DMX REFERENCE

BT-NONAMOVE

Briteq



Manufacturer	Briteq
GDTF file	Briteq_BT-NONAMOVE_58398.gdtf
GDTF revision	20240227 · 2024-02-27
Generated	2026-11-23

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1 About this manual

This document describes the BT-Nonamove by Briteq. It was compiled from the GDTF file Briteq_BT-NONAMOVE_58398.gdtf from the GDTF-Share library.

File revision: “20240227”.

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 Briteq; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	13.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
5Ch	5	102	1, 6, 11, 16, ...
18Ch	18	28	1, 19, 37, 55, ...
34Ch	34	15	1, 35, 69, 103, ...
50Ch	50	10	1, 51, 101, 151, ...

No light? Check these channels

- 18Ch: CH 10 Shutter 1 at 0–1 “Shutter open”; CH 11 Dimmer above 0; CH 12 Shutter 2 at 0–7 “Open”
- 34Ch: CH 10 Shutter 1 at 0–1 “Shutter open”; CH 29 Dimmer above 0; CH 30 Shutter 2 at 0–7 “Open”
- 50Ch: CH 8 Shutter 1 at 0–1 “Shutter open”; CH 45 Dimmer above 0; CH 46 Shutter 2 at 0–7 “Open”



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

⚠ WARNING

- 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

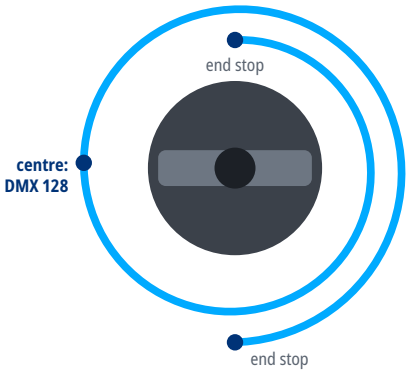
Description in the GDTF file

“BT-NONAMOVE turns the static BT-NONABEAM into an extremely powerful moving show projector, ready for the biggest shows on the planet! An optional MIRROR-adapter turns the BT-NONAMOVE into a double-sided 46x20cm moving mirror: Front: the high-polished mirror can reflect sharp light/laser beam in any direction. Back: a diffuser reflector can produce soft, scattered reflections in any direction.”

Range of movement

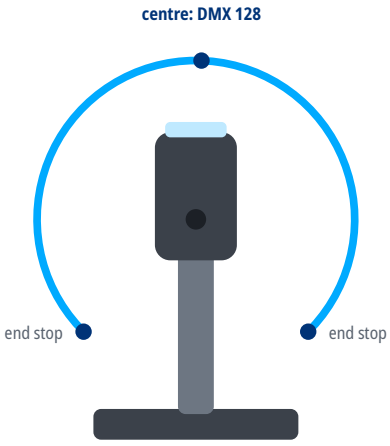
Pan 540°

top view



Tilt 270°

side view



5 Installation

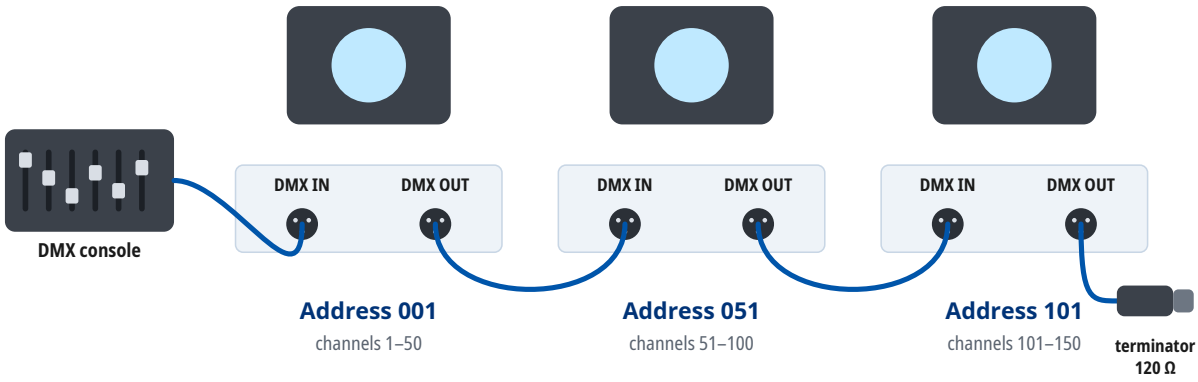
⚠ WARNING

- 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: 13.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

