DMX REFERENCE

Sunstrip 12

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Sunstrip_12_117098.gdtf
GDTF revision	Revision 1 · 2025-11-12
Generated	2026-11-23

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1 About this manual

This document describes the Sunstrip 12 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Sunstrip_12_117098.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	6.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
1CH	1	512	1, 2, 3, 4, ...
2CH	2	256	1, 3, 5, 7, ...
3CH	3	170	1, 4, 7, 10, ...
5CH	5	102	1, 6, 11, 16, ...
7CH	7	73	1, 8, 15, 22, ...
10CH	10	51	1, 11, 21, 31, ...
12CH	12	42	1, 13, 25, 37, ...
15CH	15	34	1, 16, 31, 46, ...
36CH	36	14	1, 37, 73, 109, ...
41CH	41	12	1, 42, 83, 124, ...
45CH	45	11	1, 46, 91, 136, ...
20CH	20	25	1, 21, 41, 61, ...
72CH	72	7	1, 73, 145, 217, ...
6CH	6	85	1, 7, 13, 19, ...



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

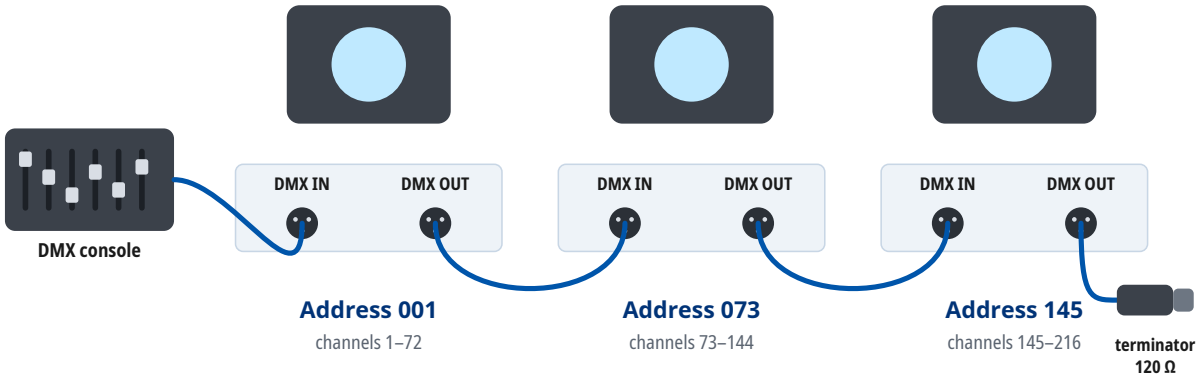
⚠ **WARNING**

- 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: 6.4 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 72CH: every unit occupies 72 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 “72CH”: 72.
- 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 “72CH”, you can use, for example, the start addresses 1, 73, 145, 217.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

