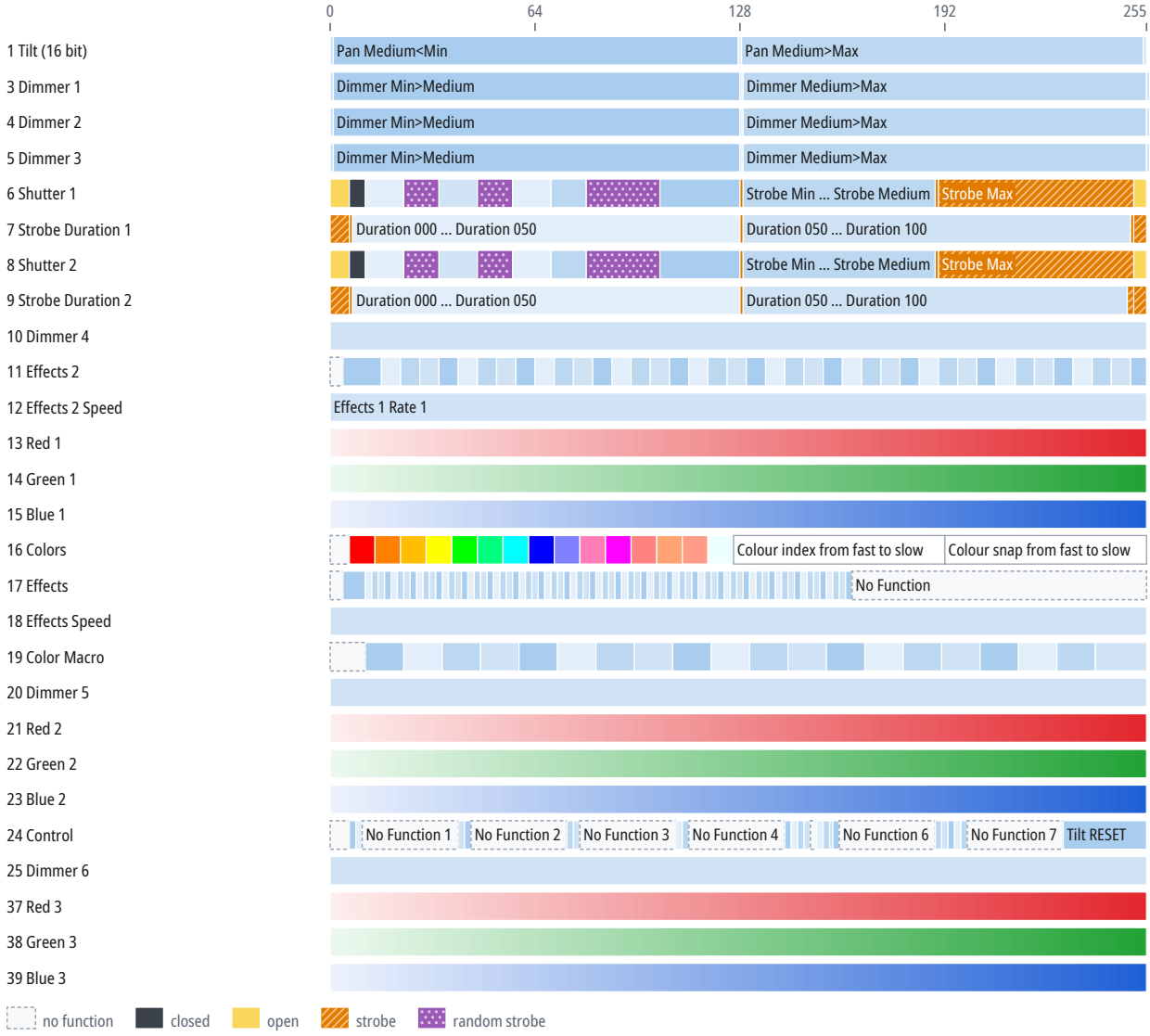
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
25	109	110	111	26	112	113	114	27	115	116	117
28	118	119	120	29	121	122	123	30	124	125	126
31	127	128	129	32	130	131	132				

Mode 84 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 16 cells), CH 38 Green 255 (the same in each of the 16 cells), CH 39 Blue 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
11	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
12	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
17	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
18	Effects Speed	0–255	
19	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control		Same as CH 24 in the mode “324 Channel” (p. 18)
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–84: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

