DMX REFERENCE

LED BAR EFF

CLF Lighting LEDBAR EFF

CLF Lighting



Manufacturer	CLF Lighting
GDTF file	CLF_Lighting_LED_BAR_EFF_103852.gdtf
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1 About this manual

This document describes the CLF Lighting LEDBAR EFF by CLF Lighting. It was compiled from the GDTF file CLF_Lighting_LED_BAR_EFF_103852.gdtf from the GDTF-Share library.

File revision: “V1.00”.

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 CLF 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	5.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
163CH-Pure pixel+	163	3	1, 164, 327
157CH-Pure pixel	157	3	1, 158, 315
115CH-Pixel 12 sect	115	4	1, 116, 231, 346
61CH-6 section+	61	8	1, 62, 123, 184, ...
57CH-6 section	57	8	1, 58, 115, 172, ...
43CH-4 section+	43	11	1, 44, 87, 130, ...
39CH-4 section	39	13	1, 40, 79, 118, ...
34CH-3 section+	34	15	1, 35, 69, 103, ...
31CH-3 section	31	16	1, 32, 63, 94, ...
25CH-2 section+	25	20	1, 26, 51, 76, ...
21CH-2 section	21	24	1, 22, 43, 64, ...
12CH-1 section	12	42	1, 13, 25, 37, ...
38CH-Macro+Backgr	38	13	1, 39, 77, 115, ...
30CH-FullMacro	30	17	1, 31, 61, 91, ...
23CH-Simple + Macro	23	22	1, 24, 47, 70, ...



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

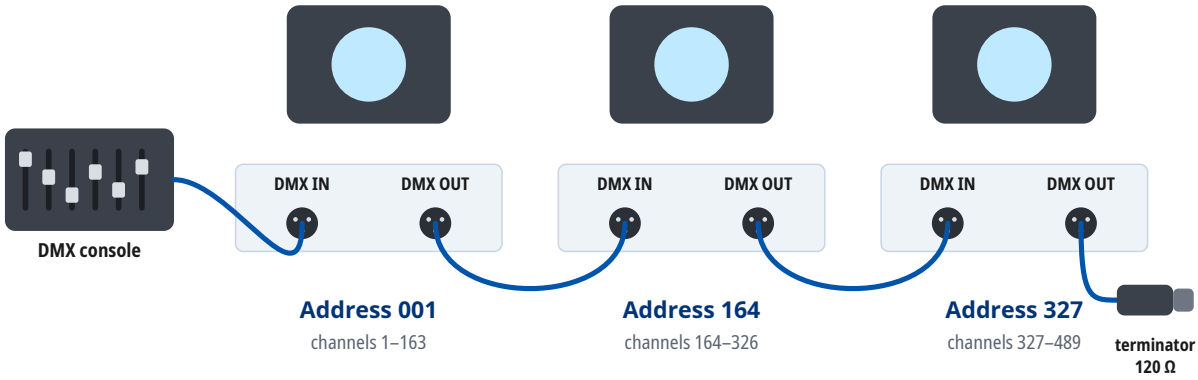
⚠ **WARNING**

- 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: 5.7 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 163CH-Pure pixel+: every unit occupies 163 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 “163CH-Pure pixel+”: 163.
- 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 “163CH-Pure pixel+”, you can use, for example, the start addresses 1, 164, 327.
- 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

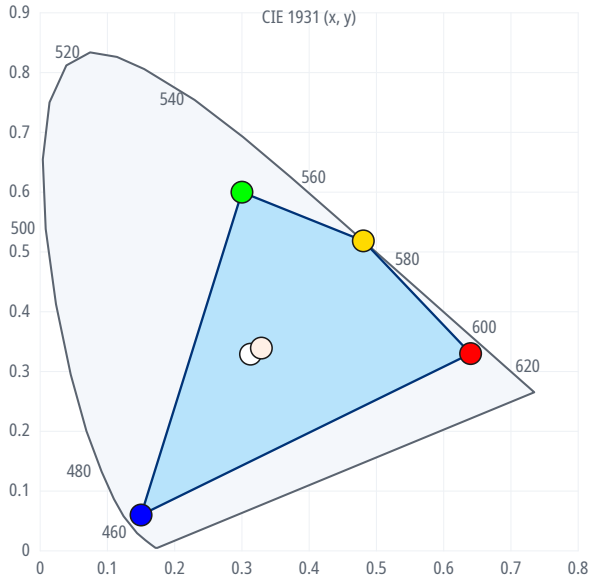
	163CH-Pure pixel+ 163 channels	157CH-Pure pixel 157 channels	115CH-Pixel 12 sect 115 channels	61CH-6 section+ 61 channels	57CH-6 section 57 channels	43CH-4 section+ 43 channels	39CH-4 section 39 channels	34CH-3 section+ 34 channels
Dimmer	1, 51, 65	✓	1, 51, 65	1, 27, 35	1	1, 19, 25	1	1, 15, 20
Shutter / strobe	2, 52, 66		2, 52, 66	2, 28, 36	2	2, 20, 26	2	2, 16, 21
Color mixing	1–162	1–162	1–64, 67–114	3–60	3–60	3–42	3–42	3–33
Pixel control	12 + 12 + 24 cells	12 + 12 + 24 cells	12 + 12 + 12 cells	✓	✓	✓	✓	✓

Gobo wheel

1	Open	CH 10: DMX 0–9	21	G20	CH 10: DMX 105–109	41	G40	CH 30: DMX 90–91
2	G1	CH 10: DMX 10–14	22	G21	CH 10: DMX 110–114	42	G41	CH 30: DMX 92–93
3	G2	CH 10: DMX 15–19	23	G22	CH 10: DMX 115–119	43	G42	CH 30: DMX 94–95
4	G3	CH 10: DMX 20–24	24	G23	CH 10: DMX 120–124	44	G43	CH 30: DMX 96–97
5	G4	CH 10: DMX 25–29	25	G24	CH 10: DMX 125–129	45	G44	CH 30: DMX 98–99
6	G5	CH 10: DMX 30–34	26	G25	CH 10: DMX 130–134	46	G45	CH 30: DMX 100–101
7	G6	CH 10: DMX 35–39	27	G26	CH 10: DMX 135–139	47	G46	CH 30: DMX 102–103
8	G7	CH 10: DMX 40–44	28	G27	CH 10: DMX 140–144	48	G47	CH 30: DMX 104–105
9	G8	CH 10: DMX 45–49	29	G28	CH 10: DMX 145–149	49	G48	CH 30: DMX 106–107
10	G9	CH 10: DMX 50–54	30	G29	CH 10: DMX 150–154	50	G49	CH 30: DMX 108–109
11	G10	CH 10: DMX 55–59	31	G30	CH 10: DMX 155–159	51	G50	CH 30: DMX 110–111
12	G11	CH 10: DMX 60–64	32	G31	CH 10: DMX 160–164	52	G51	CH 30: DMX 112–113
13	G12	CH 10: DMX 65–69	33	G32	CH 10: DMX 165–169	53	G52	CH 30: DMX 114–115
14	G13	CH 10: DMX 70–74	34	G33	CH 10: DMX 170–174	54	G53	CH 30: DMX 116–117
15	G14	CH 10: DMX 75–79	35	G34	CH 10: DMX 175–179	55	G54	CH 30: DMX 118–119
16	G15	CH 10: DMX 80–84	36	G35	CH 10: DMX 180–184	56	G55	CH 30: DMX 120–121
17	G16	CH 10: DMX 85–89	37	G36	CH 10: DMX 185–255	57	G56	CH 30: DMX 122–123
18	G17	CH 10: DMX 90–94	38	G37	CH 30: DMX 84–85	58	G57	CH 30: DMX 124–125
19	G18	CH 10: DMX 95–99	39	G38	CH 30: DMX 86–87	59	G58	CH 30: DMX 126–127
20	G19	CH 10: DMX 100–104	40	G39	CH 30: DMX 88–89	60	G59	CH 30: DMX 128–129

61	G60	CH 30: DMX 130–131	65	G64	CH 30: DMX 138–139	69	G68	CH 30: DMX 146–147
62	G61	CH 30: DMX 132–133	66	G65	CH 30: DMX 140–141	70	G69	CH 30: DMX 148–149
63	G62	CH 30: DMX 134–135	67	G66	CH 30: DMX 142–143	71	G70	CH 30: DMX 150–255
64	G63	CH 30: DMX 136–137	68	G67	CH 30: DMX 144–145			

