DMX REFERENCE

Bombtron 1000mm

Bombtron 1m

Bombee

Manufacturer	Bombee
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Contents

1 About this manual **2**
2 Quick reference **2**
3 Safety instructions **3**
4 Installation **4**
5 Connections **4**
6 Operation **5**
7 Functions at a glance **5**
8 DMX channels **6**
Mode 1px 6
Mode 2px 8
Mode 4px 9
Mode 2px inverted 9
Mode 4px inverted 10
9 Technical specifications **11**
10 Maintenance and cleaning **11**
11 Troubleshooting **12**
12 Disposal **12**

1 About this manual

This document describes the Bombtron 1m by Bombee. It was compiled from the GDTF file Bombee_Bombtron_1000mm_124382.gdtf from the GDTF-Share library.

File revision: “Init, Uploaded to GDTF Share.”.

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 Bombee; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
1px	256	2	1, 257
2px	128	4	1, 129, 257, 385
4px	64	8	1, 65, 129, 193, ...
2px inverted	128	4	1, 129, 257, 385
4px inverted	64	8	1, 65, 129, 193, ...


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

4 Installation

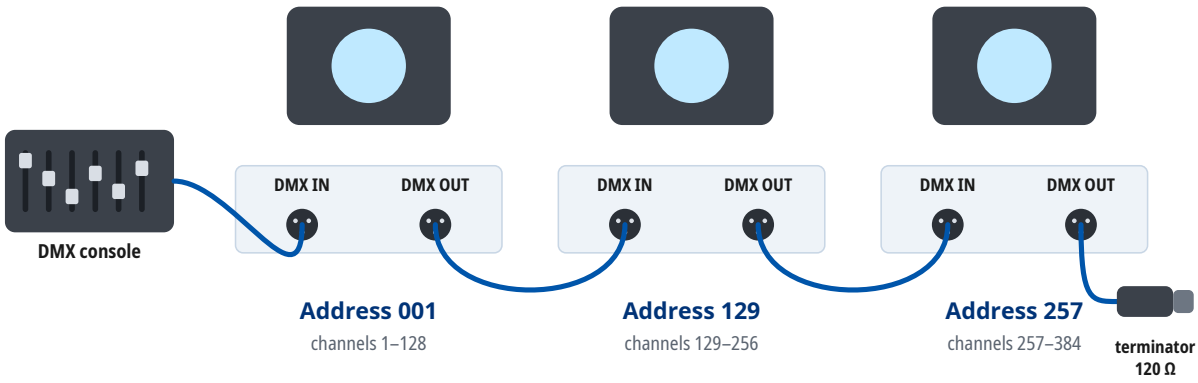
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 2px: every unit occupies 128 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

6 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “1px”: 256.
- 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 “1px”, you can use, for example, the start addresses 1, 257.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

Functions in each DMX mode

	1px 256 channels	2px 128 channels	4px 64 channels	2px inverted 128 channels	4px inverted 64 channels
Dimmer	✓	✓	✓	✓	✓
Color mixing	1–256	1–256	1–256	1–256	1–256

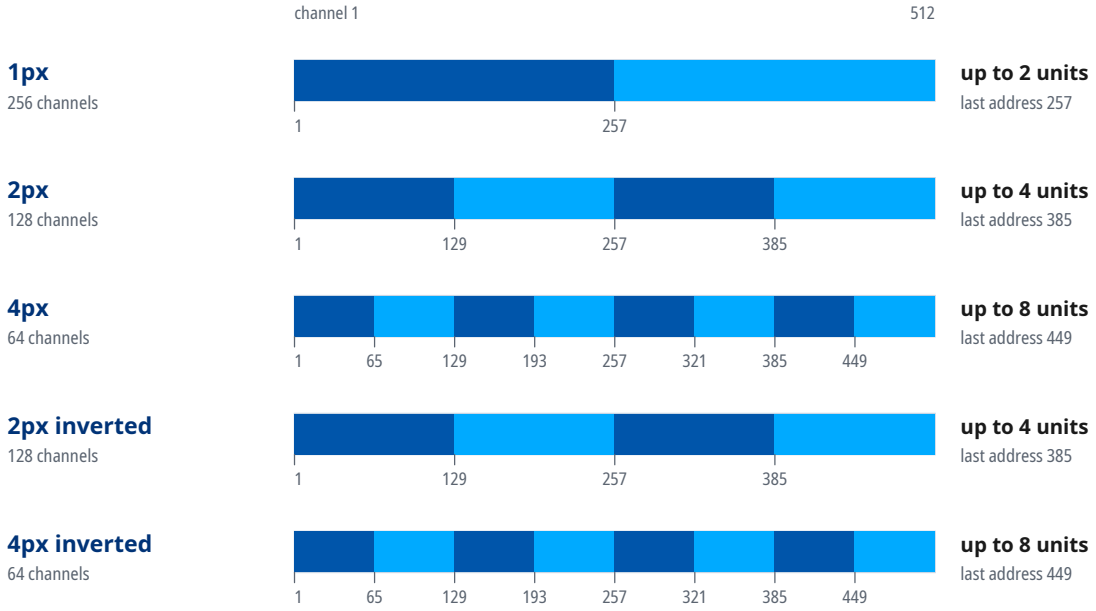
Cells (pixels)