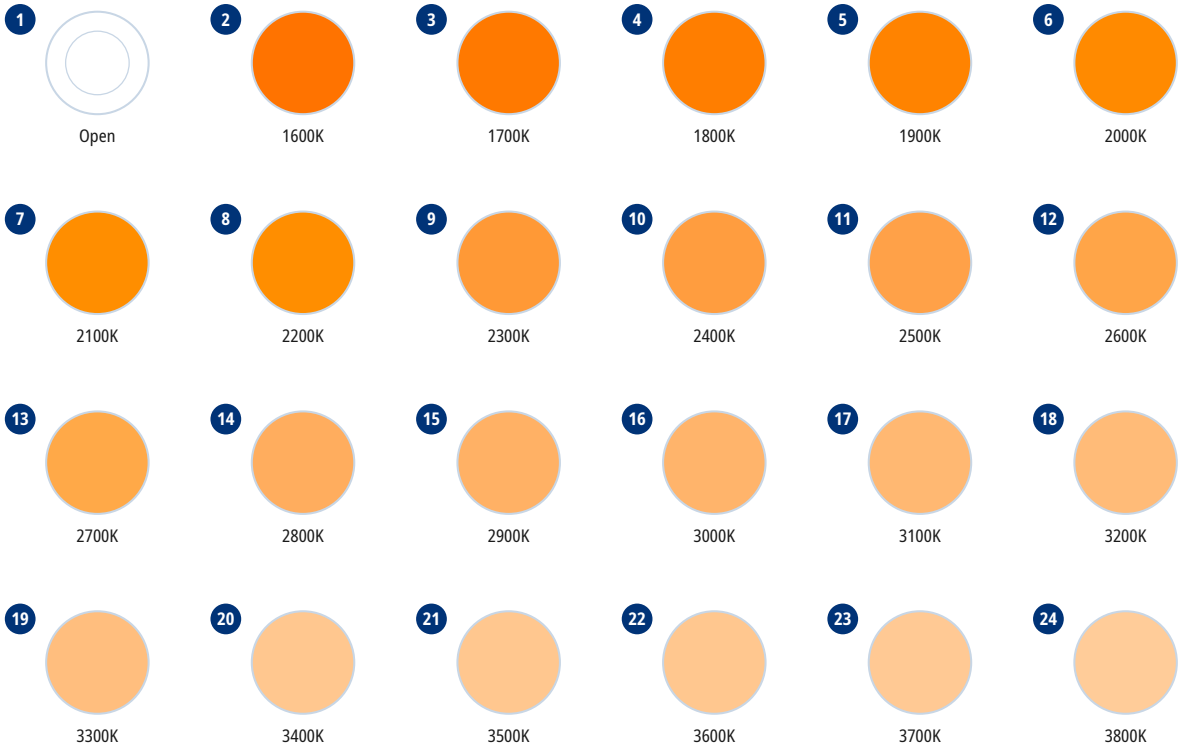
Functions in each DMX mode

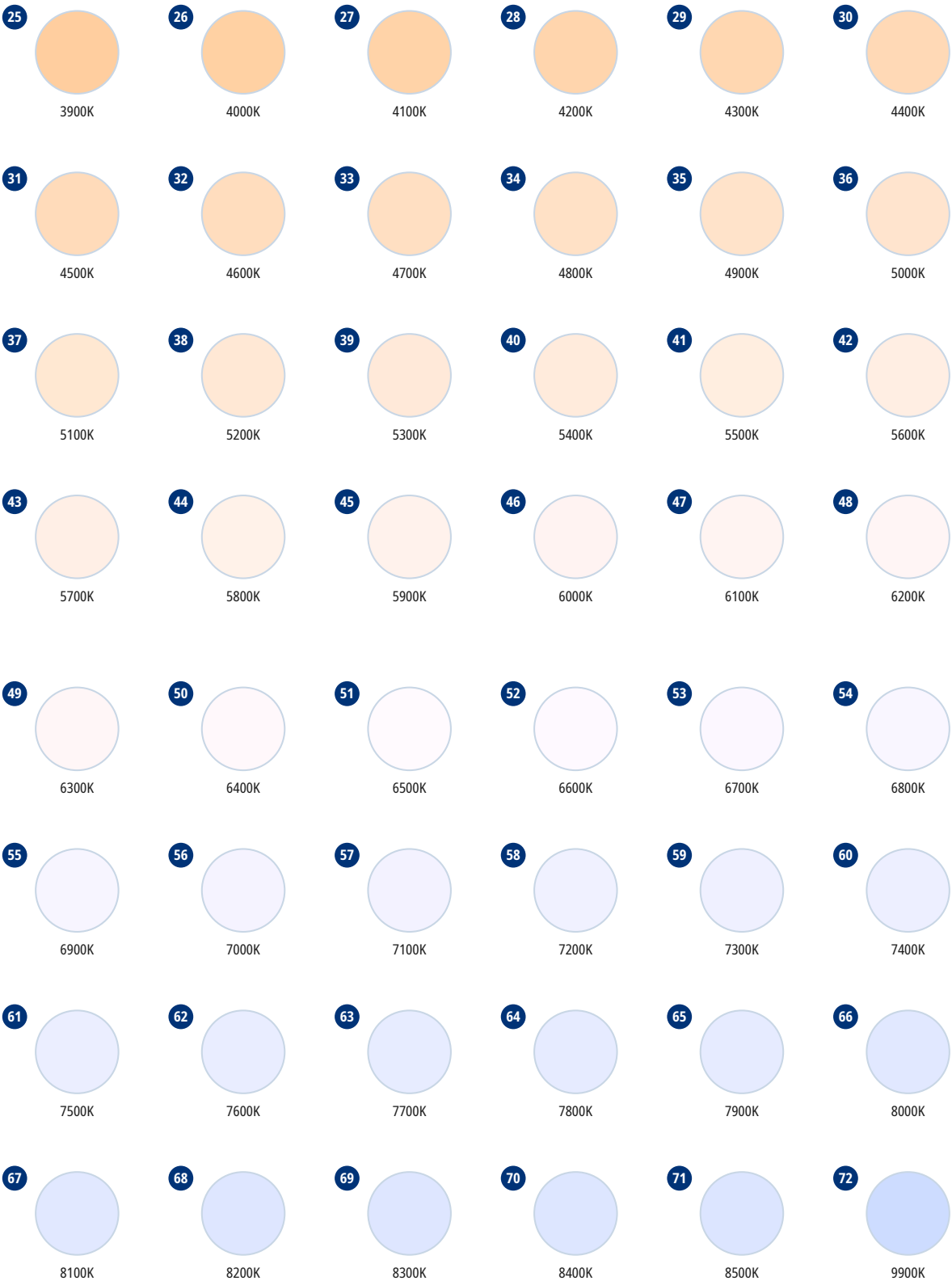
	1CH 1 channel	2CH 2 channels	3CH 3 channels	5CH 5 channels	7CH 7 channels	10CH 10 channels	12CH 12 channels	15CH 15 channels
Dimmer	1	1		4	5	6	1–12	1–12
Dimmer resolution	8 bit	8 bit		16 bit	16 bit	16 bit	8 bit	8 bit
Shutter / strobe					4	5		14
Color mixing			1–3	1–3	1–3	1–3		
Color wheel						4		13
Effects / macros						8–10		
Pixel control							12 cells	12 cells

