DMX REFERENCE

POWERPIXEL8-RGB

Briteq



Manufacturer	Briteq
GDTF file	Briteq_POWERPIXEL8-RGB_68070.gdtf
GDTF revision	20240710_2_Misdat · 2024-07-10
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1 About this manual

This document describes the POWERPIXEL8-RGB by Briteq. It was compiled from the GDTF file Briteq_POWERPIXEL8-RGB_68070.gdtf from the GDTF-Share library.

File revision: “20240710_2_Misdat”.

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	8.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
3Ch	3	170	1, 4, 7, 10, ...
4Ch	4	128	1, 5, 9, 13, ...
5Ch	5	102	1, 6, 11, 16, ...
24Ch - pixel	24	21	1, 25, 49, 73, ...
32Ch - pixel	32	16	1, 33, 65, 97, ...
6Ch - Pixel	6	85	1, 7, 13, 19, ...
12Ch - Pixel	12	42	1, 13, 25, 37, ...
27Ch	27	18	1, 28, 55, 82, ...

No light? Check these channels

- 5Ch: CH 4 Dimmer above 0; CH 5 Shutter at 0–4 “Open”
- 32Ch - pixel: CH 4 Dimmer above 0 (the same in each of the 8 cells)


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.

4 Installation

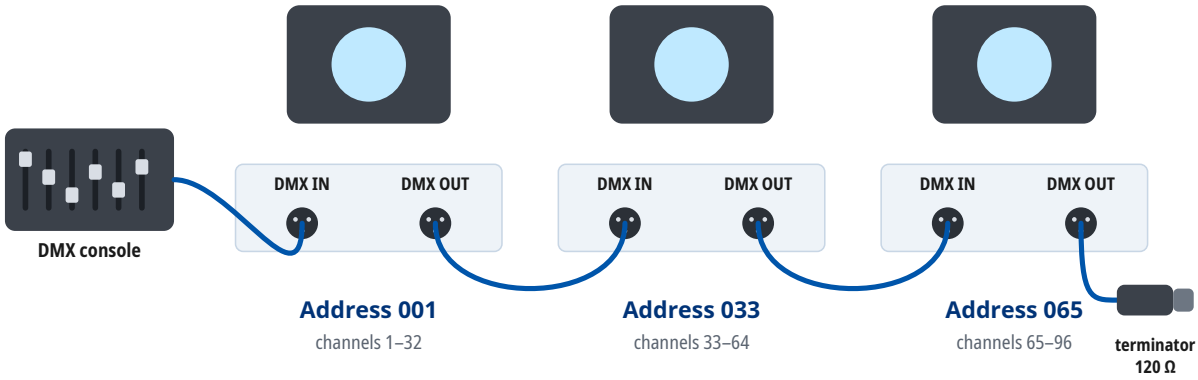
⚠ **WARNING**

- 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: 8.16 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 32Ch - pixel: every unit occupies 32 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 “32Ch - pixel”: 32.
- 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 “32Ch - pixel”, you can use, for example, the start addresses 1, 33, 65, 97.
- 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.