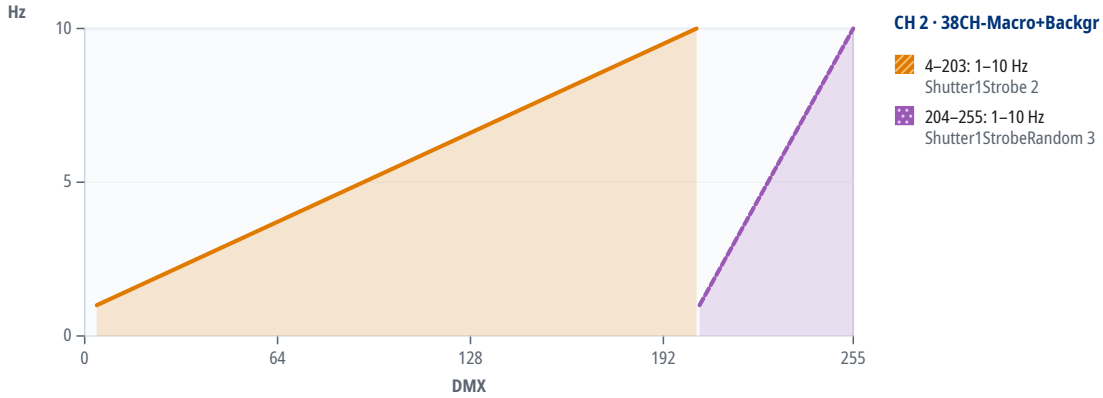
LED colors and the colors they mix



LED	x	y
R	0.640	0.330
G	0.300	0.600
B	0.150	0.060
White	0.313	0.329
WW	0.329	0.339
Amber	0.480	0.519

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

Strobe rate



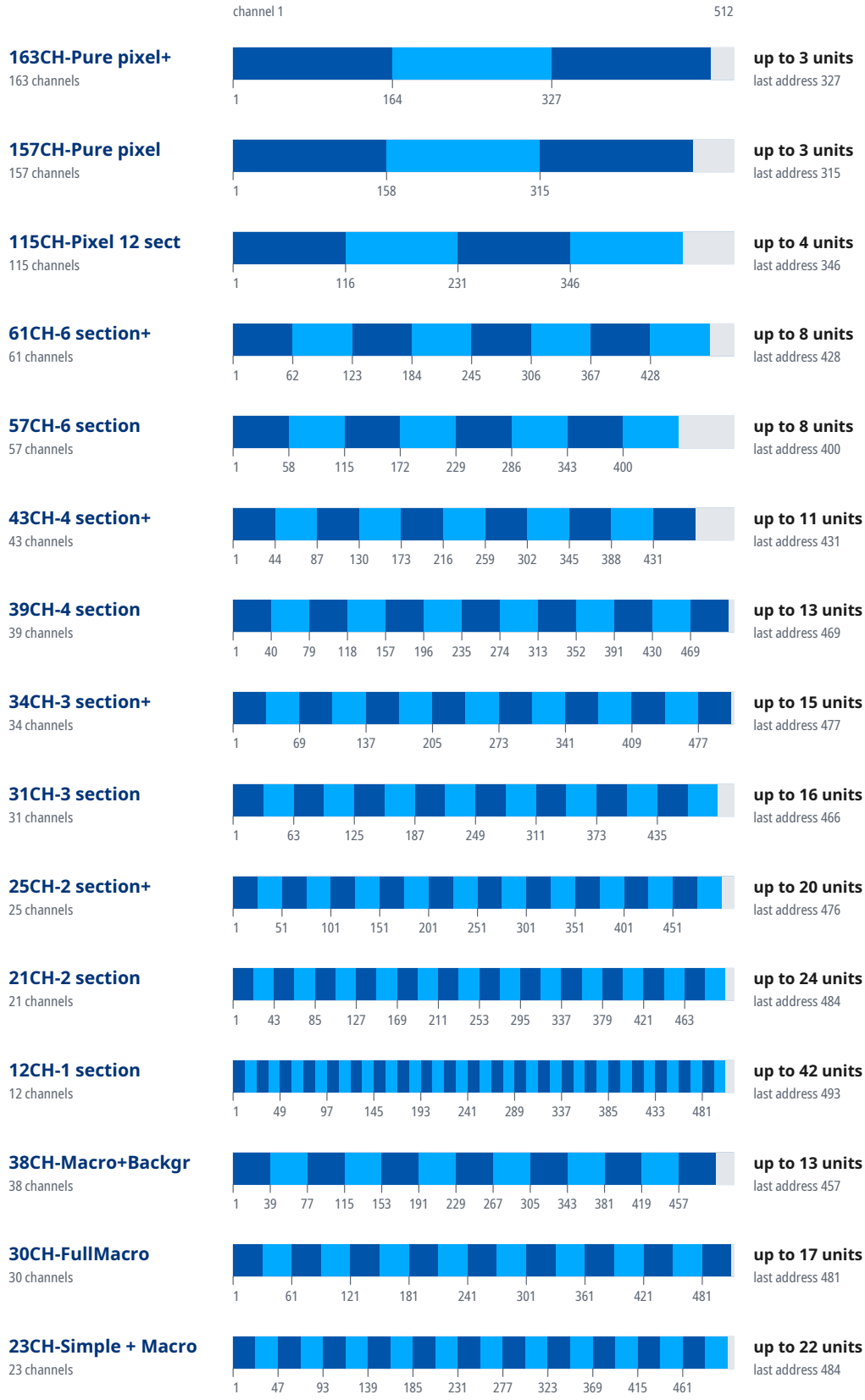
Cells (pixels)



31 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; the mode “38CH-Macro+Backgr” drives them together.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “163CH-Pure pixel+”

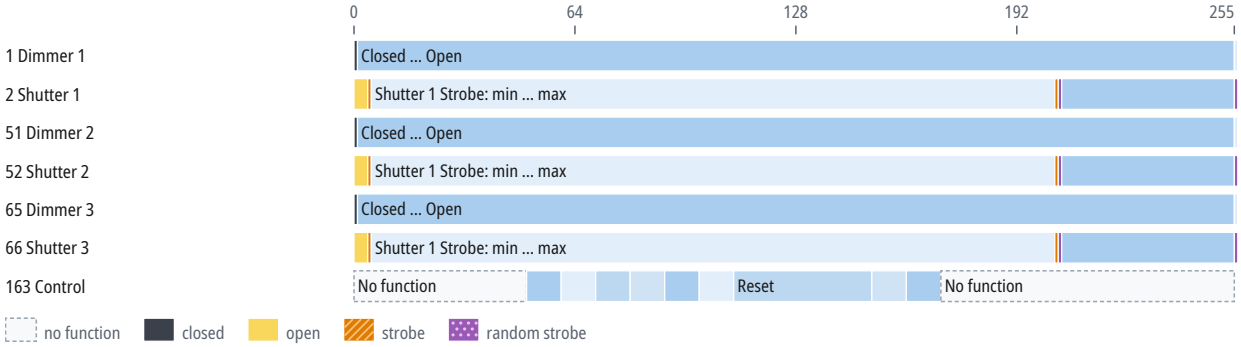
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 327	11	U4 · 164	16	U6 · 1
2	164	7	U3 · 1	12	U4 · 327	17	U6 · 164
3	327	8	U3 · 164	13	U5 · 1	18	U6 · 327
4	U2 · 1	9	U3 · 327	14	U5 · 164	19	U7 · 1
5	U2 · 164	10	U4 · 1	15	U5 · 327	20	U7 · 164

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 163CH-Pure pixel+

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 51 Dimmer 2 above 0; CH 52 Shutter 2 at 0–3 “Open”; CH 65 Dimmer 3 above 0; CH 66 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 255 (the same in each of the 12 cells), CH 4 Green 255 (the same in each of the 12 cells), CH 5 Blue 255 (the same in each of the 12 cells), CH 6 Warm White 255 (the same in each of the 12 cells), CH 51 Dimmer 2 255, CH 52 Shutter 2 0, CH 53 White 255 (the same in each of the 12 cells), CH 65 Dimmer 3 255, CH 66 Shutter 3 0, CH 67 Red 255 (the same in each of the 24 cells), CH 68 Green 255 (the same in each of the 24 cells), CH 69 Blue 255 (the same in each of the 24 cells), CH 70 Amber 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter 1	0–3	Shutter 1: Open
		4	Shutter 1 Strobe: min
		5–202	Shutter 1 Strobe: min ... max
		203	Shutter 1 Strobe: max
		204	Shutter 1 Strobe Random: min
		205–254	Shutter 1 Strobe Random: min ... max
		255	Shutter 1 Strobe Random: max
3	Red 1		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open

CH	Function	DMX	Description
3	Red 1 (continued)	255	Open
4	Green 1		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
5	Blue 1		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
6	Warm White 1		Color RGB_WW 1
		0	Closed
		1–254	Closed ... Open
		255	Open
51	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
52	Shutter 2	0–3	Shutter 1: Open
		4	Shutter 1 Strobe: min
		5–202	Shutter 1 Strobe: min ... max
		203	Shutter 1 Strobe: max
		204	Shutter 1 Strobe Random: min
		205–254	Shutter 1 Strobe Random: min ... max
		255	Shutter 1 Strobe Random: max
53	White 1		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
65	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
66	Shutter 3	0–3	Shutter 1: Open
		4	Shutter 1 Strobe: min
		5–202	Shutter 1 Strobe: min ... max
		203	Shutter 1 Strobe: max
		204	Shutter 1 Strobe Random: min
		205–254	Shutter 1 Strobe Random: min ... max
		255	Shutter 1 Strobe Random: max
67	Red 13		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
68	Green 13		Color RGB_G 1

CH	Function	DMX	Description
68	Green 13 (continued)	0	Closed
		1–254	Closed ... Open
		255	Open
69	Blue 13		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
70	Amber 1		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
163	Control	0–49	No function
		50–59	Normal
		60–69	Rotated
		70–79	Display ON
		80–89	Display OFF
		90–99	Dimmer Normal (8sec)
		100–109	Dimmer Smooth (8sec)
		110–149	Reset
		150–159	Normal (3sec)
		160–169	Inverted (3sec)
		170–255	No function

CH 3–50: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 3–6); the table below gives each cell's channel numbers.

