DMX REFERENCE

Atom T Plus

Brighter



Manufacturer	Brighter
GDTF file	Brighter_Atom_T_Plus_167449.gdtf
GDTF revision	Firmware_V1 · 2026-11-03
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1 About this manual

This document describes the Atom T Plus by Brighter. It was compiled from the GDTF file Brighter_Atom_T_Plus_167449.gdtf from the GDTF-Share library.

File revision: “Firmware_V1”.

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 Brighter; 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
Power consumption	480 W
Weight	10.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
6Ch	6	85	1, 7, 13, 19, ...
13Ch	13	39	1, 14, 27, 40, ...
22Ch	22	23	1, 23, 45, 67, ...
26Ch	26	19	1, 27, 53, 79, ...
20Ch	20	25	1, 21, 41, 61, ...

No light? Check these channels

- 13Ch: CH 1 Dimmer above 0; CH 2 Shutter at 0–15 or 246–255 “Open”
- 22Ch: CH 1 Dimmer 1 above 0; CH 2 Shutter at 0–15 or 246–255 “Open”; CH 13 Dimmer 2 above 0
- 26Ch: CH 1 Dimmer above 0
- 20Ch: CH 1 Dimmer above 0; CH 3 Shutter at 0–15 or 246–255 “Open”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

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

⚠ CAUTION

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

⚠ **CAUTION**

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Installation

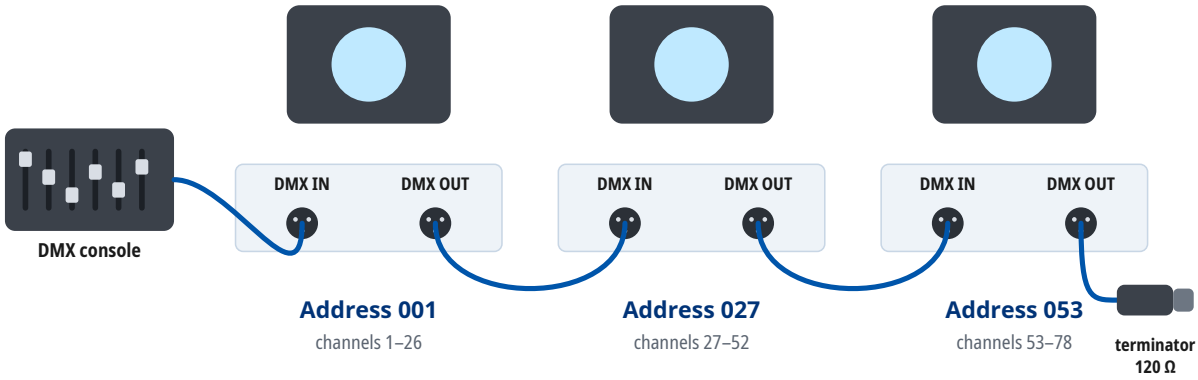
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 10.6 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

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

DMX line



Mode 26Ch: every unit occupies 26 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

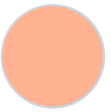
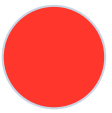
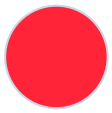
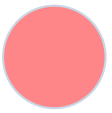
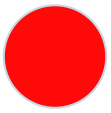
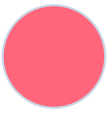
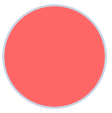
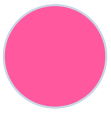
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “26Ch”: 26.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “26Ch”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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

	6Ch 6 channels	13Ch 13 channels	22Ch 22 channels	26Ch 26 channels	20Ch 20 channels
Dimmer	✓	1	1, 13	1	1
Dimmer resolution		8 bit	8 bit	8 bit	16 bit
Shutter / strobe		2	2		3
Color mixing	1–6	3–8	7–12, 14–19	3–26	6× (4–14)
Color temperature		11	20		18
Effects / macros		9, 10	5, 6		16, 17

