DMX REFERENCE

GigBAR Bridge ILS

Chauvet DJ GigBAR Bridge ILS

Chauvet DJ



Manufacturer	Chauvet DJ
GDTF file	Chauvet_DJ_GigBAR_Bridge_ILS_123462.gdtf
GDTF revision	1.1.2 · 2026-01-05
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 4
6 Connections 4
7 Operation 5
8 Functions at a glance 6
9 DMX channels 8
Mode 46 Channel 9
10 Technical specifications 14
11 Maintenance and cleaning 14
12 Troubleshooting 15
13 Disposal 15

1 About this manual

This document describes the Chauvet DJ GigBAR Bridge ILS by Chauvet DJ. It was compiled from the GDTF file Chauvet_DJ_GigBAR_Bridge_ILS_123462.gdtf from the GDTF-Share library.

File revision: “1.1.2”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Chauvet DJ; 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	8.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
46 Channel	46	11	1, 47, 93, 139, ...

No light? Check these channels

- 46 Channel: CH 37 Shutter 1 at 4–7 or 216–255 “Open”; CH 46 Shutter 2 at 4–7 or 216–255 “Open”



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.

⚠ WARNING

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

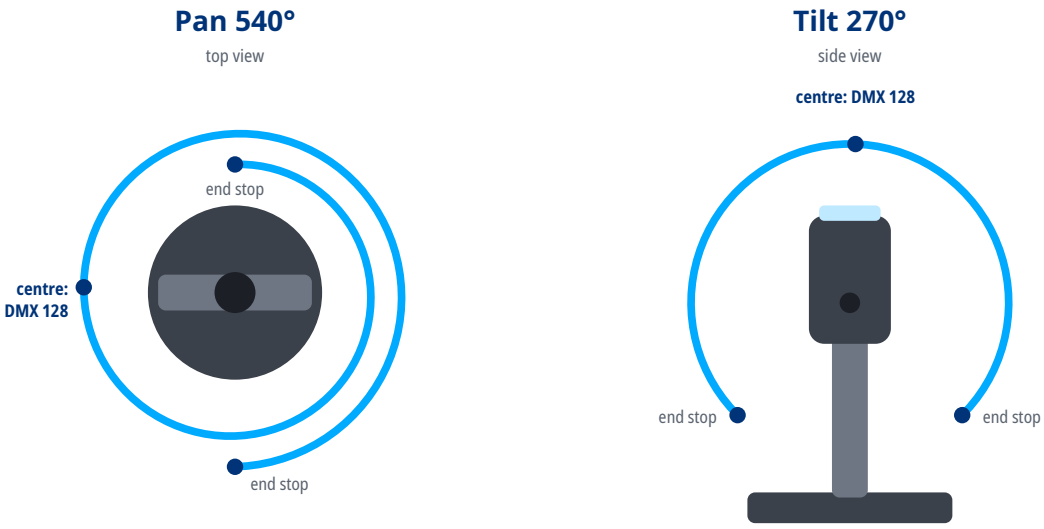
⚠ CAUTION

- 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.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



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: 8.4 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.

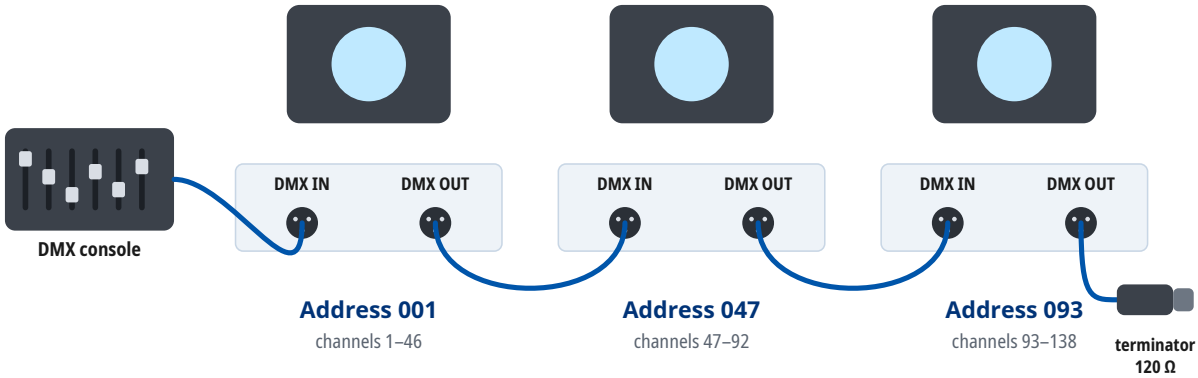
6 Connections

- 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 46 Channel: every unit occupies 46 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