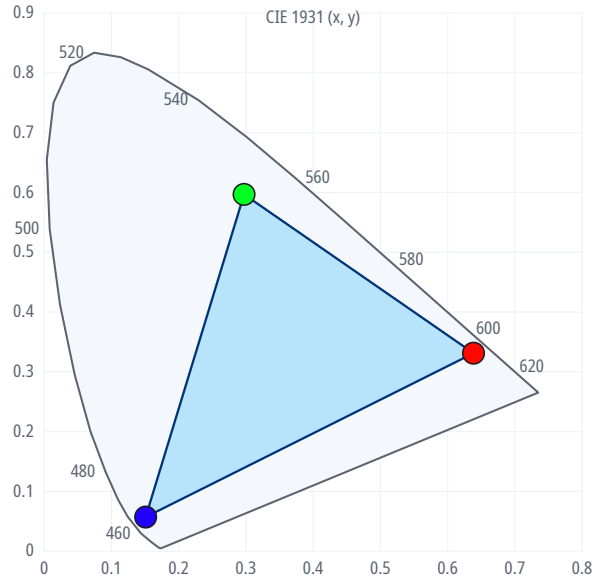
7 Functions at a glance

Functions in each DMX mode

	3Ch 3 channels	4Ch 4 channels	5Ch 5 channels	24Ch - pixel 24 channels	32Ch - pixel 32 channels	6Ch - Pixel 6 channels	12Ch - Pixel 12 channels	27Ch 27 channels
Dimmer	✓	4	4	✓	14 channels (4–32)	✓	✓	2 *
Shutter / strobe		4	5					3 *
Color mixing	1–3	1–3	1–3	1–27, 29–31	1–27, 29–31	1–27, 29–31	1–27, 29–31	4–30, 32–34 *
Effects / macros		4	5					26 channels (1–33)

* The function works only when another channel switches it on; see the DMX table.

LED colors and the colors they mix



LED	x	y
Red	0.638	0.331
Green	0.297	0.597
Blue	0.151	0.057

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

Cells (pixels)

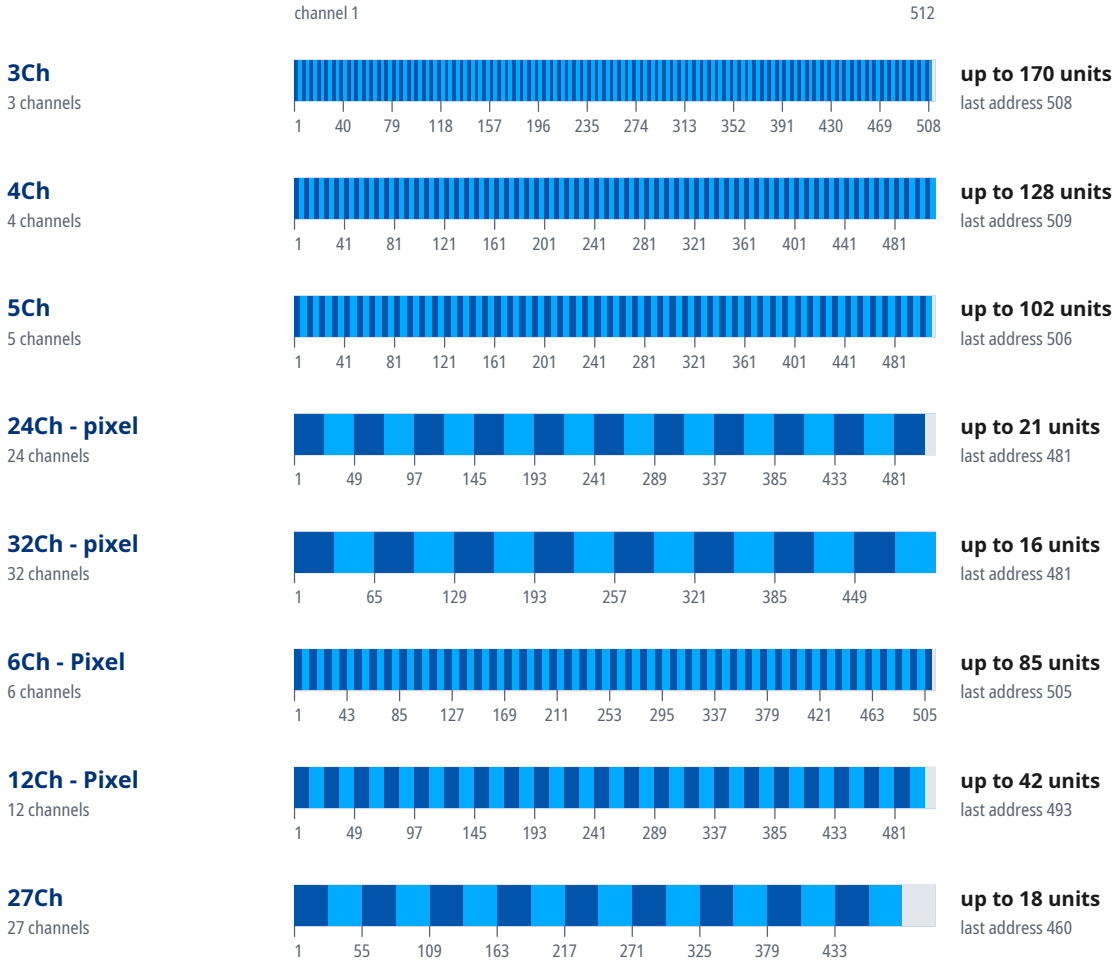
14	10	13	6	12	8	11
CH 22	CH 10	CH 19	CH 4	CH 16	CH 7	CH 13

