DMX REFERENCE

Studio Force II Plus 72

Chroma-Q



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1 About this manual

This document describes the Studio Force II Plus 72 by Chroma-Q. It was compiled from the GDTF file Chroma-Q_Studio_Force_II_Plus_72_132490.gdtf from the GDTF-Share library.

File revision: “Release 1, Uploaded to GDTF Share.”.

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 Chroma-Q; 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	24 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
RGBW All	4	128	1, 5, 9, 13, ...
RGBW All Extended	5	102	1, 6, 11, 16, ...
RGBW x4	24	21	1, 25, 49, 73, ...
RGBW x4 Extended	25	20	1, 26, 51, 76, ...
RGBW Od Ev	8	64	1, 9, 17, 25, ...
RGBW Od Ev Extended	9	56	1, 10, 19, 28, ...
RGBW x1	96	5	1, 97, 193, 289, ...
RGBW x1 Extended	97	5	1, 98, 195, 292, ...
RGB All	3	170	1, 4, 7, 10, ...
RGB All Extended	4	128	1, 5, 9, 13, ...
RGB x4	18	28	1, 19, 37, 55, ...
RGB x4 Extended	19	26	1, 20, 39, 58, ...
RGB x1	72	7	1, 73, 145, 217, ...
RGB x1 Extended	73	7	1, 74, 147, 220, ...
RGB Od Ev	6	85	1, 7, 13, 19, ...
RGB Od Ev Extended	7	73	1, 8, 15, 22, ...
HSI All	3	170	1, 4, 7, 10, ...
HSI All Extended	4	128	1, 5, 9, 13, ...
HSI x4	18	28	1, 19, 37, 55, ...
HSI x4 Extended	19	26	1, 20, 39, 58, ...
HSI x1	72	7	1, 73, 145, 217, ...
HSI x1 Extended	73	7	1, 74, 147, 220, ...
HSI Od Ev	6	85	1, 7, 13, 19, ...
HSI Od Ev Extended	7	73	1, 8, 15, 22, ...
KHi All	3	170	1, 4, 7, 10, ...
KHi All Extended	4	128	1, 5, 9, 13, ...
KHi x4	18	28	1, 19, 37, 55, ...
KHi x4 Extended	19	26	1, 20, 39, 58, ...
KHi x1	72	7	1, 73, 145, 217, ...
KHi x1 Extended	73	7	1, 74, 147, 220, ...
KHi Od Ev	6	85	1, 7, 13, 19, ...
KHi Od Ev Extended	7	73	1, 8, 15, 22, ...
Cine-Q All	8	64	1, 9, 17, 25, ...
Cine-Q All Extended	9	56	1, 10, 19, 28, ...
Cine-Q x4	48	10	1, 49, 97, 145, ...
Cine-Q x4 Extended	49	10	1, 50, 99, 148, ...

Mode	Channels	Units in one universe	First start addresses
Cine-Q x1	192	2	1, 193
Cine-Q x1 Extended	193	2	1, 194
Cine-Q Od Ev	16	32	1, 17, 33, 49, ...
Cine-Q Od Ev Extended	17	30	1, 18, 35, 52, ...
Cine-Q 16Bit All	9	56	1, 10, 19, 28, ...
Cine-Q 16Bit All Extended	10	51	1, 11, 21, 31, ...
Cine-Q 16Bit x4	54	9	1, 55, 109, 163, ...
Cine-Q 16Bit x4 Extended	55	9	1, 56, 111, 166, ...
Cine-Q 16Bit x1	216	2	1, 217
Cine-Q 16Bit x1 Extended	217	2	1, 218
Cine-Q 16Bit Od Ev	18	28	1, 19, 37, 55, ...
Cine-Q 16Bit Od Ev Extended	19	26	1, 20, 39, 58, ...



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.

4 Product description

Description in the GDTF file

“Studio Force II Plus 72 uses a homogenized LED source capable of delivering variable color temperature, plus/minus green shift control, and the ability to produce deep saturated colors when needed, the Studio Force II Plus is specifically designed for TV Broadcast and film applications but also performs particularly well in other situations demanding high quality tuneable white light such as touring key lights, exhibitions, corporate events, and theatre lighting.”

5 Installation

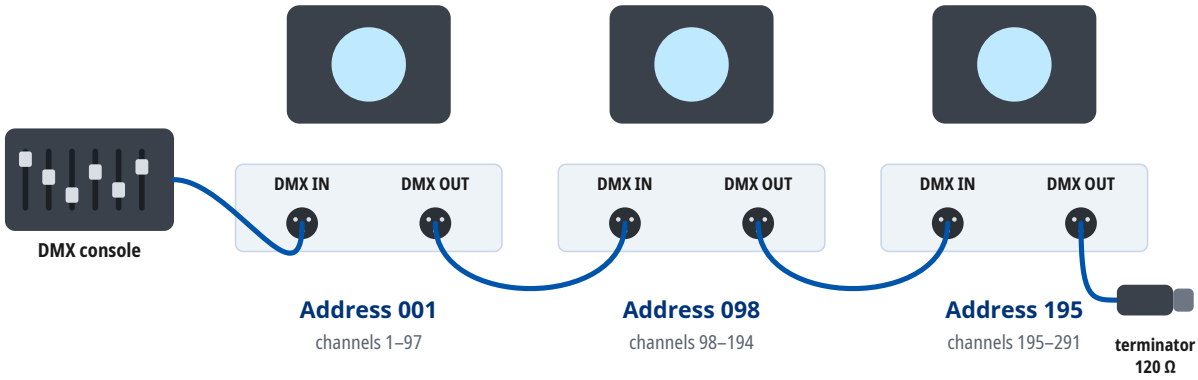
⚠ **WARNING**

- 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: 24 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 RGBW x1 Extended: every unit occupies 97 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 “Cine-Q 16Bit x1 Extended”: 217.
- 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 “Cine-Q 16Bit x1 Extended”, you can use, for example, the start addresses 1, 218.
- 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