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

DMX line



Mode 50Ch: every unit occupies 50 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

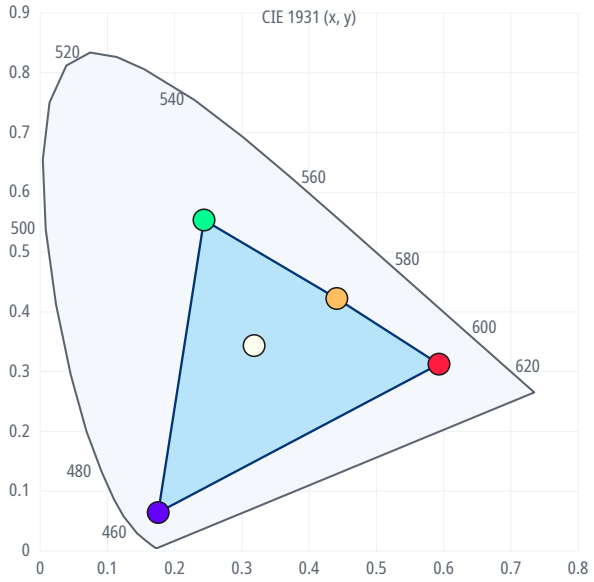
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “50Ch”: 50.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “50Ch”, you can use, for example, the start addresses 1, 51, 101, 151.
- 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

	5Ch 5 channels	18Ch 18 channels	34Ch 34 channels	50Ch 50 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer		11	29	45
Shutter / strobe		10, 12, 17	10, 30	8, 46
Color mixing		6, 8, 13–15	29 channels (6–44)	23 channels (6–49)
Effects / macros		16		
Pixel control			9 cells	9 cells

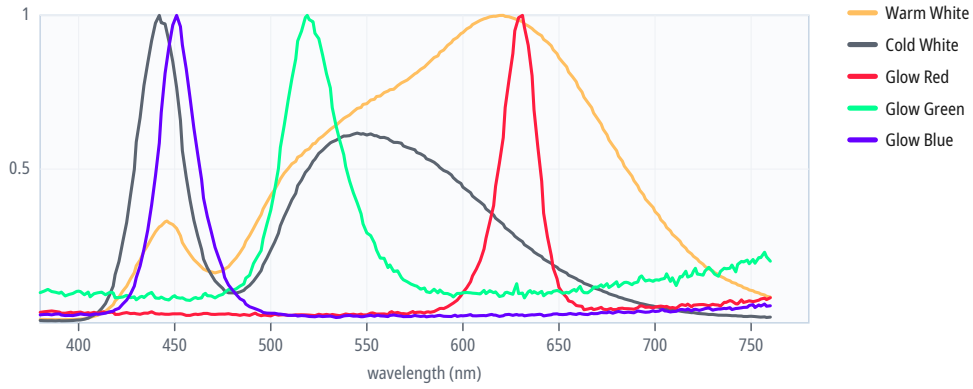
LED colors and the colors they mix



LED	x	y	nm
Warm White	0.441	0.422	
Cold White	0.318	0.344	
Glow Red	0.593	0.313	631
Glow Green	0.244	0.554	519
Glow Blue	0.175	0.064	451