Color wheel 1



Color wheel 2




25
3900K
26
4000K
27
4100K
28
4200K
29
4300K
30
4400K
31
4500K
32
4600K
33
4700K
34
4800K
35
4900K
36
5000K
37
5100K
38
5200K
39
5300K
40
5400K
41
5500K
42
5600K
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5700K
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5900K
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6000K
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6200K
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7800K
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8200K
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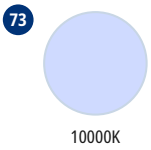
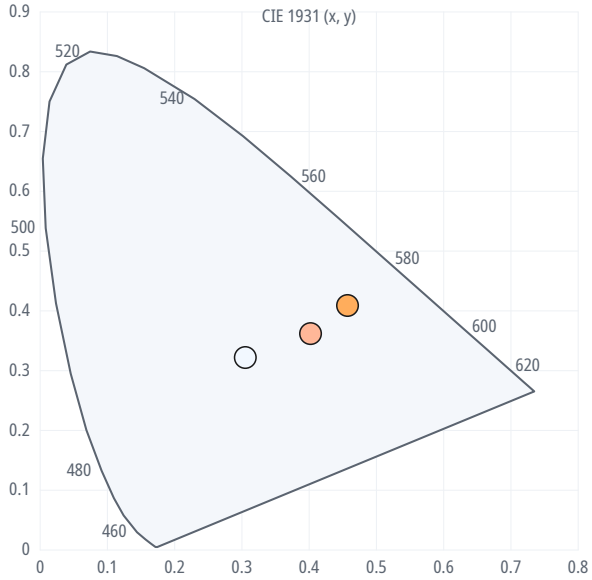
70
8400K
71
8500K
72
9900K



LED colors



LED	x	y
CW	0.305	0.322
WW	0.402	0.362
Amber	0.457	0.409

The dots are the LED colors the GDTF file states.

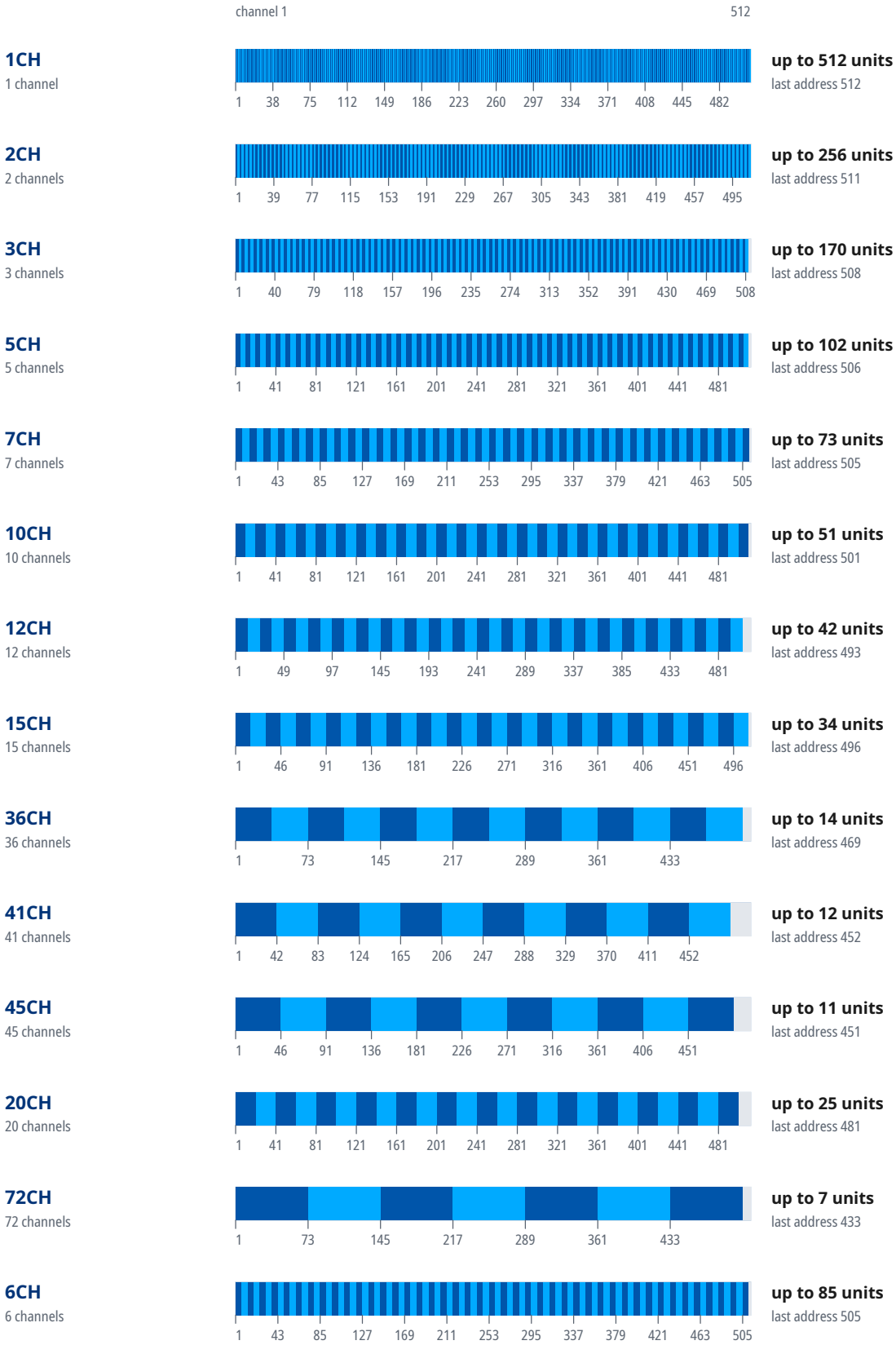
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12
CH 1	CH 4	CH 7	CH 10	CH 13	CH 16	CH 19	CH 22	CH 25	CH 28	CH 31	CH 34