Color wheel

1 Open **DMX 0**	2 Oyster White **DMX 1–4**	3 Beige **DMX 5–8**	4 Golden **DMX 9–12**	5  Beige Colour **DMX 13–17**	6 Ivory Colour **DMX 18–21**
7 Light Ivory Colour **DMX 22–25**	8 Dark Yellow **DMX 26–30**	9  Canary Yellow **DMX 31–34**	10  Light Orange Yellow **DMX 35–38**	11  Yellow Orange **DMX 39–43**	12  Light Orange **DMX 44–47**
13  Pure Orange **DMX 48–51**	14  Salmon Orange **DMX 52–56**	15  Pearl Orange **DMX 57–60**	16  Flame Red **DMX 61–64**	17  Signal Red **DMX 65–69**	18  Carmine **DMX 70–73**
19  Ruby Red **DMX 74–77**	20  Purple Red **DMX 78–82**	21  Tomato Red **DMX 83–86**	22  Antique Pink **DMX 87–90**	23  Rose pink **DMX 91–95**	24  Coral Red **DMX 96–99**
25  Rose **DMX 100–103**	26  Traffic Red **DMX 104–108**	27  Pearl Ruby Red **DMX 109–112**	28  Eastern Red **DMX 113–116**	29  Wine Red **DMX 117–121**	30  Oxidation Red **DMX 122–125**
31  Red Lilac **DMX 126–129**	32  Heather Violet **DMX 130–133**	33  Blue Lilac **DMX 134–138**	34 Pearl purple **DMX 139–142**	35 Pearl Blackberry **DMX 143–147**	36 Pigeon Blue **DMX 148–151**
37  Azure Blue **DMX 152–155**	38  Light Blue **DMX 156–159**	39  Gentian Blue **DMX 160–164**	40  Bright Blue **DMX 165–168**	41 Capri Blue **DMX 169–172**	42 Water Blue **DMX 173–177**
43 Far Blue **DMX 178–181**	44 Wathet **DMX 182–185**	45 Pearl Gentian Blue **DMX 186–190**	46 Pearl Night Blue **DMX 191–194**	47 Patina Green **DMX 195–198**	48 Emerald Green **DMX 199–203**

