DMX REFERENCE

Strike V

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Strike_V_132743.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 7
9 DMX channels 10
Mode Single Mode 314Ch (Advanced) 12
Mode Single Mode 29Ch (Basic) 21
Mode Single Mode 222Ch (Standard) 24
Mode Dual-Mov 30Ch (Adv) 28
Mode Dot-Pix 72Ch (RGB-STD) 30
Mode Cell-Pix 72Ch (RGB-STD) 31
Mode Dual- Pix 144Ch (RGB-Std) 32
Mode Dot-Pix 96Ch (Std) 33
Mode Cell-Pix 96Ch (Std) 34
Mode Dual-Pix 192Ch (Std) 35
Mode Dot-Pix 120Ch (RGB-Adv) 36
Mode Cell-Pix 120Ch (RGB-Adv) 37
Mode Dual -Pix 240Ch (RGB-Adv) 38
Mode Dot-Pix 144Ch (Adv) 40
Mode Cell-Pix 144Ch (Adv) 43
Mode Dual Pix 288Ch (Adv) 44
10 Technical specifications 47
11 Maintenance and cleaning 47
12 Troubleshooting 47
13 Disposal 48

1 About this manual

This document describes the Strike V by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Strike_V_132743.gdtf from the GDTF-Share library.

File revision: “Rev 1.0.2”.

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 Professional; 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	41.8 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Single Mode 314Ch (Advanced)	314	1	1
Single Mode 29Ch (Basic)	29	17	1, 30, 59, 88, ...
Single Mode 222Ch (Standard)	222	2	1, 223
Dual-Mov 30Ch (Adv)	30	17	1, 31, 61, 91, ...
Dot-Pix 72Ch (RGB-STD)	72	7	1, 73, 145, 217, ...
Cell-Pix 72Ch (RGB-STD)	72	7	1, 73, 145, 217, ...
Dual- Pix 144Ch (RGB-Std)	144	3	1, 145, 289
Dot-Pix 96Ch (Std)	96	5	1, 97, 193, 289, ...
Cell-Pix 96Ch (Std)	96	5	1, 97, 193, 289, ...
Dual-Pix 192Ch (Std)	192	2	1, 193
Dot-Pix 120Ch (RGB-Adv)	120	4	1, 121, 241, 361
Cell-Pix 120Ch (RGB-Adv)	120	4	1, 121, 241, 361
Dual -Pix 240Ch (RGB-Adv)	240	2	1, 241
Dot-Pix 144Ch (Adv)	144	3	1, 145, 289
Cell-Pix 144Ch (Adv)	144	3	1, 145, 289
Dual Pix 288Ch (Adv)	288	1	1



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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.

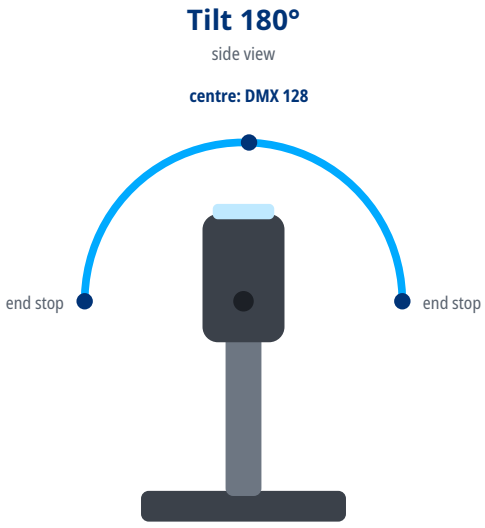
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Description in the GDTF file

“Our newest STRIKE design introduces dynamic dual-layer pixel effects with a punchy flair that brings totally new and unique looks to our tour-proven STRIKE family of IP65-rated strobes and blinders. STRIKE V features dual LED diodes, under a variable electronic frost plate that can change beam angles instantly at the press of a button, and together offer fresh new multicolor creative possibilities. Advanced eye-candy effects, vibrant color washes, and stunning strobe capabilities from a motorized 180° tilting strobe/wash hybrid designed for powerful performance in the most demanding applications and conditions.”

Range of movement



5 Installation

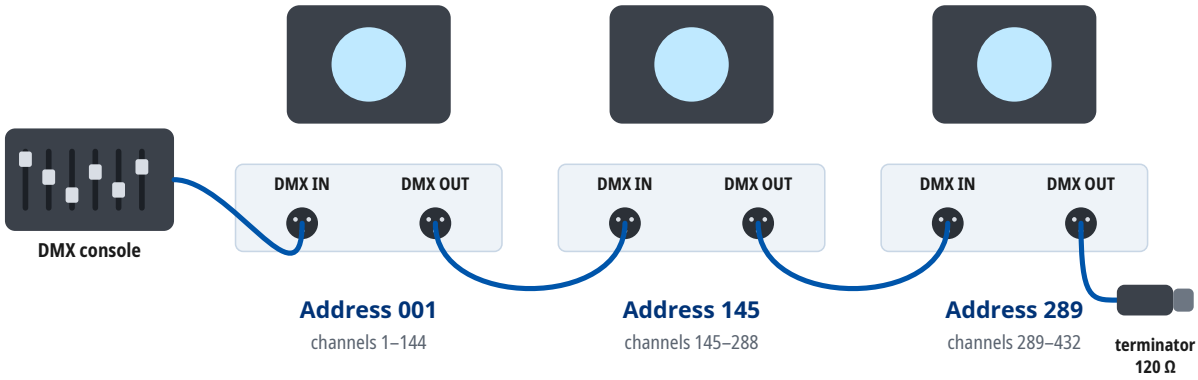
⚠ **WARNING**

- 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: 41.8 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 Dual- Pix 144Ch (RGB-Std): every unit occupies 144 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 “Single Mode 314Ch (Advanced)”: 314.
- 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.
- 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

	Single Mode 314Ch (Advanced) 314 channels	Single Mode 29Ch (Basic) 29 channels	Single Mode 222Ch (Standard) 222 channels	Dual-Mov 30Ch (Adv) 30 channels	Dot-Pix 72Ch (RGB-STD) 72 channels	Cell-Pix 72Ch (RGB-STD) 72 channels	Dual- Pix 144Ch (RGB-Std) 144 channels	Dot-Pix 96Ch (Std) 96 channels
Pan / Tilt	1	1	1	1				
Dimmer	52 channels (12–309)	4, 6	6 channels (5–25)	6 channels (5–25)				
Shutter / strobe	5–10	8–13	9–14	9–14				
Color mixing	192 channels (29–314)	22–29	31–222		1–72	1–72	1–144	1–96
Color temperature	11	14	15	15				
Frost	4	3	4	4				
Effects / macros	10 channels (13–25)	15–20	10 channels (17–29)	10 channels (17–29)				
Pixel control	48 cells		48 cells	✓	24 cells	24 cells	48 cells	24 cells

