DMX REFERENCE

L Par 12

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_L_Par_12_150772.gdtf
GDTF revision	Revision 2 · 2026-07-13
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1 About this manual

This document describes the L Par 12 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_L_Par_12_150772.gdtf from the GDTF-Share library.

File revision: “Revision 2”.

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	5.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16CH	16	32	1, 17, 33, 49, ...
13CH	13	39	1, 14, 27, 40, ...
10CH	10	51	1, 11, 21, 31, ...
8CH	8	64	1, 9, 17, 25, ...
7CH	7	73	1, 8, 15, 22, ...
4CH	4	128	1, 5, 9, 13, ...



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

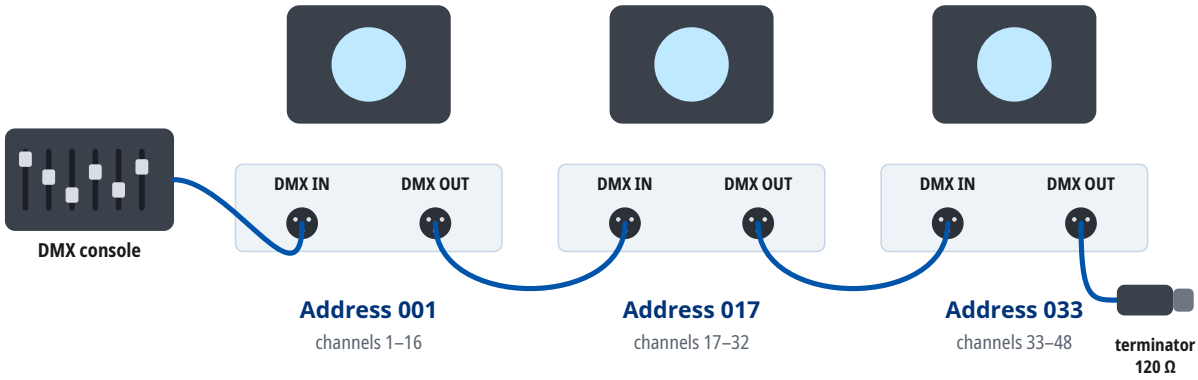
⚠ **WARNING**

- 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: 5.5 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.

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 16CH: every unit occupies 16 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

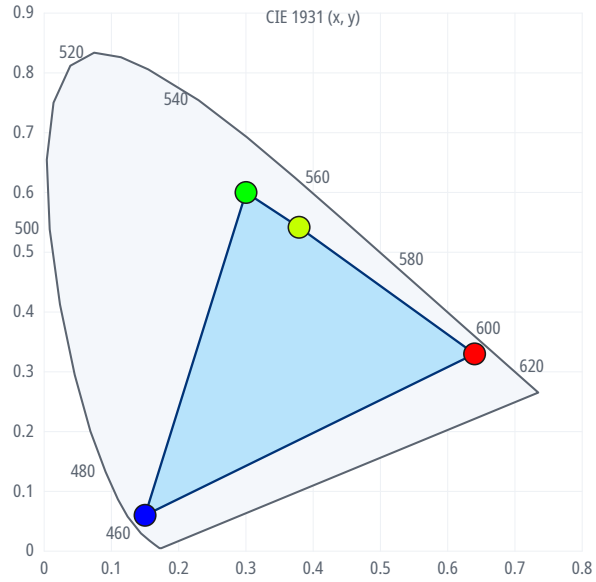
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “16CH”: 16.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “16CH”, you can use, for example, the start addresses 1, 17, 33, 49.
- 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

	16CH 16 channels	13CH 13 channels	10CH 10 channels	8CH 8 channels	7CH 7 channels	4CH 4 channels
Dimmer	9	9	9	✓	6	✓
Shutter / strobe	8	8	8		5	
Color mixing	1–4	1–4	1–4	4× (1–7)	1–4	1–4
Color temperature	6	6	6			
Effects / macros	5, 11–13	5	5			