49 Leaf Green
DMX 204–207

50 Grass Green
DMX 208–211

51 Yellow Green
DMX 212–216

52 Green Traffic
DMX 217–220

53 Opal Green
DMX 221–224

54 Light Green
DMX 225–229

55 Pastel Turquoise
DMX 230–233

56 Silk Grey
DMX 234–237

57 Fern Green
DMX 238–242

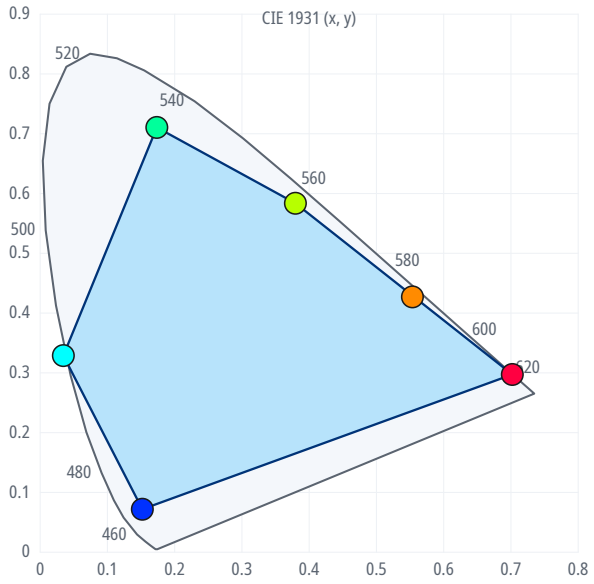
58 Crem Colour
DMX 243–246

59 Signal White
DMX 247–250

60 Light Brown
DMX 251–254

61 Orange Yellow Brown
DMX 255

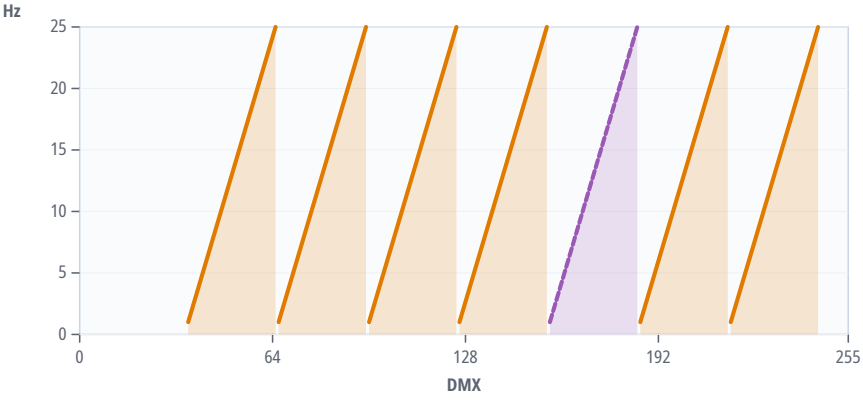
LED colors and the colors they mix



LED	x	y	nm
Red	0.702	0.297	626
Green	0.173	0.711	527
Blue	0.152	0.072	452
Lime	0.380	0.584	474
Cyan	0.034	0.329	
Amber	0.553	0.427	

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

Strobe rate



CH 2 · 22Ch

- 36–65: 1–25 Hz Strobe
- 66–95: 1–25 Hz Pulse
- 96–125: 1–25 Hz Pulse open
- 126–155: 1–25 Hz Pulse close
- 156–185: 1–25 Hz Random
- 186–215: 1–25 Hz Random Pixel
- 216–245: 1–25 Hz Lighting strobe

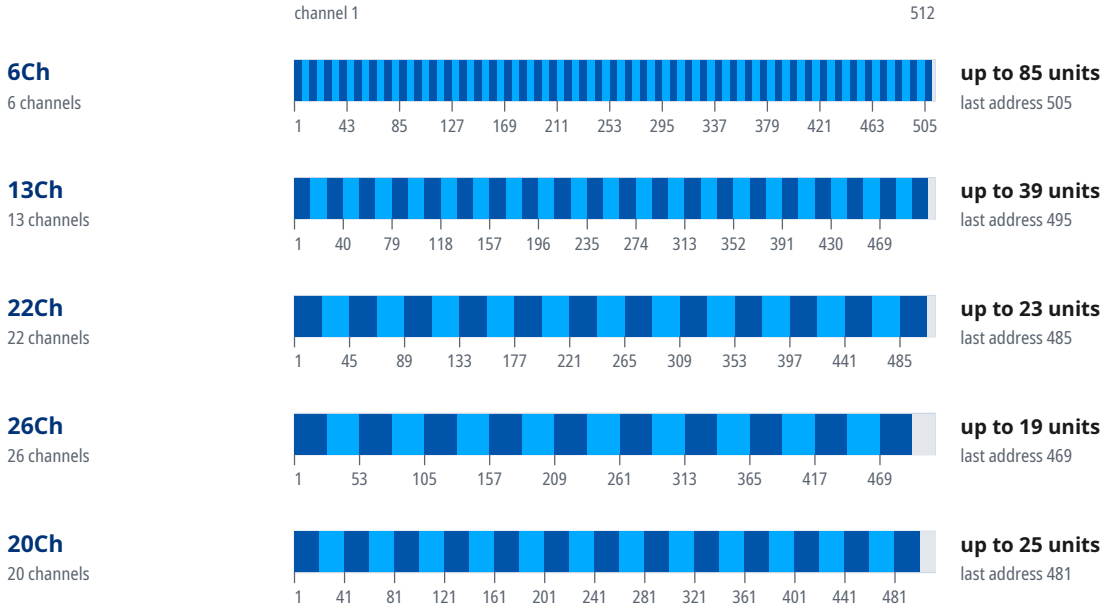
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “22Ch”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “26Ch”