Color wheel

1 White 2700K
DMX 1–2

2 White 3200K
DMX 3–4

3 White 4200K
DMX 5–6

4 White 5600K
DMX 7–8

5 White 8000K
DMX 9–10

6 Blue
DMX 11

7 Green+/Blue
DMX 12–48

8 Cyan
DMX 49

9 Green/Blue-
DMX 50–86

10 Green
DMX 87

11 Red+/Green
DMX 88–124

12 Yellow
DMX 125

13 Red/Green-
DMX 126–162

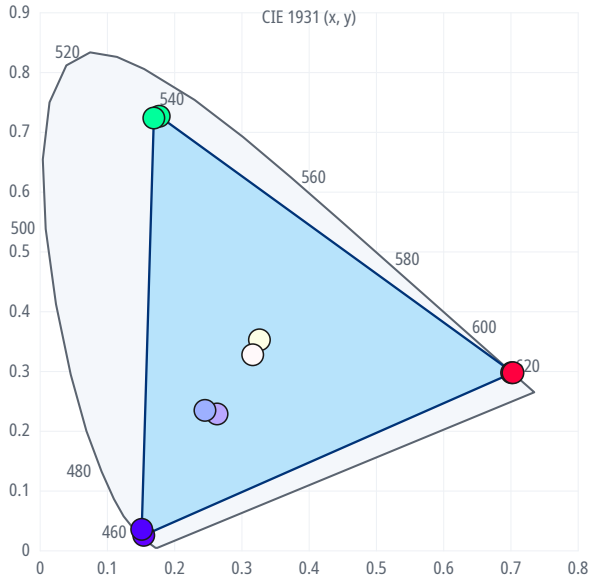
14 Red
DMX 163

15 Red/Blue+
DMX 164–200

16 Magenta
DMX 201

17 Red-/Blue
DMX 202–238

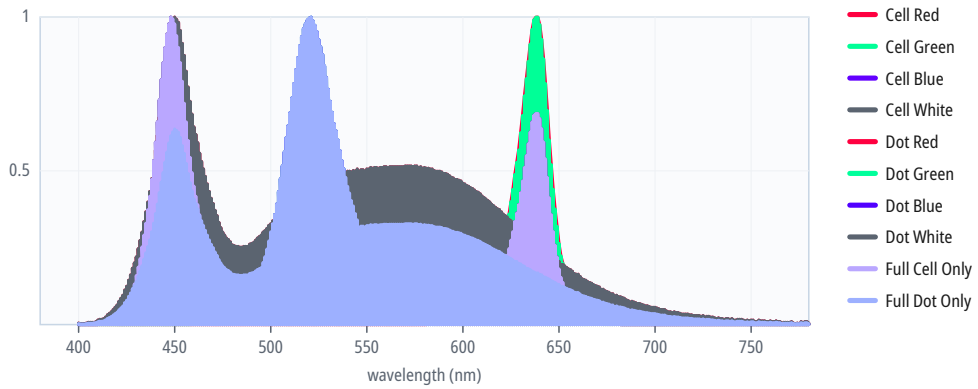
LED colors and the colors they mix



LED	x	y
Cell Red	0.701	0.298
Cell Green	0.177	0.727
Cell Blue	0.154	0.026
Cell White	0.326	0.353
Dot Red	0.703	0.298
Dot Green	0.169	0.724
Dot Blue	0.151	0.036
Dot White	0.316	0.328
Full Cell Only	0.263	0.229
Full Dot Only	0.245	0.235

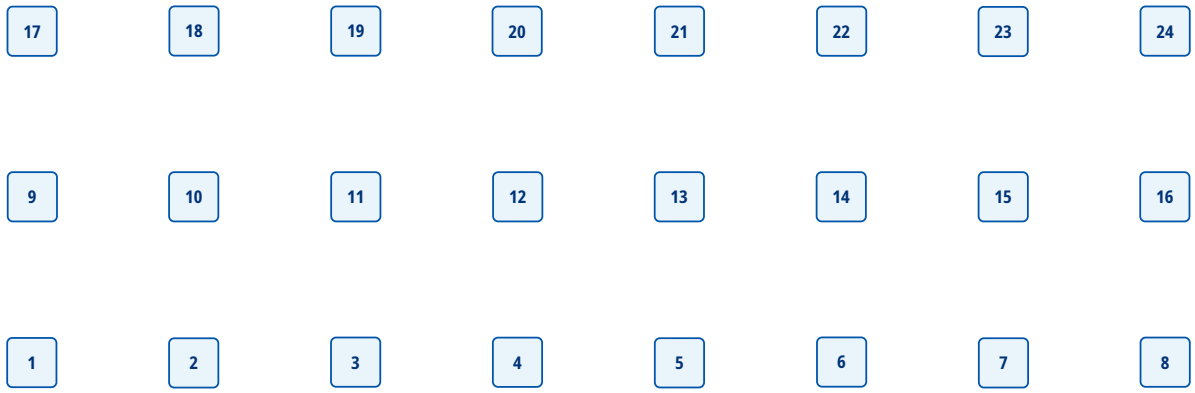
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

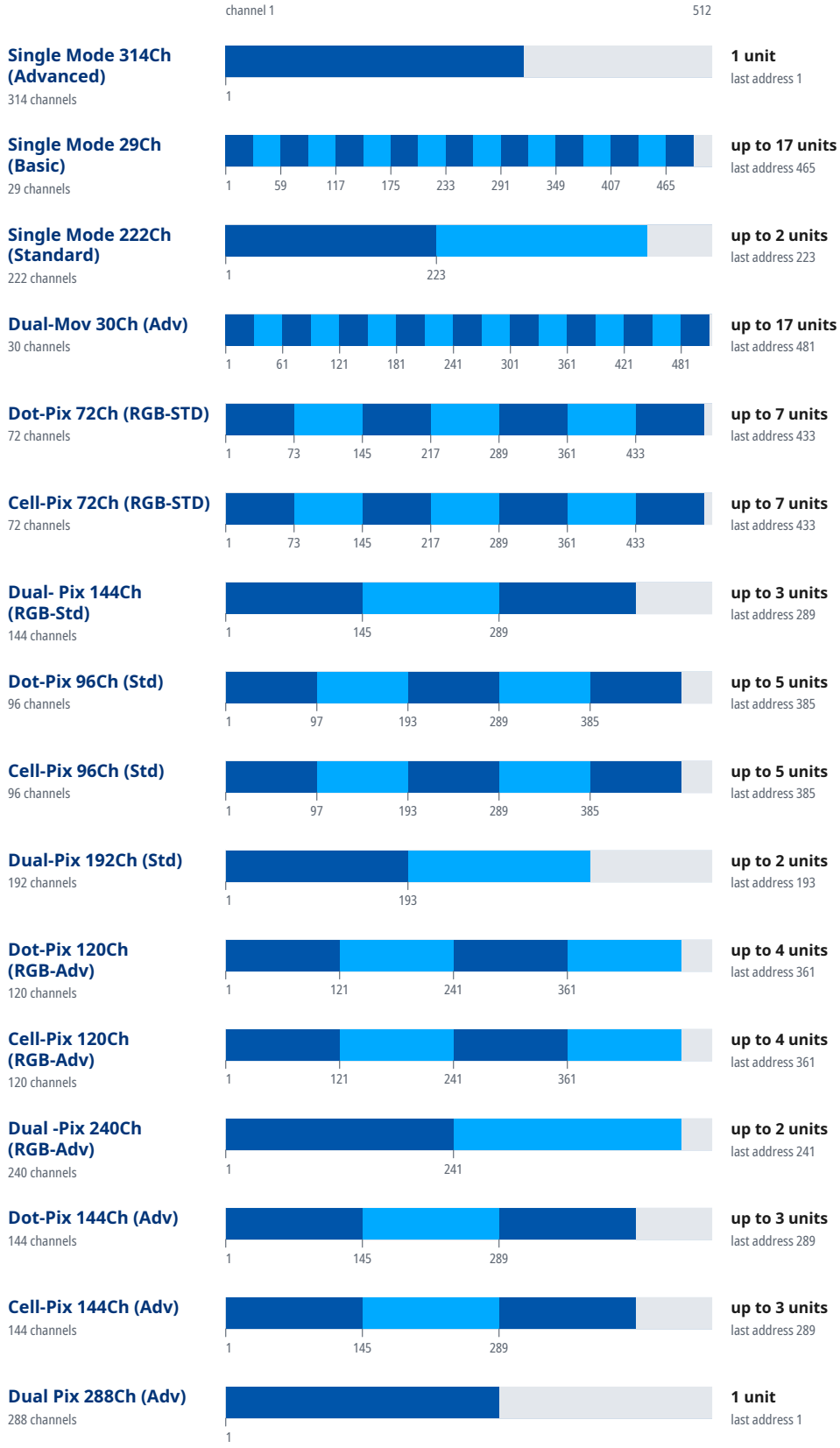
Cells (pixels)