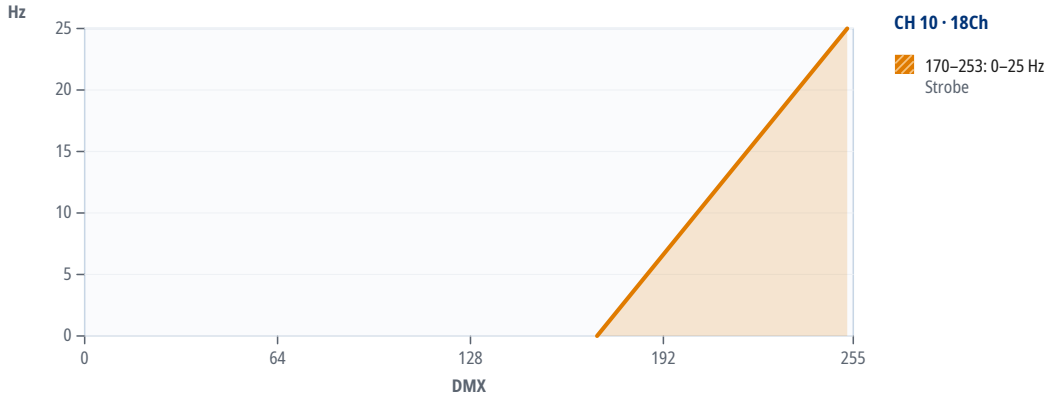
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



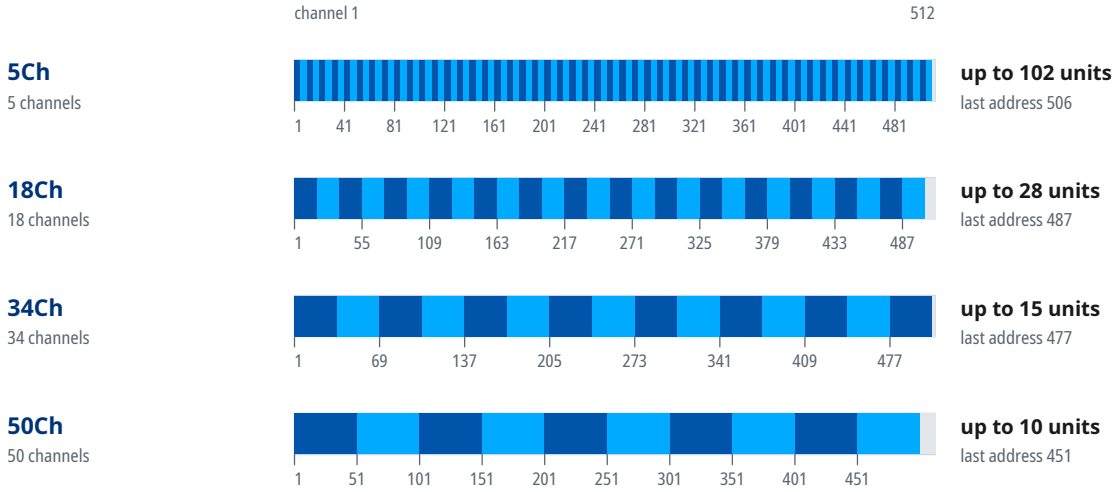
Cells (pixels)



9 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “18Ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “50Ch”

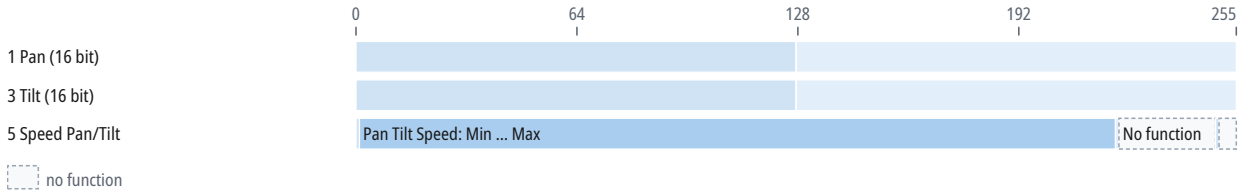
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	251	11	U2 · 1	16	U2 · 251
2	51	7	301	12	U2 · 51	17	U2 · 301
3	101	8	351	13	U2 · 101	18	U2 · 351
4	151	9	401	14	U2 · 151	19	U2 · 401
5	201	10	451	15	U2 · 201	20	U2 · 451