	RGBW All 4 channels	RGBW All Extended 5 channels	RGBW x4 24 channels	RGBW x4 Extended 25 channels	RGBW Od Ev 8 channels	RGBW Od Ev Extended 9 channels	RGBW x1 96 channels	RGBW x1 Extended 97 channels
Dimmer	✓	✓	✓	✓	✓	✓	✓	✓
Color mixing	1–4	1–5	1–24	1–25	1–8	1–9	1–96	1–97
Pixel control			✓	✓				

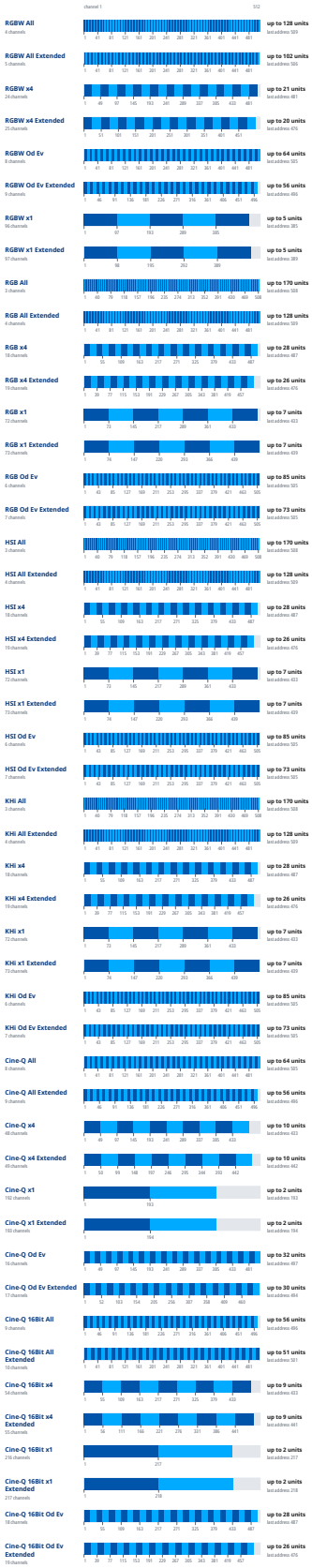
Cells (pixels)



24 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 12; the mode “Cine-Q x4 Extended” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Cine-Q 16Bit x1 Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 218	11	U6 · 1	16	U8 · 218
2	218	7	U4 · 1	12	U6 · 218	17	U9 · 1
3	U2 · 1	8	U4 · 218	13	U7 · 1	18	U9 · 218
4	U2 · 218	9	U5 · 1	14	U7 · 218	19	U10 · 1
5	U3 · 1	10	U5 · 218	15	U8 · 1	20	U10 · 218

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 RGBW All

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255.

CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min > Max
		255	Max
2	Green	0	Min
		1–254	Min > Max
		255	Max
3	Blue	0	Min
		1–254	Min > Max
		255	Max
4	White	0	Min
		1–254	Min > Max
		255	Max

Mode RGBW All Extended

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
2	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
3	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
4	White		Same as CH 4 in the mode “RGBW All” (p. 9)
5	Control	0–2	CONTROL: No Func - Custom
		3–10	CONTROL: Reserved - Custom
		11–14	CONTROL: DMX Smoothing Off - Custom
		15–40	CONTROL: Reserved - Custom
		41–42	Fan Speed Off - Custom
		43–44	Fan Speed Low - Speed
		45–46	Fixed Fan Speed Full - Speed
		47–48	Fixed Fan Speed Full Reg Light Output - Speed

CH	Function	DMX	Description
5	Control (continued)	49–54	CONTROL: Reserved - Custom
		55–56	RGBW White Ctrl Works As Normal - Custom
		57–58	RGBW AutoWhite Ctrl Act As Normal - Custom
		59–70	CONTROL: No Func - Custom
		71–72	PWM 750 - Custom
		73–74	PWM 1500 - Custom
		75–76	PWM 3000 - Custom
		77–78	PWM 6000 - Custom
		79–80	PWM 12000 - Custom
		81–82	PWM 24000 - Custom
		83–150	CONTROL: Reserved - Custom
		151–152	DMX Lost Def Fx Stay To Last State - Custom
		153–154	DMX Lost Def Fx Goes Black - Custom
		155–156	CONTROL: Reserved - Custom
		157–158	DMX Lost Def Fx To Selected Look - Custom
		159–248	CONTROL: Reserved - Custom
		249–255	CONTROL: No Func - Custom

Mode RGBW x4

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 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 White 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 White 4 255, CH 17 Red 5 255, CH 18 Green 5 255, CH 19 Blue 5 255, CH 20 White 5 255, CH 21 Red 6 255, CH 22 Green 6 255, CH 23 Blue 6 255, CH 24 White 6 255.

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	Red 2	0	Min
		1–254	Min > Max
		255	Max
6	Green 2	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
7	Blue 2	0	Min
		1–254	Min > Max
		255	Max
8	White 2	0	Min
		1–254	Min > Max
		255	Max
9	Red 3	0	Min
		1–254	Min > Max
		255	Max
10	Green 3	0	Min
		1–254	Min > Max
		255	Max
11	Blue 3	0	Min
		1–254	Min > Max
		255	Max
12	White 3	0	Min
		1–254	Min > Max
		255	Max
13	Red 4	0	Min
		1–254	Min > Max
		255	Max
14	Green 4	0	Min
		1–254	Min > Max
		255	Max
15	Blue 4	0	Min
		1–254	Min > Max
		255	Max
16	White 4	0	Min
		1–254	Min > Max
		255	Max
17	Red 5	0	Min
		1–254	Min > Max
		255	Max
18	Green 5	0	Min
		1–254	Min > Max
		255	Max
19	Blue 5	0	Min
		1–254	Min > Max
		255	Max
20	White 5	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
21	Red 6	0	Min
		1–254	Min > Max
		255	Max
22	Green 6	0	Min
		1–254	Min > Max
		255	Max
23	Blue 6	0	Min
		1–254	Min > Max
		255	Max
24	White 6	0	Min
		1–254	Min > Max
		255	Max

Mode RGBW x4 Extended

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 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 White 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 White 4 255, CH 17 Red 5 255, CH 18 Green 5 255, CH 19 Blue 5 255, CH 20 White 5 255, CH 21 Red 6 255, CH 22 Green 6 255, CH 23 Blue 6 255, CH 24 White 6 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
5	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
6	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
7	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
8	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
9	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
10	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
11	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
12	White 3		Same as CH 12 in the mode “RGBW x4” (p. 11)
13	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
14	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
15	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
16	White 4		Same as CH 16 in the mode “RGBW x4” (p. 11)
17	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
18	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
19	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
20	White 5		Same as CH 20 in the mode “RGBW x4” (p. 11)
21	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
22	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
23	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)

CH	Function	DMX	Description
24	White 6		Same as CH 24 in the mode “RGBW x4” (p. 12)
25	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

Mode RGBW Od Ev

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 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
5	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
6	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
7	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
8	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)

Mode RGBW Od Ev Extended

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 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
5	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
6	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
7	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
8	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
9	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

Mode RGBW x1

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).