24 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “Single Mode 314Ch (Advanced)” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Single Mode 314Ch (Advanced)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U6 · 1	11	U11 · 1	16	U16 · 1
2	U2 · 1	7	U7 · 1	12	U12 · 1	17	U17 · 1
3	U3 · 1	8	U8 · 1	13	U13 · 1	18	U18 · 1
4	U4 · 1	9	U9 · 1	14	U14 · 1	19	U19 · 1
5	U5 · 1	10	U10 · 1	15	U15 · 1	20	U20 · 1

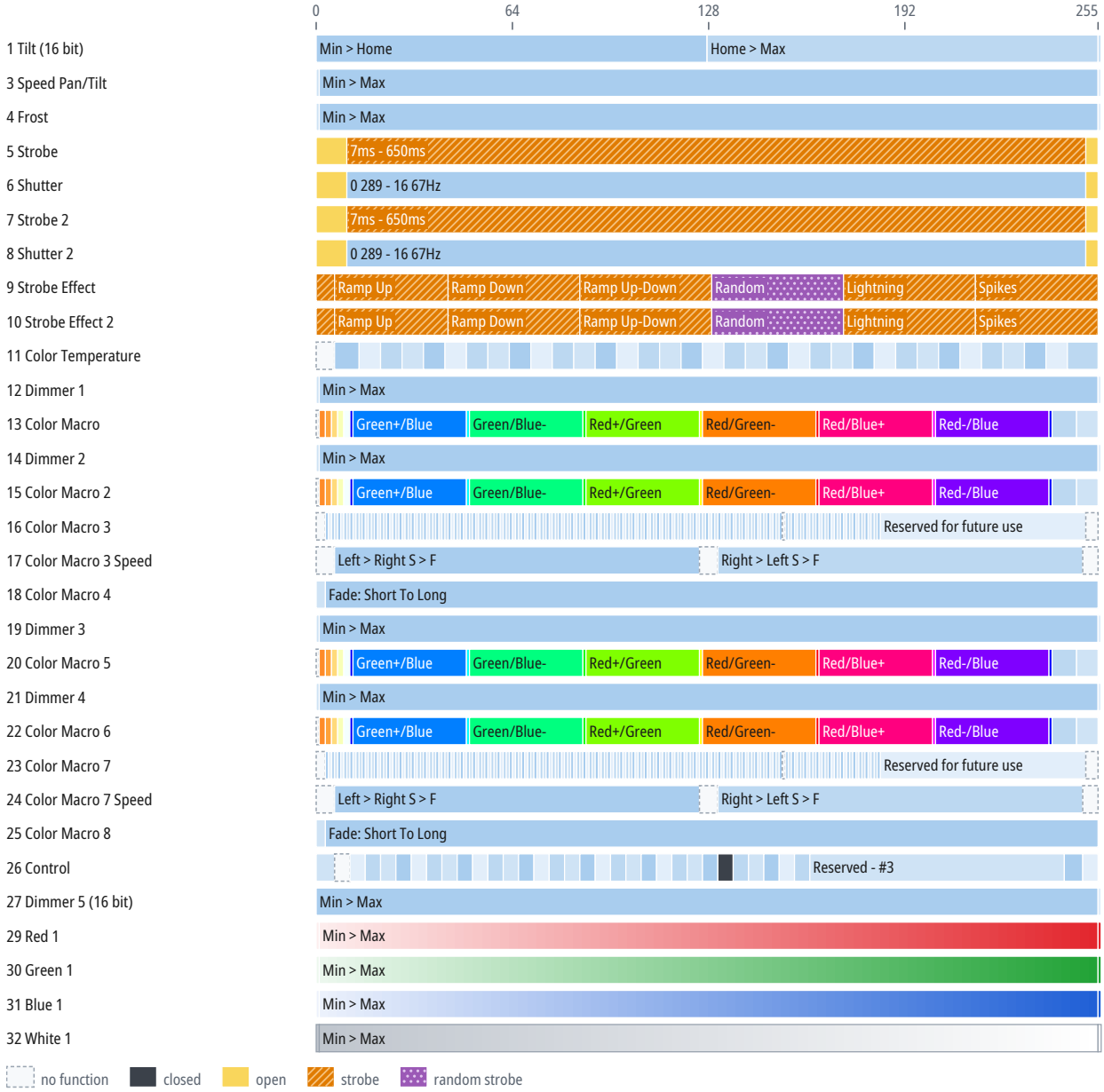
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Single Mode 314Ch (Advanced)

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 5 Strobe at 251–255 “On”; CH 6 Shutter at 0–9 or 251–255 “Open”; CH 7 Strobe 2 at 251–255 “On”; CH 8 Shutter 2 at 0–9 or 251–255 “Open”; CH 9 Strobe Effect at 0–5 “No Effect”; CH 10 Strobe Effect 2 at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 5 Strobe 0, CH 6 Shutter 0, CH 7 Strobe 2 0, CH 8 Shutter 2 0, CH 12 Dimmer 1 255, CH 14 Dimmer 2 255, CH 19 Dimmer 3 255, CH 21 Dimmer 4 255, CH 27 Dimmer 255 (the same in each of the 48 cells), CH 29 Red 255 (the same in each of the 48 cells), CH 30 Green 255 (the same in each of the 48 cells), CH 31 Blue 255 (the same in each of the 48 cells), CH 32 White 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0	Min
		0–127	Min > Home
		127	Home
		128–255	Home > Max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt		TILT SPEED
		0	Min
		1–254	Min > Max
		255	Max
4	Frost	0	Min
		1–254	Min > Max
		255	Max
5	Strobe	0–9	Disables Duration Control
		10–250	7ms - 650ms
		251–255	DOT FLASH DURATION: On
6	Shutter		DOT FLASH RATE
		0–9	Open
		10–250	0 289 - 16 67Hz
		251–255	Open
7	Strobe 2	0–9	Disables Duration Control
		10–250	7ms - 650ms
		251–255	CELL FLASH DURATION: On
8	Shutter 2		CELL FLASH RATE
		0–9	Open
		10–250	0 289 - 16 67Hz
		251–255	Open
9	Strobe Effect	0–5	No Effect
		6–42	Ramp Up
		43–85	Ramp Down
		86–128	Ramp Up-Down
		129–171	Random
		172–214	Lightning
		215–255	Spikes
10	Strobe Effect 2	0–5	No Effect
		6–42	Ramp Up
		43–85	Ramp Down
		86–128	Ramp Up-Down
		129–171	Random
		172–214	Lightning

