DMX REFERENCE

ARC W1000

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_ARC_W1000_117057.gdtf
GDTF revision	Revision 1 · 2025-11-12
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 8
Mode 8CH 8
Mode 16CH1 9
Mode 16CH2 11
Mode 80CH 12
9 Technical specifications 13
10 Maintenance and cleaning 13
11 Troubleshooting 14
12 Disposal 14

1 About this manual

This document describes the ARC W1000 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_ARC_W1000_117057.gdtf from the GDTF-Share library.

File revision: “Revision 1”.

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 CKC Lighting; 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	28.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
8CH	8	64	1, 9, 17, 25, ...
16CH1	16	32	1, 17, 33, 49, ...
16CH2	16	32	1, 17, 33, 49, ...
80CH	80	6	1, 81, 161, 241, ...

No light? Check these channels

- 16CH1: CH 1 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer above 0


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

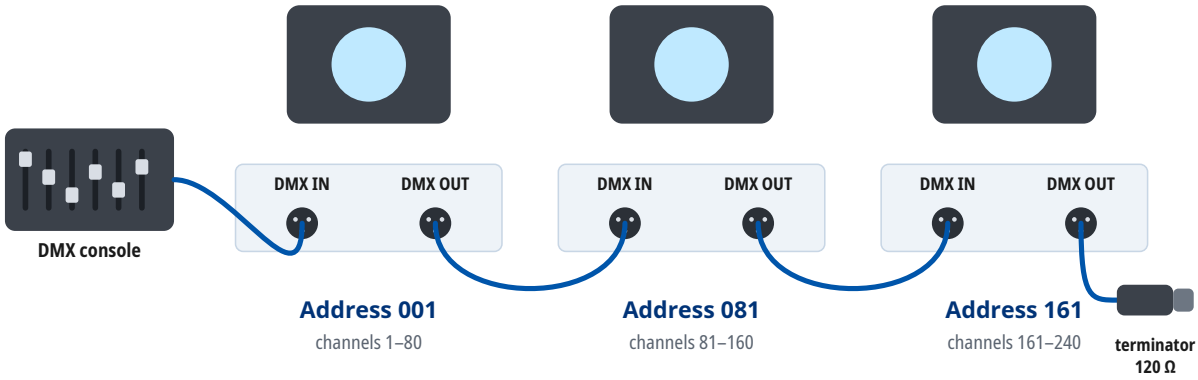
⚠ **WARNING**

- 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: 28.4 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 80CH: every unit occupies 80 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

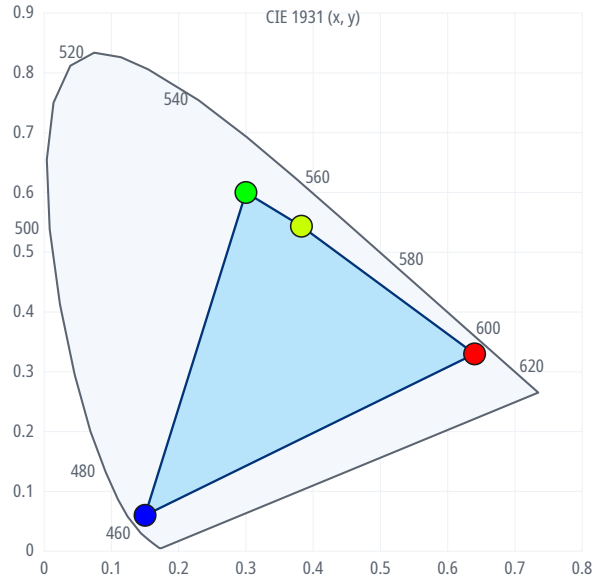
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “80CH”: 80.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “80CH”, you can use, for example, the start addresses 1, 81, 161, 241.
- 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

	8CH 8 channels	16CH1 16 channels	16CH2 16 channels	80CH 80 channels
Dimmer	✓	2	✓	✓
Shutter / strobe		1		
Color mixing	4× (1–7)	4× (6–12)	1–16	40× (1–79)
Effects / macros		5, 14–16		
Pixel control			✓	10 cells