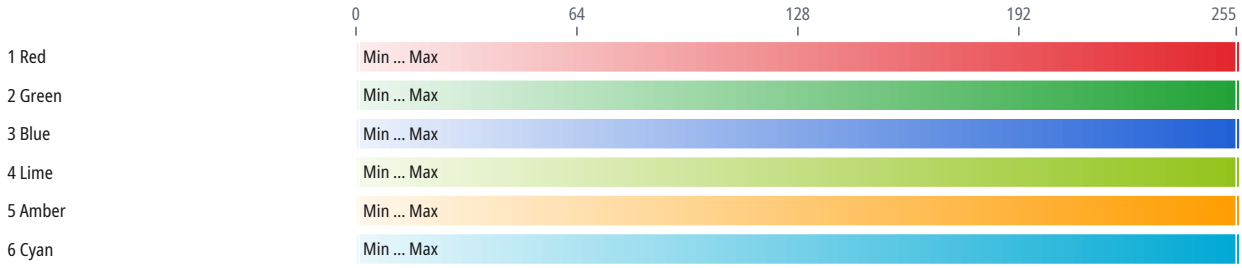
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

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.

Mode 6Ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Lime 255, CH 5 Amber 255, CH 6 Cyan 255.

Channel functions at a glance

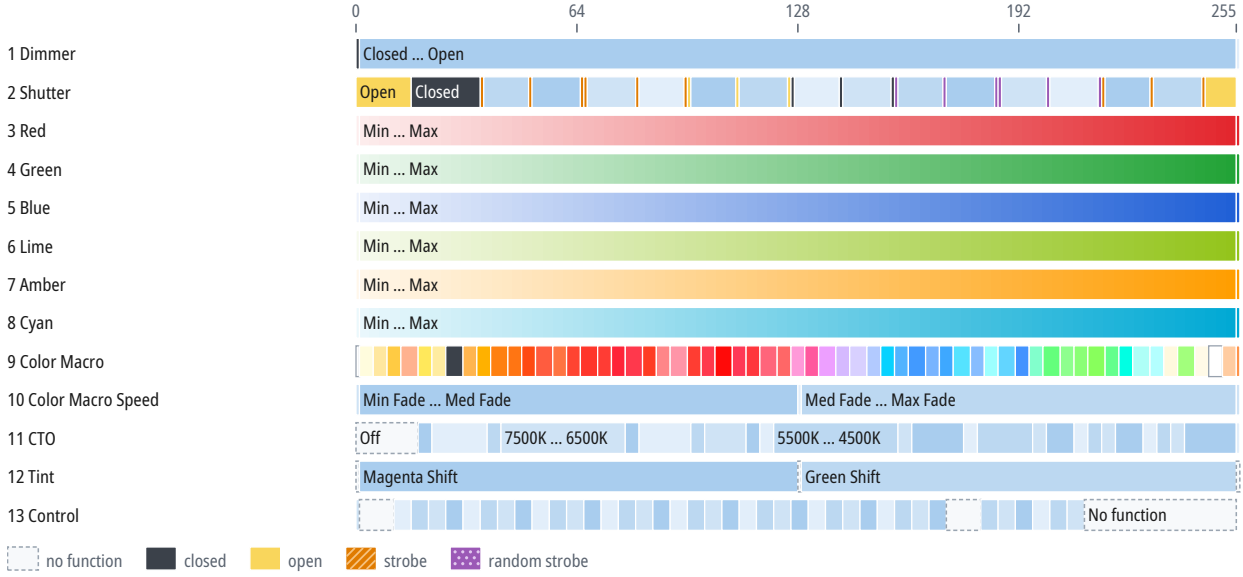


CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max
3	Blue	0	Min
		1–254	Min ... Max
		255	Max
4	Lime	0	Min
		1–254	Min ... Max
		255	Max
5	Amber	0	Min
		1–254	Min ... Max
		255	Max
6	Cyan	0	Min
		1–254	Min ... Max
		255	Max