CH	Function	DMX	Description
10	Strobe Effect 2 (continued)	215–255	Spikes
11	Color Temperature	0–5	No Function
		6–13	2800K-2900K (2800–2900 K)
		14–20	2900K-3000K (2900–3000 K)
		21–27	3000K-3100K (3000–3100 K)
		28–34	3100K-3200K (3100–3200 K)
		35–41	3200K-3300K (3200–3300 K)
		42–48	3300K-3400K (3300–3400 K)
		49–55	3400K-3500K (3400–3500 K)
		56–62	3500K-3600K (3500–3600 K)
		63–69	3600K-3700K (3600–3700 K)
		70–76	3700K-3800K (3700–3800 K)
		77–83	3800K-3900K (3800–3900 K)
		84–90	3900K-4000K (3900–4000 K)
		91–97	4000K-4100K (4000–4100 K)
		98–104	4100K-4200K (4100–4200 K)
		105–111	4200K-4300K (4200–4300 K)
		112–118	4300K-4400K (4300–4400 K)
		119–125	4400K-4500K (4400–4500 K)
		126–132	4500K-4600K (4500–4600 K)
		133–139	4600K-4700K (4600–4700 K)
		140–146	4700K-4800K (4700–4800 K)
		147–153	4800K-4900K (4800–4900 K)
		154–160	4900K-5000K (4900–5000 K)
		161–167	5000K-5100K (5000–5100 K)
		168–174	5100K-5200K (5100–5200 K)
		175–181	5200-5300K (5200–5300 K)
		182–188	5300K-5400K (5300–5400 K)
		189–195	5400K-5500K (5400–5500 K)
		196–202	5500K-5600K (5500–5600 K)
		203–209	5600K-5700K (5600–5700 K)
		210–216	5700K-6000K (5700–6000 K)
		217–223	6000K-6500K (6000–6500 K)
		224–230	6500K-7000K (6500–7000 K)
		231–237	7000-7500K (7000–7500 K)
		238–244	7500K-8000K (7500–8000 K)
		245–255	8000K
12	Dimmer 1		DOT FOREGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
13	Color Macro	0	No Function
		1–2	White 2700K
		3–4	White 3200K
		5–6	White 4200K
		7–8	White 5600K
		9–10	White 8000K
		11	Blue
		12–48	Green+/Blue
		49	Cyan
		50–86	Green/Blue-
		87	Green
		88–124	Red+/Green
		125	Yellow
		126–162	Red/Green-
		163	Red
		164–200	Red/Blue+
		201	Magenta
		202–238	Red-/Blue
		239	Blue
		240–247	Color Change F > S
		248–255	Color Jump F > S
14	Dimmer 2		DOT BACKGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
15	Color Macro 2	0	No Function
		1–2	White 2700K
		3–4	White 3200K
		5–6	White 4200K
		7–8	White 5600K
		9–10	White 8000K
		11	Blue
		12–48	Green+/Blue
		49	Cyan
		50–86	Green/Blue-
		87	Green
		88–124	Red+/Green
		125	Yellow
		126–162	Red/Green-
		163	Red
		164–200	Red/Blue+

CH	Function	DMX	Description
15	Color Macro 2 (continued)	201	Magenta
		202–238	Red-/Blue
		239	Blue
		240–247	Color Change F > S
		248–255	Color Jump F > S
16	Color Macro 3	0–2	No Function
		3–151	Pattern 1...149
		152	No Function
		153–183	Pattern 1...31 Mov
		184–250	Reserved for future use
		251–255	No Function
17	Color Macro 3 Speed	0–5	No Function
		6–124	Left > Right S > F
		125–130	No Function
		131–249	Right > Left S > F
		250–255	No Function
18	Color Macro 4		DOT FX MACRO DELAY
		0–2	Snap
		3–255	Fade: Short To Long
19	Dimmer 3		CELL FOREGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
20	Color Macro 5	0	No Function
		1–2	White 2700K
		3–4	White 3200K
		5–6	White 4200K
		7–8	White 5600K
		9–10	White 8000K
		11	Blue
		12–48	Green+/Blue
		49	Cyan
		50–86	Green/Blue-
		87	Green
		88–124	Red+/Green
		125	Yellow
		126–162	Red/Green-
		163	Red
		164–200	Red/Blue+
		201	Magenta
		202–238	Red-/Blue

CH	Function	DMX	Description
20	Color Macro 5 (continued)	239	Blue
		240–247	Color Change F > S
		248–255	Color Jump F > S
21	Dimmer 4		CELL BACKGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
22	Color Macro 6	0	No Function
		1–2	White 2700K
		3–4	White 3200K
		5–6	White 4200K
		7–8	White 5600K
		9–10	White 8000K
		11	Blue
		12–48	Green+/Blue
		49	Cyan
		50–86	Green/Blue-
		87	Green
		88–124	Red+/Green
		125	Yellow
		126–162	Red/Green-
		163	Red
		164–200	Red/Blue+
		201	Magenta
		202–238	Red-/Blue
		239	Blue
		240–247	Color Change F > S
		248–255	Color Jump F > S
23	Color Macro 7	0–2	No Function
		3–151	Pattern 1...149
		152	No Function
		153–183	Pattern 1...31 Mov
		184–250	Reserved for future use
		251–255	No Function
24	Color Macro 7 Speed	0–5	No Function
		6–124	Left > Right S > F
		125–130	No Function
		131–249	Right > Left S > F
		250–255	No Function
25	Color Macro 8		CELL FX MACRO DELAY
		0–2	Snap
		3–255	Fade: Short To Long

CH	Function	DMX	Description
26	Control	0–5	No Function - #1
		6–10	DIMMER MODE: Off
		11–15	Dimmer Mode 1
		16–20	Dimmer Mode 2
		21–25	Dimmer Mode 3
		26–30	1000Hz
		31–35	2000Hz
		36–40	4000Hz
		41–45	6000Hz
		46–50	25KHz
		51–55	64KHz
		56–60	Auto Fan Mode
		61–65	On Fan Mode
		66–70	Silent Fan Mode
		71–75	Linear Dimmer Curve
		76–80	Square Dimmer Curve
		81–85	Inverse Square Dimmer Curve
		86–90	S-Curve Dimmer Curve
		91–95	No Function - #2
		96–100	Dot - Invert Off
		101–105	Dot - Invert On
		106–110	Cell - Invert Off
		111–115	Cell - Invert On
		116–120	Tilt Speed
		121–125	Tilt Speed Normal
		126–130	DMX Loss - Hold Last
		131–135	DMX Loss - Blackout
		136–140	- No Function -
		141–145	Fixture Reset
		146–150	Color Calibration Off
		151–155	Color Calibration User
		156–160	Color Calibration Factory
		161–243	Reserved - #3
		244–249	Dimmer Mode Override
		250–255	No Function - #4
27	Dimmer 5		DOT DIMMER
		0	Min
		0–255	Min > Max
		255	Max
28	Dimmer 5 Fine	0–255	Fine adjustment of CH 27
29	Red 1		DOT RED
		0	Min

CH	Function	DMX	Description
29	Red 1 (continued)	1–254	Min > Max
		255	Max
30	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
31	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
32	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 27–314: 48 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 27–32); the table below gives each cell's channel numbers.

Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
1	27	28	29	30	31	32
2	33	34	35	36	37	38
3	39	40	41	42	43	44
4	45	46	47	48	49	50
5	51	52	53	54	55	56
6	57	58	59	60	61	62
7	63	64	65	66	67	68
8	69	70	71	72	73	74
9	75	76	77	78	79	80
10	81	82	83	84	85	86
11	87	88	89	90	91	92
12	93	94	95	96	97	98
13	99	100	101	102	103	104
14	105	106	107	108	109	110
15	111	112	113	114	115	116
16	117	118	119	120	121	122
17	123	124	125	126	127	128
18	129	130	131	132	133	134
19	135	136	137	138	139	140
20	141	142	143	144	145	146
21	147	148	149	150	151	152
22	153	154	155	156	157	158
23	159	160	161	162	163	164
24	165	166	167	168	169	170
25	171	172	173	174	175	176

Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
26	177	178	179	180	181	182
27	183	184	185	186	187	188
28	189	190	191	192	193	194
29	195	196	197	198	199	200
30	201	202	203	204	205	206
31	207	208	209	210	211	212
32	213	214	215	216	217	218
33	219	220	221	222	223	224
34	225	226	227	228	229	230
35	231	232	233	234	235	236
36	237	238	239	240	241	242
37	243	244	245	246	247	248
38	249	250	251	252	253	254
39	255	256	257	258	259	260
40	261	262	263	264	265	266
41	267	268	269	270	271	272
42	273	274	275	276	277	278
43	279	280	281	282	283	284
44	285	286	287	288	289	290
45	291	292	293	294	295	296
46	297	298	299	300	301	302
47	303	304	305	306	307	308
48	309	310	311	312	313	314

Mode Single Mode 29Ch (Basic)

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 8 Strobe at 251–255 “On”; CH 9 Shutter at 0–9 or 251–255 “Open”; CH 10 Strobe 2 at 251–255 “On”; CH 11 Shutter 2 at 0–9 or 251–255 “Open”; CH 12 Strobe Effect at 0–5 “No Effect”; CH 13 Strobe Effect 2 at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 1 255, CH 6 Dimmer 2 255, CH 8 Strobe 0, CH 9 Shutter 0, CH 10 Strobe 2 0, CH 11 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Frost		Same as CH 4 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
4	Dimmer 1		DOT DIMMER
		0	Min
		0–255	Min > Max