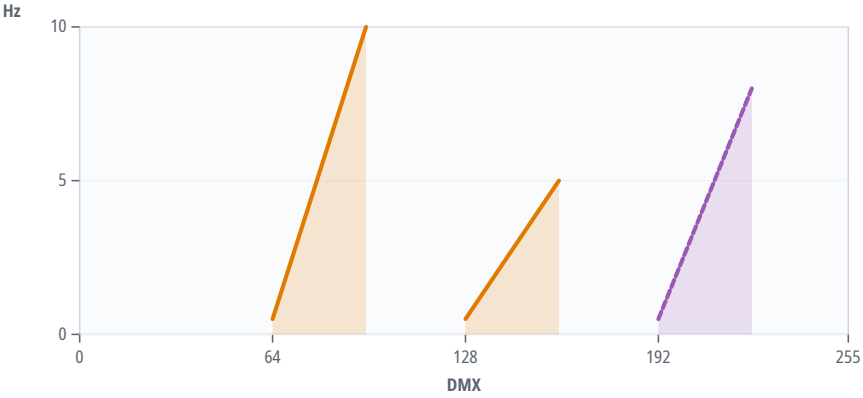
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Lime	0.379	0.542

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

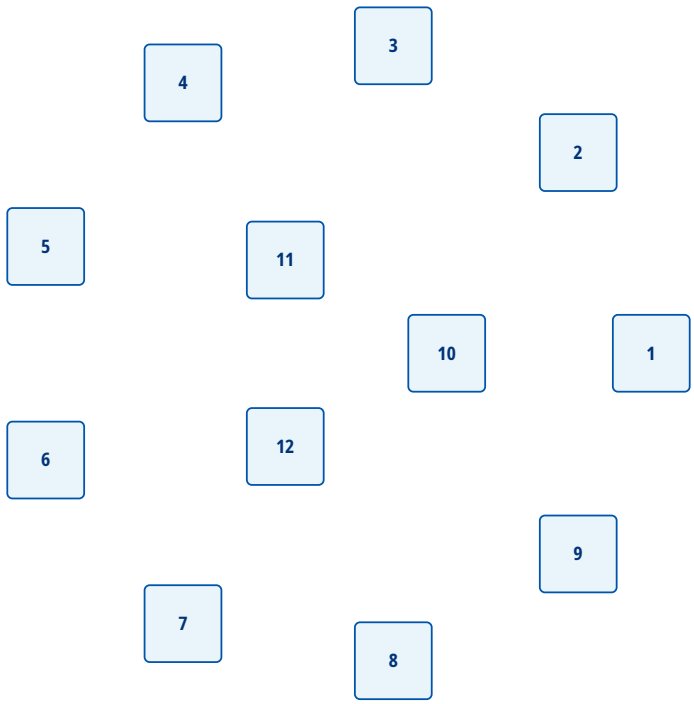
Strobe rate



CH 8 · 16CH

- 64–95: 0.5–10 Hz Strobe
- 128–159: 0.5–5 Hz Pulse
- 192–223: 0.5–8 Hz Random

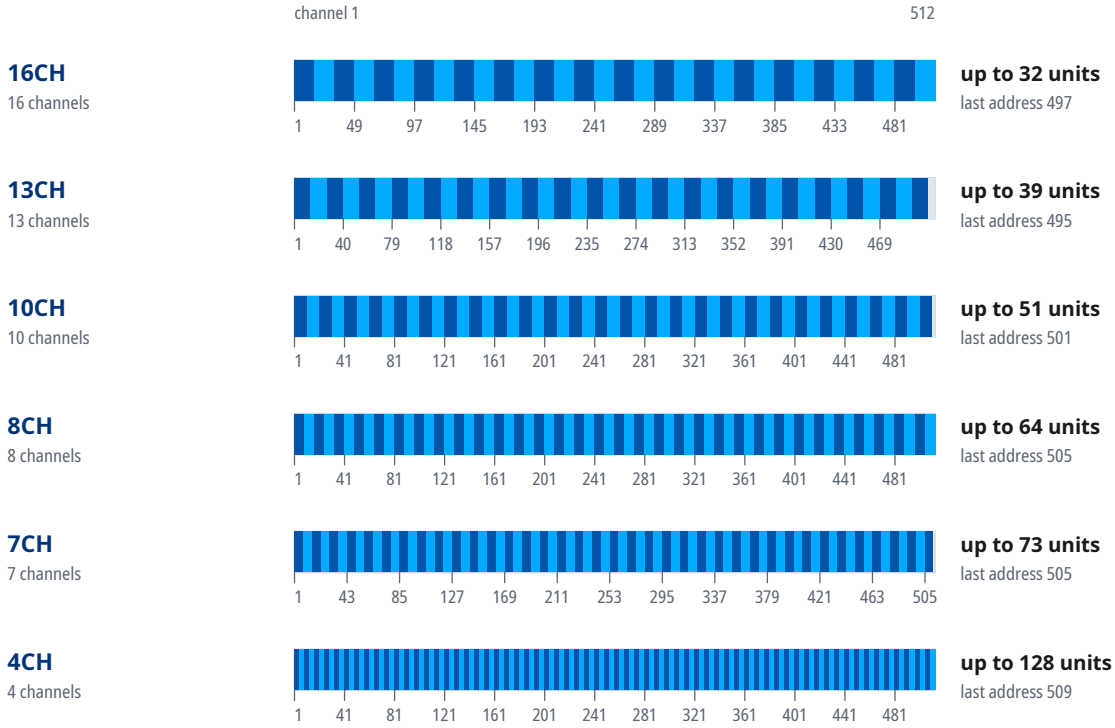
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “16CH” drives them together.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16CH”