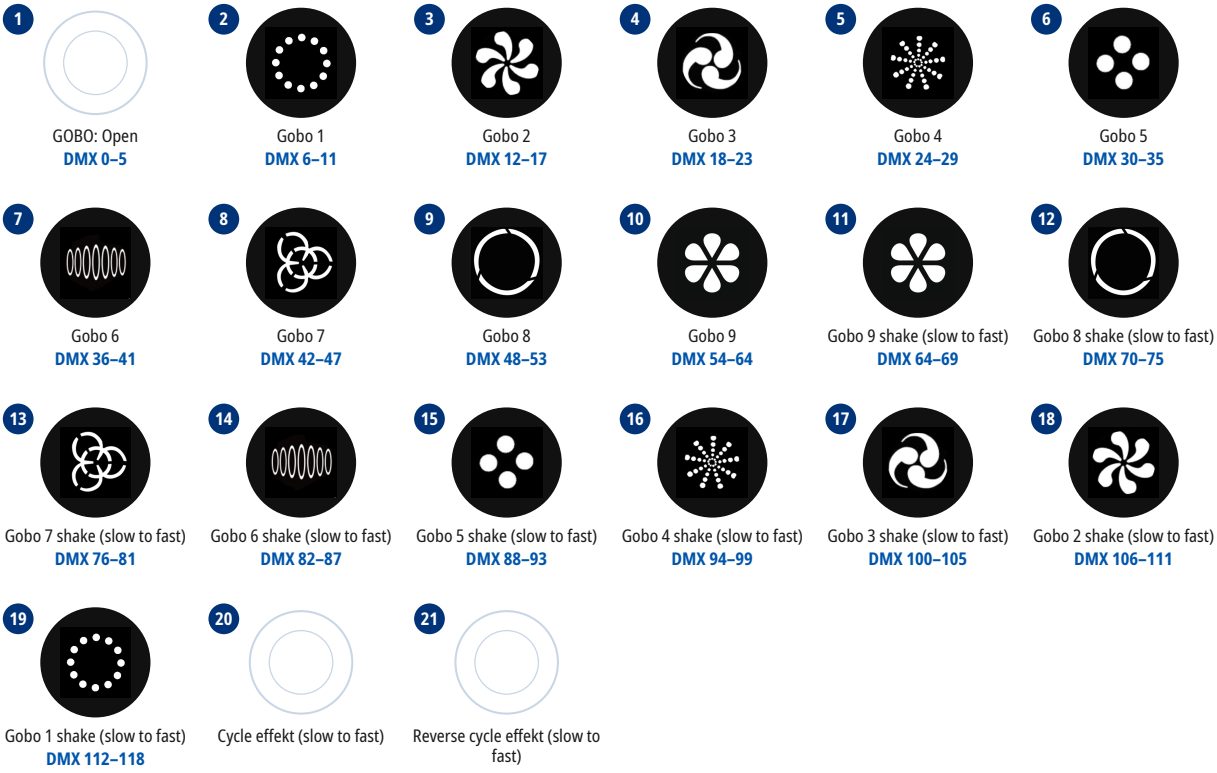
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “46 Channel”: 46.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “46 Channel”, you can use, for example, the start addresses 1, 47, 93, 139.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	46 Channel 46 channels
Pan / Tilt	4 channels (29–40)
Dimmer	36, 45
Shutter / strobe	6 channels (7–46)
Color mixing	24 channels (1–27)
Color wheel	34, 43
Gobo wheel	35, 44
Pixel control	✓