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

CH	Function	DMX	Description
3	Blue 1	0	Min
		1–254	Min > Max
		255	Max
4	White 1	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 RGBW x1 Extended

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).

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
97	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

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 RGB All

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
2	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
3	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)

Mode RGB All Extended

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
2	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
3	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
4	Control	0–2	CONTROL: No Func - Custom
		3–10	CONTROL: Reserved - Custom
		11–14	DMX Smoothing Off - Custom
		15–40	CONTROL: Reserved - Custom
		41–42	Fan Speed Off - Custom
		43–44	Fan Speed Low - Speed
		45–46	Fixed Fan Speed Full - Speed
		47–48	Fixed Fan Speed Full Reg Light Output - Speed
		49–54	CONTROL: Reserved - Custom
		55–56	RGBW White Ctrl Works As Normal - Custom
		57–58	RGBW AutoWhite Ctrl Act As Normal - Custom
		59–70	CONTROL: No Func - Custom
		71–72	PWM 750 - Custom

CH	Function	DMX	Description
4	Control (continued)	73–74	PWM 1500 - Custom
		75–76	PWM 3000 - Custom
		77–78	PWM 6000 - Custom
		79–80	PWM 12000 - Custom
		81–82	PWM 24000 - Custom
		83–150	CONTROL: Reserved - Custom
		151–152	DMX Lost Def Fx Stay To Last State - Custom
		153–154	DMX Lost Def Fx Goes Black - Custom
		155–156	CONTROL: Reserved - Custom
		157–158	DMX Lost Def Fx To Selected Look - Custom
		159–248	CONTROL: Reserved - Custom
		249–255	CONTROL: No Func - Custom

Mode RGB x4

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 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255, CH 13 Red 5 255, CH 14 Green 5 255, CH 15 Blue 5 255, CH 16 Red 6 255, CH 17 Green 6 255, CH 18 Blue 6 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
5	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
6	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
7	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
8	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
9	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
10	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
11	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
12	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
13	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
14	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
15	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
16	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
17	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
18	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)

Mode RGB x4 Extended

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 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255, CH 13 Red 5 255, CH 14 Green 5 255, CH 15 Blue 5 255, CH 16 Red 6 255, CH 17 Green 6 255, CH 18 Blue 6 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
5	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
6	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
7	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
8	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
9	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
10	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
11	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
12	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
13	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
14	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
15	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
16	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
17	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
18	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)
19	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode RGB x1

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	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

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

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
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 RGB x1 Extended

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	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
73	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

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 RGB Od Ev

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 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
5	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
6	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)

Mode RGB Od Ev Extended

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 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
2	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
3	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
4	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
5	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
6	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
7	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode HSI All

CH	Function	DMX	Description
1	Hue	0	Min
		1–254	Min > Max
		255	Max
2	Saturation	0	Min
		1–254	Min > Max
		255	Max
3	Brightness	0	Min
		1–254	Min > Max
		255	Max

Mode HSI All Extended

CH	Function	DMX	Description
1	Hue		Same as CH 1 in the mode “HSI All” (p. 19)
2	Saturation		Same as CH 2 in the mode “HSI All” (p. 19)
3	Brightness		Same as CH 3 in the mode “HSI All” (p. 19)
4	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode HSI x4

CH	Function	DMX	Description
1	Hue 1	0	Min
		1–254	Min > Max
		255	Max
2	Saturation 1	0	Min
		1–254	Min > Max
		255	Max
3	Brightness 1	0	Min
		1–254	Min > Max
		255	Max
4	Hue 2	0	Min
		1–254	Min > Max

CH	Function	DMX	Description
4	Hue 2 (continued)	255	Max
5	Saturation 2	0	Min
		1–254	Min > Max
		255	Max
6	Brightness 2	0	Min
		1–254	Min > Max
		255	Max
7	Hue 3	0	Min
		1–254	Min > Max
		255	Max
8	Saturation 3	0	Min
		1–254	Min > Max
		255	Max
9	Brightness 3	0	Min
		1–254	Min > Max
		255	Max
10	Hue 4	0	Min
		1–254	Min > Max
		255	Max
11	Saturation 4	0	Min
		1–254	Min > Max
		255	Max
12	Brightness 4	0	Min
		1–254	Min > Max
		255	Max
13	Hue 5	0	Min
		1–254	Min > Max
		255	Max
14	Saturation 5	0	Min
		1–254	Min > Max
		255	Max
15	Brightness 5	0	Min
		1–254	Min > Max
		255	Max
16	Hue 6	0	Min
		1–254	Min > Max
		255	Max
17	Saturation 6	0	Min
		1–254	Min > Max
		255	Max
18	Brightness 6	0	Min
		1–254	Min > Max