Mode 13Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–15 or 246–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Lime 255, CH 7 Amber 255, CH 8 Cyan 255, CH 9 Color Macro 0, CH 11 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open
2	Shutter	0–15	Open
		16–35	Closed
		36	Strobe Min
		37–49	Strobe Min … Strobe Med
		50	Strobe Med
		51–64	Strobe Med … Strobe Max
		65	Strobe Max
		66	Pulse Min
		67–80	Pulse Min … Pulse Med
		81	Pulse Med
		82–94	Pulse Med … Pulse Max
		95	Pulse Max
		96	Pulse Open Min
		97–109	Pulse Open Min … Pulse Open Med
		110	Pulse Open Med
		111–124	Pulse Open Med … Pulse Open Max
		125	Pulse Open Max
		126	Pulse Close Min
		127–139	Pulse Close Min … Pulse Close Med
		140	Pulse Close Med
		141–154	Pulse Close Med … Pulse Close Max
		155	Pulse Close Max
		156	Random min
		157–169	Random min … Random med
		170	Random med
		171–184	Random med … Random max
		185	Random max
		186	Random Pixel Min
		187–199	Random Pixel Min … Random Pixel Med
		200	Random Pixel Med
		201–214	Random Pixel Med … Random Pixel Max
		215	Random Pixel Max
		216	Lighting Min
		217–229	Lighting Min … Lighting Med
		230	Lighting Med
		231–244	Lighting Med … Lighting Max
		245	Lighting Max
		246–255	Open

CH	Function	DMX	Description
3	Red		Same as CH 1 in the mode “6Ch” (p. 11)
4	Green		Same as CH 2 in the mode “6Ch” (p. 11)
5	Blue		Same as CH 3 in the mode “6Ch” (p. 11)
6	Lime		Same as CH 4 in the mode “6Ch” (p. 11)
7	Amber		Same as CH 5 in the mode “6Ch” (p. 11)
8	Cyan		Same as CH 6 in the mode “6Ch” (p. 11)
9	Color Macro	0	Open
		1–4	Oyster White
		5–8	Beige
		9–12	Golden
		13–17	Beige Colour
		18–21	Ivory Colour
		22–25	Light Ivory Colour
		26–30	Dark Yellow
		31–34	Canary Yellow
		35–38	Light Orange Yellow
		39–43	Yellow Orange
		44–47	Light Orange
		48–51	Pure Orange
		52–56	Salmon Orange
		57–60	Pearl Orange
		61–64	Flame Red
		65–69	Signal Red
		70–73	Carmine
		74–77	Ruby Red
		78–82	Purple Red
		83–86	Tomato Red
		87–90	Antique Pink
		91–95	Rose pink
		96–99	Coral Red
		100–103	Rose
		104–108	Traffic Red
		109–112	Pearl Ruby Red
		113–116	Eastern Red
		117–121	Wine Red
		122–125	Oxidation Red
		126–129	Red Lilac
		130–133	Heather Violet
		134–138	Blue Lilac
		139–142	Pearl purple
		143–147	Pearl Blackberry
		148–151	Pigeon Blue

CH	Function	DMX	Description
9	Color Macro (continued)	152–155	Azure Blue
		156–159	Light Blue
		160–164	Gentian Blue
		165–168	Bright Blue
		169–172	Capri Blue
		173–177	Water Blue
		178–181	Far Blue
		182–185	Wathet
		186–190	Pearl Gentian Blue
		191–194	Pearl Night Blue
		195–198	Patina Green
		199–203	Emerald Green
		204–207	Leaf Green
		208–211	Grass Green
		212–216	Yellow Green
		217–220	Green Traffic
		221–224	Opal Green
		225–229	Light Green
		230–233	Pastel Turquoise
		234–237	Silk Grey
		238–242	Fern Green
		243–246	Crem Colour
		247–250	Signal White
		251–254	Light Brown
		255	Orange Yellow Brown
10	Color Macro Speed	0	Min Fade
		1–127	Min Fade ... Med Fade
		128	Med Fade
		129–254	Med Fade ... Max Fade
		255	Max Fade
11	CTO	0–17	Off
		18–21	8000K
		22–37	8000K ... 7500K
		38–41	7500K
		42–77	7500K ... 6500K
		78–81	6500K
		82–96	6500K ... 6000K
		97–100	6000K
		101–112	6000K ... 5600K
		113–116	5600K
		117–120	5500K
		121–156	5500K ... 4500K