Gobo wheel



1. GOBO: Open — DMX 0–5
2. Gobo 1 — DMX 6–11
3. Gobo 2 — DMX 12–17
4. Gobo 3 — DMX 18–23
5. Gobo 4 — DMX 24–29
6. Gobo 5 — DMX 30–35
7. Gobo 6 — DMX 36–41
8. Gobo 7 — DMX 42–47
9. Gobo 8 — DMX 48–53
10. Gobo 9 — DMX 54–64
11. Gobo 9 shake (slow to fast) — DMX 64–69
12. Gobo 8 shake (slow to fast) — DMX 70–75
13. Gobo 7 shake (slow to fast) — DMX 76–81
14. Gobo 6 shake (slow to fast) — DMX 82–87
15. Gobo 5 shake (slow to fast) — DMX 88–93
16. Gobo 4 shake (slow to fast) — DMX 94–99
17. Gobo 3 shake (slow to fast) — DMX 100–105
18. Gobo 2 shake (slow to fast) — DMX 106–111
19. Gobo 1 shake (slow to fast) — DMX 112–118
20. Cycle effekt (slow to fast)
21. Reverse cycle effekt (slow to fast)

Color wheel

1 Cool White
DMX 0–6

2 Red
DMX 7–13

3 Orange
DMX 14–20

4 Yellow
DMX 21–27

5 Green
DMX 28–34

6 Blue
DMX 35–41

7 CTO
DMX 42–48

8 Cyan
DMX 49–55

9 Magenta
DMX 56–62

10 Lime
DMX 63–65

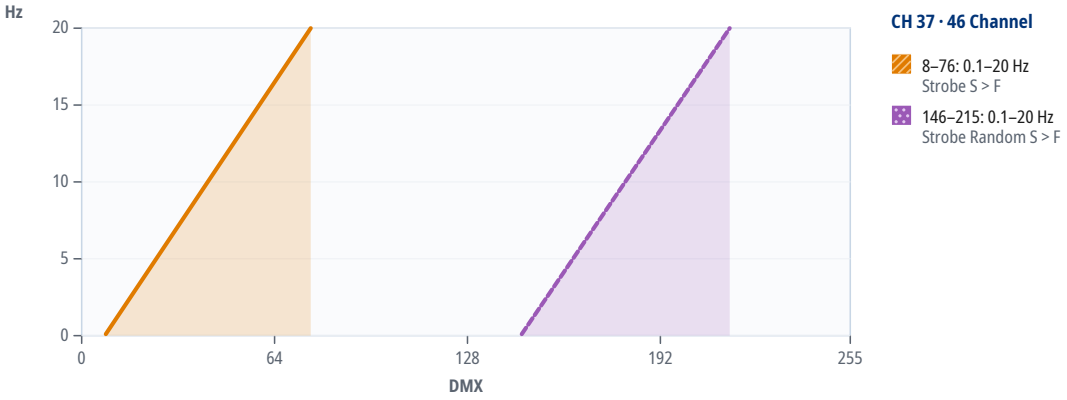
11 Color indexing

12 Color cycling rainbow (fast to slow)

13 Stop

14 Reverse color cycling rainbow (slow to fast)

Strobe rate



Cells (pixels)

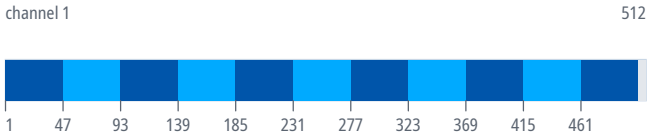


4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “46 Channel”.

9 DMX channels

Units in one DMX universe

46 Channel
46 channels



up to 11 units
last address 461

Start addresses of 20 units in the mode “46 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	231	11	461	16	U2 · 185
2	47	7	277	12	U2 · 1	17	U2 · 231
3	93	8	323	13	U2 · 47	18	U2 · 277
4	139	9	369	14	U2 · 93	19	U2 · 323
5	185	10	415	15	U2 · 139	20	U2 · 369

