DMX REFERENCE

Tambora Flash

CUE



Manufacturer	CUE
GDTF file	CUE_Tambora_Flash_102821.gdtf
GDTF revision	okok · 2025-07-04
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1 About this manual

This document describes the Tambora Flash by CUE. It was compiled from the GDTF file CUE_Tambora_Flash_102821.gdtf from the GDTF-Share library.

File revision: “okok”.

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 CUE; 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	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard RGBW + Pix RGBW + Strb Engine	48	10	1, 49, 97, 145, ...

No light? Check these channels

- Standard RGBW + Pix RGBW + Strb Engine: CH 6 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 13 Shutter 2 at 0–5 “No Effect”; CH 16 Strobe Frequency at 0–5 “No Effect”; CH 33 Dimmer above 0 (the same in each of the 16 cells)


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Product description

Description in the GDTF file

“It is the only hybrid fixture on the market that can act simultaneously as a strobe, wash, and blinder, specifically designed with a modular approach for use in a linear array, to offer new creative opportunities to lighting designers.”

“The strobe section is based on two strips of very powerful white LEDs and a large beam angle aperture, capable of bringing a real impact of light into the show.”

5 Installation

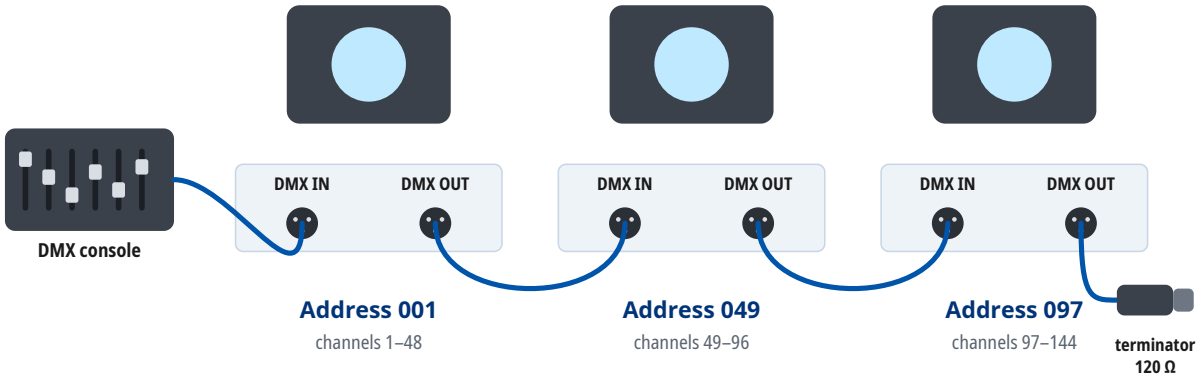
⚠ WARNING

- 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: 10.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 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 Standard RGBW + Pix RGBW + Strb Engine: every unit occupies 48 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.

7 Operation

Setting the DMX address

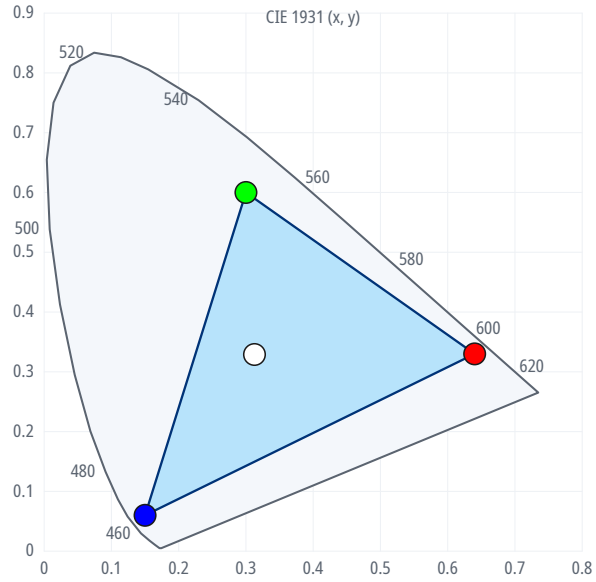
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard RGBW + Pix RGBW + Strb Engine”: 48.
- Choose start addresses so that the channels of individual devices do not 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 “Standard RGBW + Pix RGBW + Strb Engine”, you can use, for example, the start addresses 1, 49, 97, 145.
- 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.