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 5Ch

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

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt

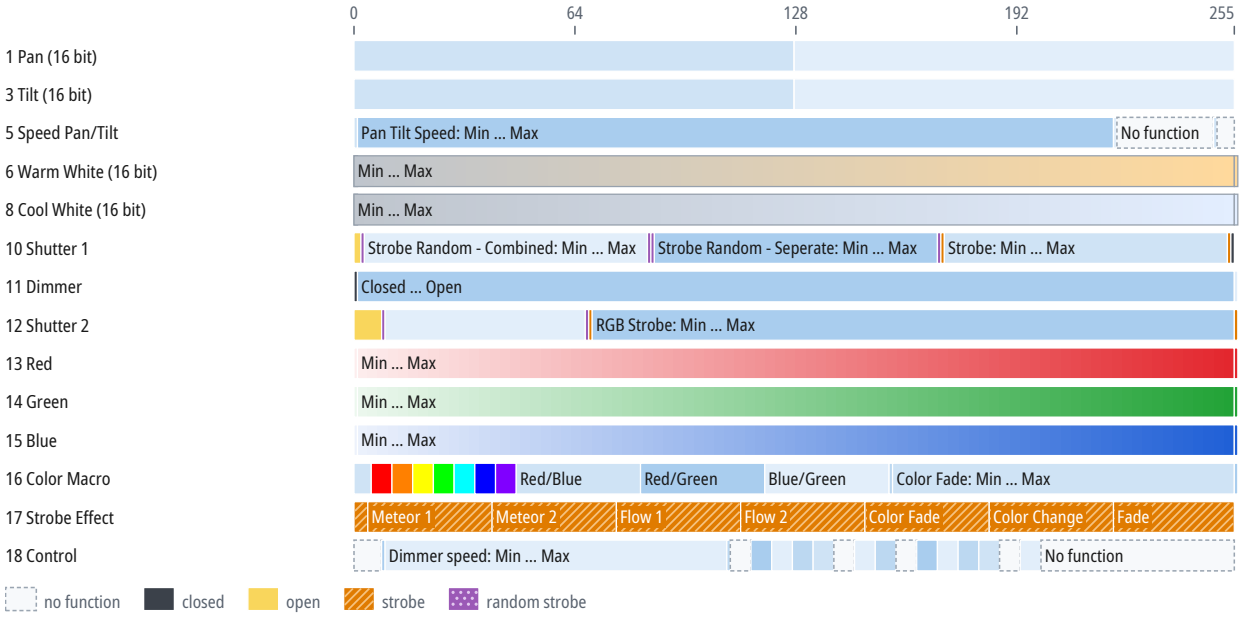
CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Pan Tilt Speed: Min
		1–219	Pan Tilt Speed: Min ... Max
		220	Pan Tilt Speed: Max
		221–248	No function
		249	Pan/Tilt Reset
		250–255	No function

Mode 18Ch

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 10 Shutter 1 at 0–1 “Shutter open”; CH 11 Dimmer above 0; CH 12 Shutter 2 at 0–7 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Warm White 255, CH 10 Shutter 1 0, CH 11 Dimmer 255, CH 12 Shutter 2 0, CH 13 Red 255, CH 14 Green 255, CH 15 Blue 255, CH 16 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “5Ch” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “5Ch” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “5Ch” (p. 10)
6	Warm White	0–255	Min ... Max
		255	Max
7	Warm White Fine	0–255	Fine adjustment of CH 6
8	Cool White	0–255	Min ... Max
		255	Max
9	Cool White Fine	0–255	Fine adjustment of CH 8