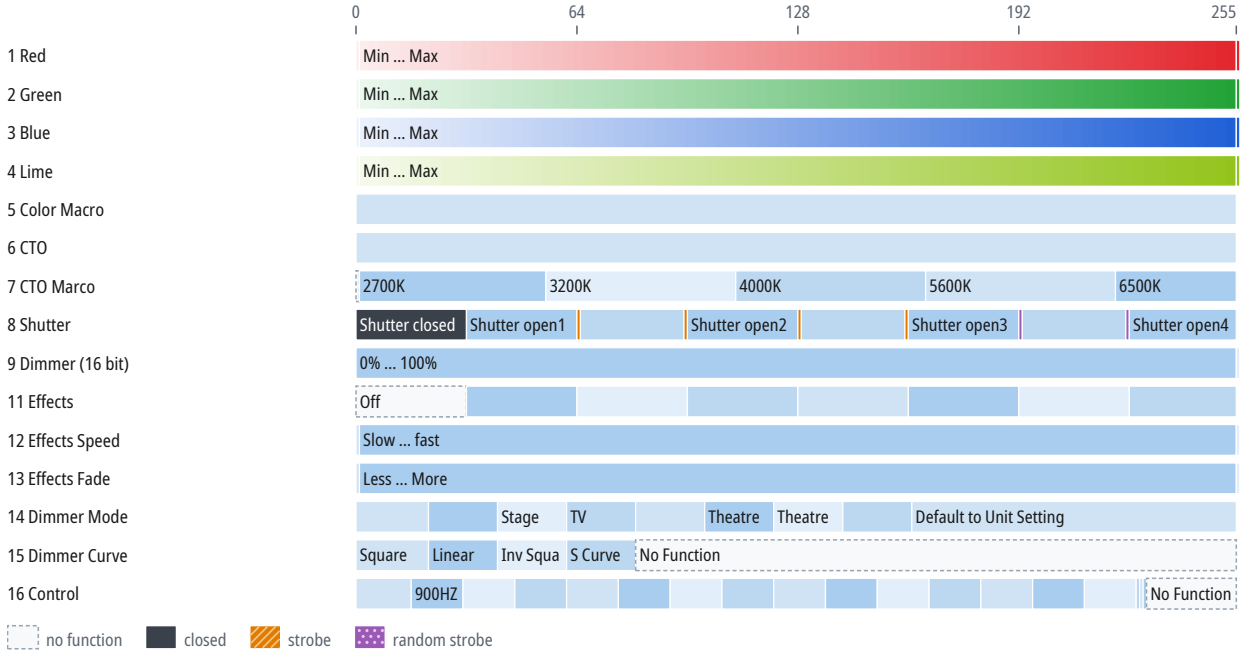
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

Mode 16CH

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 2 Green 255, CH 3 Blue 255, CH 4 Lime 255, CH 6 CTO 0, CH 7 CTO Marco 0, CH 8 Shutter 50, CH 9 Dimmer 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	Color Macro	0–255	
6	CTO	0–255	2700–7000 K
7	CTO Marco	0	Off
		1–54	2700K
		55–109	3200K
		110–164	4000K
		165–219	5600K
		220–255	6500K