CH	Function	DMX	Description
18	Brightness 6 (continued)	255	Max

Mode HSI x4 Extended

CH	Function	DMX	Description
1	Hue 1		Same as CH 1 in the mode “HSI x4” (p. 19)
2	Saturation 1		Same as CH 2 in the mode “HSI x4” (p. 19)
3	Brightness 1		Same as CH 3 in the mode “HSI x4” (p. 19)
4	Hue 2		Same as CH 4 in the mode “HSI x4” (p. 19)
5	Saturation 2		Same as CH 5 in the mode “HSI x4” (p. 20)
6	Brightness 2		Same as CH 6 in the mode “HSI x4” (p. 20)
7	Hue 3		Same as CH 7 in the mode “HSI x4” (p. 20)
8	Saturation 3		Same as CH 8 in the mode “HSI x4” (p. 20)
9	Brightness 3		Same as CH 9 in the mode “HSI x4” (p. 20)
10	Hue 4		Same as CH 10 in the mode “HSI x4” (p. 20)
11	Saturation 4		Same as CH 11 in the mode “HSI x4” (p. 20)
12	Brightness 4		Same as CH 12 in the mode “HSI x4” (p. 20)
13	Hue 5		Same as CH 13 in the mode “HSI x4” (p. 20)
14	Saturation 5		Same as CH 14 in the mode “HSI x4” (p. 20)
15	Brightness 5		Same as CH 15 in the mode “HSI x4” (p. 20)
16	Hue 6		Same as CH 16 in the mode “HSI x4” (p. 20)
17	Saturation 6		Same as CH 17 in the mode “HSI x4” (p. 20)
18	Brightness 6		Same as CH 18 in the mode “HSI x4” (p. 20)
19	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode HSI x1

CH	Function	DMX	Description
1	Hue 1	0	Min
		1–254	Min > Max
		255	Max
2	Saturation 1	0	Min
		1–254	Min > Max
		255	Max
3	Brightness 1	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	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness
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

Cell	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness
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 HSI x1 Extended

CH	Function	DMX	Description
1	Hue 1	0	Min
		1–254	Min > Max
		255	Max
2	Saturation 1	0	Min
		1–254	Min > Max
		255	Max
3	Brightness 1	0	Min
		1–254	Min > Max
		255	Max
73	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

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	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness	Cell	Hue	Saturation	Brightness
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 HSI Od Ev

CH	Function	DMX	Description
1	Hue 1		Same as CH 1 in the mode “HSI x4” (p. 19)
2	Saturation 1		Same as CH 2 in the mode “HSI x4” (p. 19)
3	Brightness 1		Same as CH 3 in the mode “HSI x4” (p. 19)
4	Hue 2		Same as CH 4 in the mode “HSI x4” (p. 19)
5	Saturation 2		Same as CH 5 in the mode “HSI x4” (p. 20)
6	Brightness 2		Same as CH 6 in the mode “HSI x4” (p. 20)

Mode HSI Od Ev Extended

CH	Function	DMX	Description
1	Hue 1		Same as CH 1 in the mode “HSI x4” (p. 19)
2	Saturation 1		Same as CH 2 in the mode “HSI x4” (p. 19)

CH	Function	DMX	Description
3	Brightness 1		Same as CH 3 in the mode “HSI x4” (p. 19)
4	Hue 2		Same as CH 4 in the mode “HSI x4” (p. 19)
5	Saturation 2		Same as CH 5 in the mode “HSI x4” (p. 20)
6	Brightness 2		Same as CH 6 in the mode “HSI x4” (p. 20)
7	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode KHi All

CH	Function	DMX	Description
1	Color Temperature	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
2	Tint	0	Min
		1–254	Min > Max
		255	Max
3	Dimmer	0	Min
		1–254	Min > Max
		255	Max

Mode KHi All Extended

CH	Function	DMX	Description
1	Color Temperature		Same as CH 1 in the mode “KHi All” (p. 23)
2	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
3	Dimmer		Same as CH 3 in the mode “KHi All” (p. 23)
4	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode KHi x4

CH	Function	DMX	Description
1	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
2	Tint 1	0	Min
		1–254	Min > Max
		255	Max
3	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
4	Color Temperature 2	0–63	2800K - CTC
		64–127	3200K - CTC

CH	Function	DMX	Description
4	Color Temperature 2 (continued)	128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
5	Tint 2	0	Min
		1–254	Min > Max
		255	Max
6	Dimmer 2	0	Min
		1–254	Min > Max
		255	Max
7	Color Temperature 3	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
8	Tint 3	0	Min
		1–254	Min > Max
		255	Max
9	Dimmer 3	0	Min
		1–254	Min > Max
		255	Max
10	Color Temperature 4	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
11	Tint 4	0	Min
		1–254	Min > Max
		255	Max
12	Dimmer 4	0	Min
		1–254	Min > Max
		255	Max
13	Color Temperature 5	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
14	Tint 5	0	Min
		1–254	Min > Max
		255	Max
15	Dimmer 5	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
16	Color Temperature 6	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
17	Tint 6	0	Min
		1–254	Min > Max
		255	Max
18	Dimmer 6	0	Min
		1–254	Min > Max
		255	Max

Mode KHi x4 Extended

CH	Function	DMX	Description
1	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
2	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
3	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
4	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
5	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
6	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
7	Color Temperature 3		Same as CH 7 in the mode “KHi x4” (p. 24)
8	Tint 3		Same as CH 8 in the mode “KHi x4” (p. 24)
9	Dimmer 3		Same as CH 9 in the mode “KHi x4” (p. 24)
10	Color Temperature 4		Same as CH 10 in the mode “KHi x4” (p. 24)
11	Tint 4		Same as CH 11 in the mode “KHi x4” (p. 24)
12	Dimmer 4		Same as CH 12 in the mode “KHi x4” (p. 24)
13	Color Temperature 5		Same as CH 13 in the mode “KHi x4” (p. 24)
14	Tint 5		Same as CH 14 in the mode “KHi x4” (p. 24)
15	Dimmer 5		Same as CH 15 in the mode “KHi x4” (p. 24)
16	Color Temperature 6		Same as CH 16 in the mode “KHi x4” (p. 25)
17	Tint 6		Same as CH 17 in the mode “KHi x4” (p. 25)
18	Dimmer 6		Same as CH 18 in the mode “KHi x4” (p. 25)
19	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode KHi x1

CH	Function	DMX	Description
1	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
2	Tint 1	0	Min

CH	Function	DMX	Description
2	Tint 1 (continued)	1–254	Min > Max
		255	Max
3	Dimmer 1	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	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer
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 KHi x1 Extended