CH	Function	DMX	Description
10	Shutter 1	0–1	Shutter open
		2	Strobe Random - Combined: Min
		3–84	Strobe Random - Combined: Min ... Max
		85	Strobe Random - Combined: Max
		86	Strobe Random - Seperate: Min
		87–168	Strobe Random - Seperate: Min ... Max
		169	Strobe Random - Seperate: Max
		170	Strobe: Min
		171–252	Strobe: Min ... Max
		253	Strobe: Max
		254–255	Shutter: Closed
11	Dimmer		RGB Dimmer
		0	Closed
		1–254	Closed ... Open
		255	Open
12	Shutter 2	0–7	RGB Shutter: Open
		8	RGB Random Strobe: Min
		9–66	RGB Random Strobe: Min ... Max
		67	RGB Random Strobe: Max
		68	RGB Strobe: Min
		69–254	RGB Strobe: Min ... Max
		255	RGB Strobe: Max
13	Red	0	Min
		1–254	Min ... Max
		255	Max
14	Green	0	Min
		1–254	Min ... Max
		255	Max
15	Blue	0	Min
		1–254	Min ... Max
		255	Max
16	Color Macro	0–4	Color Mix
		5–10	Red
		11–16	Orange
		17–22	Yellow
		23–28	Green
		29–34	Cyan
		35–40	Blue
		41–46	Purple
		47–82	Red/Blue
		83–118	Red/Green
		119–154	Blue/Green

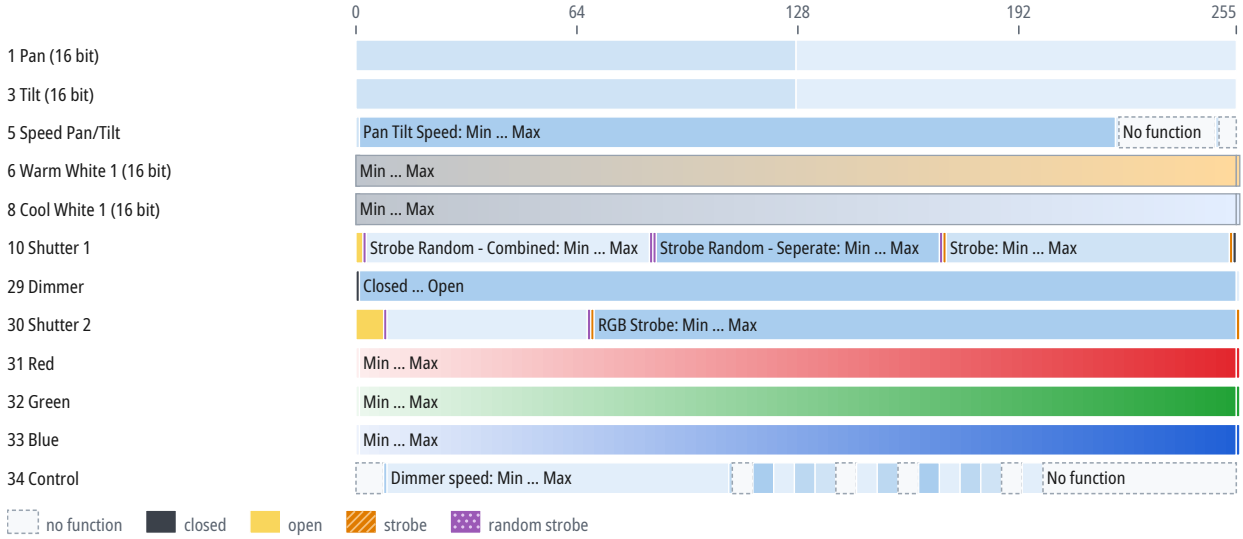
CH	Function	DMX	Description
16	Color Macro (continued)	155	Color Fade: Min
		156–254	Color Fade: Min … Max
		255	Color Fade: Max
17	Strobe Effect	0–3	No effects
		4–39	Meteor 1
		40–75	Meteor 2
		76–111	Flow 1
		112–147	Flow 2
		148–183	Color Fade
		184–219	Color Change
		220–255	Fade
18	Control	0–7	No function
		8	Dimmer speed: Min
		9–107	Dimmer speed: Min … Max
		108	Dimmer speed: Max
		109–114	No function
		115–120	Pixel order: A (0)
		121–126	Pixel order: B (180)
		127–132	Pixel order: C (+90)
		133–138	Pixel order: D (-90)
		139–144	No function
		145–150	Fan Auto
		151–156	Fan Full
		157–162	No function
		163–168	Linear Curve
		169–174	Square Curve
		175–180	Inv Square Curve
		181–186	S-Curve
		187–192	No function
		193–198	Load factory settings
		199–255	No function