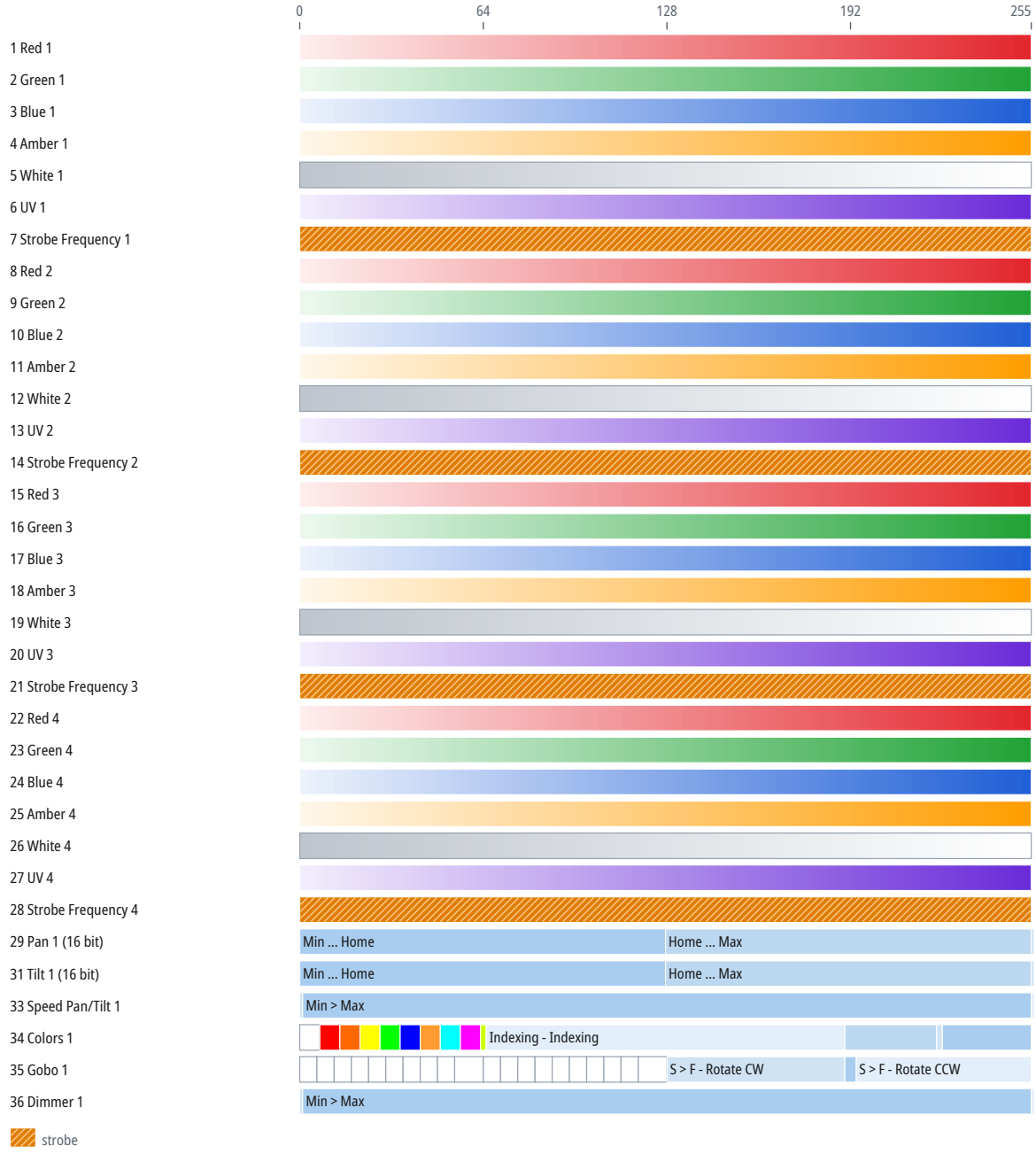
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 46 Channel