CH	Function	DMX	Description
8	Shutter	0–31	Shutter closed
		32–63	Shutter open1
		64	Min Strobe
		65–94	Min Strobe ... Max Strobe
		95	Max Strobe
		96–127	Shutter open2
		128	Min Pulse
		129–158	Min Pulse ... Max Pulse
		159	Max Pulse
		160–191	Shutter open3
		192	Min Random
		193–222	Min Random ... Max Random
		223	Max Random
		224–255	Shutter open4
9	Dimmer	0–255	0% ... 100%
		255	100%
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Effects	0–31	Off
		32–63	Auto Program 1
		64–95	Auto Program 2
		96–127	Auto Program 3
		128–159	Auto Program 4
		160–191	Auto Program 5
		192–223	Auto Program 6
		224–255	Auto Program 7
12	Effects Speed	0	Slow
		1–254	Slow ... fast
		255	Fast
13	Effects Fade	0	Less
		1–254	Less ... More
		255	More
14	Dimmer Mode	0–20	Default to Unit Setting
		21–40	Standard
		41–60	Stage
		61–80	TV
		81–100	Architectural
		101–140	Theatre
		141–160	Dim Speed from Fast to Slow (01-10s)
		161–255	Default to Unit Setting
15	Dimmer Curve	0–20	Square
		21–40	Linear
		41–60	Inv Squa

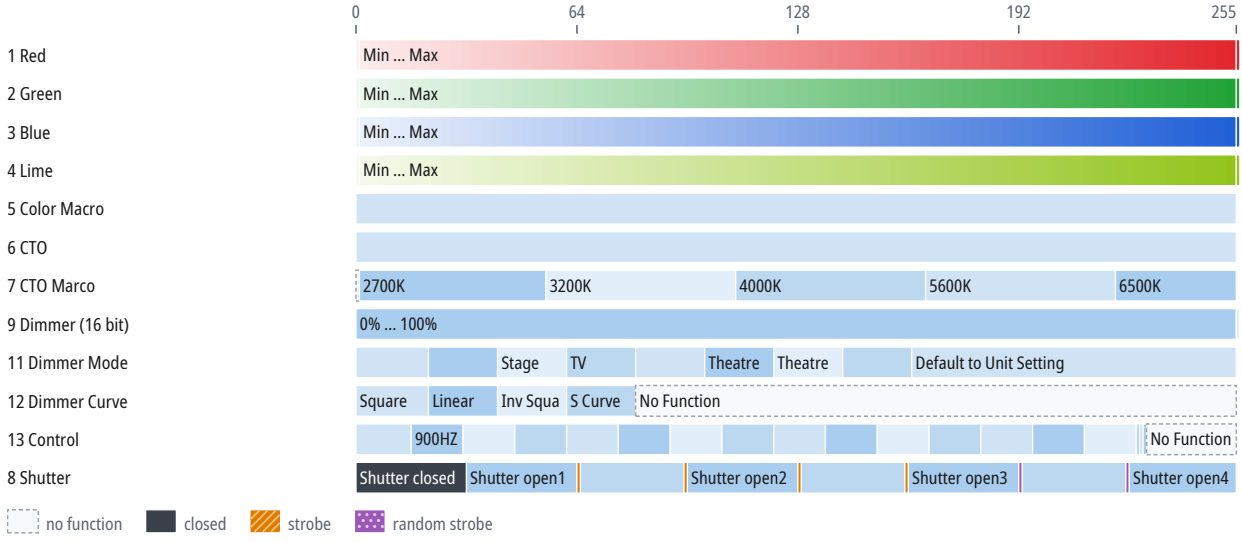
CH	Function	DMX	Description
15	Dimmer Curve (continued)	61–80	S Curve
		81–255	No Function
16	Control	0–15	Default to Unit Setting
		16–30	900HZ
		31–45	1000HZ
		46–60	1100HZ
		61–75	1200HZ
		76–90	1300HZ
		91–105	1400HZ
		106–120	1500HZ
		121–135	2500HZ
		136–150	4000HZ
		151–165	5000HZ
		166–180	10000HZ
		181–195	15000HZ
		196–210	20000HZ
		211–225	25000HZ
		226	Auto Fan (Hold 5 Seconds)
		227	High Fan (Hold 5 Seconds)
		228	Silent Fan (Hold 5 Seconds)
		229–255	No Function

Mode 13CH

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 2 Green 255, CH 3 Blue 255, CH 4 Lime 255, CH 6 CTO 0, CH 7 CTO Marco 0, CH 8 Shutter 50, CH 9 Dimmer 255.