CH	Function	DMX	Description
11	CTO (continued)	157–160	4500K
		161–175	4500K … 4000K
		176–179	4000K
		180–195	4000K … 3500K
		196–199	3500K
		200–207	3500K … 3200K
		208–211	3200K
		212–215	3200K … 3000K
		216–219	3000K
		220–227	3000K … 2700K
		228–231	2700K
		232–235	2700K … 2500K
		236–239	2500K
		240–254	2500K … 2000K
		255	2000K
12	Tint	0	Off
		1–127	Magenta Shift
		128	Off
		129–254	Green Shift
		255	Off
13	Control	0	Menu set
		1–10	No function
		11–15	LED 1000Hz
		16–20	LED 2000Hz
		21–25	LED 4000Hz
		26–30	LED 6000Hz
		31–35	LED 8000Hz
		36–40	LED 12000Hz
		41–45	LED 16000Hz
		46–50	LED 25000Hz (25000–250000 Hz)
		51–55	Linear
		56–60	Exponential
		61–65	Logarithmic
		66–70	S-Shape
		71–75	Dim Speed 1
		76–80	Dim Speed 2
		81–85	Dim Speed 3
		86–90	Dim Speed 4
		91–95	Dim Speed 5
		96–100	Always On
		101–105	Saver 1 20s
		106–110	Saver 2 60s

CH	Function	DMX	Description
13	Control (continued)	111–115	Auto Flip On
		116–120	Auto Flip Off
		121–125	LED Auto Seq On
		126–130	LED Auto Seq Off
		131–135	Invert On
		136–140	Invert Off
		141–145	Screenlock on
		146–150	Screenlock off
		151–155	Fan Auto
		156–160	Fan Fast
		161–165	Fan Silent
		166–170	Fan Off
		171–180	No function
		181–185	Clear
		186–190	Hold
		191–195	Lit Up
		196–200	Lower Power
		201–205	High Power
		206–210	Custom Restore
		211–255	No function

Mode 22Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter at 0–15 or 246–255 “Open”; CH 13 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 0, CH 5 Color Macro 0, CH 7 Red 1 255, CH 8 Green 1 255, CH 9 Blue 1 255, CH 10 Lime 1 255, CH 11 Amber 1 255, CH 12 Cyan 1 255, CH 13 Dimmer 2 255, CH 14 Red 2 255, CH 15 Green 2 255, CH 16 Blue 2 255, CH 17 Lime 2 255, CH 18 Amber 2 255, CH 19 Cyan 2 255, CH 20 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter		Same as CH 2 in the mode “13Ch” (p. 12)
3	Shape Selection	0–255	
4	Shape Speed	0	CW Fast
		1–63	CW Fast ... CW Med
		64	CW Med
		65–119	CW Med ... CW Slow
		120	CW Slow
		121–127	CW Slow ... Stop

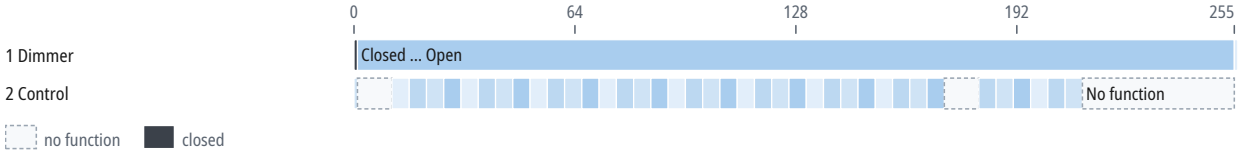
CH	Function	DMX	Description
4	Shape Speed (continued)	128	Stop
		129–135	Stop ... CCW Slow
		136	CCW Slow
		137–191	CCW Slow ... CWW Med
		192	CWW Med
		193–254	CWW Med ... CCW Fast
		255	CCW Fast
5	Color Macro		Same as CH 9 in the mode “13Ch” (p. 13)
6	Color Macro Speed		Same as CH 10 in the mode “13Ch” (p. 14)
7	Red 1	0	Min
		1–254	Min ... Max
		255	Max
8	Green 1	0	Min
		1–254	Min ... Max
		255	Max
9	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
10	Lime 1	0	Min
		1–254	Min ... Max
		255	Max
11	Amber 1	0	Min
		1–254	Min ... Max
		255	Max
12	Cyan 1	0	Min
		1–254	Min ... Max
		255	Max
13	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
14	Red 2	0	Min
		1–254	Min ... Max
		255	Max
15	Green 2	0	Min
		1–254	Min ... Max
		255	Max
16	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
17	Lime 2	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
17	Lime 2 (continued)	255	Max
18	Amber 2	0	Min
		1–254	Min ... Max
		255	Max
19	Cyan 2	0	Min
		1–254	Min ... Max
		255	Max
20	CTO		Same as CH 11 in the mode “13Ch” (p. 14)
21	Tint		Same as CH 12 in the mode “13Ch” (p. 15)
22	Control		Same as CH 13 in the mode “13Ch” (p. 15)