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

CH 53–64: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 53); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	53	2	54	3	55	4	56	5	57	6	58
7	59	8	60	9	61	10	62	11	63	12	64

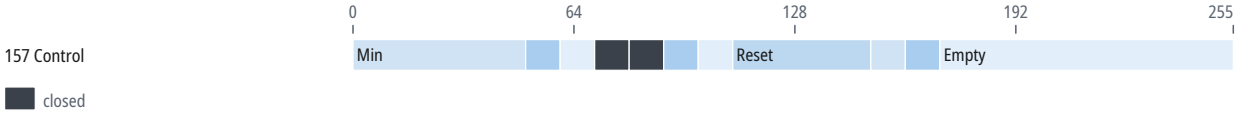
CH 67–162: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 67–70); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	67	68	69	70	2	71	72	73	74
3	75	76	77	78	4	79	80	81	82
5	83	84	85	86	6	87	88	89	90
7	91	92	93	94	8	95	96	97	98
9	99	100	101	102	10	103	104	105	106
11	107	108	109	110	12	111	112	113	114
13	115	116	117	118	14	119	120	121	122
15	123	124	125	126	16	127	128	129	130
17	131	132	133	134	18	135	136	137	138
19	139	140	141	142	20	143	144	145	146
21	147	148	149	150	22	151	152	153	154
23	155	156	157	158	24	159	160	161	162

Mode 157CH-Pure pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 12 cells), CH 2 Green 255 (the same in each of the 12 cells), CH 3 Blue 255 (the same in each of the 12 cells), CH 4 Warm White 255 (the same in each of the 12 cells), CH 49 White 255 (the same in each of the 12 cells), CH 61 Red 255 (the same in each of the 24 cells), CH 62 Green 255 (the same in each of the 24 cells), CH 63 Blue 255 (the same in each of the 24 cells), CH 64 Amber 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
2	Green 1		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
3	Blue 1		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
4	Warm White 1		Color RGB_WW 1

CH	Function	DMX	Description
4	Warm White 1 (continued)	0	Closed
		1–254	Closed ... Open
		255	Open
49	White 1		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
61	Red 13		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
62	Green 13		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
63	Blue 13		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
64	Amber 1		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
157	Control	0–49	Min
		50–59	Display Normal
		60–69	Display Invert
		70–79	Blackout on
		80–89	Blackout off
		90–99	Dimmer speed-Normal
		100–109	Dimmer speed-Smooth
		110–149	Reset
		150–159	Pixel Reverse-Forward
		160–169	Pixel Reverse-Reverse
		170–255	Empty

CH 1–48: 12 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	Warm White	Cell	Red	Green	Blue	Warm White
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
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48

CH 49–60: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 49); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	49	2	50	3	51	4	52	5	53	6	54
7	55	8	56	9	57	10	58	11	59	12	60

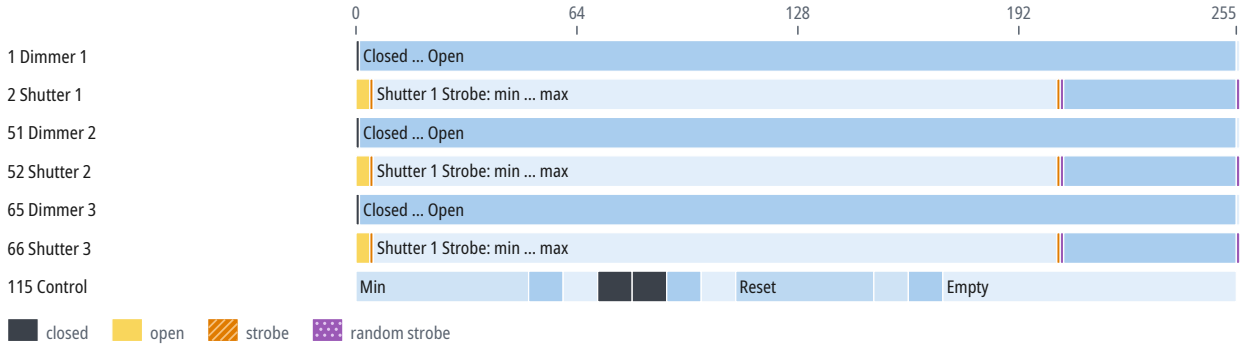
CH 61–156: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 61–64); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	61	62	63	64	2	65	66	67	68
3	69	70	71	72	4	73	74	75	76
5	77	78	79	80	6	81	82	83	84
7	85	86	87	88	8	89	90	91	92
9	93	94	95	96	10	97	98	99	100
11	101	102	103	104	12	105	106	107	108
13	109	110	111	112	14	113	114	115	116
15	117	118	119	120	16	121	122	123	124
17	125	126	127	128	18	129	130	131	132
19	133	134	135	136	20	137	138	139	140
21	141	142	143	144	22	145	146	147	148
23	149	150	151	152	24	153	154	155	156

Mode 115CH-Pixel 12 sect

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 51 Dimmer 2 above 0; CH 52 Shutter 2 at 0–3 “Open”; CH 65 Dimmer 3 above 0; CH 66 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 255 (the same in each of the 12 cells), CH 4 Green 255 (the same in each of the 12 cells), CH 5 Blue 255 (the same in each of the 12 cells), CH 6 Warm White 255 (the same in each of the 12 cells), CH 51 Dimmer 2 255, CH 52 Shutter 2 0, CH 53 White 255 (the same in each of the 12 cells), CH 65 Dimmer 3 255, CH 66 Shutter 3 0, CH 67 Red 255 (the same in each of the 12 cells), CH 68 Green 255 (the same in each of the 12 cells), CH 69 Blue 255 (the same in each of the 12 cells), CH 70 Amber 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Red 1		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
4	Green 1		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
5	Blue 1		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
6	Warm White 1		Color RGB_WW 1
		0	Closed
		1–254	Closed ... Open
		255	Open
51	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
52	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
53	White 1		Color RGB_W 1
		0	Closed

CH	Function	DMX	Description
53	White 1 (continued)	1–254	Closed ... Open
		255	Open
65	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
66	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
67	Red 13		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
68	Green 13		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
69	Blue 13		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
70	Amber 1		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
115	Control		Same as CH 157 in the mode “157CH-Pure pixel” (p. 14)

CH 3–50: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 3–6); the table below gives each cell's channel numbers.

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

CH 53–64: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 53); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	53	2	54	3	55	4	56	5	57	6	58
7	59	8	60	9	61	10	62	11	63	12	64

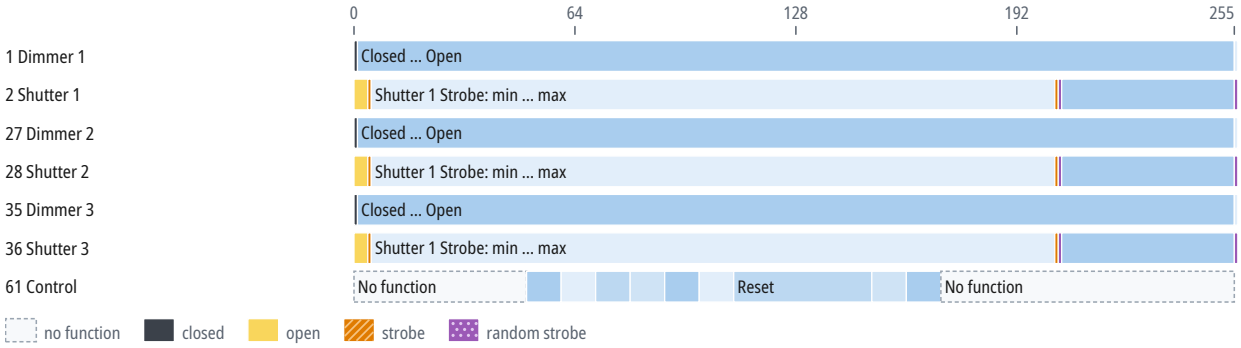
CH 67–114: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 67–70); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	67	68	69	70	2	71	72	73	74
3	75	76	77	78	4	79	80	81	82
5	83	84	85	86	6	87	88	89	90
7	91	92	93	94	8	95	96	97	98
9	99	100	101	102	10	103	104	105	106
11	107	108	109	110	12	111	112	113	114