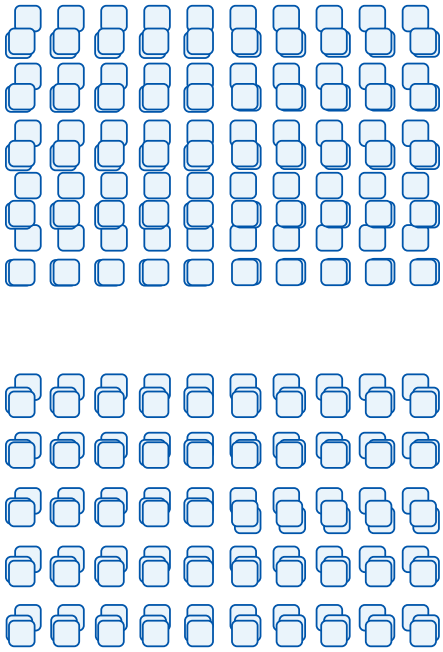
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Lime	0.383	0.544

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

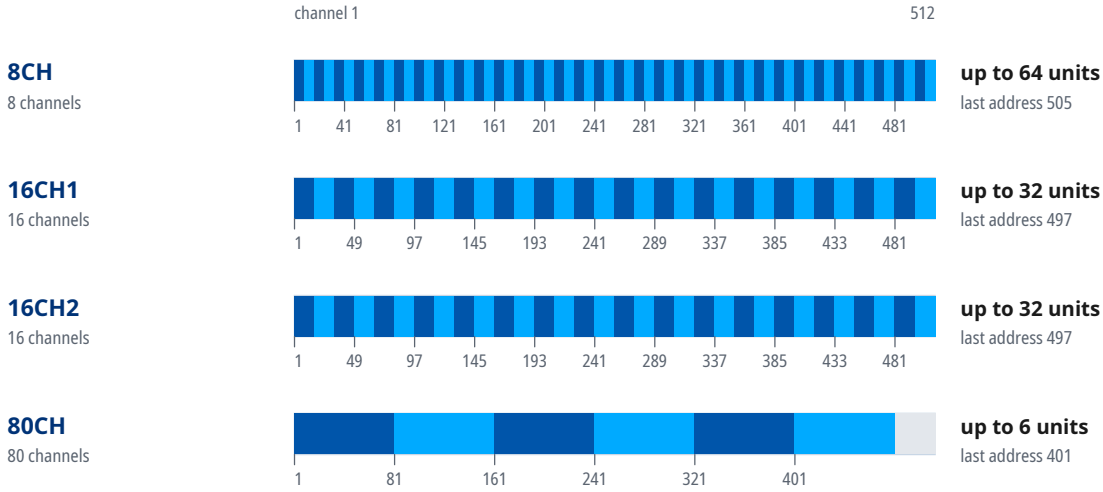
Cells (pixels)



Cells where the GDTF file places them (seen from above), 300 in all in the mode “80CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “80CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	401	11	U2 · 321	16	U3 · 241
2	81	7	U2 · 1	12	U2 · 401	17	U3 · 321
3	161	8	U2 · 81	13	U3 · 1	18	U3 · 401
4	241	9	U2 · 161	14	U3 · 81	19	U4 · 1
5	321	10	U2 · 241	15	U3 · 161	20	U4 · 81

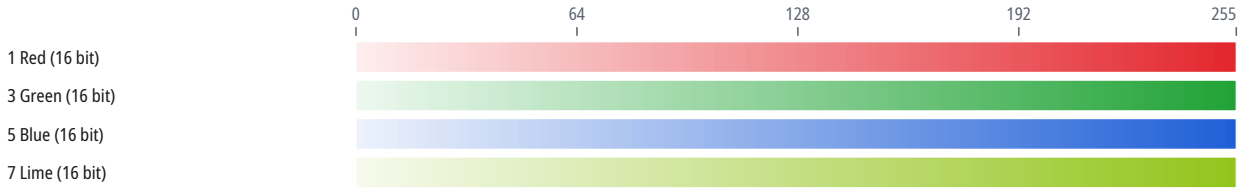
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 8CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 Lime 255.