CH	Function	DMX	Description
4	Dimmer 1 (continued)	255	Max
5	Dimmer 1 Fine	0–255	Fine adjustment of CH 4
6	Dimmer 2		CELL DIMMER
		0	Min
		0–255	Min > Max
		255	Max
7	Dimmer 2 Fine	0–255	Fine adjustment of CH 6
8	Strobe		Same as CH 5 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
9	Shutter		Same as CH 6 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
10	Strobe 2		Same as CH 7 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
11	Shutter 2		Same as CH 8 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
12	Strobe Effect		Same as CH 9 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
13	Strobe Effect 2		Same as CH 10 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
14	Color Temperature		Same as CH 11 in the mode “Single Mode 314Ch (Advanced)” (p. 14)
15	Color Macro	0–2	No Function
		3–151	Pattern 1...149
		152	No Function
		153–183	Pattern 1...31 Mov
		184–250	Reserved for future use
		251–255	No Function
16	Color Macro Speed	0–5	No Function
		6–124	Left > Right S > F
		125–130	No Function
		131–249	Right > Left S > F
		250–255	No Function
17	Color Macro 2		DOT FX MACRO DELAY
		0–2	Snap
		3–255	Fade: Short To Long
18	Color Macro 3		Same as CH 16 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
19	Color Macro 3 Speed		Same as CH 17 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
20	Color Macro 4		CELL FX MACRO DELAY
		0–2	Snap
		3–255	Fade: Short To Long
21	Control		Same as CH 26 in the mode “Single Mode 314Ch (Advanced)” (p. 18)
22	Red 1		DOT RED

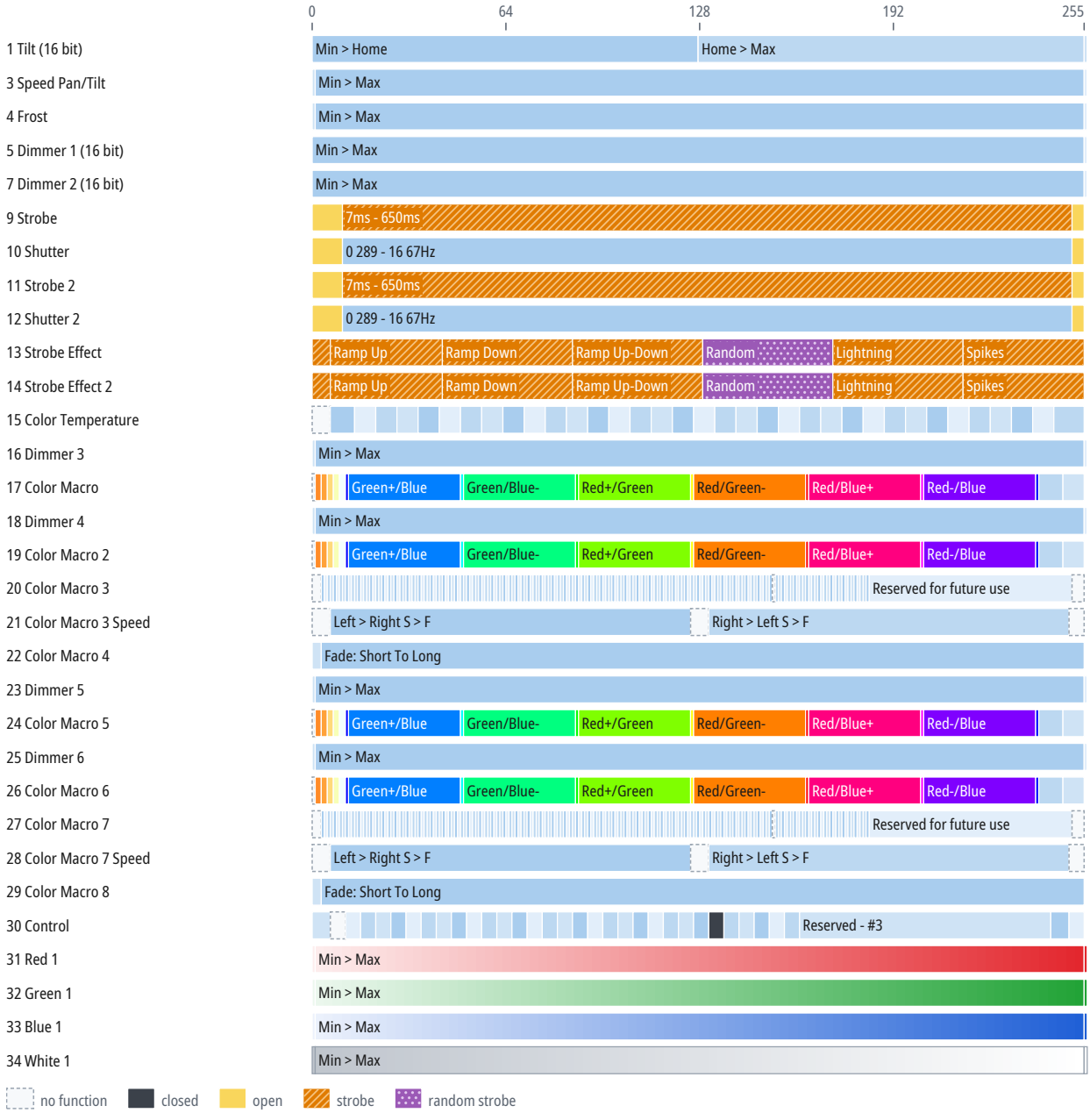
CH	Function	DMX	Description
22	Red 1 (continued)	0	Min
		1–254	Min > Max
		255	Max
23	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
24	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
25	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max
26	Red 2		CELL RED
		0	Min
		1–254	Min > Max
		255	Max
27	Green 2		CELL GREEN
		0	Min
		1–254	Min > Max
		255	Max
28	Blue 2		CELL BLUE
		0	Min
		1–254	Min > Max
		255	Max
29	White 2		CELL WHITE
		0	Min
		1–254	Min > Max
		255	Max

Mode Single Mode 222Ch (Standard)

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 9 Strobe at 251–255 “On”; CH 10 Shutter at 0–9 or 251–255 “Open”; CH 11 Strobe 2 at 251–255 “On”; CH 12 Shutter 2 at 0–9 or 251–255 “Open”; CH 13 Strobe Effect at 0–5 “No Effect”; CH 14 Strobe Effect 2 at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Dimmer 2 255, CH 10 Shutter 0, CH 12 Shutter 2 0, CH 31 Red 255 (the same in each of the 48 cells), CH 32 Green 255 (the same in each of the 48 cells), CH 33 Blue 255 (the same in each of the 48 cells), CH 34 White 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt		Same as CH 3 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
4	Frost		Same as CH 4 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
5	Dimmer 1		Same as CH 4 in the mode “Single Mode 29Ch (Basic)” (p. 21)
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Dimmer 2		Same as CH 6 in the mode “Single Mode 29Ch (Basic)” (p. 22)
8	Dimmer 2 Fine	0–255	Fine adjustment of CH 7
9	Strobe		Same as CH 5 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
10	Shutter		Same as CH 6 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
11	Strobe 2		Same as CH 7 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
12	Shutter 2		Same as CH 8 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
13	Strobe Effect		Same as CH 9 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
14	Strobe Effect 2		Same as CH 10 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
15	Color Temperature		Same as CH 11 in the mode “Single Mode 314Ch (Advanced)” (p. 14)
16	Dimmer 3		DOT FOREGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
17	Color Macro		Same as CH 13 in the mode “Single Mode 314Ch (Advanced)” (p. 15)
18	Dimmer 4		DOT BACKGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
19	Color Macro 2		Same as CH 15 in the mode “Single Mode 314Ch (Advanced)” (p. 15)
20	Color Macro 3		Same as CH 16 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
21	Color Macro 3 Speed		Same as CH 17 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
22	Color Macro 4		Same as CH 18 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
23	Dimmer 5		CELL FOREGROUND DIMMER
		0	Min