Channel functions at a glance



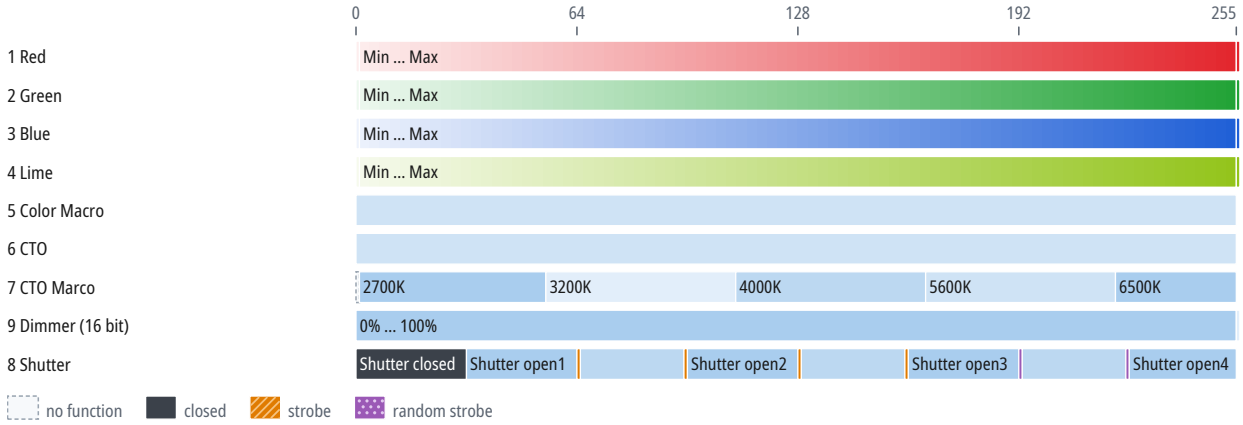
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16CH” (p. 10)
2	Green		Same as CH 2 in the mode “16CH” (p. 10)
3	Blue		Same as CH 3 in the mode “16CH” (p. 10)
4	Lime		Same as CH 4 in the mode “16CH” (p. 10)
5	Color Macro	0–255	
6	CTO	0–255	2700–7000 K
7	CTO Marco		Same as CH 7 in the mode “16CH” (p. 10)
8	Shutter		Same as CH 8 in the mode “16CH” (p. 11)
9	Dimmer		Same as CH 9 in the mode “16CH” (p. 11)
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Dimmer Mode		Same as CH 14 in the mode “16CH” (p. 11)
12	Dimmer Curve		Same as CH 15 in the mode “16CH” (p. 11)
13	Control		Same as CH 16 in the mode “16CH” (p. 12)

Mode 10CH

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 2 Green 255, CH 3 Blue 255, CH 4 Lime 255, CH 6 CTO 0, CH 7 CTO Marco 0, CH 8 Shutter 50, CH 9 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16CH” (p. 10)
2	Green		Same as CH 2 in the mode “16CH” (p. 10)
3	Blue		Same as CH 3 in the mode “16CH” (p. 10)
4	Lime		Same as CH 4 in the mode “16CH” (p. 10)
5	Color Macro	0–255	
6	CTO	0–255	2700–7000 K
7	CTO Marco		Same as CH 7 in the mode “16CH” (p. 10)

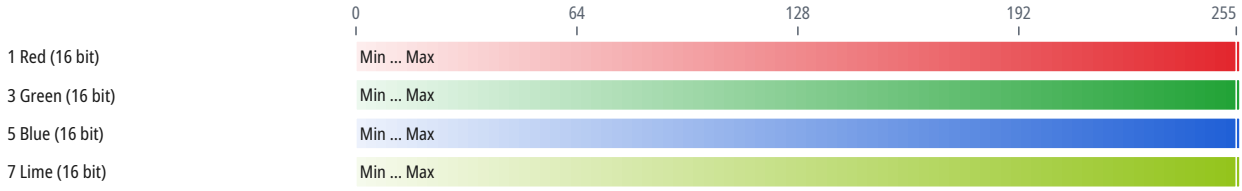
CH	Function	DMX	Description
8	Shutter		Same as CH 8 in the mode “16CH” (p. 11)
9	Dimmer		Same as CH 9 in the mode “16CH” (p. 11)
10	Dimmer Fine	0–255	Fine adjustment of CH 9