12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “36CH ”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “72CH”

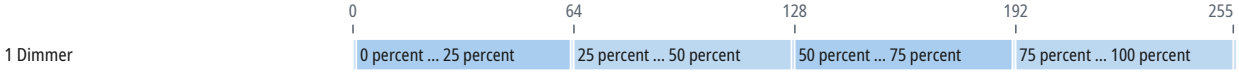
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	361	11	U2 · 217	16	U3 · 73
2	73	7	433	12	U2 · 289	17	U3 · 145
3	145	8	U2 · 1	13	U2 · 361	18	U3 · 217
4	217	9	U2 · 73	14	U2 · 433	19	U3 · 289
5	289	10	U2 · 145	15	U3 · 1	20	U3 · 361

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 1CH

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

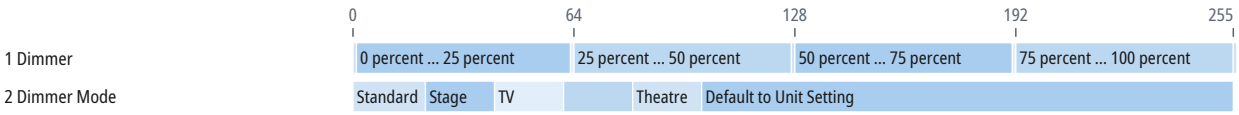


CH	Function	DMX	Description
1	Dimmer	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent

Mode 2CH

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

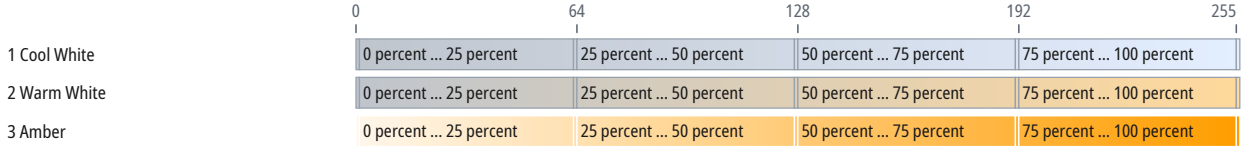


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1CH” (p. 11)
2	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Setting

Mode 3CH

The GDTF file gives these values for a console's Highlight function: CH 1 Cool White 255, CH 2 Warm White 255, CH 3 Amber 255.

Channel functions at a glance



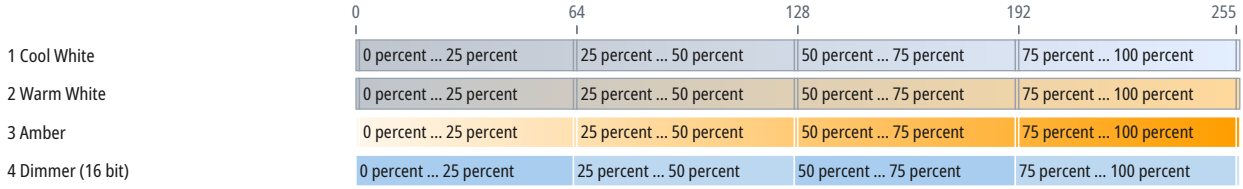
CH	Function	DMX	Description
1	Cool White	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent
2	Warm White	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent
3	Amber	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent

Mode 5CH

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 Cool White 255, CH 2 Warm White 255, CH 3 Amber 255, CH 4 Dimmer 255.

Channel functions at a glance



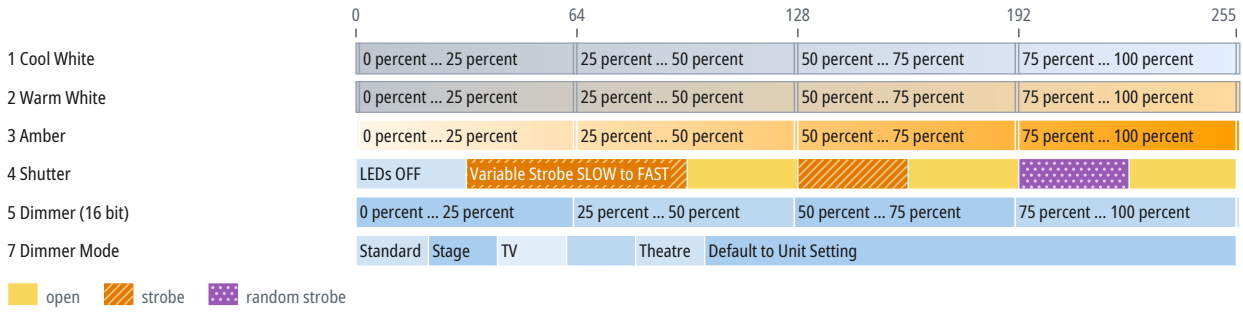
CH	Function	DMX	Description
1	Cool White		Same as CH 1 in the mode “3CH” (p. 12)
2	Warm White		Same as CH 2 in the mode “3CH” (p. 12)
3	Amber		Same as CH 3 in the mode “3CH” (p. 12)
4	Dimmer	0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
5	Dimmer Fine	0–255	Fine adjustment of CH 4