CH	Function	DMX	Description
23	Dimmer 5 (continued)	1–254	Min > Max
		255	Max
24	Color Macro 5		Same as CH 20 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
25	Dimmer 6		CELL BACKGROUND DIMMER
		0	Min
		1–254	Min > Max
		255	Max
26	Color Macro 6		Same as CH 22 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
27	Color Macro 7		Same as CH 23 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
28	Color Macro 7 Speed		Same as CH 24 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
29	Color Macro 8		Same as CH 25 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
30	Control		Same as CH 26 in the mode “Single Mode 314Ch (Advanced)” (p. 18)
31	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
32	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
33	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
34	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 31–222: 48 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 31–34); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	31	32	33	34	2	35	36	37	38
3	39	40	41	42	4	43	44	45	46
5	47	48	49	50	6	51	52	53	54
7	55	56	57	58	8	59	60	61	62
9	63	64	65	66	10	67	68	69	70
11	71	72	73	74	12	75	76	77	78

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
13	79	80	81	82	14	83	84	85	86
15	87	88	89	90	16	91	92	93	94
17	95	96	97	98	18	99	100	101	102
19	103	104	105	106	20	107	108	109	110
21	111	112	113	114	22	115	116	117	118
23	119	120	121	122	24	123	124	125	126
25	127	128	129	130	26	131	132	133	134
27	135	136	137	138	28	139	140	141	142
29	143	144	145	146	30	147	148	149	150
31	151	152	153	154	32	155	156	157	158
33	159	160	161	162	34	163	164	165	166
35	167	168	169	170	36	171	172	173	174
37	175	176	177	178	38	179	180	181	182
39	183	184	185	186	40	187	188	189	190
41	191	192	193	194	42	195	196	197	198
43	199	200	201	202	44	203	204	205	206
45	207	208	209	210	46	211	212	213	214
47	215	216	217	218	48	219	220	221	222

Mode Dual-Mov 30Ch (Adv)

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 9 Strobe at 251–255 “On”; CH 10 Shutter at 0–9 or 251–255 “Open”; CH 11 Strobe 2 at 251–255 “On”; CH 12 Shutter 2 at 0–9 or 251–255 “Open”; CH 13 Strobe Effect at 0–5 “No Effect”; CH 14 Strobe Effect 2 at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 Dimmer 2 255, CH 10 Shutter 0, CH 12 Shutter 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt		Same as CH 3 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
4	Frost		Same as CH 4 in the mode “Single Mode 314Ch (Advanced)” (p. 13)

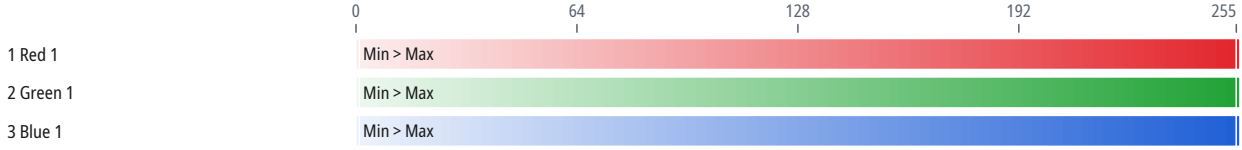
CH	Function	DMX	Description
5	Dimmer 1		Same as CH 4 in the mode “Single Mode 29Ch (Basic)” (p. 21)
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Dimmer 2		Same as CH 6 in the mode “Single Mode 29Ch (Basic)” (p. 22)
8	Dimmer 2 Fine	0–255	Fine adjustment of CH 7
9	Strobe		Same as CH 5 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
10	Shutter		Same as CH 6 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
11	Strobe 2		Same as CH 7 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
12	Shutter 2		Same as CH 8 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
13	Strobe Effect		Same as CH 9 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
14	Strobe Effect 2		Same as CH 10 in the mode “Single Mode 314Ch (Advanced)” (p. 13)
15	Color Temperature		Same as CH 11 in the mode “Single Mode 314Ch (Advanced)” (p. 14)
16	Dimmer 3		Same as CH 16 in the mode “Single Mode 222Ch (Standard)” (p. 25)
17	Color Macro		Same as CH 13 in the mode “Single Mode 314Ch (Advanced)” (p. 15)
18	Dimmer 4		Same as CH 18 in the mode “Single Mode 222Ch (Standard)” (p. 25)
19	Color Macro 2		Same as CH 15 in the mode “Single Mode 314Ch (Advanced)” (p. 15)
20	Color Macro 3		Same as CH 16 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
21	Color Macro 3 Speed		Same as CH 17 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
22	Color Macro 4		Same as CH 18 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
23	Dimmer 5		Same as CH 23 in the mode “Single Mode 222Ch (Standard)” (p. 25)
24	Color Macro 5		Same as CH 20 in the mode “Single Mode 314Ch (Advanced)” (p. 16)
25	Dimmer 6		Same as CH 25 in the mode “Single Mode 222Ch (Standard)” (p. 26)
26	Color Macro 6		Same as CH 22 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
27	Color Macro 7		Same as CH 23 in the mode “Single Mode 314Ch (Advanced)” (p. 17)

CH	Function	DMX	Description
28	Color Macro 7 Speed		Same as CH 24 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
29	Color Macro 8		Same as CH 25 in the mode “Single Mode 314Ch (Advanced)” (p. 17)
30	Control		Same as CH 26 in the mode “Single Mode 314Ch (Advanced)” (p. 18)

Mode Dot-Pix 72Ch (RGB-STD)

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max

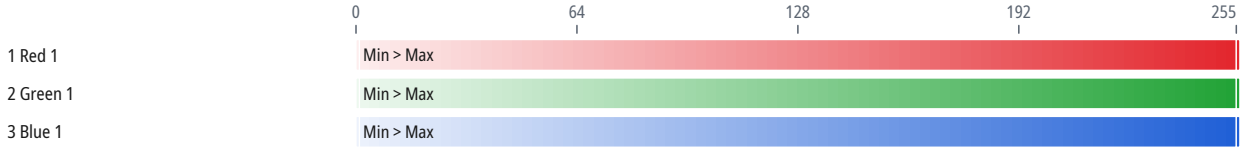
CH 1–72: 24 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

Mode Cell-Pix 72Ch (RGB-STD)

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		CELL RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		CELL GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		CELL BLUE
		0	Min
		1–254	Min > Max
		255	Max

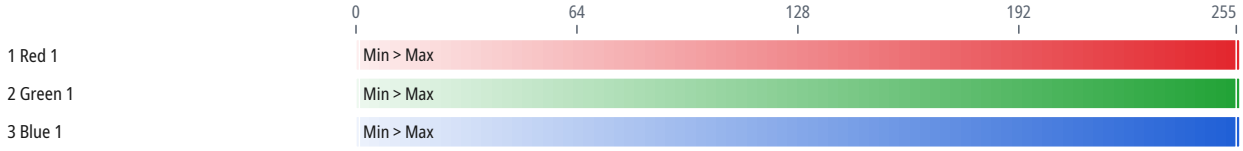
CH 1–72: 24 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

Mode Dual- Pix 144Ch (RGB-Std)

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max

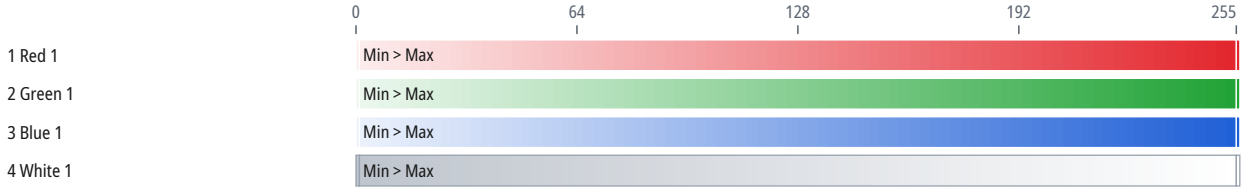
CH 1–144: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120	41	121	122	123	42	124	125	126
43	127	128	129	44	130	131	132	45	133	134	135
46	136	137	138	47	139	140	141	48	142	143	144