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



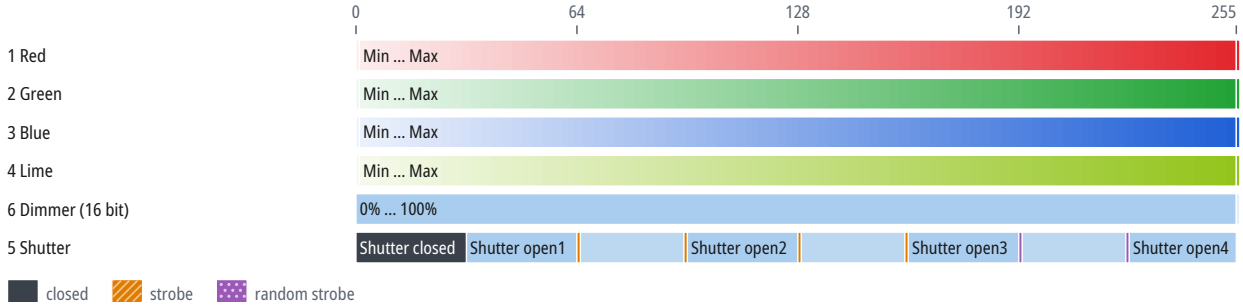
CH	Function	DMX	Description
1	Red	0–255	Min ... Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min ... Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min ... Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime	0–255	Min ... Max
		255	Max
8	Lime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

Mode 7CH

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 2 Green 255, CH 3 Blue 255, CH 4 Lime 255, CH 5 Shutter 50, CH 6 Dimmer 255.

Channel functions at a glance

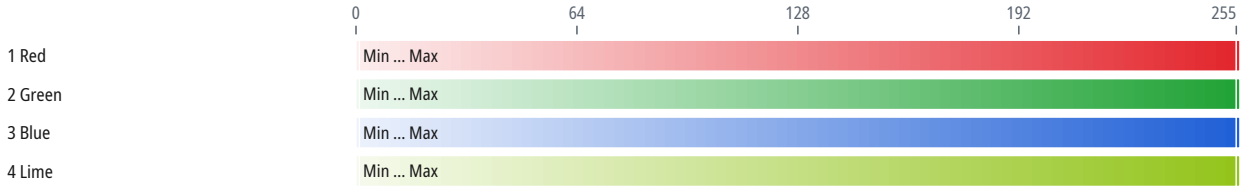


CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16CH” (p. 10)
2	Green		Same as CH 2 in the mode “16CH” (p. 10)
3	Blue		Same as CH 3 in the mode “16CH” (p. 10)
4	Lime		Same as CH 4 in the mode “16CH” (p. 10)
5	Shutter		Same as CH 8 in the mode “16CH” (p. 11)
6	Dimmer		Same as CH 9 in the mode “16CH” (p. 11)
7	Dimmer Fine	0–255	Fine adjustment of CH 6

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 255, CH 4 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16CH” (p. 10)
2	Green		Same as CH 2 in the mode “16CH” (p. 10)
3	Blue		Same as CH 3 in the mode “16CH” (p. 10)
4	Lime		Same as CH 4 in the mode “16CH” (p. 10)

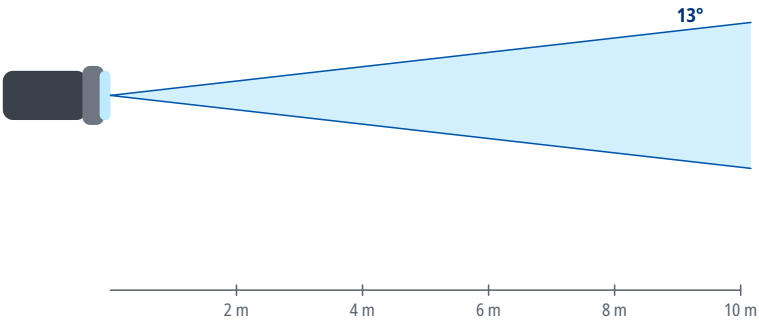
9 Technical specifications

Parameter	Value
Light source	LED
Weight	5.5 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.5–10 Hz

Spot diameter



Distance	Ø 13°
2 m	0.46 m
4 m	0.91 m
6 m	1.4 m
8 m	1.8 m
10 m	2.3 m
15 m	3.4 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.