Mode 34Ch

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 10 Shutter 1 at 0–1 “Shutter open”; CH 29 Dimmer above 0; CH 30 Shutter 2 at 0–7 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Warm White 1 255, CH 10 Shutter 1 0, CH 29 Dimmer 255, CH 30 Shutter 2 0, CH 31 Red 255, CH 32 Green 255, CH 33 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “5Ch” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “5Ch” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “5Ch” (p. 10)
6	Warm White 1	0–255	Min ... Max
		255	Max
7	Warm White 1 Fine	0–255	Fine adjustment of CH 6
8	Cool White 1	0–255	Min ... Max
		255	Max
9	Cool White 1 Fine	0–255	Fine adjustment of CH 8
10	Shutter 1		Same as CH 10 in the mode “18Ch” (p. 11)
11	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max
12	Cool White 2	0–255	
29	Dimmer		Same as CH 11 in the mode “18Ch” (p. 11)
30	Shutter 2		Same as CH 12 in the mode “18Ch” (p. 11)
31	Red		Same as CH 13 in the mode “18Ch” (p. 11)

CH	Function	DMX	Description
32	Green		Same as CH 14 in the mode “18Ch” (p. 11)
33	Blue		Same as CH 15 in the mode “18Ch” (p. 11)
34	Control		Same as CH 18 in the mode “18Ch” (p. 12)

CH 11–28: 9 cells of 2 channels each. Every cell works as cell 1 in the table above (CH 11–12); the table below gives each cell's channel numbers.

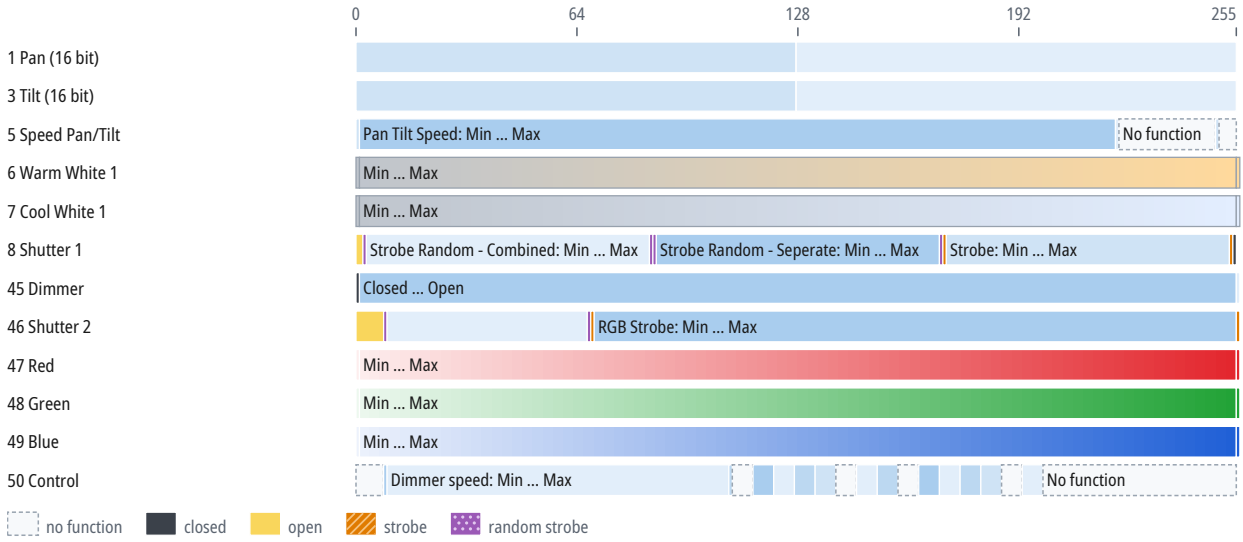
Cell	Warm White	Cool White	Cell	Warm White	Cool White	Cell	Warm White	Cool White	Cell	Warm White	Cool White
1	11	12	2	13	14	3	15	16	4	17	18
5	19	20	6	21	22	7	23	24	8	25	26
9	27	28									