Mode 61CH-6 section+

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 27 Dimmer 2 above 0; CH 28 Shutter 2 at 0–3 “Open”; CH 35 Dimmer 3 above 0; CH 36 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 Warm White 4 255, CH 19 Red 5 255, CH 20 Green 5 255, CH 21 Blue 5 255, CH 22 Warm White 5 255, CH 23 Red 6 255, CH 24 Green 6 255, CH 25 Blue 6 255, CH 26 Warm White 6 255, CH 27 Dimmer 2 255, CH 28 Shutter 2 0, CH 29 White 1 255, CH 30 White 2 255, CH 31 White 3 255, CH 32 White 4 255, CH 33 White 5 255, CH 34 White 6 255, CH 35 Dimmer 3 255, CH 36 Shutter 3 0, CH 37 Red 7 255, CH 38 Green 7 255, CH 39 Blue 7 255, CH 40 Amber 1 255, CH 41 Red 8 255, CH 42 Green 8 255, CH 43 Blue 8 255, CH 44 Amber 2 255, CH 45 Red 9 255, CH 46 Green 9 255, CH 47 Blue 9 255, CH 48 Amber 3 255, CH 49 Red 10 255, CH 50 Green 10 255, CH 51 Blue 10 255, CH 52 Amber 4 255, CH 53 Red 11 255, CH 54 Green 11 255, CH 55 Blue 11 255, CH 56 Amber 5 255, CH 57 Red 12 255, CH 58 Green 12 255, CH 59 Blue 12 255, CH 60 Amber 6 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Red 1		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
4	Green 1		Color RGB_G 1

CH	Function	DMX	Description
4	Green 1 (continued)	0	Closed
		1–254	Closed … Open
		255	Open
5	Blue 1		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
6	Warm White 1		Color RGB_WW 1
		0	Closed
		1–254	Closed … Open
		255	Open
7	Red 2		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
8	Green 2		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
9	Blue 2		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
10	Warm White 2		Color RGB_WW 1
		0	Closed
		1–254	Closed … Open
		255	Open
11	Red 3		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
12	Green 3		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
13	Blue 3		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
14	Warm White 3		Color RGB_WW 1
		0	Closed

CH	Function	DMX	Description
14	Warm White 3 (continued)	1–254	Closed … Open
		255	Open
15	Red 4		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
16	Green 4		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
17	Blue 4		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
18	Warm White 4		Color RGB_WW 1
		0	Closed
		1–254	Closed … Open
		255	Open
19	Red 5		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
20	Green 5		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
21	Blue 5		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
22	Warm White 5		Color RGB_WW 1
		0	Closed
		1–254	Closed … Open
		255	Open
23	Red 6		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
24	Green 6		Color RGB_G 1
		0	Closed
		1–254	Closed … Open

CH	Function	DMX	Description
24	Green 6 (continued)	255	Open
25	Blue 6		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
26	Warm White 6		Color RGB_WW 1
		0	Closed
		1–254	Closed ... Open
		255	Open
27	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
28	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
29	White 1		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
30	White 2		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
31	White 3		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
32	White 4		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
33	White 5		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
34	White 6		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
35	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
36	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
37	Red 7		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open

CH	Function	DMX	Description
38	Green 7		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
39	Blue 7		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
40	Amber 1		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
41	Red 8		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
42	Green 8		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
43	Blue 8		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
44	Amber 2		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
45	Red 9		Color RGB_R 1
		0	Closed
		1–254	Closed ... Open
		255	Open
46	Green 9		Color RGB_G 1
		0	Closed
		1–254	Closed ... Open
		255	Open
47	Blue 9		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
48	Amber 3		Color RGB_RY 1
		0	Closed

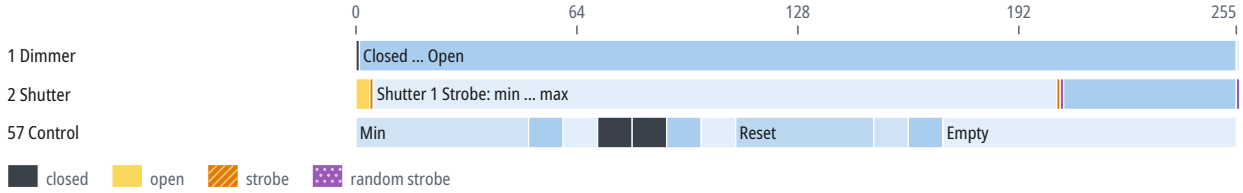
CH	Function	DMX	Description
48	Amber 3 (continued)	1–254	Closed … Open
		255	Open
49	Red 10		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
50	Green 10		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
51	Blue 10		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
52	Amber 4		Color RGB_RY 1
		0	Closed
		1–254	Closed … Open
		255	Open
53	Red 11		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
54	Green 11		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open
55	Blue 11		Color RGB_B 1
		0	Closed
		1–254	Closed … Open
		255	Open
56	Amber 5		Color RGB_RY 1
		0	Closed
		1–254	Closed … Open
		255	Open
57	Red 12		Color RGB_R 1
		0	Closed
		1–254	Closed … Open
		255	Open
58	Green 12		Color RGB_G 1
		0	Closed
		1–254	Closed … Open
		255	Open

CH	Function	DMX	Description
59	Blue 12		Color RGB_B 1
		0	Closed
		1–254	Closed ... Open
		255	Open
60	Amber 6		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
61	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 57CH-6 section

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 Warm White 4 255, CH 19 Red 5 255, CH 20 Green 5 255, CH 21 Blue 5 255, CH 22 Warm White 5 255, CH 23 Red 6 255, CH 24 Green 6 255, CH 25 Blue 6 255, CH 26 Warm White 6 255, CH 27 White 1 255, CH 28 White 2 255, CH 29 White 3 255, CH 30 White 4 255, CH 31 White 5 255, CH 32 White 6 255, CH 33 Red 7 255, CH 34 Green 7 255, CH 35 Blue 7 255, CH 36 Amber 1 255, CH 37 Red 8 255, CH 38 Green 8 255, CH 39 Blue 8 255, CH 40 Amber 2 255, CH 41 Red 9 255, CH 42 Green 9 255, CH 43 Blue 9 255, CH 44 Amber 3 255, CH 45 Red 10 255, CH 46 Green 10 255, CH 47 Blue 10 255, CH 48 Amber 4 255, CH 49 Red 11 255, CH 50 Green 11 255, CH 51 Blue 11 255, CH 52 Amber 5 255, CH 53 Red 12 255, CH 54 Green 12 255, CH 55 Blue 12 255, CH 56 Amber 6 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter	0–3	Shutter 1: Open
		4	Shutter 1 Strobe: min
		5–202	Shutter 1 Strobe: min ... max
		203	Shutter 1 Strobe: max
		204	Shutter 1 Strobe Random: min
		205–254	Shutter 1 Strobe Random: min ... max
		255	Shutter 1 Strobe Random: max
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)

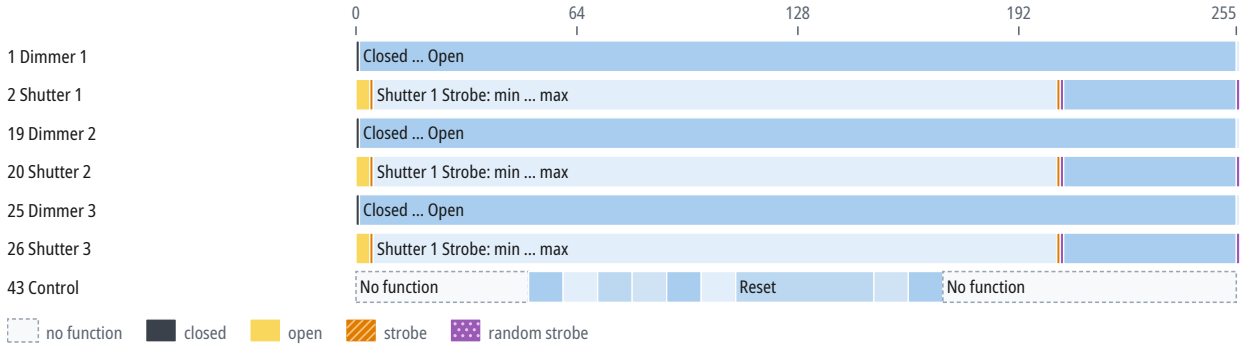
CH	Function	DMX	Description
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
12	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
13	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
14	Warm White 3		Same as CH 14 in the mode “61CH-6 section+” (p. 19)
15	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
16	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
17	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
18	Warm White 4		Same as CH 18 in the mode “61CH-6 section+” (p. 20)
19	Red 5		Same as CH 19 in the mode “61CH-6 section+” (p. 20)
20	Green 5		Same as CH 20 in the mode “61CH-6 section+” (p. 20)
21	Blue 5		Same as CH 21 in the mode “61CH-6 section+” (p. 20)
22	Warm White 5		Same as CH 22 in the mode “61CH-6 section+” (p. 20)
23	Red 6		Same as CH 23 in the mode “61CH-6 section+” (p. 20)
24	Green 6		Same as CH 24 in the mode “61CH-6 section+” (p. 20)
25	Blue 6		Same as CH 25 in the mode “61CH-6 section+” (p. 21)
26	Warm White 6		Same as CH 26 in the mode “61CH-6 section+” (p. 21)
27	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
28	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
29	White 3		Same as CH 31 in the mode “61CH-6 section+” (p. 21)
30	White 4		Same as CH 32 in the mode “61CH-6 section+” (p. 21)
31	White 5		Same as CH 33 in the mode “61CH-6 section+” (p. 21)
32	White 6		Same as CH 34 in the mode “61CH-6 section+” (p. 21)
33	Red 7		Same as CH 37 in the mode “61CH-6 section+” (p. 21)
34	Green 7		Same as CH 38 in the mode “61CH-6 section+” (p. 22)
35	Blue 7		Same as CH 39 in the mode “61CH-6 section+” (p. 22)
36	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
37	Red 8		Same as CH 41 in the mode “61CH-6 section+” (p. 22)
38	Green 8		Same as CH 42 in the mode “61CH-6 section+” (p. 22)
39	Blue 8		Same as CH 43 in the mode “61CH-6 section+” (p. 22)
40	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
41	Red 9		Same as CH 45 in the mode “61CH-6 section+” (p. 22)
42	Green 9		Same as CH 46 in the mode “61CH-6 section+” (p. 22)
43	Blue 9		Same as CH 47 in the mode “61CH-6 section+” (p. 22)
44	Amber 3		Same as CH 48 in the mode “61CH-6 section+” (p. 22)
45	Red 10		Same as CH 49 in the mode “61CH-6 section+” (p. 23)
46	Green 10		Same as CH 50 in the mode “61CH-6 section+” (p. 23)