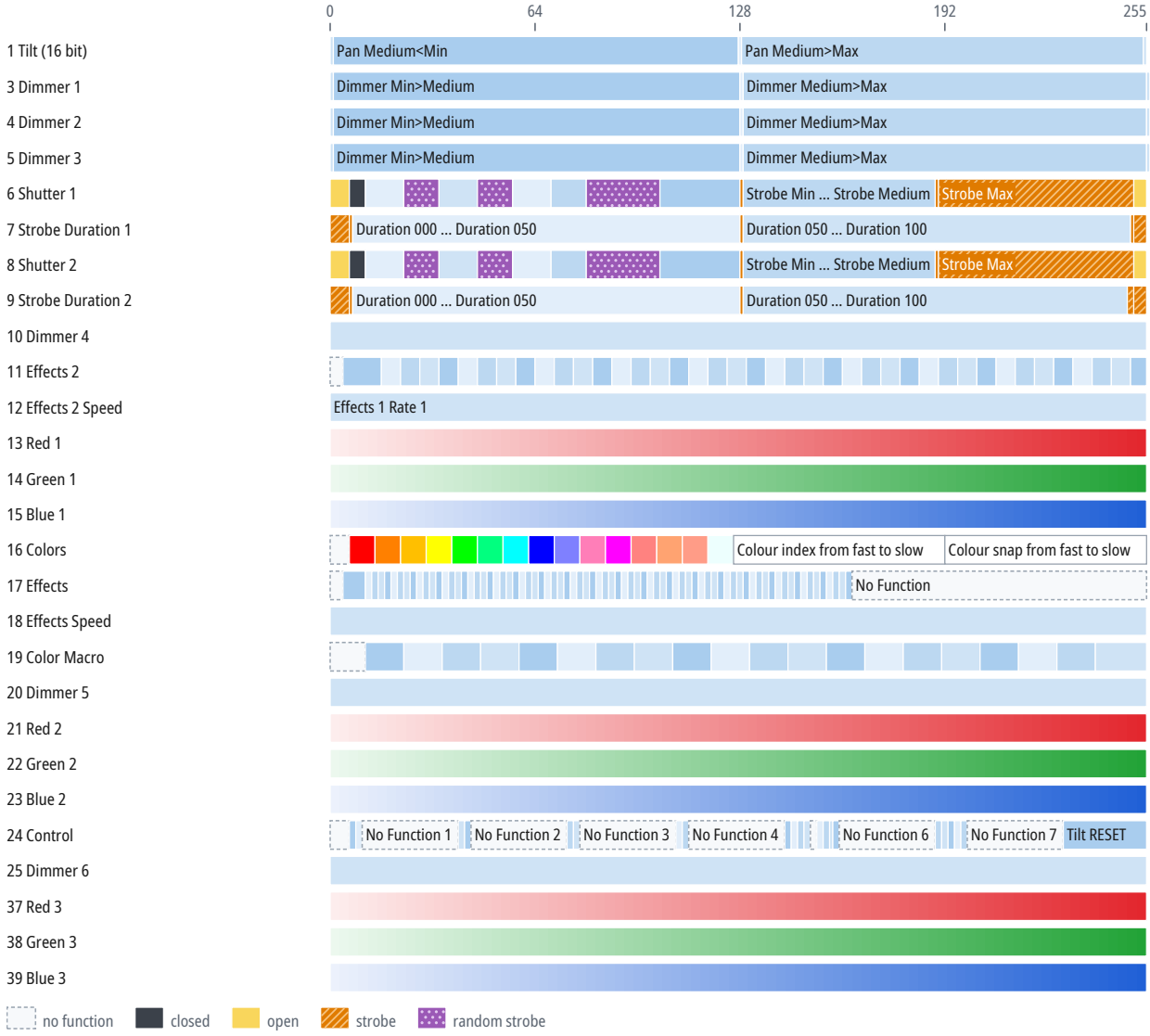
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84								

Mode 84 Channel + VIRTUAL DIMMERS

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 10 Dimmer 4 above 0; CH 20 Dimmer 5 above 0; CH 25 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 13 Red 1 255, CH 14 Green 1 255, CH 15 Blue 1 255, CH 25 Dimmer 255 (the same in each of the 12 cells), CH 37 Red 255 (the same in each of the 16 cells), CH 38 Green 255 (the same in each of the 16 cells), CH 39 Blue 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Dimmer 4	0–255	
11	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
12	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
17	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
18	Effects Speed	0–255	
19	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
20	Dimmer 5	0–255	
21	Red 2	0–255	
22	Green 2	0–255	
23	Blue 2	0–255	
24	Control		Same as CH 24 in the mode “324 Channel” (p. 18)
25	Dimmer 6	0–255	
37	Red 3	0–255	
38	Green 3	0–255	
39	Blue 3	0–255	

CH 25–36: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32	9	33	10	34	11	35	12	36

CH 37–84: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 37–39); the table below gives each cell's channel numbers.