9	5	7	3	4	2	1
CH 10	CH 4	CH 7	CH 1	CH 4	CH 1	CH 1

14 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “27Ch”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “32Ch - pixel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	161	11	321	16	481
2	33	7	193	12	353	17	U2 · 1
3	65	8	225	13	385	18	U2 · 33
4	97	9	257	14	417	19	U2 · 65
5	129	10	289	15	449	20	U2 · 97

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 3Ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 0.

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

Mode 4Ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 0, CH 4 Dimmer 190.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “3Ch” (p. 9)
2	Green		Same as CH 2 in the mode “3Ch” (p. 9)
3	Blue		Same as CH 3 in the mode “3Ch” (p. 9)
4	Dimmer	0	Dimmer: Closed
		1–189	Dimmer: Closed ... Open
		190	Dimmer: Open
		191–200	Sound strobe
		201	Min strobe
		202–246	Min strobe ... Max strobe
		247	Max strobe
		248–255	Open

Mode 5Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Dimmer above 0; CH 5 Shutter at 0–4 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 0, CH 4 Dimmer 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “3Ch” (p. 9)
2	Green		Same as CH 2 in the mode “3Ch” (p. 9)
3	Blue		Same as CH 3 in the mode “3Ch” (p. 9)
4	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
5	Shutter	0–4	Open

CH	Function	DMX	Description
5	Shutter (continued)	5	Sound control (min)
		6–23	Sound control (min) ... Sound control (max)
		24	Sound control (max)
		25–34	No function
		35	Min strobe
		36–254	Min strobe ... Max strobe
		255	Max strobe

Mode 24Ch - pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 0 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24				

Mode 32Ch - pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 0 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min

CH	Function	DMX	Description
3	Blue 1 (continued)	1–254	Min … Max
		255	Max
4	Dimmer 1	0	Closed
		1–254	Closed … Open
		255	Open

CH 1–32: 8 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	Dimmer	Cell	Red	Green	Blue	Dimmer
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

Mode 6Ch - Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 0, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 0.

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min … Max
		255	Max
2	Green 1	0	Min
		1–254	Min … Max
		255	Max
3	Blue 1	0	Min
		1–254	Min … Max
		255	Max
4	Red 2	0	Min
		1–254	Min … Max
		255	Max
5	Green 2	0	Min
		1–254	Min … Max
		255	Max
6	Blue 2	0	Min
		1–254	Min … Max
		255	Max

Mode 12Ch - Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 0, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 0, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 0, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “6Ch - Pixel” (p. 11)
2	Green 1		Same as CH 2 in the mode “6Ch - Pixel” (p. 11)
3	Blue 1		Same as CH 3 in the mode “6Ch - Pixel” (p. 11)
4	Red 2		Same as CH 4 in the mode “6Ch - Pixel” (p. 11)
5	Green 2		Same as CH 5 in the mode “6Ch - Pixel” (p. 11)
6	Blue 2		Same as CH 6 in the mode “6Ch - Pixel” (p. 11)
7	Red 3	0	Min
		1–254	Min ... Max
		255	Max
8	Green 3	0	Min
		1–254	Min ... Max
		255	Max
9	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
10	Red 4	0	Min
		1–254	Min ... Max
		255	Max
11	Green 4	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 4	0	Min
		1–254	Min ... Max
		255	Max