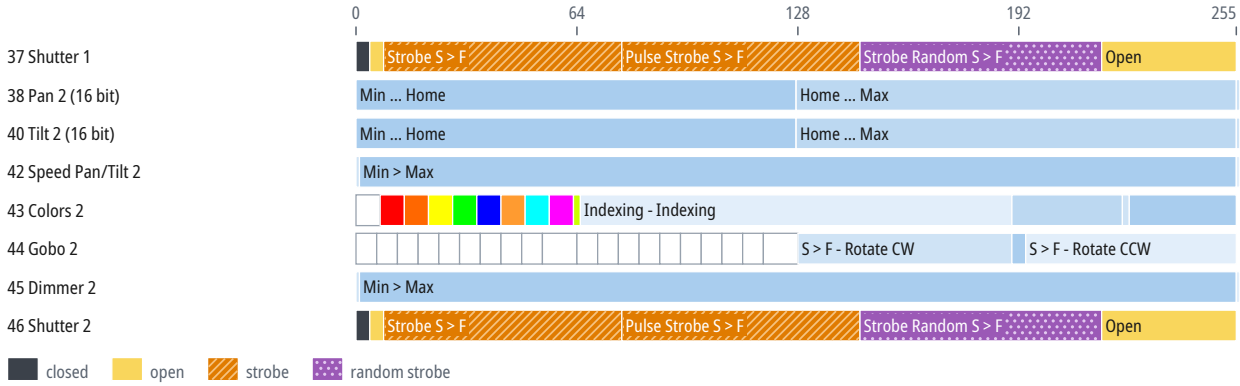
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 37 Shutter 1 at 4–7 or 216–255 “Open”; CH 46 Shutter 2 at 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 0, CH 2 Green 1 0, CH 3 Blue 1 0, CH 4 Amber 1 0, CH 5 White 1 255, CH 6 UV 1 0, CH 7 Strobe Frequency 1 0, CH 8 Red 2 0, CH 9 Green 2 0, CH 10 Blue 2 0, CH 11 Amber 2 0, CH 12 White 2 255, CH 13 UV 2 0, CH 14 Strobe Frequency 2 0, CH 15 Red 3 0, CH 16 Green 3 0, CH 17 Blue 3 0, CH 18 Amber 3 0, CH 19 White 3 255, CH 20 UV 3 0, CH 21 Strobe Frequency 3 0, CH 22 Red 4 0, CH 23 Green 4 0, CH 24 Blue 4 0, CH 25 Amber 4 0, CH 26 White 4 255, CH 27 UV 4 0, CH 28 Strobe Frequency 4 0, CH 34 Colors 1 0, CH 36 Dimmer 1 255, CH 37 Shutter 1 6, CH 43 Colors 2 0, CH 45 Dimmer 2 255, CH 46 Shutter 2 6.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Amber 1	0–255	
5	White 1	0–255	
6	UV 1	0–255	
7	Strobe Frequency 1	0–255	
8	Red 2	0–255	
9	Green 2	0–255	
10	Blue 2	0–255	
11	Amber 2	0–255	
12	White 2	0–255	
13	UV 2	0–255	
14	Strobe Frequency 2	0–255	
15	Red 3	0–255	
16	Green 3	0–255	
17	Blue 3	0–255	
18	Amber 3	0–255	
19	White 3	0–255	
20	UV 3	0–255	
21	Strobe Frequency 3	0–255	
22	Red 4	0–255	
23	Green 4	0–255	
24	Blue 4	0–255	
25	Amber 4	0–255	
26	White 4	0–255	
27	UV 4	0–255	
28	Strobe Frequency 4	0–255	
29	Pan 1	0–127	Min ... Home
		127	Home
		128–255	Home ... Max

CH	Function	DMX	Description
29	Pan 1 (continued)	255	Max
30	Pan 1 Fine	0–255	Fine adjustment of CH 29
31	Tilt 1	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
32	Tilt 1 Fine	0–255	Fine adjustment of CH 31
33	Speed Pan/Tilt 1		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
34	Colors 1	0–6	Cool White
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green
		35–41	Blue
		42–48	CTO
		49–55	Cyan
		56–62	Magenta
		63–64	Lime
		65–189	Indexing - Indexing
		190–221	F > S - Rotate CW (80–0.1 °/s)
		222–223	Stop - Stop Loop
		224–255	S > F - Rotate CCW (0.1–80 °/s)
35	Gobo 1	0–5	GOBO: Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 shake (slow to fast) (0.1–10 Hz)
		70–75	Gobo 8 shake (slow to fast) (0.1–10 Hz)
		76–81	Gobo 7 shake (slow to fast) (0.1–10 Hz)
		82–87	Gobo 6 shake (slow to fast) (0.1–10 Hz)
		88–93	Gobo 5 shake (slow to fast) (0.1–10 Hz)
		94–99	Gobo 4 shake (slow to fast) (0.1–10 Hz)
		100–105	Gobo 3 shake (slow to fast) (0.1–10 Hz)