CH	Function	DMX	Description
1	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
2	Tint 1	0	Min
		1–254	Min > Max
		255	Max
3	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
73	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

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	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer
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

Cell	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer	Cell	Color Temperature	Tint	Dimmer
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 KHi Od Ev

CH	Function	DMX	Description
1	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
2	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
3	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
4	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
5	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
6	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)

Mode KHi Od Ev Extended

CH	Function	DMX	Description
1	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
2	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
3	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
4	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
5	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
6	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
7	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q All

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 3 in the mode “KHi All” (p. 23)
2	Color Temperature		Same as CH 1 in the mode “KHi All” (p. 23)
3	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
4	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
5	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
6	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
7	White		Same as CH 4 in the mode “RGBW All” (p. 9)
8	Color Effects	0	Min
		1–254	Min > Max
		255	Max

Mode Cine-Q All Extended

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 3 in the mode “KHi All” (p. 23)
2	Color Temperature		Same as CH 1 in the mode “KHi All” (p. 23)
3	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
4	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
5	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
6	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
7	White		Same as CH 4 in the mode “RGBW All” (p. 9)
8	Color Effects		Same as CH 8 in the mode “Cine-Q All” (p. 27)
9	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q x4

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 9 Dimmer 2 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 White 2 255, CH 17 Dimmer 3 255, CH 20 Red 3 255, CH 21 Green 3 255, CH 22 Blue 3 255, CH 23 White 3 255, CH 25 Dimmer 4 255, CH 28 Red 4 255, CH 29 Green 4 255, CH 30 Blue 4 255, CH 31 White 4 255, CH 33 Dimmer 5 255, CH 36 Red 5 255, CH 37 Green 5 255, CH 38 Blue 5 255, CH 39 White 5 255, CH 41 Dimmer 6 255, CH 44 Red 6 255, CH 45 Green 6 255, CH 46 Blue 6 255, CH 47 White 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q All” (p. 27)
9	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
10	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
11	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
12	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
13	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
14	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
15	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
16	Color Effects 2	0	Min
		1–254	Min > Max
		255	Max
17	Dimmer 3		Same as CH 9 in the mode “KHi x4” (p. 24)
18	Color Temperature 3		Same as CH 7 in the mode “KHi x4” (p. 24)
19	Tint 3		Same as CH 8 in the mode “KHi x4” (p. 24)
20	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
21	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)

CH	Function	DMX	Description
22	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
23	White 3		Same as CH 12 in the mode “RGBW x4” (p. 11)
24	Color Effects 3	0	Min
		1–254	Min > Max
		255	Max
25	Dimmer 4		Same as CH 12 in the mode “KHi x4” (p. 24)
26	Color Temperature 4		Same as CH 10 in the mode “KHi x4” (p. 24)
27	Tint 4		Same as CH 11 in the mode “KHi x4” (p. 24)
28	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
29	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
30	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
31	White 4		Same as CH 16 in the mode “RGBW x4” (p. 11)
32	Color Effects 4	0	Min
		1–254	Min > Max
		255	Max
33	Dimmer 5		Same as CH 15 in the mode “KHi x4” (p. 24)
34	Color Temperature 5		Same as CH 13 in the mode “KHi x4” (p. 24)
35	Tint 5		Same as CH 14 in the mode “KHi x4” (p. 24)
36	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
37	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
38	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
39	White 5		Same as CH 20 in the mode “RGBW x4” (p. 11)
40	Color Effects 5	0	Min
		1–254	Min > Max
		255	Max
41	Dimmer 6		Same as CH 18 in the mode “KHi x4” (p. 25)
42	Color Temperature 6		Same as CH 16 in the mode “KHi x4” (p. 25)
43	Tint 6		Same as CH 17 in the mode “KHi x4” (p. 25)
44	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
45	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
46	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)
47	White 6		Same as CH 24 in the mode “RGBW x4” (p. 12)
48	Color Effects 6	0	Min
		1–254	Min > Max
		255	Max

Mode Cine-Q x4 Extended

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 9 Dimmer 2 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 White 2 255, CH 17 Dimmer 3 255, CH 20 Red 3 255, CH 21 Green 3 255, CH 22 Blue 3 255, CH 23 White 3 255, CH 25 Dimmer 4 255, CH 28 Red 4 255, CH 29 Green 4 255, CH 30 Blue 4 255, CH 31 White 4 255, CH 33 Dimmer 5 255, CH 36 Red 5 255, CH 37 Green 5 255, CH 38 Blue 5 255, CH 39 White 5 255, CH 41 Dimmer 6 255, CH 44 Red 6 255, CH 45 Green 6 255, CH 46 Blue 6

255, CH 47 White 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q All” (p. 27)
9	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
10	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
11	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
12	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
13	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
14	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
15	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
16	Color Effects 2		Same as CH 16 in the mode “Cine-Q x4” (p. 28)
17	Dimmer 3		Same as CH 9 in the mode “KHi x4” (p. 24)
18	Color Temperature 3		Same as CH 7 in the mode “KHi x4” (p. 24)
19	Tint 3		Same as CH 8 in the mode “KHi x4” (p. 24)
20	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
21	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
22	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
23	White 3		Same as CH 12 in the mode “RGBW x4” (p. 11)
24	Color Effects 3		Same as CH 24 in the mode “Cine-Q x4” (p. 29)
25	Dimmer 4		Same as CH 12 in the mode “KHi x4” (p. 24)
26	Color Temperature 4		Same as CH 10 in the mode “KHi x4” (p. 24)
27	Tint 4		Same as CH 11 in the mode “KHi x4” (p. 24)
28	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
29	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
30	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
31	White 4		Same as CH 16 in the mode “RGBW x4” (p. 11)
32	Color Effects 4		Same as CH 32 in the mode “Cine-Q x4” (p. 29)
33	Dimmer 5		Same as CH 15 in the mode “KHi x4” (p. 24)
34	Color Temperature 5		Same as CH 13 in the mode “KHi x4” (p. 24)
35	Tint 5		Same as CH 14 in the mode “KHi x4” (p. 24)
36	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
37	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
38	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
39	White 5		Same as CH 20 in the mode “RGBW x4” (p. 11)
40	Color Effects 5		Same as CH 40 in the mode “Cine-Q x4” (p. 29)
41	Dimmer 6		Same as CH 18 in the mode “KHi x4” (p. 25)