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 Cool White 255, CH 2 Warm White 255, CH 3 Amber 255, CH 4 Shutter 255, CH 5 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White		Same as CH 1 in the mode “3CH” (p. 12)
2	Warm White		Same as CH 2 in the mode “3CH” (p. 12)
3	Amber		Same as CH 3 in the mode “3CH” (p. 12)
4	Shutter	0–31	LEDs OFF
		32–95	Variable Strobe SLOW to FAST (1–10 Hz)
		96–127	Shutter: LEDs ON

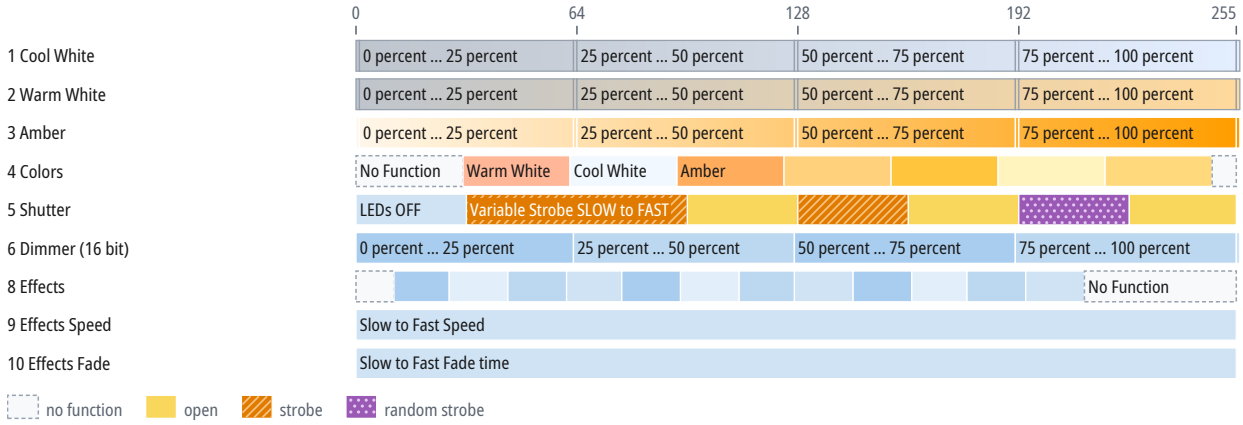
CH	Function	DMX	Description
4	Shutter (continued)	128–159	Pulse Strobe SLOW to FAST (1–10 Hz)
		160–191	Shutter: LEDs ON
		192–223	Random Strobe SLOW to FAST (1–10 Hz)
		224–255	Shutter: LEDs ON
5	Dimmer		Same as CH 4 in the mode “5CH” (p. 13)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)

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 Cool White 255, CH 2 Warm White 255, CH 3 Amber 255, CH 5 Shutter 255, CH 6 Dimmer 255.

Channel functions at a glance



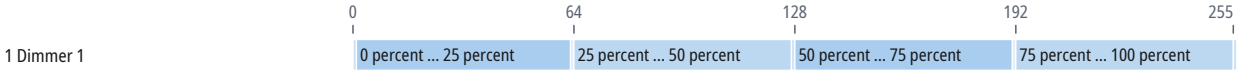
CH	Function	DMX	Description
1	Cool White		Same as CH 1 in the mode “3CH” (p. 12)
2	Warm White		Same as CH 2 in the mode “3CH” (p. 12)
3	Amber		Same as CH 3 in the mode “3CH” (p. 12)
4	Colors	0–30	No Function
		31–61	Warm White
		62–92	Cool White
		93–123	Amber
		124–154	Warm White + Cool White
		155–185	Warm white+ Amber
		186–216	Cool White + Amber
		217–247	WW + CW + Amber
		248–255	No Function
5	Shutter		Same as CH 4 in the mode “7CH” (p. 13)
6	Dimmer		Same as CH 4 in the mode “5CH” (p. 13)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Effects	0–10	No Function
		11–26	Program 1

CH	Function	DMX	Description
8	Effects (continued)	27–43	Program 2
		44–60	Program 3
		61–76	Program 4
		77–93	Program 5
		94–110	Program 6
		111–126	Program 7
		127–143	Program 8
		144–160	Program 9
		161–176	Program 10
		177–193	Program 11
		194–210	Program 12
		211–255	No Function
9	Effects Speed		Auto Program Speed
		0–255	Slow to Fast Speed
10	Effects Fade		Auto Program Fade
		0–255	Slow to Fast Fade time

Mode 12CH

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent

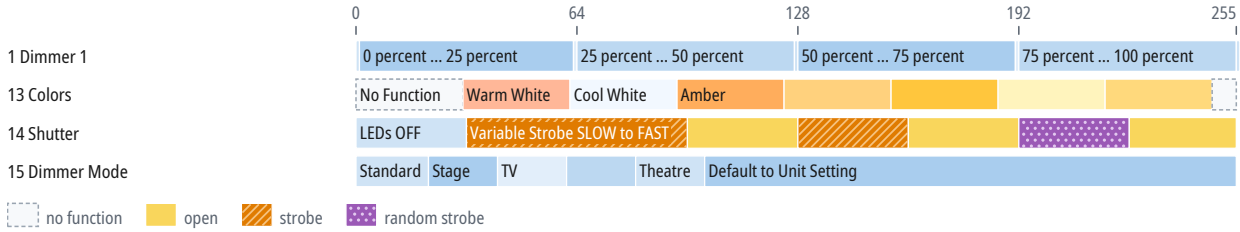
CH 1–12: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12