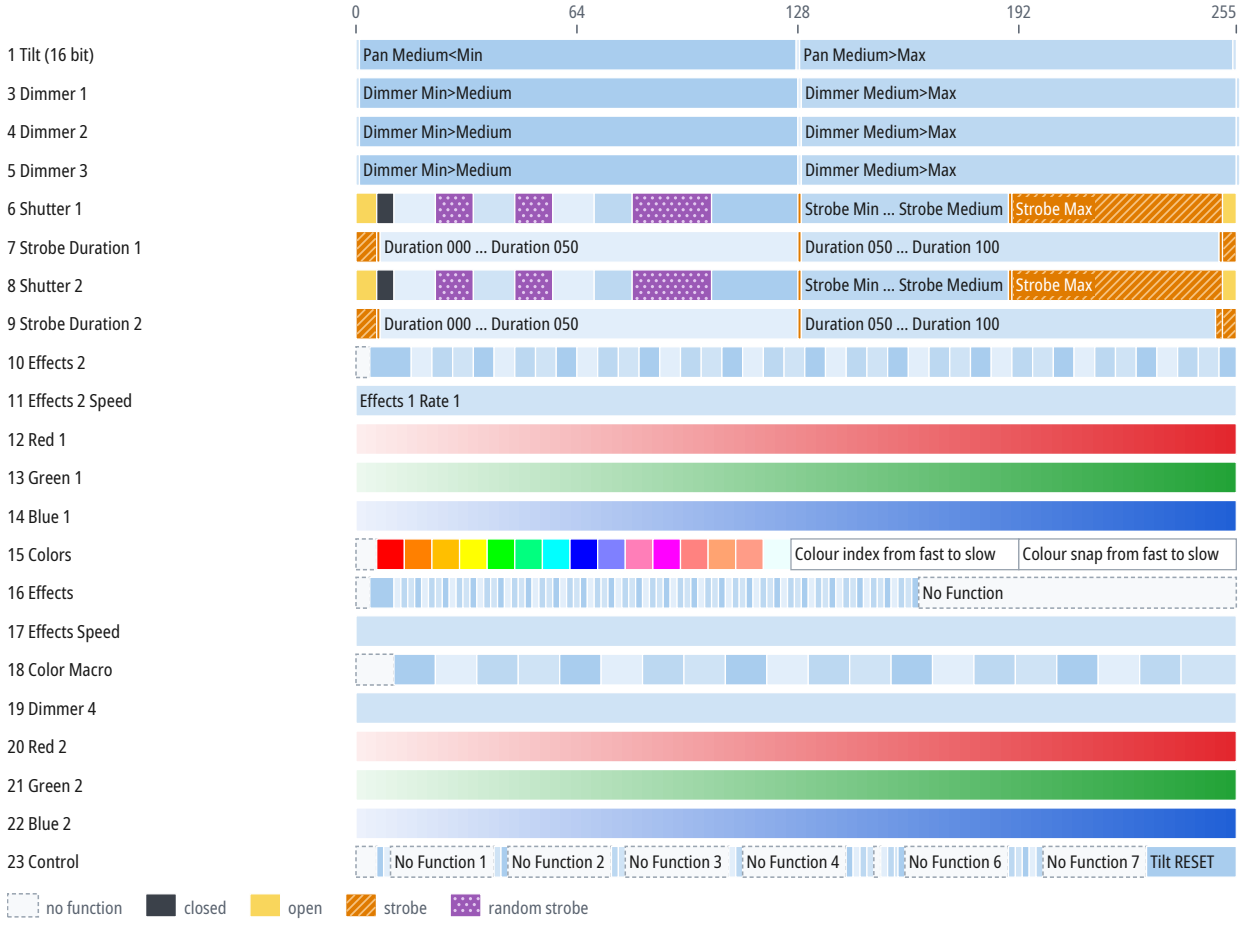
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	37	38	39	2	40	41	42	3	43	44	45
4	46	47	48	5	49	50	51	6	52	53	54
7	55	56	57	8	58	59	60	9	61	62	63
10	64	65	66	11	67	68	69	12	70	71	72
13	73	74	75	14	76	77	78	15	79	80	81
16	82	83	84								