CH	Function	DMX	Description
47	Blue 10		Same as CH 51 in the mode “61CH-6 section+” (p. 23)
48	Amber 4		Same as CH 52 in the mode “61CH-6 section+” (p. 23)
49	Red 11		Same as CH 53 in the mode “61CH-6 section+” (p. 23)
50	Green 11		Same as CH 54 in the mode “61CH-6 section+” (p. 23)
51	Blue 11		Same as CH 55 in the mode “61CH-6 section+” (p. 23)
52	Amber 5		Same as CH 56 in the mode “61CH-6 section+” (p. 23)
53	Red 12		Same as CH 57 in the mode “61CH-6 section+” (p. 23)
54	Green 12		Same as CH 58 in the mode “61CH-6 section+” (p. 23)
55	Blue 12		Same as CH 59 in the mode “61CH-6 section+” (p. 24)
56	Amber 6		Same as CH 60 in the mode “61CH-6 section+” (p. 24)
57	Control		Same as CH 157 in the mode “157CH-Pure pixel” (p. 14)

Mode 43CH-4 section+

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 19 Dimmer 2 above 0; CH 20 Shutter 2 at 0–3 “Open”; CH 25 Dimmer 3 above 0; CH 26 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 Warm White 4 255, CH 19 Dimmer 2 255, CH 20 Shutter 2 0, CH 21 White 1 255, CH 22 White 2 255, CH 23 White 3 255, CH 24 White 4 255, CH 25 Dimmer 3 255, CH 26 Shutter 3 0, CH 27 Red 5 255, CH 28 Green 5 255, CH 29 Blue 5 255, CH 30 Amber 1 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 Amber 2 255, CH 35 Red 7 255, CH 36 Green 7 255, CH 37 Blue 7 255, CH 38 Amber 3 255, CH 39 Red 8 255, CH 40 Green 8 255, CH 41 Blue 8 255, CH 42 Amber 4 255.

Channel functions at a glance



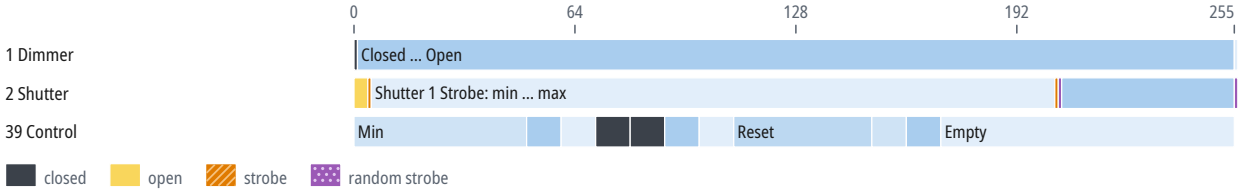
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)

CH	Function	DMX	Description
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
12	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
13	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
14	Warm White 3		Same as CH 14 in the mode “61CH-6 section+” (p. 19)
15	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
16	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
17	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
18	Warm White 4		Same as CH 18 in the mode “61CH-6 section+” (p. 20)
19	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
20	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
21	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
22	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
23	White 3		Same as CH 31 in the mode “61CH-6 section+” (p. 21)
24	White 4		Same as CH 32 in the mode “61CH-6 section+” (p. 21)
25	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
26	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
27	Red 5		Same as CH 19 in the mode “61CH-6 section+” (p. 20)
28	Green 5		Same as CH 20 in the mode “61CH-6 section+” (p. 20)
29	Blue 5		Same as CH 21 in the mode “61CH-6 section+” (p. 20)
30	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
31	Red 6		Same as CH 23 in the mode “61CH-6 section+” (p. 20)
32	Green 6		Same as CH 24 in the mode “61CH-6 section+” (p. 20)
33	Blue 6		Same as CH 25 in the mode “61CH-6 section+” (p. 21)
34	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
35	Red 7		Same as CH 37 in the mode “61CH-6 section+” (p. 21)
36	Green 7		Same as CH 38 in the mode “61CH-6 section+” (p. 22)
37	Blue 7		Same as CH 39 in the mode “61CH-6 section+” (p. 22)
38	Amber 3		Same as CH 48 in the mode “61CH-6 section+” (p. 22)
39	Red 8		Same as CH 41 in the mode “61CH-6 section+” (p. 22)
40	Green 8		Same as CH 42 in the mode “61CH-6 section+” (p. 22)
41	Blue 8		Same as CH 43 in the mode “61CH-6 section+” (p. 22)
42	Amber 4		Same as CH 52 in the mode “61CH-6 section+” (p. 23)
43	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 39CH-4 section

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 Warm White 4 255, CH 19 White 1 255, CH 20 White 2 255, CH 21 White 3 255, CH 22 White 4 255, CH 23 Red 5 255, CH 24 Green 5 255, CH 25 Blue 5 255, CH 26 Amber 1 255, CH 27 Red 6 255, CH 28 Green 6 255, CH 29 Blue 6 255, CH 30 Amber 2 255, CH 31 Red 7 255, CH 32 Green 7 255, CH 33 Blue 7 255, CH 34 Amber 3 255, CH 35 Red 8 255, CH 36 Green 8 255, CH 37 Blue 8 255, CH 38 Amber 4 255.

Channel functions at a glance



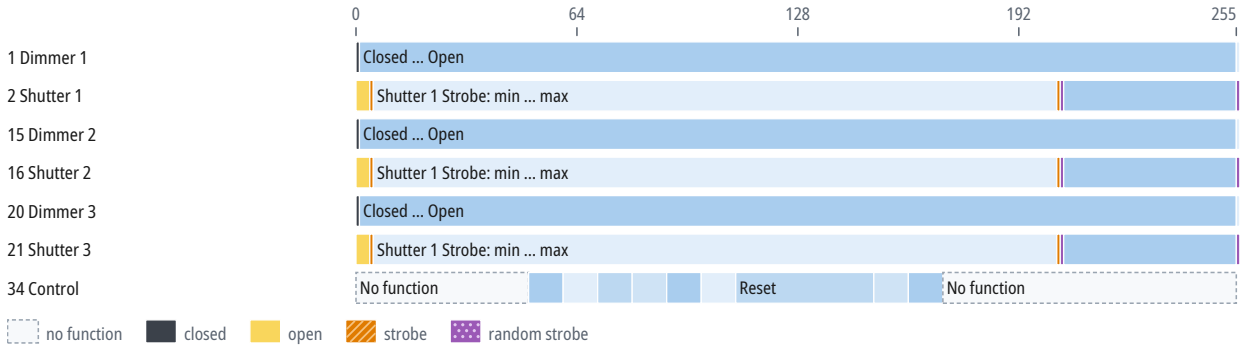
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “57CH-6 section” (p. 24)
2	Shutter		Same as CH 2 in the mode “57CH-6 section” (p. 24)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
12	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
13	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
14	Warm White 3		Same as CH 14 in the mode “61CH-6 section+” (p. 19)
15	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
16	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
17	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
18	Warm White 4		Same as CH 18 in the mode “61CH-6 section+” (p. 20)
19	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
20	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
21	White 3		Same as CH 31 in the mode “61CH-6 section+” (p. 21)
22	White 4		Same as CH 32 in the mode “61CH-6 section+” (p. 21)
23	Red 5		Same as CH 19 in the mode “61CH-6 section+” (p. 20)
24	Green 5		Same as CH 20 in the mode “61CH-6 section+” (p. 20)
25	Blue 5		Same as CH 21 in the mode “61CH-6 section+” (p. 20)