CH	Function	DMX	Description
42	Color Temperature 6		Same as CH 16 in the mode “KHi x4” (p. 25)
43	Tint 6		Same as CH 17 in the mode “KHi x4” (p. 25)
44	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
45	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
46	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)
47	White 6		Same as CH 24 in the mode “RGBW x4” (p. 12)
48	Color Effects 6		Same as CH 48 in the mode “Cine-Q x4” (p. 29)
49	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q x1

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 4 Red 255 (the same in each of the 24 cells), CH 5 Green 255 (the same in each of the 24 cells), CH 6 Blue 255 (the same in each of the 24 cells), CH 7 White 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
2	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
3	Tint 1	0	Min
		1–254	Min > Max
		255	Max
4	Red 1	0	Min
		1–254	Min > Max
		255	Max
5	Green 1	0	Min
		1–254	Min > Max
		255	Max
6	Blue 1	0	Min
		1–254	Min > Max
		255	Max
7	White 1	0	Min
		1–254	Min > Max
		255	Max
8	Color Effects 1	0	Min
		1–254	Min > Max
		255	Max

CH 1–192: 24 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table

below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Red	Green	Blue	White	Color Effects
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64
9	65	66	67	68	69	70	71	72
10	73	74	75	76	77	78	79	80
11	81	82	83	84	85	86	87	88
12	89	90	91	92	93	94	95	96
13	97	98	99	100	101	102	103	104
14	105	106	107	108	109	110	111	112
15	113	114	115	116	117	118	119	120
16	121	122	123	124	125	126	127	128
17	129	130	131	132	133	134	135	136
18	137	138	139	140	141	142	143	144
19	145	146	147	148	149	150	151	152
20	153	154	155	156	157	158	159	160
21	161	162	163	164	165	166	167	168
22	169	170	171	172	173	174	175	176
23	177	178	179	180	181	182	183	184
24	185	186	187	188	189	190	191	192

Mode Cine-Q x1 Extended

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 4 Red 255 (the same in each of the 24 cells), CH 5 Green 255 (the same in each of the 24 cells), CH 6 Blue 255 (the same in each of the 24 cells), CH 7 White 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
2	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
3	Tint 1	0	Min
		1–254	Min > Max

CH	Function	DMX	Description
3	Tint 1 (continued)	255	Max
4	Red 1	0	Min
		1–254	Min > Max
		255	Max
5	Green 1	0	Min
		1–254	Min > Max
		255	Max
6	Blue 1	0	Min
		1–254	Min > Max
		255	Max
7	White 1	0	Min
		1–254	Min > Max
		255	Max
8	Color Effects 1	0	Min
		1–254	Min > Max
		255	Max
193	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

CH 1–192: 24 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table below gives each cell's channel numbers.

Cell	Dimmer	Color Temperature	Tint	Red	Green	Blue	White	Color Effects
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64
9	65	66	67	68	69	70	71	72
10	73	74	75	76	77	78	79	80
11	81	82	83	84	85	86	87	88
12	89	90	91	92	93	94	95	96
13	97	98	99	100	101	102	103	104
14	105	106	107	108	109	110	111	112
15	113	114	115	116	117	118	119	120
16	121	122	123	124	125	126	127	128
17	129	130	131	132	133	134	135	136
18	137	138	139	140	141	142	143	144
19	145	146	147	148	149	150	151	152
20	153	154	155	156	157	158	159	160
21	161	162	163	164	165	166	167	168
22	169	170	171	172	173	174	175	176

Cell	Dimmer	Color Temperature	Tint	Red	Green	Blue	White	Color Effects
23	177	178	179	180	181	182	183	184
24	185	186	187	188	189	190	191	192

Mode Cine-Q Od Ev

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 9 Dimmer 2 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 White 2 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q All” (p. 27)
9	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
10	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
11	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
12	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
13	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
14	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
15	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
16	Color Effects 2		Same as CH 16 in the mode “Cine-Q x4” (p. 28)

Mode Cine-Q Od Ev Extended

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 9 Dimmer 2 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 White 2 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q All” (p. 27)
9	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
10	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
11	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
12	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
13	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)

CH	Function	DMX	Description
14	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
15	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
16	Color Effects 2		Same as CH 16 in the mode “Cine-Q x4” (p. 28)
17	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q 16Bit All

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, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 3 in the mode “KHi All” (p. 23)
2	Color Temperature		Same as CH 1 in the mode “KHi All” (p. 23)
3	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
4	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
5	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
6	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
7	White		Same as CH 4 in the mode “RGBW All” (p. 9)
8	Color Effects	0	Min
		0–255	Min > Max
		255	Max
9	Color Effects Fine	0–255	Fine adjustment of CH 8

Mode Cine-Q 16Bit All Extended

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, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 3 in the mode “KHi All” (p. 23)
2	Color Temperature		Same as CH 1 in the mode “KHi All” (p. 23)
3	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
4	Red		Same as CH 1 in the mode “RGBW All” (p. 9)
5	Green		Same as CH 2 in the mode “RGBW All” (p. 9)
6	Blue		Same as CH 3 in the mode “RGBW All” (p. 9)
7	White		Same as CH 4 in the mode “RGBW All” (p. 9)
8	Color Effects		Same as CH 8 in the mode “Cine-Q 16Bit All” (p. 35)
9	Color Effects Fine	0–255	Fine adjustment of CH 8
10	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q 16Bit x4

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 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 10 Dimmer 2 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 White 2 255, CH 19 Dimmer 3 255, CH 22 Red 3 255, CH 23 Green