Mode 23 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 19 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 12 Red 1 255, CH 13 Green 1 255, CH 14 Blue 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Effects 2		Same as CH 11 in the mode “324 Channel” (p. 14)
11	Effects 2 Speed		Same as CH 12 in the mode “324 Channel” (p. 15)

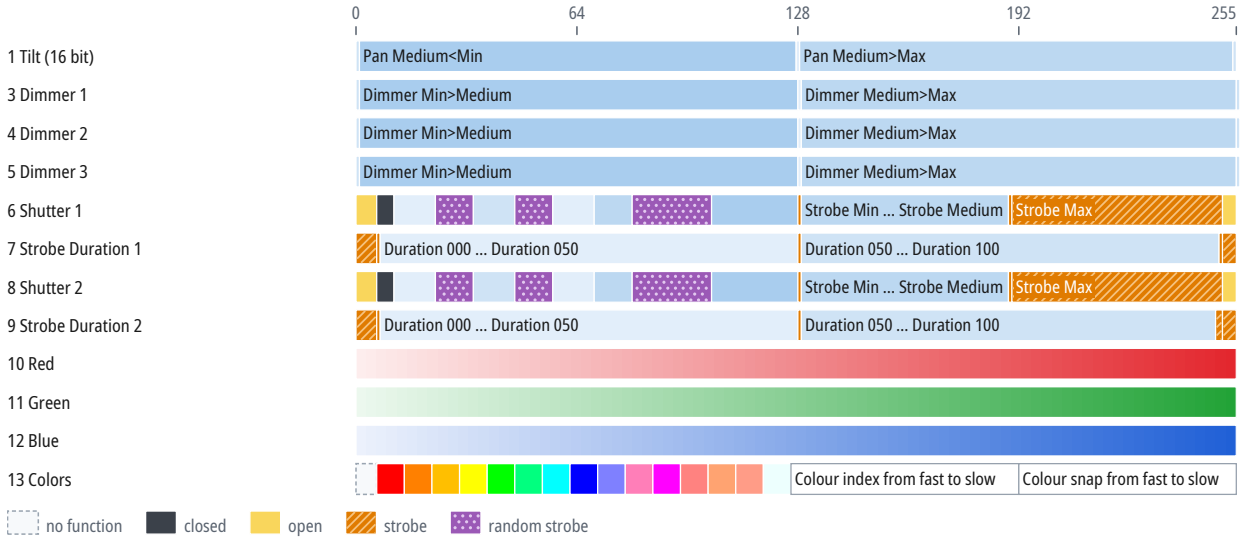
CH	Function	DMX	Description
12	Red 1	0–255	
13	Green 1	0–255	
14	Blue 1	0–255	
15	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)
16	Effects		Same as CH 17 in the mode “324 Channel” (p. 16)
17	Effects Speed	0–255	
18	Color Macro		Same as CH 19 in the mode “324 Channel” (p. 17)
19	Dimmer 4	0–255	
20	Red 2	0–255	
21	Green 2	0–255	
22	Blue 2	0–255	
23	Control		Same as CH 24 in the mode “324 Channel” (p. 18)

Mode 13 Channel

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 6 Shutter 1 at 0–5 “Shutter OPEN” or 251–255 “Open”; CH 8 Shutter 2 at 0–5 “Shutter OPEN” or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 3 255, CH 6 Shutter 1 0, CH 7 Strobe Duration 1 0, CH 8 Shutter 2 0, CH 9 Strobe Duration 2 0, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “324 Channel” (p. 12)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “324 Channel” (p. 13)
4	Dimmer 2		Same as CH 4 in the mode “324 Channel” (p. 13)
5	Dimmer 3		Same as CH 5 in the mode “324 Channel” (p. 13)
6	Shutter 1		Same as CH 6 in the mode “324 Channel” (p. 13)
7	Strobe Duration 1		Same as CH 7 in the mode “324 Channel” (p. 13)

CH	Function	DMX	Description
8	Shutter 2		Same as CH 8 in the mode “324 Channel” (p. 13)
9	Strobe Duration 2		Same as CH 9 in the mode “324 Channel” (p. 14)
10	Red	0–255	
11	Green	0–255	
12	Blue	0–255	
13	Colors		Same as CH 16 in the mode “324 Channel” (p. 15)

10 Technical specifications

Parameter	Value
Light source	LED
Tilt	180°
RDM	yes (manufacturer ID 0x076A, device model ID 0x0056)
Weight	21 kg
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	0–100 s

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.

Problem	Remedy
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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

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.