Mode Dot-Pix 96Ch (Std)

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

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
4	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

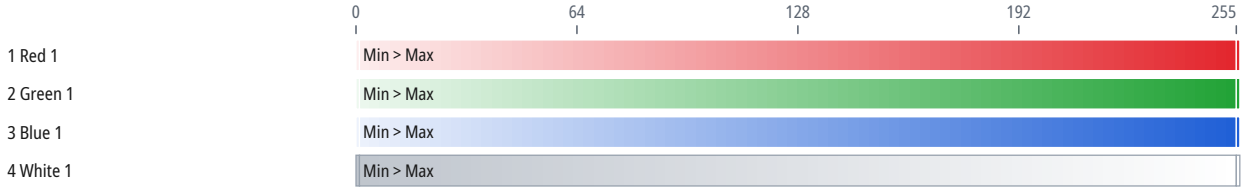
CH 1–96: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	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
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96

Mode Cell-Pix 96Ch (Std)

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

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		CELL RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		CELL GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		CELL BLUE
		0	Min
		1–254	Min > Max
		255	Max
4	White 1		CELL WHITE
		0	Min
		1–254	Min > Max
		255	Max

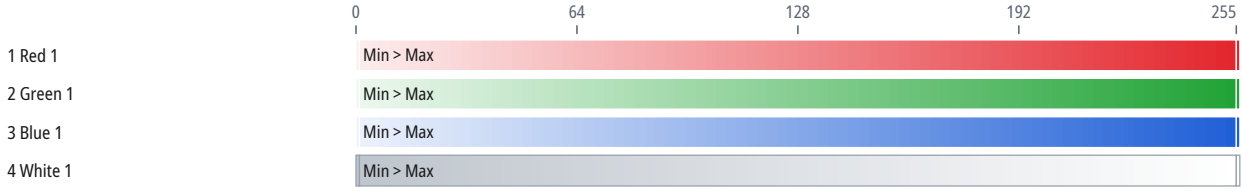
CH 1–96: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	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
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96

Mode Dual-Pix 192Ch (Std)

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 255 (the same in each of the 48 cells), CH 4 White 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
2	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
3	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
4	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–192: 48 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	White	Cell	Red	Green	Blue	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
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96

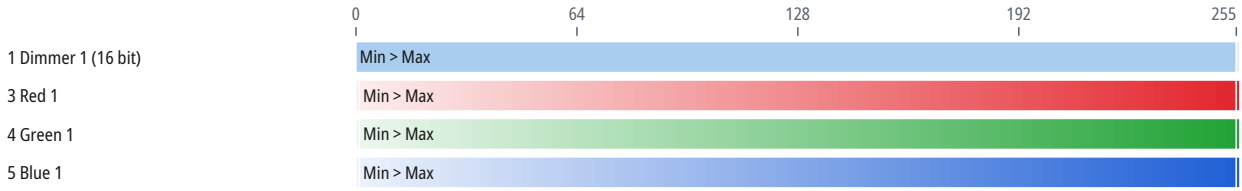
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192

Mode Dot-Pix 120Ch (RGB-Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 3 Red 255 (the same in each of the 24 cells), CH 4 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		DOT DIMMER
		0	Min
		0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–120: 24 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table below gives each cell's channel numbers.

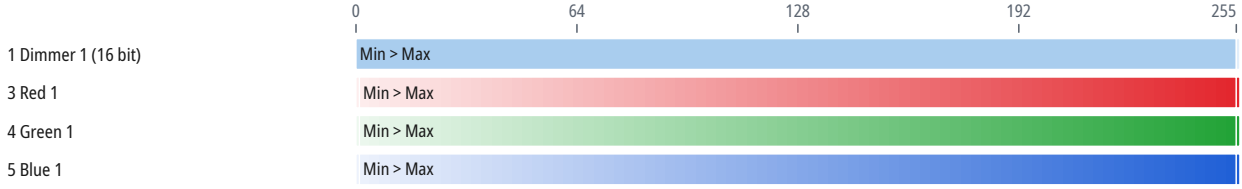
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	Cell	Dimmer	Dimmer Fine	Red	Green	Blue
1	1	2	3	4	5	2	6	7	8	9	10
3	11	12	13	14	15	4	16	17	18	19	20
5	21	22	23	24	25	6	26	27	28	29	30
7	31	32	33	34	35	8	36	37	38	39	40
9	41	42	43	44	45	10	46	47	48	49	50
11	51	52	53	54	55	12	56	57	58	59	60
13	61	62	63	64	65	14	66	67	68	69	70
15	71	72	73	74	75	16	76	77	78	79	80
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120

Mode Cell-Pix 120Ch (RGB-Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 3 Red 255 (the same in each of the 24 cells), CH 4 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		CELL DIMMER
		0	Min
		0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		CELL RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		CELL GREEN
		0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		CELL BLUE

CH	Function	DMX	Description
5	Blue 1 (continued)	0	Min
		1–254	Min > Max
		255	Max

CH 1–120: 24 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table below gives each cell's channel numbers.

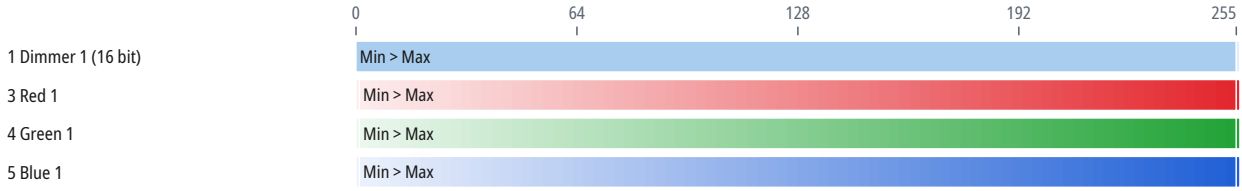
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	Cell	Dimmer	Dimmer Fine	Red	Green	Blue
1	1	2	3	4	5	2	6	7	8	9	10
3	11	12	13	14	15	4	16	17	18	19	20
5	21	22	23	24	25	6	26	27	28	29	30
7	31	32	33	34	35	8	36	37	38	39	40
9	41	42	43	44	45	10	46	47	48	49	50
11	51	52	53	54	55	12	56	57	58	59	60
13	61	62	63	64	65	14	66	67	68	69	70
15	71	72	73	74	75	16	76	77	78	79	80
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120

Mode Dual -Pix 240Ch (RGB-Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 48 cells), CH 3 Red 255 (the same in each of the 48 cells), CH 4 Green 255 (the same in each of the 48 cells), CH 5 Blue 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		DOT DIMMER
		0	Min
		0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		DOT GREEN

CH	Function	DMX	Description
4	Green 1 (continued)	0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–240: 48 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table below gives each cell's channel numbers.