CH	Function	DMX	Description
26	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
27	Red 6		Same as CH 23 in the mode “61CH-6 section+” (p. 20)
28	Green 6		Same as CH 24 in the mode “61CH-6 section+” (p. 20)
29	Blue 6		Same as CH 25 in the mode “61CH-6 section+” (p. 21)
30	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
31	Red 7		Same as CH 37 in the mode “61CH-6 section+” (p. 21)
32	Green 7		Same as CH 38 in the mode “61CH-6 section+” (p. 22)
33	Blue 7		Same as CH 39 in the mode “61CH-6 section+” (p. 22)
34	Amber 3		Same as CH 48 in the mode “61CH-6 section+” (p. 22)
35	Red 8		Same as CH 41 in the mode “61CH-6 section+” (p. 22)
36	Green 8		Same as CH 42 in the mode “61CH-6 section+” (p. 22)
37	Blue 8		Same as CH 43 in the mode “61CH-6 section+” (p. 22)
38	Amber 4		Same as CH 52 in the mode “61CH-6 section+” (p. 23)
39	Control		Same as CH 157 in the mode “157CH-Pure pixel” (p. 14)

Mode 34CH-3 section+

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 15 Dimmer 2 above 0; CH 16 Shutter 2 at 0–3 “Open”; CH 20 Dimmer 3 above 0; CH 21 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 Dimmer 2 255, CH 16 Shutter 2 0, CH 17 White 1 255, CH 18 White 2 255, CH 19 White 3 255, CH 20 Dimmer 3 255, CH 21 Shutter 3 0, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 Amber 1 255, CH 26 Red 5 255, CH 27 Green 5 255, CH 28 Blue 5 255, CH 29 Amber 2 255, CH 30 Red 6 255, CH 31 Green 6 255, CH 32 Blue 6 255, CH 33 Amber 3 255.

Channel functions at a glance



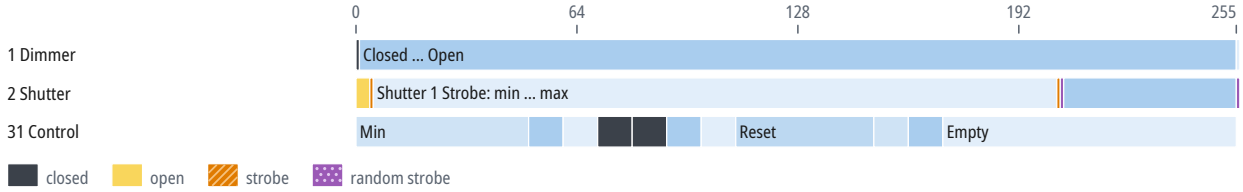
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)

CH	Function	DMX	Description
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
12	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
13	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
14	Warm White 3		Same as CH 14 in the mode “61CH-6 section+” (p. 19)
15	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
16	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
17	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
18	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
19	White 3		Same as CH 31 in the mode “61CH-6 section+” (p. 21)
20	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
21	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
22	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
23	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
24	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
25	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
26	Red 5		Same as CH 19 in the mode “61CH-6 section+” (p. 20)
27	Green 5		Same as CH 20 in the mode “61CH-6 section+” (p. 20)
28	Blue 5		Same as CH 21 in the mode “61CH-6 section+” (p. 20)
29	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
30	Red 6		Same as CH 23 in the mode “61CH-6 section+” (p. 20)
31	Green 6		Same as CH 24 in the mode “61CH-6 section+” (p. 20)
32	Blue 6		Same as CH 25 in the mode “61CH-6 section+” (p. 21)
33	Amber 3		Same as CH 48 in the mode “61CH-6 section+” (p. 22)
34	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 31CH-3 section

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Warm White 3 255, CH 15 White 1 255, CH 16 White 2 255, CH 17 White 3 255, CH 18 Red 4 255, CH 19 Green 4 255, CH 20 Blue 4 255, CH 21 Amber 1 255, CH 22 Red 5 255, CH 23 Green 5 255, CH 24 Blue 5 255, CH 25 Amber 2 255, CH 26 Red 6 255, CH 27 Green 6 255, CH 28 Blue 6 255, CH 29 Amber 3 255.

Channel functions at a glance



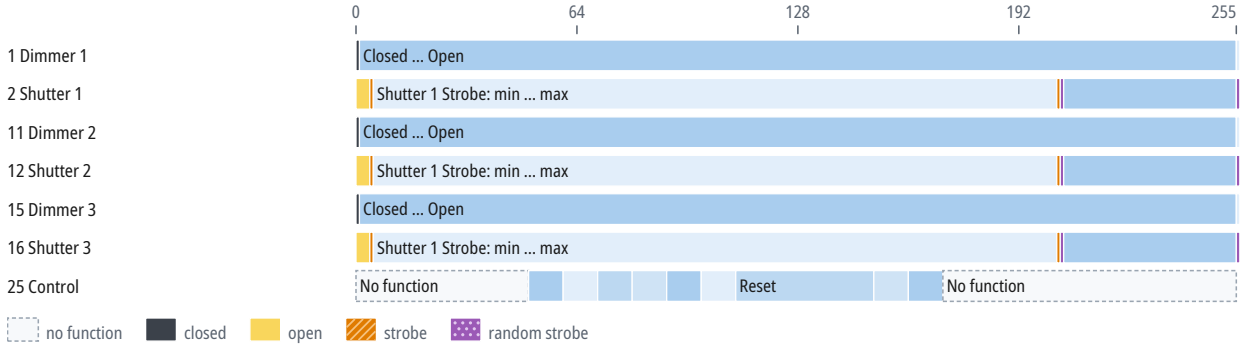
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “57CH-6 section” (p. 24)
2	Shutter		Same as CH 2 in the mode “57CH-6 section” (p. 24)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
12	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
13	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
14	Warm White 3		Same as CH 14 in the mode “61CH-6 section+” (p. 19)
15	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
16	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
17	White 3		Same as CH 31 in the mode “61CH-6 section+” (p. 21)
18	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
19	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
20	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
21	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
22	Red 5		Same as CH 19 in the mode “61CH-6 section+” (p. 20)
23	Green 5		Same as CH 20 in the mode “61CH-6 section+” (p. 20)
24	Blue 5		Same as CH 21 in the mode “61CH-6 section+” (p. 20)
25	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
26	Red 6		Same as CH 23 in the mode “61CH-6 section+” (p. 20)

CH	Function	DMX	Description
27	Green 6		Same as CH 24 in the mode “61CH-6 section+” (p. 20)
28	Blue 6		Same as CH 25 in the mode “61CH-6 section+” (p. 21)
29	Amber 3		Same as CH 48 in the mode “61CH-6 section+” (p. 22)
31	Control		Same as CH 157 in the mode “157CH-Pure pixel” (p. 14)

Mode 25CH-2 section+

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 11 Dimmer 2 above 0; CH 12 Shutter 2 at 0–3 “Open”; CH 15 Dimmer 3 above 0; CH 16 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 Dimmer 2 255, CH 12 Shutter 2 0, CH 13 White 1 255, CH 14 White 2 255, CH 15 Dimmer 3 255, CH 16 Shutter 3 0, CH 17 Red 3 255, CH 18 Green 3 255, CH 19 Blue 3 255, CH 20 Amber 1 255, CH 21 Red 4 255, CH 22 Green 4 255, CH 23 Blue 4 255, CH 24 Amber 2 255.

Channel functions at a glance



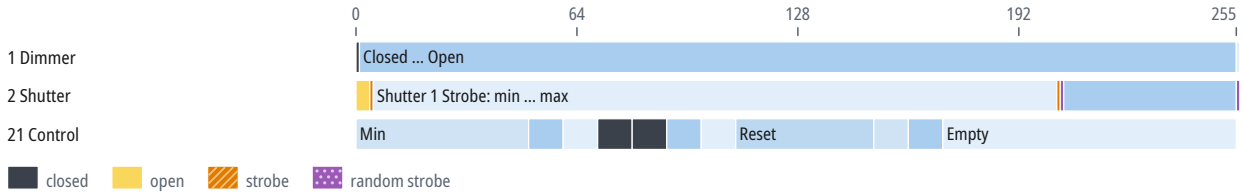
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
12	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
13	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
14	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
15	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
16	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
17	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
18	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)

CH	Function	DMX	Description
19	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
20	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
21	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
22	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
23	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
24	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
25	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 21CH-2 section

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Warm White 2 255, CH 11 White 1 255, CH 12 White 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 Amber 1 255, CH 17 Red 4 255, CH 18 Green 4 255, CH 19 Blue 4 255, CH 20 Amber 2 255.