Mode 15CH

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 12 cells), CH 14 Shutter 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent
13	Colors		Same as CH 4 in the mode “10CH” (p. 14)
14	Shutter		Same as CH 4 in the mode “7CH” (p. 13)
15	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)

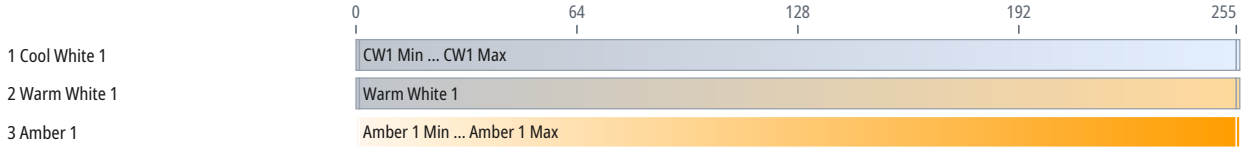
CH 1–12: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12

Mode 36CH

The GDTF file gives these values for a console's Highlight function: CH 1 Cool White 255 (the same in each of the 12 cells), CH 2 Warm White 255 (the same in each of the 12 cells), CH 3 Amber 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White 1	0	CW1 Min
		1–254	CW1 Min … CW1 Max
		255	CW1 Max
2	Warm White 1	0	WW1 Min
		1–254	Warm White 1
		255	WW1 Min
3	Amber 1	0	Amber 1 Min
		1–254	Amber 1 Min … Amber 1 Max
		255	Amber 1 Max

CH 1–36: 12 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.

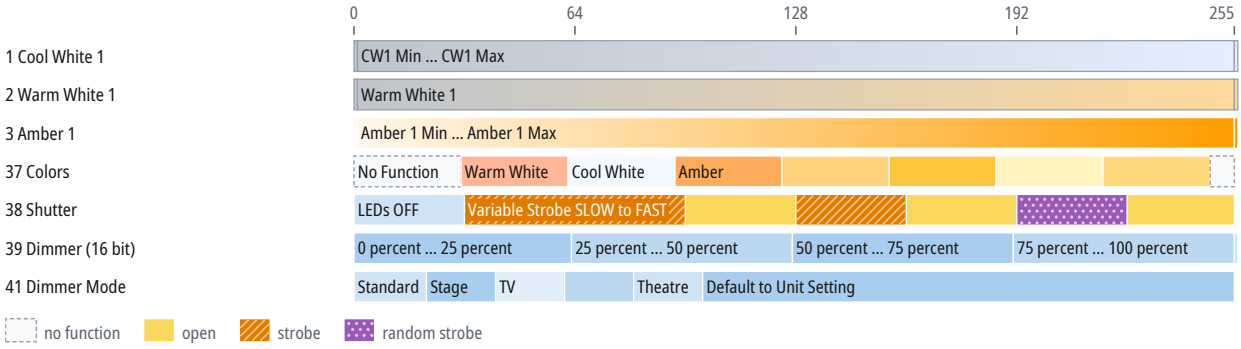
Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36

Mode 41CH

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 Cool White 255 (the same in each of the 12 cells), CH 2 Warm White 255 (the same in each of the 12 cells), CH 3 Amber 255 (the same in each of the 12 cells), CH 38 Shutter 255, CH 39 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White 1	0	CW1 Min
		1–254	CW1 Min … CW1 Max
		255	CW1 Max
2	Warm White 1	0	WW1 Min
		1–254	Warm White 1
		255	WW1 Min
3	Amber 1	0	Amber 1 Min

CH	Function	DMX	Description
3	Amber 1 (continued)	1–254	Amber 1 Min … Amber 1 Max
		255	Amber 1 Max
37	Colors		Same as CH 4 in the mode “10CH” (p. 14)
38	Shutter		Same as CH 4 in the mode “7CH” (p. 13)
39	Dimmer		Same as CH 4 in the mode “5CH” (p. 13)
40	Dimmer Fine	0–255	Fine adjustment of CH 39
41	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)

CH 1–36: 12 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.