Mode 50Ch

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 8 Shutter 1 at 0–1 “Shutter open”; CH 45 Dimmer above 0; CH 46 Shutter 2 at 0–7 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Warm White 1 255, CH 8 Shutter 1 0, CH 45 Dimmer 255, CH 46 Shutter 2 0, CH 47 Red 255, CH 48 Green 255, CH 49 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “5Ch” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “5Ch” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “5Ch” (p. 10)
6	Warm White 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
7	Cool White 1	0	Min
		1–254	Min … Max
		255	Max
8	Shutter 1		Same as CH 10 in the mode “18Ch” (p. 11)
9	Warm White 2	0–255	Min … Max
		255	Max
10	Warm White 2 Fine	0–255	Fine adjustment of CH 9
11	Cool White 2	0–255	Min … Max
		255	Max
12	Cool White 2 Fine	0–255	Fine adjustment of CH 11
45	Dimmer		Same as CH 11 in the mode “18Ch” (p. 11)
46	Shutter 2		Same as CH 12 in the mode “18Ch” (p. 11)
47	Red		Same as CH 13 in the mode “18Ch” (p. 11)
48	Green		Same as CH 14 in the mode “18Ch” (p. 11)
49	Blue		Same as CH 15 in the mode “18Ch” (p. 11)
50	Control		Same as CH 18 in the mode “18Ch” (p. 12)

CH 9–44: 9 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 9–12); the table below gives each cell's channel numbers.

Cell	Warm White	Warm White Fine	Cool White	Cool White Fine	Cell	Warm White	Warm White Fine	Cool White	Cool White Fine
1	9	10	11	12	2	13	14	15	16
3	17	18	19	20	4	21	22	23	24
5	25	26	27	28	6	29	30	31	32
7	33	34	35	36	8	37	38	39	40
9	41	42	43	44					

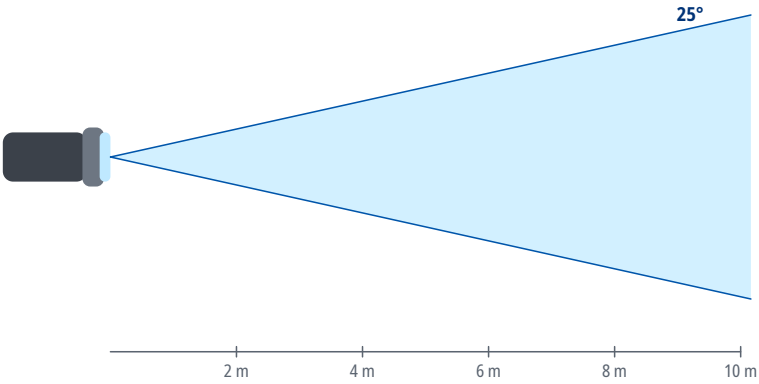
10 Technical specifications

Parameter	Value
Light source	LED
Pan	540°
Tilt	270°
RDM	yes (manufacturer ID 0x2122, device model ID 0x0037)
Weight	13.5 kg
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–25 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.

11 Maintenance and cleaning

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

12 Troubleshooting

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