DMX REFERENCE

Mini-B Aqua PX

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Mini-B_Aqua_PX_113699.gdtf
GDTF revision	Added new ch mode · 2025-10-14
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1 About this manual

This document describes the Mini-B Aqua PX by Clay Paky. It was compiled from the GDTF file Clay_Paky_Mini-B_Aqua_PX_113699.gdtf from the GDTF-Share library.

File revision: “Added new ch mode”.

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 Clay Paky; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Advanced	31	16	1, 32, 63, 94, ...
Standard	37	13	1, 38, 75, 112, ...
Basic	15	34	1, 16, 31, 46, ...
RGB	21	24	1, 22, 43, 64, ...
RGBW	28	18	1, 29, 57, 85, ...
Basic+RGBW	43	11	1, 44, 87, 130, ...

No light? Check these channels

- Advanced: CH 6 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 8 Shutter 2 at 104–107, 208–212 or 252–255 “Open”; CH 22 Shutter 3 at 104–107 “Open”; CH 30 Shutter 4 at 104–107 “Open”
- Standard: CH 10 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 24 Shutter 2 at 104–107 “Open”; CH 36 Shutter 3 at 104–107, 208–212 or 252–255 “Open”
- Basic: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”
- Basic+RGBW: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ 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

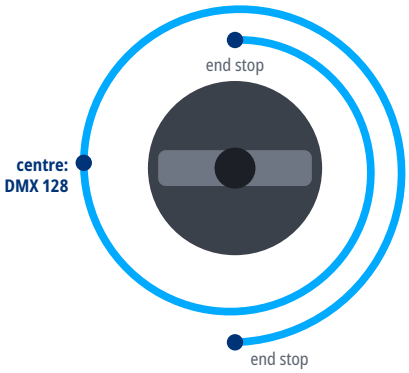
Description in the GDTF file

“Introducing Mini-B Aqua PX, the latest addition to the Mini-B family. With unmatched flexibility, lightweight design, and lightning-fast movements, Mini-B Aqua PX meets the demands of lighting pros. Born from the need for a compact, agile washlight that braves the elements and inspires creativity, Mini-B Aqua PX inherits core strengths while adding pixel-to-pixel LED control.”

Range of movement

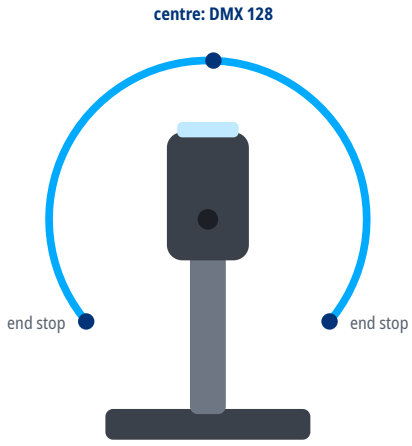
Pan 540°

top view



Tilt 260°

side view



5 Installation

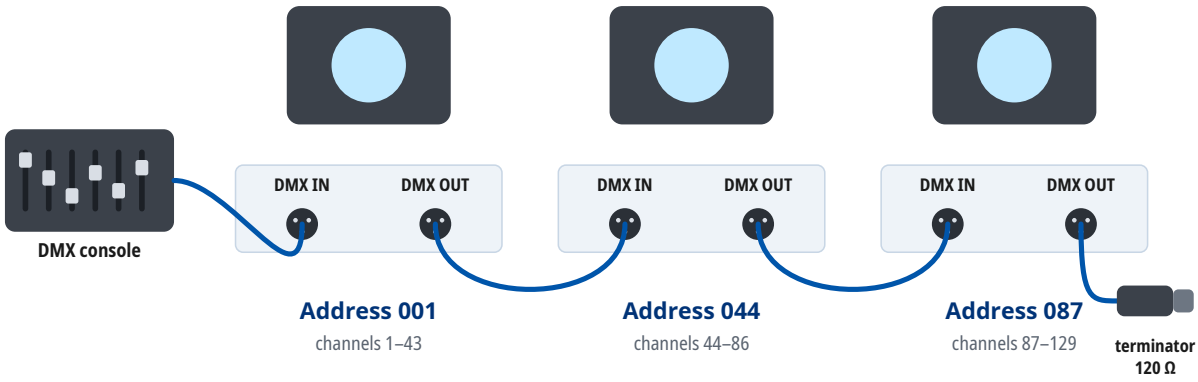
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 10.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Basic+RGBW: every unit occupies 43 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