Channel functions at a glance



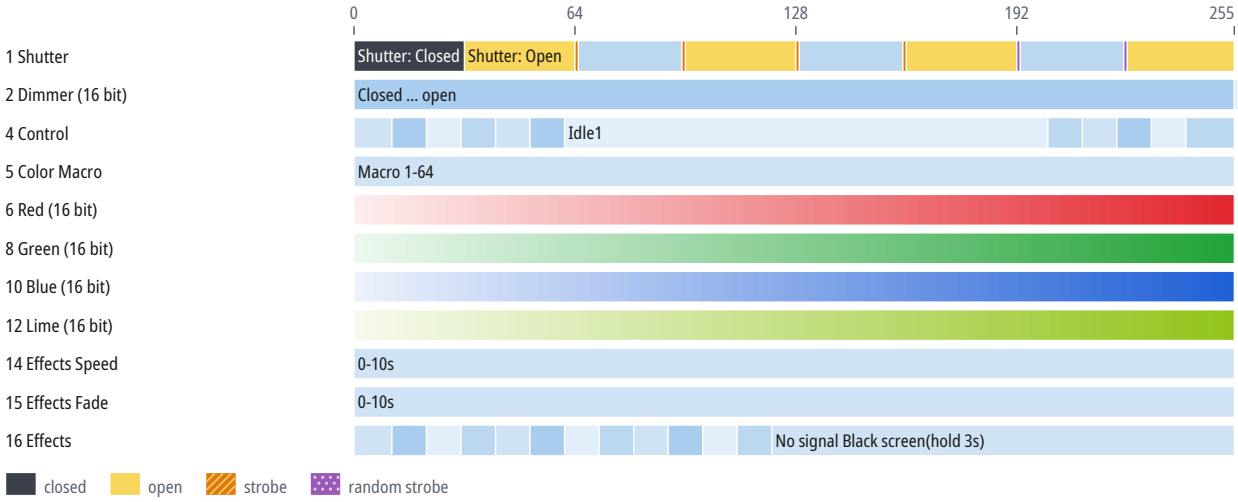
CH	Function	DMX	Description
1	Red	0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime	0–255	
8	Lime Fine	0–255	Fine adjustment of CH 7

Mode 16CH1

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 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 50, CH 2 Dimmer 255, CH 6 Red 255, CH 8 Green 255, CH 10 Blue 255, CH 12 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min strobe
		65–94	Min strobe ... max strobe
		95	Max strobe
		96–127	Shutter open(2)
		128	Min pulse
		129–158	Min pulse ... max pulse
		159	Max pulse
		160–191	Shutter open(3)
		192	Min Random

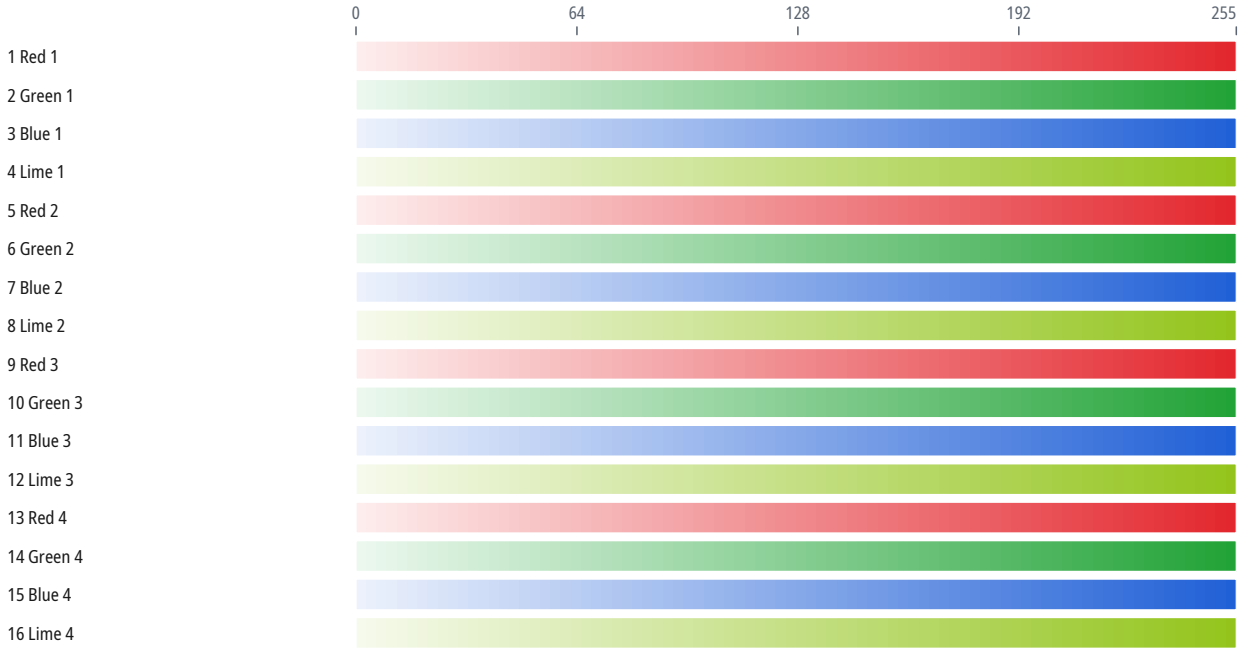
CH	Function	DMX	Description
1	Shutter (continued)	193–222	Min Random ... max Random
		223	Max Random
		224–255	Shutter open(4)
2	Dimmer	0–255	Closed ... open
		255	Open
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Control	0–10	Effect: Idle
		11–20	Program 1
		21–30	Program 2
		31–40	Program 3
		41–50	Program 4
		51–60	Program 5
		61–200	Idle1
		201–210	Dimmer Curve Linear (default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–255	Dimmer Curve: Idle
5	Color Macro	0–255	Macro 1-64
6	Red	0–255	
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–255	
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–255	
11	Blue Fine	0–255	Fine adjustment of CH 10
12	Lime	0–255	
13	Lime Fine	0–255	Fine adjustment of CH 12
14	Effects Speed	0–255	0-10s (0–10 Hz)
15	Effects Fade	0–255	0-10s
16	Effects	0–10	No Effect
		11–20	Save scene 1
		21–30	Save scene 2
		31–40	Save scene 3
		41–50	Save scene 4
		51–60	Save scene 5
		61–70	Save scene 6
		71–80	Save scene 7
		81–90	Save scene 8
		91–100	Enable the scene1-8 after power-on(hold 3s)