1 CH 1	2 CH 5	5 CH 9	3 CH 5	8 CH 13	11 CH 17	6 CH 9	4 CH 5	14 CH 21	16 CH 25	9 CH 13	19 CH 29	22 CH 33	12 CH 17	7 CH 9	25 CH 37
28 CH 41	15 CH 21	30 CH 45	33 CH 49	17 CH 25	10 CH 13	36 CH 53	39 CH 57	20 CH 29	42 CH 61	44 CH 65	23 CH 33	13 CH 17	46 CH 69	48 CH 73	26 CH 37
50 CH 77	52 CH 81	29 CH 41	54 CH 85	56 CH 89	31 CH 45	58 CH 93	60 CH 97	34 CH 49	62 CH 101	18 CH 25	64 CH 105	37 CH 53	66 CH 109	68 CH 113	40 CH 57
70 CH 117	21 CH 29	72 CH 121	43 CH 61	74 CH 125	75 CH 129	45 CH 65	76 CH 133	24 CH 33	77 CH 137	47 CH 69	78 CH 141	79 CH 145	49 CH 73	80 CH 149	27 CH 37
81 CH 153	51 CH 77	82 CH 157	83 CH 161	53 CH 81	84 CH 165	85 CH 169	55 CH 85	86 CH 173	87 CH 177	57 CH 89	88 CH 181	89 CH 185	32 CH 45	59 CH 93	90 CH 189
91 CH 193	61 CH 97	92 CH 197	93 CH 201	35 CH 49	63 CH 101	94 CH 205	95 CH 209	65 CH 105	96 CH 213	97 CH 217	38 CH 53	67 CH 109	98 CH 221	99 CH 225	69 CH 113
			100 CH 229	101 CH 233	41 CH 57	71 CH 117	102 CH 237	103 CH 241	73 CH 121	104 CH 245	105 CH 249	106 CH 253			

106 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “1px”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “1px”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 257	11	U6 · 1	16	U8 · 257
2	257	7	U4 · 1	12	U6 · 257	17	U9 · 1
3	U2 · 1	8	U4 · 257	13	U7 · 1	18	U9 · 257
4	U2 · 257	9	U5 · 1	14	U7 · 257	19	U10 · 1
5	U3 · 1	10	U5 · 257	15	U8 · 1	20	U10 · 257

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 1px

The GDTF file gives these values for a console's Highlight function: CH 1 Red 127 (the same in each of the 64 cells), CH 2 Green 127 (the same in each of the 64 cells), CH 3 Blue 127 (the same in each of the 64 cells), CH 4 White 0 (the same in each of the 64 cells).

CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
2	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
3	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
4	White 1		Color RGB_W 1
		0–255	Color RGB_W 1

CH 1–256: 64 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table

below gives each cell's channel numbers.

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

Mode 2px

The GDTF file gives these values for a console's Highlight function: CH 1 Red 127 (the same in each of the 32 cells), CH 2 Green 127 (the same in each of the 32 cells), CH 3 Blue 127 (the same in each of the 32 cells), CH 4 White 0 (the same in each of the 32 cells).

CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
2	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
3	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
4	White 1		Color RGB_W 1
		0–255	Color RGB_W 1

CH 1–128: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode 4px

The GDTF file gives these values for a console's Highlight function: CH 1 Red 127 (the same in each of the 16 cells), CH 2 Green 127 (the same in each of the 16 cells), CH 3 Blue 127 (the same in each of the 16 cells), CH 4 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
2	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
3	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
4	White 1		Color RGB_W 1
		0–255	Color RGB_W 1

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode 2px inverted

The GDTF file gives these values for a console's Highlight function: CH 1 Red 127 (the same in each of the 32 cells), CH 2 Green 127 (the same in each of the 32 cells), CH 3 Blue 127 (the same in each of the 32 cells), CH 4 White 0 (the same in each of the 32 cells).

CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
2	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
3	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
4	White 1		Color RGB_W 1
		0–255	Color RGB_W 1

CH 1–128: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode 4px inverted

The GDTF file gives these values for a console's Highlight function: CH 1 Red 127 (the same in each of the 16 cells), CH 2 Green 127 (the same in each of the 16 cells), CH 3 Blue 127 (the same in each of the 16 cells), CH 4 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
2	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
3	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
4	White 1		Color RGB_W 1
		0–255	Color RGB_W 1

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

9 Technical specifications

Parameter	Value
Light source	LED
Operating temperature	0 to 40 °C

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

11 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

12 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.