CH	Function	DMX	Description
35	Gobo 1 (continued)	106–111	Gobo 2 shake (slow to fast) (0.1–10 Hz)
		112–117	Gobo 1 shake (slow to fast) (0.1–10 Hz)
		118–127	Open
		128–189	S > F - Rotate CW (0.1–80 °/s)
		190–193	Stop - Stop Loop
		194–255	S > F - Rotate CCW (0.1–80 °/s)
36	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
37	Shutter 1	0–3	CLOSED/OPEN: Closed
		4–7	CLOSED/OPEN: Open
		8–76	Strobe S > F (0.1–20 Hz)
		77–145	Pulse Strobe S > F
		146–215	Strobe Random S > F (0.1–20 Hz)
		216–255	Open
38	Pan 2	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
39	Pan 2 Fine	0–255	Fine adjustment of CH 38
40	Tilt 2	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
41	Tilt 2 Fine	0–255	Fine adjustment of CH 40
42	Speed Pan/Tilt 2		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
43	Colors 2	0–6	Cool White
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green
		35–41	Blue
		42–48	CTO
		49–55	Cyan
		56–62	Magenta
		63–64	Lime
		65–189	Indexing - Indexing
		190–221	F > S - Rotate CW (80–0.1 °/s)
		222–223	Stop - Stop Loop

CH	Function	DMX	Description
43	Colors 2 (continued)	224–255	S > F - Rotate CCW (0.1–80 °/s)
44	Gobo 2	0–5	GOBO: Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 shake (slow to fast) (0.1–10 Hz)
		70–75	Gobo 8 shake (slow to fast) (0.1–10 Hz)
		76–81	Gobo 7 shake (slow to fast) (0.1–10 Hz)
		82–87	Gobo 6 shake (slow to fast) (0.1–10 Hz)
		88–93	Gobo 5 shake (slow to fast) (0.1–10 Hz)
		94–99	Gobo 4 shake (slow to fast) (0.1–10 Hz)
		100–105	Gobo 3 shake (slow to fast) (0.1–10 Hz)
		106–111	Gobo 2 shake (slow to fast) (0.1–10 Hz)
		112–117	Gobo 1 shake (slow to fast) (0.1–10 Hz)
		118–127	Open
		128–189	S > F - Rotate CW (0.1–80 °/s)
		190–193	Stop - Stop Loop
		194–255	S > F - Rotate CCW (0.1–80 °/s)
45	Dimmer 2	0	Min
		1–254	Min > Max
		255	Max
46	Shutter 2	0–3	CLOSED/OPEN: Closed
		4–7	CLOSED/OPEN: Open
		8–76	Strobe S > F (0.1–20 Hz)
		77–145	Pulse Strobe S > F
		146–215	Strobe Random S > F (0.1–20 Hz)
		216–255	Open

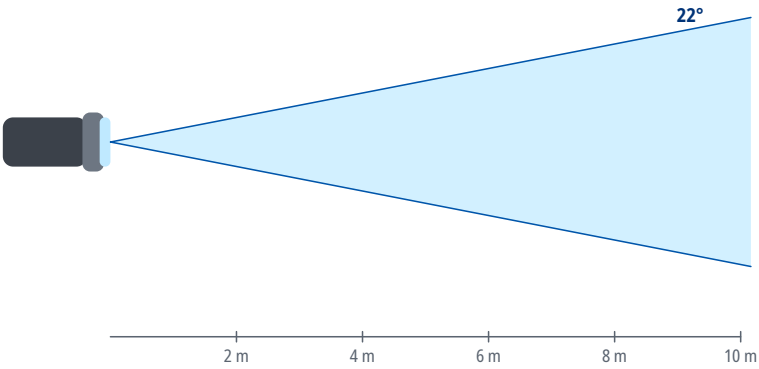
10 Technical specifications

Parameter	Value
Pan	540°
Tilt	270°
Weight	8.4 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–20 Hz
Color wheel rotation	up to 80 °/s (13 rpm)
Gobo wheel rotation	up to 80 °/s (13 rpm)

Spot diameter



Distance	Ø 22°
2 m	0.78 m
4 m	1.6 m
6 m	2.3 m
8 m	3.1 m
10 m	3.9 m
15 m	5.8 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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

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.