3 255, CH 24 Blue 3 255, CH 25 White 3 255, CH 28 Dimmer 4 255, CH 31 Red 4 255, CH 32 Green 4 255, CH 33 Blue 4 255, CH 34 White 4 255, CH 37 Dimmer 5 255, CH 40 Red 5 255, CH 41 Green 5 255, CH 42 Blue 5 255, CH 43 White 5 255, CH 46 Dimmer 6 255, CH 49 Red 6 255, CH 50 Green 6 255, CH 51 Blue 6 255, CH 52 White 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q 16Bit All” (p. 35)
9	Color Effects Fine	0–255	Fine adjustment of CH 8
10	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
11	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
12	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
13	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
14	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
15	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
16	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
17	Color Effects 2	0	Min
		0–255	Min > Max
		255	Max
18	Color Effects 2 Fine	0–255	Fine adjustment of CH 17
19	Dimmer 3		Same as CH 9 in the mode “KHi x4” (p. 24)
20	Color Temperature 3		Same as CH 7 in the mode “KHi x4” (p. 24)
21	Tint 3		Same as CH 8 in the mode “KHi x4” (p. 24)
22	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
23	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
24	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
25	White 3		Same as CH 12 in the mode “RGBW x4” (p. 11)
26	Color Effects 3	0	Min
		0–255	Min > Max
		255	Max
27	Color Effects 3 Fine	0–255	Fine adjustment of CH 26
28	Dimmer 4		Same as CH 12 in the mode “KHi x4” (p. 24)
29	Color Temperature 4		Same as CH 10 in the mode “KHi x4” (p. 24)
30	Tint 4		Same as CH 11 in the mode “KHi x4” (p. 24)
31	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
32	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
33	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
34	White 4		Same as CH 16 in the mode “RGBW x4” (p. 11)

CH	Function	DMX	Description
35	Color Effects 4	0	Min
		0–255	Min > Max
		255	Max
36	Color Effects 4 Fine	0–255	Fine adjustment of CH 35
37	Dimmer 5		Same as CH 15 in the mode “KHi x4” (p. 24)
38	Color Temperature 5		Same as CH 13 in the mode “KHi x4” (p. 24)
39	Tint 5		Same as CH 14 in the mode “KHi x4” (p. 24)
40	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
41	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
42	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
43	White 5		Same as CH 20 in the mode “RGBW x4” (p. 11)
44	Color Effects 5	0	Min
		0–255	Min > Max
		255	Max
45	Color Effects 5 Fine	0–255	Fine adjustment of CH 44
46	Dimmer 6		Same as CH 18 in the mode “KHi x4” (p. 25)
47	Color Temperature 6		Same as CH 16 in the mode “KHi x4” (p. 25)
48	Tint 6		Same as CH 17 in the mode “KHi x4” (p. 25)
49	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
50	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
51	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)
52	White 6		Same as CH 24 in the mode “RGBW x4” (p. 12)
53	Color Effects 6	0	Min
		0–255	Min > Max
		255	Max
54	Color Effects 6 Fine	0–255	Fine adjustment of CH 53

Mode Cine-Q 16Bit x4 Extended

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 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 10 Dimmer 2 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 White 2 255, CH 19 Dimmer 3 255, CH 22 Red 3 255, CH 23 Green 3 255, CH 24 Blue 3 255, CH 25 White 3 255, CH 28 Dimmer 4 255, CH 31 Red 4 255, CH 32 Green 4 255, CH 33 Blue 4 255, CH 34 White 4 255, CH 37 Dimmer 5 255, CH 40 Red 5 255, CH 41 Green 5 255, CH 42 Blue 5 255, CH 43 White 5 255, CH 46 Dimmer 6 255, CH 49 Red 6 255, CH 50 Green 6 255, CH 51 Blue 6 255, CH 52 White 6 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)

CH	Function	DMX	Description
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q 16Bit All” (p. 35)
9	Color Effects Fine	0–255	Fine adjustment of CH 8
10	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
11	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
12	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
13	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
14	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
15	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
16	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
17	Color Effects 2		Same as CH 17 in the mode “Cine-Q 16Bit x4” (p. 36)
18	Color Effects 2 Fine	0–255	Fine adjustment of CH 17
19	Dimmer 3		Same as CH 9 in the mode “KHi x4” (p. 24)
20	Color Temperature 3		Same as CH 7 in the mode “KHi x4” (p. 24)
21	Tint 3		Same as CH 8 in the mode “KHi x4” (p. 24)
22	Red 3		Same as CH 9 in the mode “RGBW x4” (p. 11)
23	Green 3		Same as CH 10 in the mode “RGBW x4” (p. 11)
24	Blue 3		Same as CH 11 in the mode “RGBW x4” (p. 11)
25	White 3		Same as CH 12 in the mode “RGBW x4” (p. 11)
26	Color Effects 3		Same as CH 26 in the mode “Cine-Q 16Bit x4” (p. 36)
27	Color Effects 3 Fine	0–255	Fine adjustment of CH 26
28	Dimmer 4		Same as CH 12 in the mode “KHi x4” (p. 24)
29	Color Temperature 4		Same as CH 10 in the mode “KHi x4” (p. 24)
30	Tint 4		Same as CH 11 in the mode “KHi x4” (p. 24)
31	Red 4		Same as CH 13 in the mode “RGBW x4” (p. 11)
32	Green 4		Same as CH 14 in the mode “RGBW x4” (p. 11)
33	Blue 4		Same as CH 15 in the mode “RGBW x4” (p. 11)
34	White 4		Same as CH 16 in the mode “RGBW x4” (p. 11)
35	Color Effects 4		Same as CH 35 in the mode “Cine-Q 16Bit x4” (p. 37)
36	Color Effects 4 Fine	0–255	Fine adjustment of CH 35
37	Dimmer 5		Same as CH 15 in the mode “KHi x4” (p. 24)
38	Color Temperature 5		Same as CH 13 in the mode “KHi x4” (p. 24)
39	Tint 5		Same as CH 14 in the mode “KHi x4” (p. 24)
40	Red 5		Same as CH 17 in the mode “RGBW x4” (p. 11)
41	Green 5		Same as CH 18 in the mode “RGBW x4” (p. 11)
42	Blue 5		Same as CH 19 in the mode “RGBW x4” (p. 11)
43	White 5		Same as CH 20 in the mode “RGBW x4” (p. 11)
44	Color Effects 5		Same as CH 44 in the mode “Cine-Q 16Bit x4” (p. 37)
45	Color Effects 5 Fine	0–255	Fine adjustment of CH 44
46	Dimmer 6		Same as CH 18 in the mode “KHi x4” (p. 25)
47	Color Temperature 6		Same as CH 16 in the mode “KHi x4” (p. 25)