Channel functions at a glance

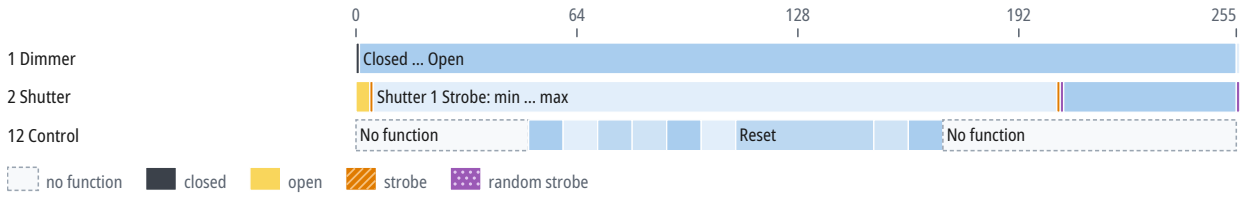


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “57CH-6 section” (p. 24)
2	Shutter		Same as CH 2 in the mode “57CH-6 section” (p. 24)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
7	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
8	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
9	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
10	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
11	White 1		Same as CH 29 in the mode “61CH-6 section+” (p. 21)
12	White 2		Same as CH 30 in the mode “61CH-6 section+” (p. 21)
13	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)
14	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
15	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
16	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
17	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
18	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
19	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
20	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
21	Control		Same as CH 157 in the mode “157CH-Pure pixel” (p. 14)

Mode 12CH-1 section

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 255, CH 7 White 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 11 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “57CH-6 section” (p. 24)
2	Shutter		Same as CH 2 in the mode “57CH-6 section” (p. 24)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White		Color RGB_WW 1

CH	Function	DMX	Description
6	Warm White (continued)	0	Closed
		1–254	Closed ... Open
		255	Open
7	White		Color RGB_W 1
		0	Closed
		1–254	Closed ... Open
		255	Open
8	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
9	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
10	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
11	Amber		Color RGB_RY 1
		0	Closed
		1–254	Closed ... Open
		255	Open
12	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 38CH-Macro+Backgr

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 3 Dimmer 2 above 0; CH 4 Shutter 2 at 0–3 “Open”; CH 17 Dimmer 3 above 0; CH 18 Shutter 3 at 0–3 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–3 “Open”; CH 37 Dimmer Curve above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Dimmer 2 255, CH 4 Shutter 2 0, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Warm White 1 255, CH 9 Colors 1 0, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 Warm White 2 255, CH 17 Dimmer 3 255, CH 18 Shutter 3 0, CH 19 White 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 0, CH 25 Red 3 255, CH 26 Green 3 255, CH 27 Blue 3 255, CH 28 Amber 1 255, CH 29 Colors 2 0, CH 33 Red 4 255, CH 34 Green 4 255, CH 35 Blue 4 255, CH 36 Amber 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
4	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
5	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
6	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)

CH	Function	DMX	Description
7	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
8	Warm White 1		Same as CH 6 in the mode “61CH-6 section+” (p. 19)
9	Colors 1	0–9	Open
		10–19	C 1
		20–29	C 2
		30–39	C 3
		40–49	C 4
		50–59	C 5
		60–69	C 6
		70–79	C 7
		80–89	C 8
		90–99	C 9
		100–109	C 10
		110–119	C 11
		120–255	C 12
10	Gobo 1	0–9	Open
		10–14	G1
		15–19	G2
		20–24	G3
		25–29	G4
		30–34	G5
		35–39	G6
		40–44	G7
		45–49	G8
		50–54	G9
		55–59	G10
		60–64	G11
		65–69	G12
		70–74	G13
		75–79	G14
		80–84	G15
		85–89	G16
		90–94	G17
		95–99	G18
		100–104	G19
		105–109	G20
		110–114	G21
		115–119	G22
		120–124	G23
		125–129	G24
		130–134	G25

CH	Function	DMX	Description
10	Gobo 1 (continued)	135–139	G26
		140–144	G27
		145–149	G28
		150–154	G29
		155–159	G30
		160–164	G31
		165–169	G32
		170–174	G33
		175–179	G34
		180–184	G35
		185–255	G36
11	Gobo Rotation 1	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
12	Gobo Rotation Speed 1	0–9	Index Activ
		10	Max CW
		11–131	Max CW ... Min CW
		132	Min CW
		133	Min CCW
		134–254	Min CCW ... Max CCW
		255	Max CCW
13	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
14	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
15	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
16	Warm White 2		Same as CH 10 in the mode “61CH-6 section+” (p. 19)
17	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
18	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
19	White		Same as CH 7 in the mode “12CH-1 section” (p. 35)
20	Gobo 2	0–9	Open
		10–14	G1
		15–19	G2
		20–24	G3
		25–29	G4
		30–34	G5
		35–39	G6
		40–44	G7
		45–49	G8
		50–54	G9
		55–59	G10

CH	Function	DMX	Description
20	Gobo 2 (continued)	60–64	G11
		65–69	G12
		70–74	G13
		75–79	G14
		80–84	G15
		85–89	G16
		90–94	G17
		95–99	G18
		100–104	G19
		105–109	G20
		110–114	G21
		115–119	G22
		120–124	G23
		125–129	G24
		130–134	G25
		135–139	G26
		140–144	G27
		145–255	G28
21	Gobo Rotation 2	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
22	Gobo Rotation Speed 2	0–9	Index Activ (0–57.3 °/s)
		10	Max CW
		11–131	Max CW ... Min CW
		132	Min CW
		133	Min CCW
		134–254	Min CCW ... Max CCW
		255	Max CCW
23	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open
24	Shutter 4	0–3	Shutter 1: Open
		4	Shutter 1 Strobe: min
		5–202	Shutter 1 Strobe: min ... max
		203	Shutter 1 Strobe: max
		204	Shutter 1 Strobe Random: min
		205–254	Shutter 1 Strobe Random: min ... max
		255	Shutter 1 Strobe Random: max
25	Red 3		Same as CH 11 in the mode “61CH-6 section+” (p. 19)

CH	Function	DMX	Description
26	Green 3		Same as CH 12 in the mode “61CH-6 section+” (p. 19)
27	Blue 3		Same as CH 13 in the mode “61CH-6 section+” (p. 19)
28	Amber 1		Same as CH 40 in the mode “61CH-6 section+” (p. 22)
29	Colors 2	0–9	Open
		10–19	C 1
		20–29	C 2
		30–39	C 3
		40–49	C 4
		50–59	C 5
		60–69	C 6
		70–79	C 7
		80–89	C 8
		90–99	C 9
		100–109	C 10
		110–119	C 11
		120–129	C 12
		130–139	C 13
		140–149	C 14
		150–255	C 15
30	Gobo 3	0–9	Open
		10–13	G1
		14–15	G2
		16–17	G3
		18–19	G4
		20–21	G5
		22–23	G6
		24–25	G7
		26–27	G8
		28–29	G9
		30–31	G10
		32–33	G11
		34–35	G12
		36–37	G13
		38–39	G14
		40–41	G15
		42–43	G16
		44–45	G17
		46–47	G18
		48–49	G19
		50–51	G20
		52–53	G21

CH	Function	DMX	Description
30	Gobo 3 (continued)	54–55	G22
		56–57	G23
		58–59	G24
		60–61	G25
		62–63	G26
		64–65	G27
		66–67	G28
		68–69	G29
		70–71	G30
		72–73	G31
		74–75	G32
		76–77	G33
		78–79	G34
		80–81	G35
		82–83	G36
		84–85	G37
		86–87	G38
		88–89	G39
		90–91	G40
		92–93	G41
		94–95	G42
		96–97	G43
		98–99	G44
		100–101	G45
		102–103	G46
		104–105	G47
		106–107	G48
		108–109	G49
		110–111	G50
		112–113	G51
		114–115	G52
		116–117	G53
		118–119	G54
		120–121	G55
		122–123	G56
		124–125	G57
		126–127	G58
		128–129	G59
		130–131	G60
		132–133	G61
		134–135	G62

CH	Function	DMX	Description
30	Gobo 3 (continued)	136–137	G63
		138–139	G64
		140–141	G65
		142–143	G66
		144–145	G67
		146–147	G68
		148–149	G69
		150–255	G70
31	Gobo Rotation 3	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
32	Gobo Rotation Speed 3	0–9	Index Activ (0–57.3 °/s)
		10	Max CW
		11–131	Max CW ... Min CW
		132	Min CW
		133	Min CCW
		134–254	Min CCW ... Max CCW
		255	Max CCW
33	Red 4		Same as CH 15 in the mode “61CH-6 section+” (p. 20)
34	Green 4		Same as CH 16 in the mode “61CH-6 section+” (p. 20)
35	Blue 4		Same as CH 17 in the mode “61CH-6 section+” (p. 20)
36	Amber 2		Same as CH 44 in the mode “61CH-6 section+” (p. 22)
37	Dimmer Curve	0–255	
38	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 30CH-FullMacro

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–3 “Open”; CH 3 Dimmer 2 above 0; CH 4 Shutter 2 at 0–3 “Open”; CH 13 Dimmer 3 above 0; CH 14 Shutter 3 at 0–3 “Open”; CH 19 Dimmer 4 above 0; CH 20 Shutter 4 at 0–3 “Open”; CH 29 Dimmer Curve above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Dimmer 2 255, CH 4 Shutter 2 0, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Warm White 255, CH 9 Colors 1 0, CH 13 Dimmer 3 255, CH 14 Shutter 3 0, CH 15 White 255, CH 19 Dimmer 4 255, CH 20 Shutter 4 0, CH 21 Red 2 255, CH 22 Green 2 255, CH 23 Blue 2 255, CH 24 Amber 255, CH 25 Colors 2 0.