8 Functions at a glance

Functions in each DMX mode

	Standard RGBW + Pix RGBW + Strb Engine 48 channels
Dimmer	**7, 33–48**
Shutter / strobe	**6, 13, 15, 16**
Color mixing	**1–4, 14, 17–32**
Color temperature	**5**
Pixel control	**16 cells**

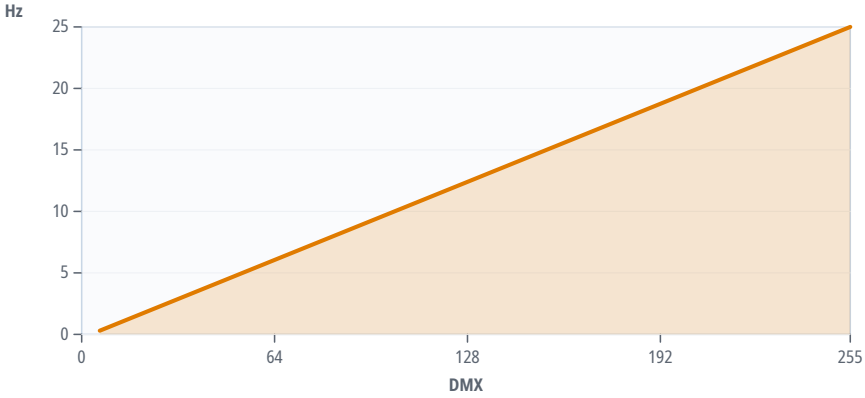
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
White	0.313	0.329

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

Strobe rate



CH 16 · Standard RGBW + Pix RGBW + Strb Er

6–255: 0.3–25 Hz
Rate

Cells (pixels)

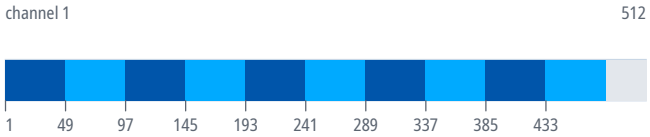
9 CH 9	**10** CH 10	**11** CH 11	**12** CH 12	**13** CH 13	**14** CH 14	**15** CH 15	**16** CH 16
1 CH 1	**2** CH 2	**3** CH 3	**4** CH 4	**5** CH 5	**6** CH 6	**7** CH 7	**8** CH 8

16 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Standard RGBW + Pix RGBW + Strb Engine”.

9 DMX channels

Units in one DMX universe

Standard RGBW + Pix RGBW + Strb Engine
48 channels



up to 10 units
last address 433

Start addresses of 20 units in the mode “Standard RGBW + Pix RGBW + Strb Engine”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	241	11	U2 · 1	16	U2 · 241
2	49	7	289	12	U2 · 49	17	U2 · 289
3	97	8	337	13	U2 · 97	18	U2 · 337
4	145	9	385	14	U2 · 145	19	U2 · 385
5	193	10	433	15	U2 · 193	20	U2 · 433

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.

RDM personalities

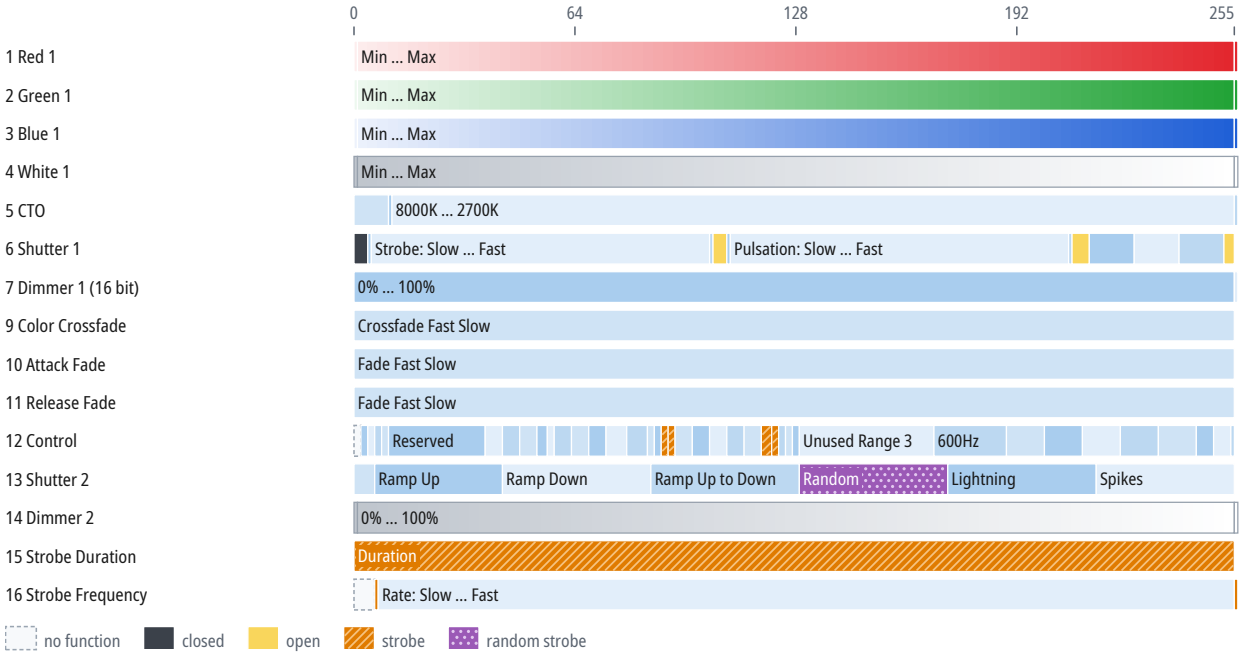
Mode	Channels	RDM personality
Standard RGBW + Pix RGBW + Strb Engine	48	1