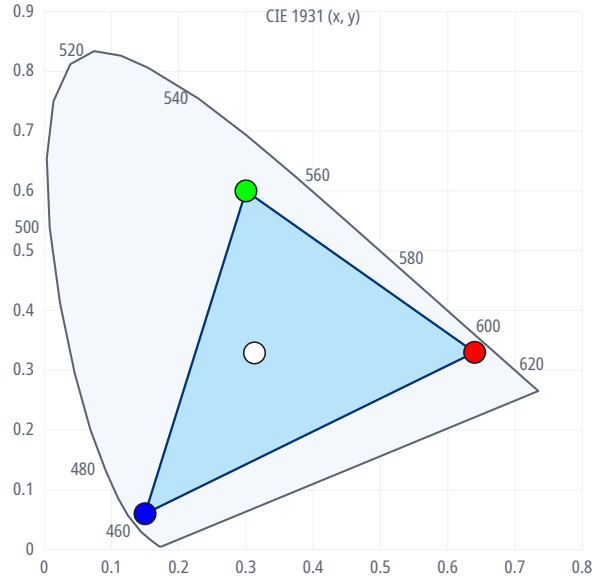
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Basic+RGBW”: 43.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Basic+RGBW”, you can use, for example, the start addresses 1, 44, 87, 130.
- 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

	Advanced 31 channels	Standard 37 channels	Basic 15 channels	RGB 21 channels	RGBW 28 channels	Basic+RGBW 43 channels
Pan / Tilt	11, 13	13, 15	9, 11			9, 11
Dimmer	4 channels (7–31)	11, 25, 37	7	✓	✓	7
Shutter / strobe	4 channels (6–30)	10, 24, 36	6			6
Color mixing	1–4, 25–28	8 channels (1–33)	1–4	1–21	1–28	1–4, 16–43
Color temperature	5, 29	9, 35	5			5
Zoom	15	17	13			13
Pixel control	✓					