Channel functions at a glance



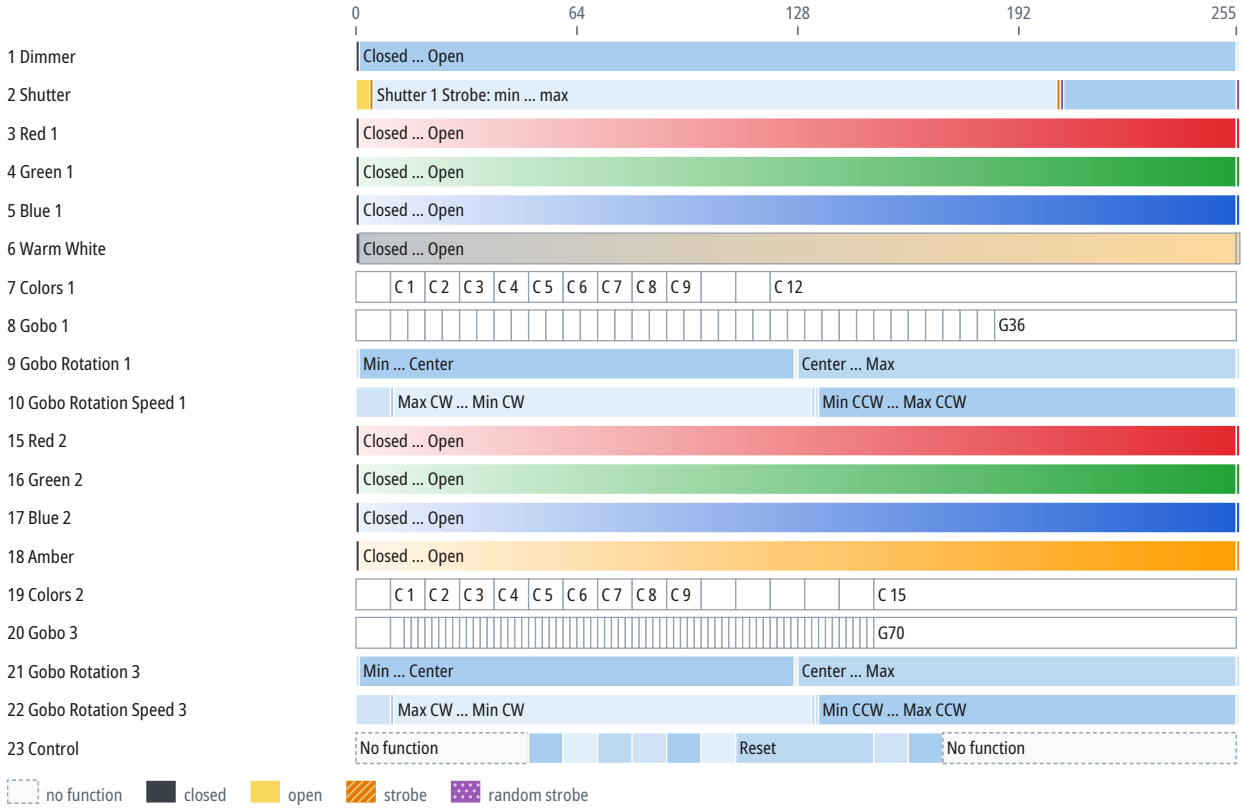
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “163CH-Pure pixel+” (p. 10)
2	Shutter 1		Same as CH 2 in the mode “163CH-Pure pixel+” (p. 10)
3	Dimmer 2		Same as CH 51 in the mode “163CH-Pure pixel+” (p. 11)
4	Shutter 2		Same as CH 52 in the mode “163CH-Pure pixel+” (p. 11)
5	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
6	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
7	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
8	Warm White		Same as CH 6 in the mode “12CH-1 section” (p. 34)

CH	Function	DMX	Description
9	Colors 1		Same as CH 9 in the mode “38CH-Macro+Backgr” (p. 37)
10	Gobo 1		Same as CH 10 in the mode “38CH-Macro+Backgr” (p. 37)
11	Gobo Rotation 1		Same as CH 11 in the mode “38CH-Macro+Backgr” (p. 38)
12	Gobo Rotation Speed 1		Same as CH 12 in the mode “38CH-Macro+Backgr” (p. 38)
13	Dimmer 3		Same as CH 65 in the mode “163CH-Pure pixel+” (p. 11)
14	Shutter 3		Same as CH 66 in the mode “163CH-Pure pixel+” (p. 11)
15	White		Same as CH 7 in the mode “12CH-1 section” (p. 35)
16	Gobo 2		Same as CH 20 in the mode “38CH-Macro+Backgr” (p. 38)
17	Gobo Rotation 2		Same as CH 21 in the mode “38CH-Macro+Backgr” (p. 39)
18	Gobo Rotation Speed 2		Same as CH 22 in the mode “38CH-Macro+Backgr” (p. 39)
19	Dimmer 4		Same as CH 23 in the mode “38CH-Macro+Backgr” (p. 39)
20	Shutter 4		Same as CH 24 in the mode “38CH-Macro+Backgr” (p. 39)
21	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)
22	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
23	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
24	Amber		Same as CH 11 in the mode “12CH-1 section” (p. 35)
25	Colors 2		Same as CH 29 in the mode “38CH-Macro+Backgr” (p. 40)
26	Gobo 3		Same as CH 30 in the mode “38CH-Macro+Backgr” (p. 40)
27	Gobo Rotation 3		Same as CH 31 in the mode “38CH-Macro+Backgr” (p. 42)
28	Gobo Rotation Speed 3		Same as CH 32 in the mode “38CH-Macro+Backgr” (p. 42)
29	Dimmer Curve	0–255	
30	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

Mode 23CH-Simple + Macro

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 255, CH 7 Colors 1 0, CH 11 White 255, CH 15 Red 2 255, CH 16 Green 2 255, CH 17 Blue 2 255, CH 18 Amber 255, CH 19 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “57CH-6 section” (p. 24)
2	Shutter		Same as CH 2 in the mode “57CH-6 section” (p. 24)
3	Red 1		Same as CH 3 in the mode “61CH-6 section+” (p. 18)
4	Green 1		Same as CH 4 in the mode “61CH-6 section+” (p. 18)
5	Blue 1		Same as CH 5 in the mode “61CH-6 section+” (p. 19)
6	Warm White		Same as CH 6 in the mode “12CH-1 section” (p. 34)
7	Colors 1		Same as CH 9 in the mode “38CH-Macro+Backgr” (p. 37)
8	Gobo 1		Same as CH 10 in the mode “38CH-Macro+Backgr” (p. 37)
9	Gobo Rotation 1		Same as CH 11 in the mode “38CH-Macro+Backgr” (p. 38)
10	Gobo Rotation Speed 1		Same as CH 12 in the mode “38CH-Macro+Backgr” (p. 38)
11	White		Same as CH 7 in the mode “12CH-1 section” (p. 35)
12	Gobo 2		Same as CH 20 in the mode “38CH-Macro+Backgr” (p. 38)
13	Gobo Rotation 2		Same as CH 21 in the mode “38CH-Macro+Backgr” (p. 39)
14	Gobo Rotation Speed 2		Same as CH 22 in the mode “38CH-Macro+Backgr” (p. 39)
15	Red 2		Same as CH 7 in the mode “61CH-6 section+” (p. 19)

CH	Function	DMX	Description
16	Green 2		Same as CH 8 in the mode “61CH-6 section+” (p. 19)
17	Blue 2		Same as CH 9 in the mode “61CH-6 section+” (p. 19)
18	Amber		Same as CH 11 in the mode “12CH-1 section” (p. 35)
19	Colors 2		Same as CH 29 in the mode “38CH-Macro+Backgr” (p. 40)
20	Gobo 3		Same as CH 30 in the mode “38CH-Macro+Backgr” (p. 40)
21	Gobo Rotation 3		Same as CH 31 in the mode “38CH-Macro+Backgr” (p. 42)
22	Gobo Rotation Speed 3		Same as CH 32 in the mode “38CH-Macro+Backgr” (p. 42)
23	Control		Same as CH 163 in the mode “163CH-Pure pixel+” (p. 12)

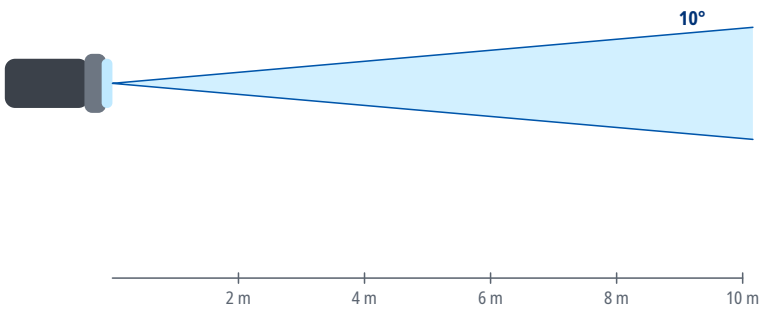
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x02E2, device model ID 0x965D)
Weight	5.7 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.2–10 Hz
Gobo rotation	up to 573 °/s (95 rpm)

Spot diameter



Distance	Ø 10°
2 m	0.35 m
4 m	0.7 m
6 m	1 m
8 m	1.4 m
10 m	1.7 m
15 m	2.6 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.