Mode Standard RGBW + Pix RGBW + Strb Engine

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 13 Shutter 2 at 0–5 “No Effect”; CH 16 Strobe Frequency at 0–5 “No Effect”; CH 33 Dimmer above 0 (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 7 Dimmer 1 255, CH 14 Dimmer 2 255, CH 16 Strobe Frequency 0, CH 33 Dimmer 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	White 1	0	Min
		1–254	Min ... Max
		255	Max
5	CTO	0–9	CTO Off
		10	8000K
		11–254	8000K ... 2700K
		255	2700K

CH	Function	DMX	Description
6	Shutter 1	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow ... Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow ... Fast
		207	Pulsation: Fast
		208–212	Light ON: Open
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Light ON: Open
7	Dimmer 1	0–255	0% ... 100%
		255	100%
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Color Crossfade	0–255	Crossfade Fast Slow
10	Attack Fade	0–255	Fade Fast Slow
11	Release Fade	0–255	Fade Fast Slow
12	Control	0–1	No Function
		2–3	Fan Auto*
		4–5	Fan Silent
		6–7	Fan Theatre
		8–9	Fan Constant
		10–37	Reserved
		38–42	Dimmer Curve 1*
		43–47	Dimmer Curve 2
		48–52	Dimmer Curve 3
		53–55	Dimmer Curve 4
		56–57	Dimmer Curve 5
		58–62	Gamma 1
		63–67	Gamma 1_5
		68–72	Gamma 2_2*
		73–78	Dimmer Fade OFF*
		79–84	Dimmer Fade ON
		85–86	Pixel Rev Map OFF*
		87–88	Pixel Rev Map ON
		89–90	Strobe Rev Map OFF*
		91–92	Strobe Rev Map ON
		93–97	Pixel Map OFF*
		98–102	Pixel Map RGB
		103–107	Pixel Map RGBW

CH	Function	DMX	Description
12	Control (continued)	108–112	Red Shift On
		113–117	Red Shift Off
		118–120	Strobe Pixel Map OFF*
		121–122	Strobe Pixel Map ON
		123–124	Color Calib OFF*
		125–126	Color Calib Factory
		127–128	Color Calib Custom
		129–167	Unused Range 3
		168–188	600Hz
		189–199	1200Hz
		200–210	2000Hz*
		211–221	4000Hz
		222–232	6000Hz
		233–243	25000Hz
		244–248	Display OFF*
		249–253	Display ON
		254–255	Default Recall
13	Shutter 2	0–5	No Effect
		6–42	Ramp Up
		43–85	Ramp Down
		86–128	Ramp Up to Down
		129–171	Random
		172–214	Lightning
		215–255	Spikes
14	Dimmer 2	0	0%
		1–254	0% … 100%
		255	100%
15	Strobe Duration	0–255	Duration
16	Strobe Frequency	0–5	No Effect
		6	Rate: Slow
		7–254	Rate: Slow … Fast
		255	Rate: Fast
17	Red 2	0–255	
18	Green 2	0–255	
19	Blue 2	0–255	
20	White 2	0–255	
21	Red 3	0–255	
22	Green 3	0–255	
23	Blue 3	0–255	
24	White 3	0–255	
25	Red 4	0–255	
26	Green 4	0–255	

CH	Function	DMX	Description
27	Blue 4	0–255	
28	White 4	0–255	
29	Red 5	0–255	
30	Green 5	0–255	
31	Blue 5	0–255	
32	White 5	0–255	
33	Dimmer 3	0–255	

CH 33–48: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 33); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	33	2	34	3	35	4	36	5	37	6	38
7	39	8	40	9	41	10	42	11	43	12	44
13	45	14	46	15	47	16	48				

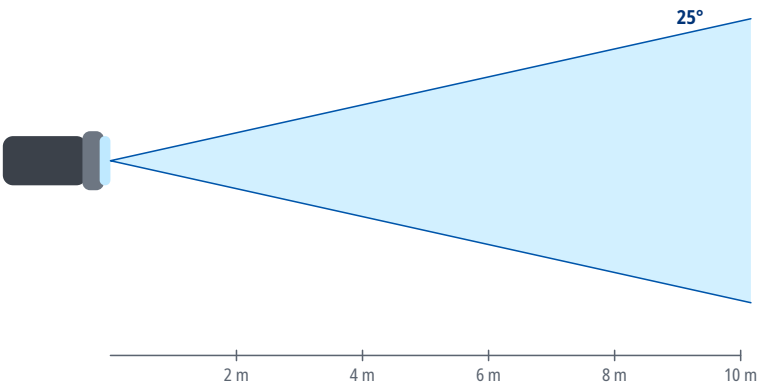
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x4350, device model ID 0x30B0)
Weight	10.5 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.3–25 Hz

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 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.

12 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.

13 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.