Mode 26Ch

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 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Lime 1 255, CH 7 Amber 1 255, CH 8 Cyan 1 255, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 Lime 2 255, CH 13 Amber 2 255, CH 14 Cyan 2 255, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 Lime 3 255, CH 19 Amber 3 255, CH 20 Cyan 3 255, CH 21 Red 4 255, CH 22 Green 4 255, CH 23 Blue 4 255, CH 24 Lime 4 255, CH 25 Amber 4 255, CH 26 Cyan 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “13Ch” (p. 12)
2	Control		Same as CH 13 in the mode “13Ch” (p. 15)
3	Red 1		Same as CH 7 in the mode “22Ch” (p. 18)
4	Green 1		Same as CH 8 in the mode “22Ch” (p. 18)
5	Blue 1		Same as CH 9 in the mode “22Ch” (p. 18)
6	Lime 1		Same as CH 10 in the mode “22Ch” (p. 18)
7	Amber 1		Same as CH 11 in the mode “22Ch” (p. 18)
8	Cyan 1		Same as CH 12 in the mode “22Ch” (p. 18)
9	Red 2		Same as CH 14 in the mode “22Ch” (p. 18)
10	Green 2		Same as CH 15 in the mode “22Ch” (p. 18)
11	Blue 2		Same as CH 16 in the mode “22Ch” (p. 18)
12	Lime 2		Same as CH 17 in the mode “22Ch” (p. 18)
13	Amber 2		Same as CH 18 in the mode “22Ch” (p. 19)
14	Cyan 2		Same as CH 19 in the mode “22Ch” (p. 19)
15	Red 3	0	Min
		1–254	Min ... Max
		255	Max

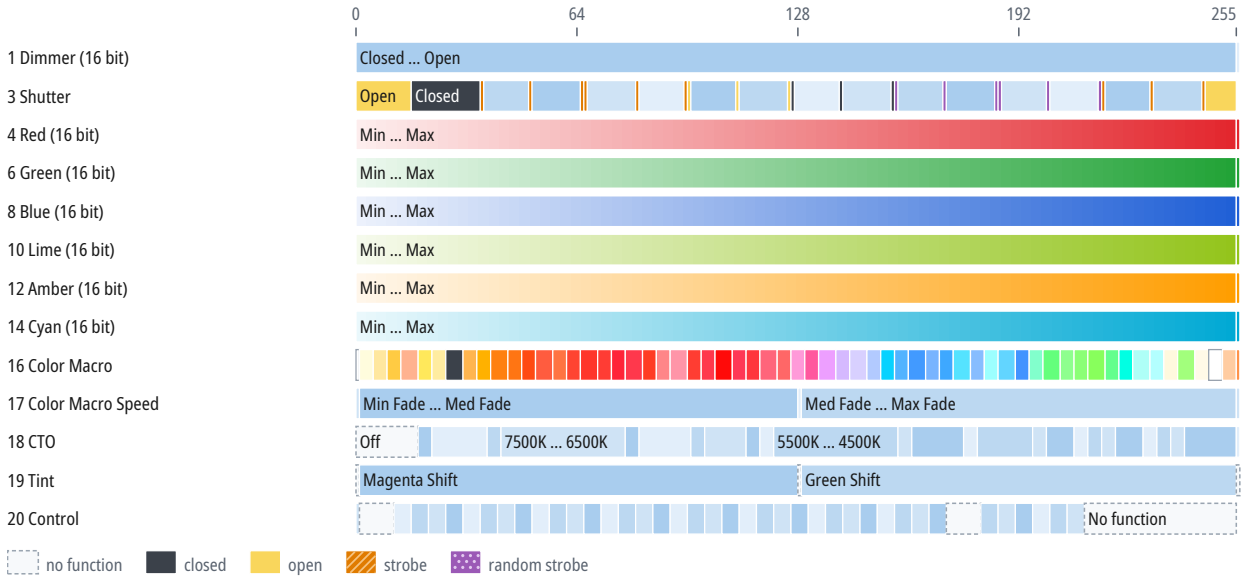
CH	Function	DMX	Description
16	Green 3	0	Min
		1–254	Min … Max
		255	Max
17	Blue 3	0	Min
		1–254	Min … Max
		255	Max
18	Lime 3	0	Min
		1–254	Min … Max
		255	Max
19	Amber 3	0	Min
		1–254	Min … Max
		255	Max
20	Cyan 3	0	Min
		1–254	Min … Max
		255	Max
21	Red 4	0	Min
		1–254	Min … Max
		255	Max
22	Green 4	0	Min
		1–254	Min … Max
		255	Max
23	Blue 4	0	Min
		1–254	Min … Max
		255	Max
24	Lime 4	0	Min
		1–254	Min … Max
		255	Max
25	Amber 4	0	Min
		1–254	Min … Max
		255	Max
26	Cyan 4	0	Min
		1–254	Min … Max
		255	Max