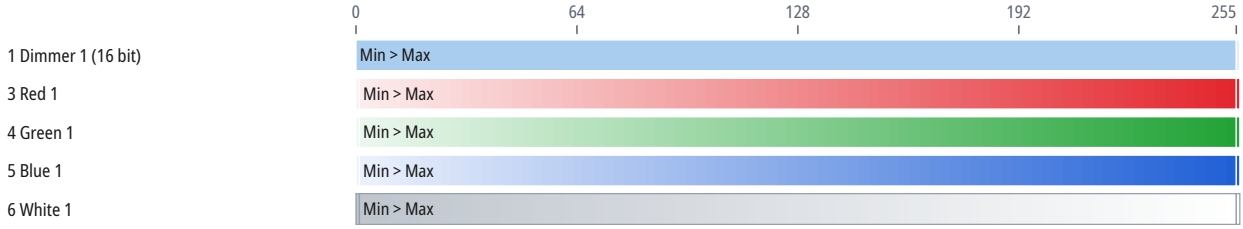
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	Cell	Dimmer	Dimmer Fine	Red	Green	Blue
1	1	2	3	4	5	2	6	7	8	9	10
3	11	12	13	14	15	4	16	17	18	19	20
5	21	22	23	24	25	6	26	27	28	29	30
7	31	32	33	34	35	8	36	37	38	39	40
9	41	42	43	44	45	10	46	47	48	49	50
11	51	52	53	54	55	12	56	57	58	59	60
13	61	62	63	64	65	14	66	67	68	69	70
15	71	72	73	74	75	16	76	77	78	79	80
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120
25	121	122	123	124	125	26	126	127	128	129	130
27	131	132	133	134	135	28	136	137	138	139	140
29	141	142	143	144	145	30	146	147	148	149	150
31	151	152	153	154	155	32	156	157	158	159	160
33	161	162	163	164	165	34	166	167	168	169	170
35	171	172	173	174	175	36	176	177	178	179	180
37	181	182	183	184	185	38	186	187	188	189	190
39	191	192	193	194	195	40	196	197	198	199	200
41	201	202	203	204	205	42	206	207	208	209	210
43	211	212	213	214	215	44	216	217	218	219	220
45	221	222	223	224	225	46	226	227	228	229	230
47	231	232	233	234	235	48	236	237	238	239	240

Mode Dot-Pix 144Ch (Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 3 Red 255 (the same in each of the 24 cells), CH 4 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells), CH 6 White 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		DOT DIMMER
		0	Min

CH	Function	DMX	Description
1	Dimmer 1 (continued)	0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
6	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–144: 24 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96
17	97	98	99	100	101	102
18	103	104	105	106	107	108
19	109	110	111	112	113	114

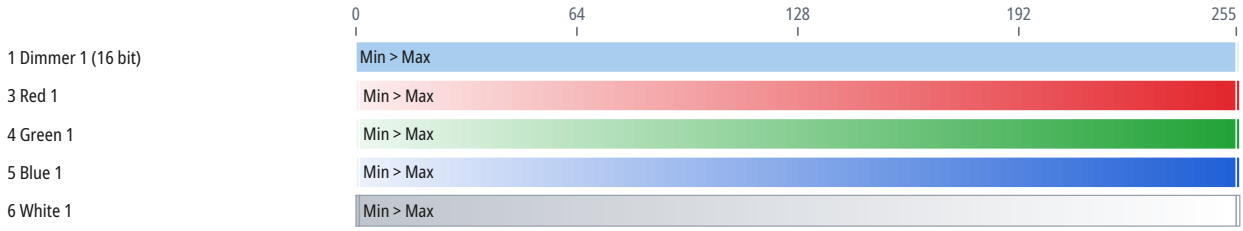
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
20	115	116	117	118	119	120
21	121	122	123	124	125	126
22	127	128	129	130	131	132
23	133	134	135	136	137	138
24	139	140	141	142	143	144

Mode Cell-Pix 144Ch (Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 3 Red 255 (the same in each of the 24 cells), CH 4 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells), CH 6 White 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		CELL DIMMER
		0	Min
		0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		CELL RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		CELL GREEN
		0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		CELL BLUE
		0	Min
		1–254	Min > Max
		255	Max
6	White 1		CELL WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–144: 24 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table

below gives each cell's channel numbers.

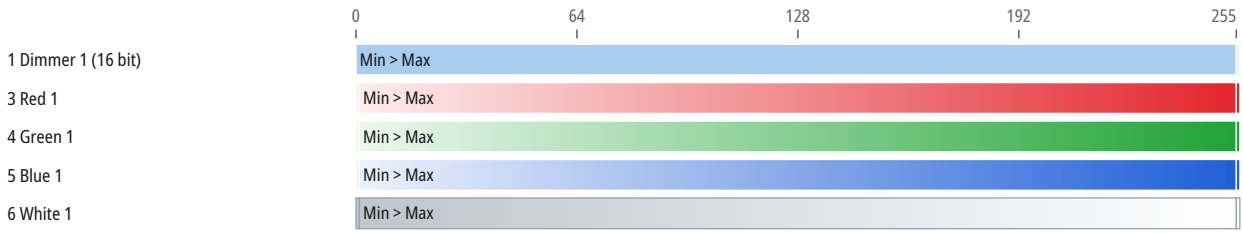
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96
17	97	98	99	100	101	102
18	103	104	105	106	107	108
19	109	110	111	112	113	114
20	115	116	117	118	119	120
21	121	122	123	124	125	126
22	127	128	129	130	131	132
23	133	134	135	136	137	138
24	139	140	141	142	143	144

Mode Dual Pix 288Ch (Adv)

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 48 cells), CH 3 Red 255 (the same in each of the 48 cells), CH 4 Green 255 (the same in each of the 48 cells), CH 5 Blue 255 (the same in each of the 48 cells), CH 6 White 255 (the same in each of the 48 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		DOT DIMMER
		0	Min
		0–255	Min > Max
		255	Max
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1		DOT RED
		0	Min
		1–254	Min > Max
		255	Max
4	Green 1		DOT GREEN
		0	Min
		1–254	Min > Max
		255	Max
5	Blue 1		DOT BLUE
		0	Min
		1–254	Min > Max
		255	Max
6	White 1		DOT WHITE
		0	Min
		1–254	Min > Max
		255	Max

CH 1–288: 48 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

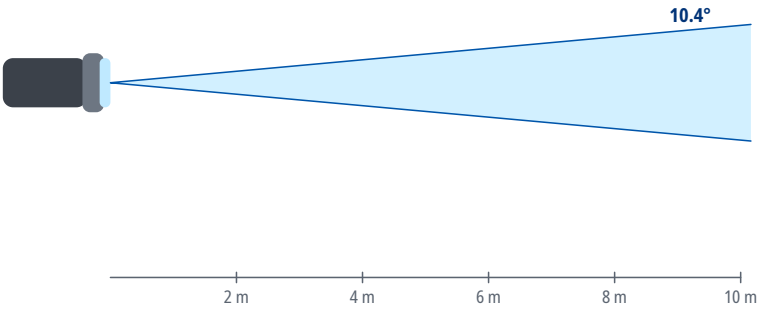
Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96

Cell	Dimmer	Dimmer Fine	Red	Green	Blue	White
17	97	98	99	100	101	102
18	103	104	105	106	107	108
19	109	110	111	112	113	114
20	115	116	117	118	119	120
21	121	122	123	124	125	126
22	127	128	129	130	131	132
23	133	134	135	136	137	138
24	139	140	141	142	143	144
25	145	146	147	148	149	150
26	151	152	153	154	155	156
27	157	158	159	160	161	162
28	163	164	165	166	167	168
29	169	170	171	172	173	174
30	175	176	177	178	179	180
31	181	182	183	184	185	186
32	187	188	189	190	191	192
33	193	194	195	196	197	198
34	199	200	201	202	203	204
35	205	206	207	208	209	210
36	211	212	213	214	215	216
37	217	218	219	220	221	222
38	223	224	225	226	227	228
39	229	230	231	232	233	234
40	235	236	237	238	239	240
41	241	242	243	244	245	246
42	247	248	249	250	251	252
43	253	254	255	256	257	258
44	259	260	261	262	263	264
45	265	266	267	268	269	270
46	271	272	273	274	275	276
47	277	278	279	280	281	282
48	283	284	285	286	287	288

10 Technical specifications

Parameter	Value
Light source	LED
Tilt	180°
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0A4D)
Weight	41.8 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Spot diameter



Distance	Ø 10.4°
2 m	0.36 m
4 m	0.73 m
6 m	1.1 m
8 m	1.5 m
10 m	1.8 m
15 m	2.7 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.

Problem	Remedy
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.