CH	Function	DMX	Description
16	Effects (continued)	101–110	Disable the scene1-8 after power-on(hold 3s)
		111–120	Keep the Finally DMX after power-on(hold 3s)
		121–255	No signal Black screen(hold 3s)

Mode 16CH2

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 1 255, CH 4 Lime 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 Lime 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 Lime 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 Lime 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Lime 1	0–255	
5	Red 2	0–255	
6	Green 2	0–255	
7	Blue 2	0–255	
8	Lime 2	0–255	
9	Red 3	0–255	
10	Green 3	0–255	
11	Blue 3	0–255	
12	Lime 3	0–255	
13	Red 4	0–255	

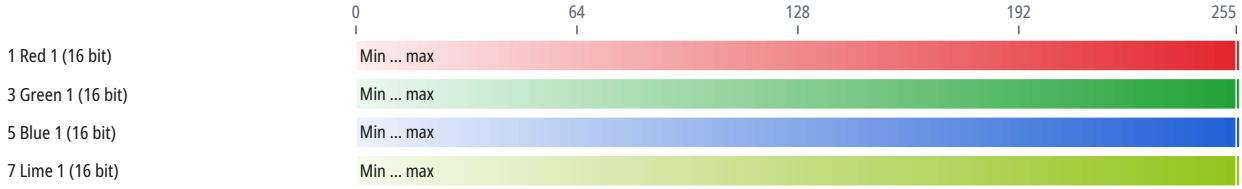
CH	Function	DMX	Description
14	Green 4	0–255	
15	Blue 4	0–255	
16	Lime 4	0–255	

Mode 80CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 10 cells), CH 3 Green 255 (the same in each of the 10 cells), CH 5 Blue 255 (the same in each of the 10 cells), CH 7 Lime 255 (the same in each of the 10 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	Min ... max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Min ... max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Min ... max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	Lime 1	0–255	Min ... max
		255	Max
8	Lime 1 Fine	0–255	Fine adjustment of CH 7

CH 1–80: 10 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table below gives each cell's channel numbers.

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

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	Lime	Lime Fine
8	57	58	59	60	61	62	63	64
9	65	66	67	68	69	70	71	72
10	73	74	75	76	77	78	79	80

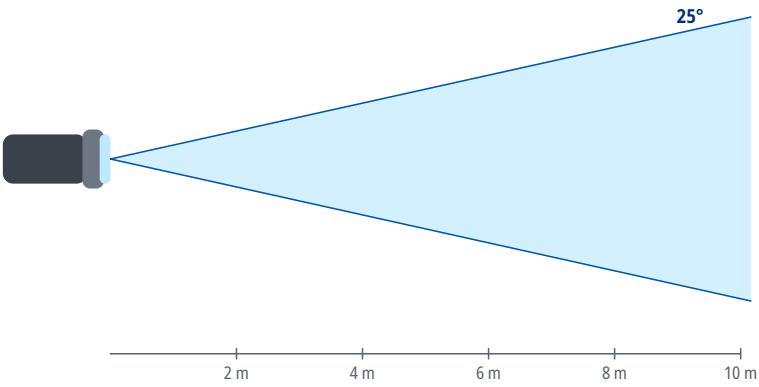
9 Technical specifications

Parameter	Value
Weight	28.4 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–10 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.