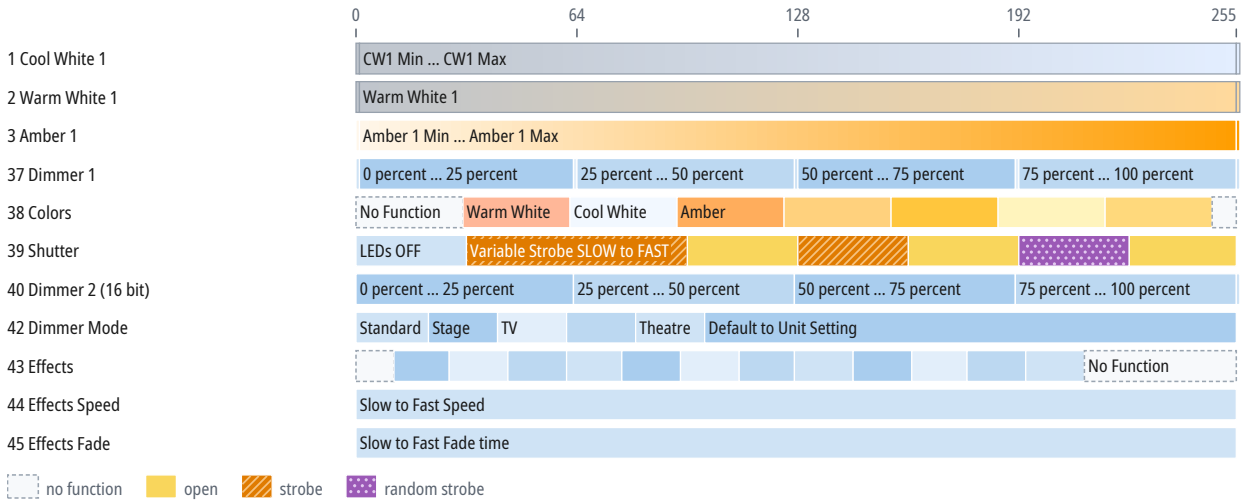
Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36

Mode 45CH

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 Cool White 255 (the same in each of the 12 cells), CH 2 Warm White 255 (the same in each of the 12 cells), CH 3 Amber 255 (the same in each of the 12 cells), CH 37 Dimmer 1 255, CH 39 Shutter 255, CH 40 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White 1	0	CW1 Min
		1–254	CW1 Min … CW1 Max
		255	CW1 Max
2	Warm White 1	0	WW1 Min
		1–254	Warm White 1
		255	WW1 Min

CH	Function	DMX	Description
3	Amber 1	0	Amber 1 Min
		1–254	Amber 1 Min ... Amber 1 Max
		255	Amber 1 Max
37	Dimmer 1		ALL LEDS (1-12)
		0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent
38	Colors		Same as CH 4 in the mode “10CH” (p. 14)
39	Shutter		Same as CH 4 in the mode “7CH” (p. 13)
40	Dimmer 2		Master Dimmer
		0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
41	Dimmer 2 Fine	0–255	Fine adjustment of CH 40
42	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)
43	Effects		Same as CH 8 in the mode “10CH” (p. 14)
44	Effects Speed		Same as CH 9 in the mode “10CH” (p. 15)
45	Effects Fade		Same as CH 10 in the mode “10CH” (p. 15)

CH 1–36: 12 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.

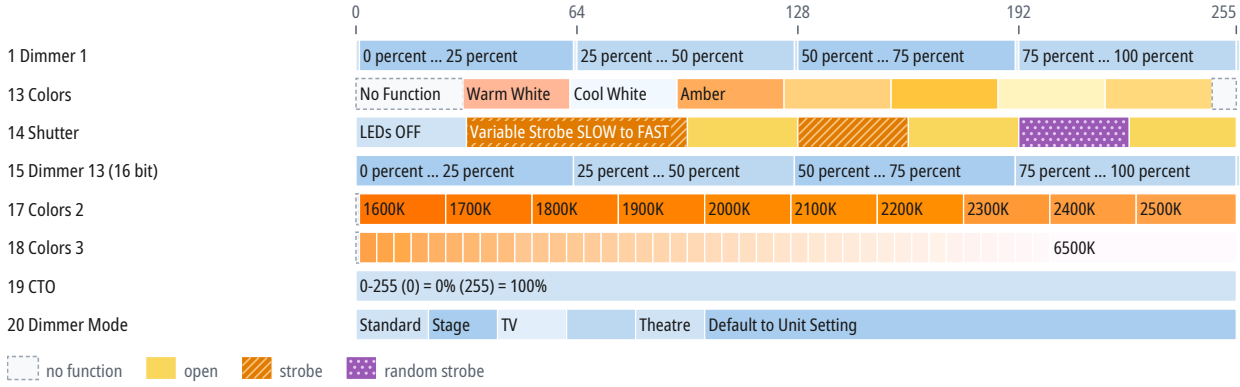
Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber	Cell	Cool White	Warm White	Amber
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36

Mode 20CH

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 Dimmer 255 (the same in each of the 12 cells), CH 14 Shutter 255, CH 15 Dimmer 13 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent
13	Colors		Same as CH 4 in the mode “10CH” (p. 14)
14	Shutter		Same as CH 4 in the mode “7CH” (p. 13)
15	Dimmer 13		Master Dimmer
		0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
16	Dimmer 13 Fine	0–255	Fine adjustment of CH 15
17	Colors 2		Control Temp low
		0	No Function
		1–25	1600K
		26–50	1700K
		51–75	1800K
		76–100	1900K
		101–125	2000K
		126–150	2100K