CH	Function	DMX	Description
48	Tint 6		Same as CH 17 in the mode “KHi x4” (p. 25)
49	Red 6		Same as CH 21 in the mode “RGBW x4” (p. 12)
50	Green 6		Same as CH 22 in the mode “RGBW x4” (p. 12)
51	Blue 6		Same as CH 23 in the mode “RGBW x4” (p. 12)
52	White 6		Same as CH 24 in the mode “RGBW x4” (p. 12)
53	Color Effects 6		Same as CH 53 in the mode “Cine-Q 16Bit x4” (p. 37)
54	Color Effects 6 Fine	0–255	Fine adjustment of CH 53
55	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

Mode Cine-Q 16Bit x1

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 4 Red 255 (the same in each of the 24 cells), CH 5 Green 255 (the same in each of the 24 cells), CH 6 Blue 255 (the same in each of the 24 cells), CH 7 White 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
2	Color Temperature 1	0–63	2800K - CTC
		64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
3	Tint 1	0	Min
		1–254	Min > Max
		255	Max
4	Red 1	0	Min
		1–254	Min > Max
		255	Max
5	Green 1	0	Min
		1–254	Min > Max
		255	Max
6	Blue 1	0	Min
		1–254	Min > Max
		255	Max
7	White 1	0	Min
		1–254	Min > Max
		255	Max
8	Color Effects 1	0	Min
		0–255	Min > Max

CH	Function	DMX	Description
8	Color Effects 1 (continued)	255	Max
9	Color Effects 1 Fine	0–255	Fine adjustment of CH 8

CH 1–216: 24 cells of 9 channels each. Every cell works as cell 1 in the table above (CH 1–9); the table below gives each cell's channel numbers.

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

Mode Cine-Q 16Bit x1 Extended

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 4 Red 255 (the same in each of the 24 cells), CH 5 Green 255 (the same in each of the 24 cells), CH 6 Blue 255 (the same in each of the 24 cells), CH 7 White 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
2	Color Temperature 1	0–63	2800K - CTC

CH	Function	DMX	Description
2	Color Temperature 1 (continued)	64–127	3200K - CTC
		128–191	4400K - CTC
		192–254	5600K - CTC
		255	6500K - CTC
3	Tint 1	0	Min
		1–254	Min > Max
		255	Max
4	Red 1	0	Min
		1–254	Min > Max
		255	Max
5	Green 1	0	Min
		1–254	Min > Max
		255	Max
6	Blue 1	0	Min
		1–254	Min > Max
		255	Max
7	White 1	0	Min
		1–254	Min > Max
		255	Max
8	Color Effects 1	0	Min
		0–255	Min > Max
		255	Max
9	Color Effects 1 Fine	0–255	Fine adjustment of CH 8
217	Control		Same as CH 5 in the mode “RGBW All Extended” (p. 9)

CH 1–216: 24 cells of 9 channels each. Every cell works as cell 1 in the table above (CH 1–9); the table below gives each cell's channel numbers.

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

Cell	Dimmer	Color Temperature	Tint	Red	Green	Blue	White	Color Effects	Color Effects Fine
16	136	137	138	139	140	141	142	143	144
17	145	146	147	148	149	150	151	152	153
18	154	155	156	157	158	159	160	161	162
19	163	164	165	166	167	168	169	170	171
20	172	173	174	175	176	177	178	179	180
21	181	182	183	184	185	186	187	188	189
22	190	191	192	193	194	195	196	197	198
23	199	200	201	202	203	204	205	206	207
24	208	209	210	211	212	213	214	215	216

Mode Cine-Q 16Bit Od Ev

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 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 10 Dimmer 2 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 White 2 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)
3	Tint 1		Same as CH 2 in the mode “KHi x4” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q 16Bit All” (p. 35)
9	Color Effects Fine	0–255	Fine adjustment of CH 8
10	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
11	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
12	Tint 2		Same as CH 5 in the mode “KHi x4” (p. 24)
13	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
14	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
15	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
16	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
17	Color Effects 2		Same as CH 17 in the mode “Cine-Q 16Bit x4” (p. 36)
18	Color Effects 2 Fine	0–255	Fine adjustment of CH 17

Mode Cine-Q 16Bit Od Ev Extended

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 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 10 Dimmer 2 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 White 2 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 3 in the mode “KHi x4” (p. 23)
2	Color Temperature 1		Same as CH 1 in the mode “KHi x4” (p. 23)

CH	Function	DMX	Description
3	Tint		Same as CH 2 in the mode “KHi All” (p. 23)
4	Red 1		Same as CH 1 in the mode “RGBW x4” (p. 10)
5	Green 1		Same as CH 2 in the mode “RGBW x4” (p. 10)
6	Blue 1		Same as CH 3 in the mode “RGBW x4” (p. 10)
7	White 1		Same as CH 4 in the mode “RGBW x4” (p. 10)
8	Color Effects		Same as CH 8 in the mode “Cine-Q 16Bit All” (p. 35)
9	Color Effects Fine	0–255	Fine adjustment of CH 8
10	Dimmer 2		Same as CH 6 in the mode “KHi x4” (p. 24)
11	Color Temperature 2		Same as CH 4 in the mode “KHi x4” (p. 23)
12	Hue		Same as CH 1 in the mode “HSI All” (p. 19)
13	Red 2		Same as CH 5 in the mode “RGBW x4” (p. 10)
14	Green 2		Same as CH 6 in the mode “RGBW x4” (p. 10)
15	Blue 2		Same as CH 7 in the mode “RGBW x4” (p. 11)
16	White 2		Same as CH 8 in the mode “RGBW x4” (p. 11)
17	Color Effects 2		Same as CH 17 in the mode “Cine-Q 16Bit x4” (p. 36)
18	Color Effects 2 Fine	0–255	Fine adjustment of CH 17
19	Control		Same as CH 4 in the mode “RGB All Extended” (p. 15)

10 Technical specifications

Parameter	Value
Light source	LED
Weight	24 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–6500 K

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.