Mode 27Ch

The GDTF file gives these values for a console's Highlight function: CH 4 Red 255 (the same in each of the 8 cells), CH 5 Green 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Color Macro	0–15	Color mix
		16–23	Red
		24–31	Green
		32–39	Blue
		40–47	Yellow
		48–55	Cyan
		56–63	Magenta
		64–71	White

CH	Function	DMX	Description
1	Color Macro (continued)	72–79	Color 1
		80–87	Color 2
		88–95	Color 3
		96–103	Color 4
		104–111	Color 5
		112–119	Color 6
		120–127	Color 7
		128–135	Color 8
		136–143	CFade
		144–151	Meteor
		152–159	Fade
		160–167	Change
		168–175	Flow 1
		176–183	Flow 2
		184–191	Flow 3
		192–199	Flow 4
		200–207	Flow 5
		208–215	Flow 6
		216–223	Flow 7
		224–231	Flow 8
		232–239	Flow 9
		240–255	Sound mode
2	Dimmer		When CH 1 is 0–135:
		0	Closed
		1–254	Closed ... Open
		255	Open
			When CH 1 is 136–239:
		0	Min speed
		1–254	Min speed ... Max speed
		255	Max speed
			When CH 1 is 240–255:
		0	Low
		1–254	Low ... High
		255	High
3	Shutter		When CH 1 is 0–240:
		0	Open
		1	Min strobe
		2–254	Min strobe ... Max strobe
		255	Max strobe
4	Red 1		When CH 1 is 0–15:
		0	Min

CH	Function	DMX	Description
4	Red 1 (continued)	1–254	Min ... Max
		255	Max
			When CH 1 is 224–239:
		0–35	White
		36–71	Magenta
		72–107	Cyan
		108–143	Yellow
		144–179	Blue
		180–215	Green
		216–251	Red
		252–255	Black
5	Green 1		When CH 1 is 0–15:
		0	Color Add_G: Min
		1–35	Color Add_G: Min ... Max
		36–71	Red
		72–107	Green
		108–143	Blue
		144–179	Yellow
		180–215	Cyan
		216–251	Magenra
		252–254	White
		255	Color Add_G: Max
6	Blue 1		When CH 1 is 0–15:
		0	Min
		1–254	Min ... Max
		255	Max

CH 4–27: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 4–6); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	4	5	6	2	7	8	9	3	10	11	12
4	13	14	15	5	16	17	18	6	19	20	21
7	22	23	24	8	25	26	27				

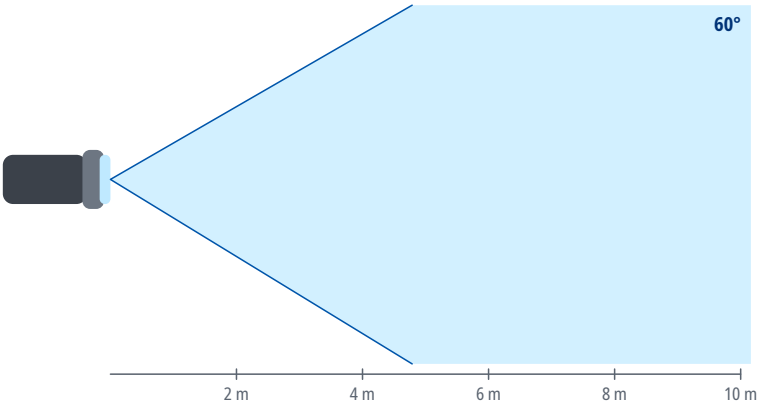
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x2122, device model ID 0x0003)
Weight	8.2 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–25 Hz

Spot diameter



Distance	Ø 60°
2 m	2.3 m
4 m	4.6 m
6 m	6.9 m
8 m	9.2 m
10 m	11.5 m
15 m	17.3 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.