CH	Function	DMX	Description
17	Colors 2 (continued)	151–175	2200K
		176–200	2300K
		201–225	2400K
		226–255	2500K
18	Colors 3		Control Temp High
		0	No Function
		1–5	2500K
		6–10	2600K
		11–15	2700K
		16–20	2800K
		21–25	2900K
		26–30	3000K
		31–35	3100K
		36–40	3200K
		41–45	3300K
		46–50	3400K
		51–55	3500K
		56–60	3600K
		61–65	3700K
		66–70	3800K
		71–75	3900K
		76–80	4000K
		81–85	4100K
		86–90	4200K
		91–95	4300K
		96–100	4400K
		101–105	4500K
		106–110	4600K
		111–115	4700K
		116–120	4800K
		121–125	4900K
		126–130	5000K
		131–135	5100K
		136–140	5200K
		141–145	5300K
		146–150	5400K
		151–155	5500K
		156–160	5600K
		161–165	5700K
		166–170	5800K
		171–175	5900K

CH	Function	DMX	Description
18	Colors 3 (continued)	176–180	6000K
		181–185	6100K
		186–190	6200K
		191–195	6300K
		196–200	6400K
		201–255	6500K
19	CTO		MAXIMUM OUTPUT LIMITER
		0–255	0-255 (0) = 0% (255) = 100%
20	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)

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

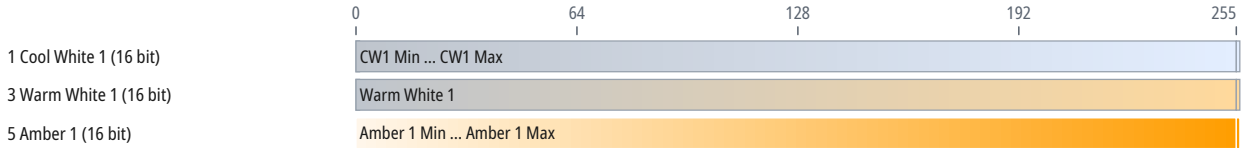
Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12

Mode 72CH

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 Cool White 255 (the same in each of the 12 cells), CH 3 Warm White 255 (the same in each of the 12 cells), CH 5 Amber 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White 1	0–255	CW1 Min ... CW1 Max
		255	CW1 Max
2	Cool White 1 Fine	0–255	Fine adjustment of CH 1
3	Warm White 1	0	WW1 Min
		0–255	Warm White 1
		255	WW1 Min
4	Warm White 1 Fine	0–255	Fine adjustment of CH 3
5	Amber 1	0–255	Amber 1 Min ... Amber 1 Max
		255	Amber 1 Max
6	Amber 1 Fine	0–255	Fine adjustment of CH 5

CH 1–72: 12 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

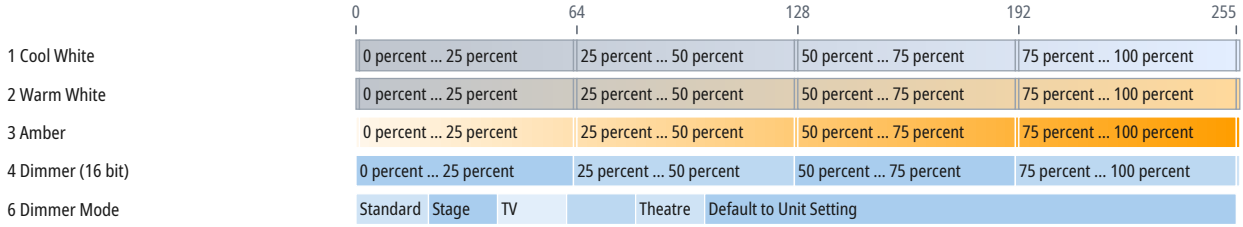
Cell	Cool White	Cool White Fine	Warm White	Warm White Fine	Amber	Amber Fine
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72

Mode 6CH

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 Cool White 255, CH 2 Warm White 255, CH 3 Amber 255, CH 4 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cool White		Same as CH 1 in the mode “3CH” (p. 12)
2	Warm White		Same as CH 2 in the mode “3CH” (p. 12)
3	Amber		Same as CH 3 in the mode “3CH” (p. 12)
4	Dimmer		Same as CH 4 in the mode “5CH” (p. 13)
5	Dimmer Fine	0–255	Fine adjustment of CH 4
6	Dimmer Mode		Same as CH 2 in the mode “2CH” (p. 11)

9 Technical specifications

Parameter	Value
Light source	LED
Weight	6.4 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

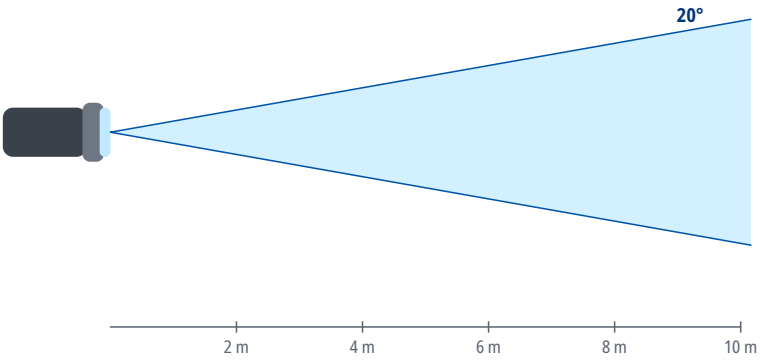
Parameter	Value
Strobe frequency	1–10 Hz

Dimensions

weight 6.4 kg



Spot diameter



Distance	Ø 20°
2 m	0.71 m
4 m	1.4 m
6 m	2.1 m
8 m	2.8 m
10 m	3.5 m
15 m	5.3 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.