Mode 20Ch

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; CH 3 Shutter at 0–15 or 246–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 0, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Lime 255, CH 12 Amber 255, CH 14 Cyan 255, CH 16 Color Macro 0, CH 18 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “13Ch” (p. 12)
4	Red	0–255	Min ... Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	Min ... Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	Min ... Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Lime	0–255	Min ... Max
		255	Max
11	Lime Fine	0–255	Fine adjustment of CH 10
12	Amber	0–255	Min ... Max
		255	Max
13	Amber Fine	0–255	Fine adjustment of CH 12

CH	Function	DMX	Description
14	Cyan	0–255	Min ... Max
		255	Max
15	Cyan Fine	0–255	Fine adjustment of CH 14
16	Color Macro		Same as CH 9 in the mode “13Ch” (p. 13)
17	Color Macro Speed		Same as CH 10 in the mode “13Ch” (p. 14)
18	CTO		Same as CH 11 in the mode “13Ch” (p. 14)
19	Tint		Same as CH 12 in the mode “13Ch” (p. 15)
20	Control		Same as CH 13 in the mode “13Ch” (p. 15)

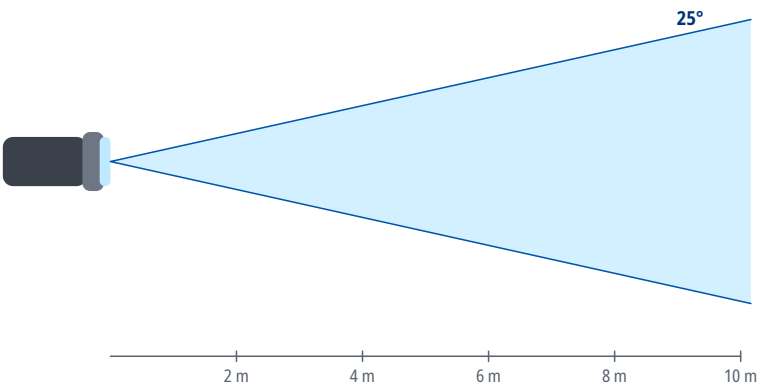
9 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT
Power supply	100–240 V, 50/60 Hz
Power consumption	480 W
Power connectors	powerCON TRUE1 IN/OUT
Weight	10.6 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2000–8000 K
Strobe frequency	1–25 Hz
LED frequency	1000–250000 Hz

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

11 Troubleshooting

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

12 Disposal

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

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

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

Recycle the packaging materials according to their type.