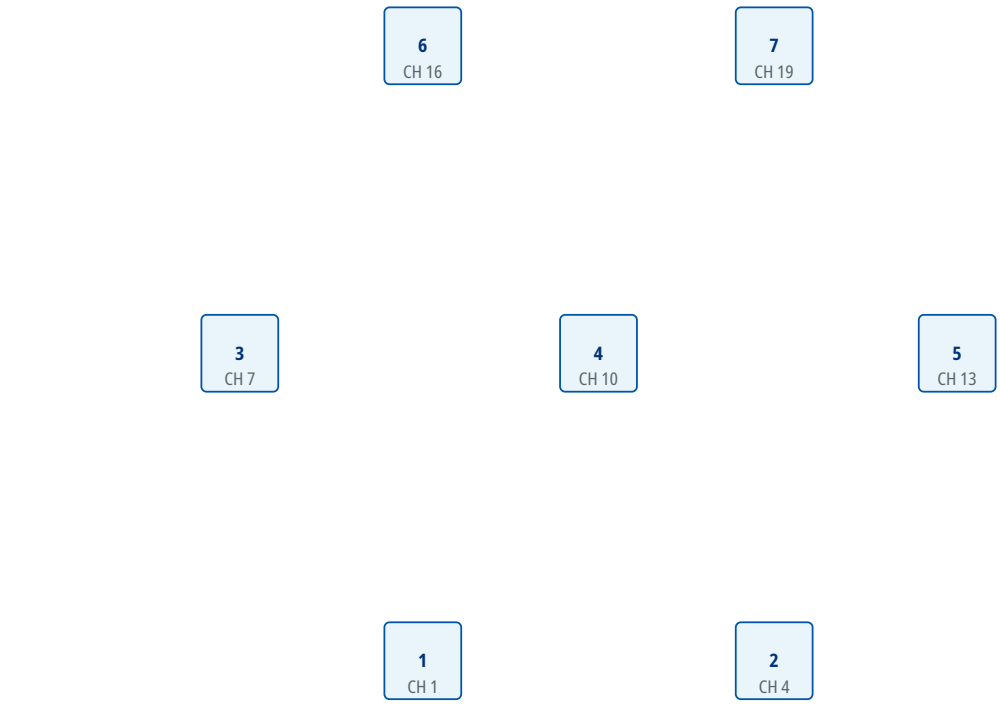
LED colors and the colors they mix



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

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

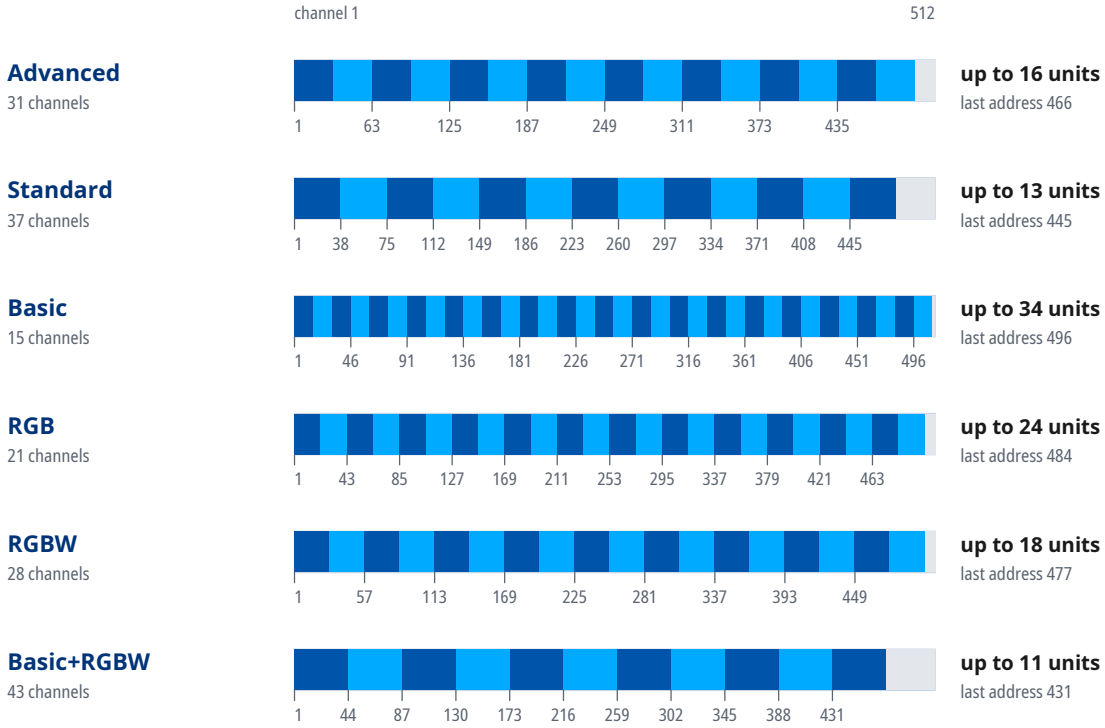
Cells (pixels)



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

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Basic+RGBW”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	216	11	431	16	U2 · 173
2	44	7	259	12	U2 · 1	17	U2 · 216
3	87	8	302	13	U2 · 44	18	U2 · 259
4	130	9	345	14	U2 · 87	19	U2 · 302
5	173	10	388	15	U2 · 130	20	U2 · 345

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 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 6 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 8 Shutter 2 at 104–107, 208–212 or 252–255 “Open”; CH 22 Shutter 3 at 104–107 “Open”; CH 30 Shutter 4 at 104–107 “Open”. 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 6 Shutter 1 105, CH 7 Dimmer 1 255, CH 8 Shutter 2 255, CH 9 Dimmer 2 255, CH 22 Shutter 3 105, CH 30 Shutter 4 105.

CH	Function	DMX	Description
1	Red 1	0	0%
		1–254	0% … 100%
		255	100%

CH	Function	DMX	Description
2	Green 1	0	0%
		1–254	0% … 100%
		255	100%
3	Blue 1	0	0%
		1–254	0% … 100%
		255	100%
4	White 1	0	0%
		1–254	0% … 100%
		255	100%
5	CTO 1	0–9	Off
		10	8000K
		11–254	8000K … 2700K
		255	2700K
6	Shutter 1	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow … Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation Slow
		109–206	Pulsation Slow … Pulsation Fast
		207	Pulsation Fast
		208–212	Light ON: Open
		213–225	Random Slow
		226–238	Random Medium
		239–251	Random Fast
		252–255	Light ON: Open
7	Dimmer 1	0	0%
		1–254	0% … 100%
		255	100%
8	Shutter 2	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow … Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow … Fast
		207	Pulsation: Fast
		208–212	Light ON: Open
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Light ON: Open

CH	Function	DMX	Description
9	Dimmer 2	0–255	0% … 100%
		255	100%
10	Dimmer 2 Fine	0–255	Fine adjustment of CH 9
11	Pan	0–127	Pan
		128	Center
		128–255	Pan
12	Pan Fine	0–255	Fine adjustment of CH 11
13	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
14	Tilt Fine	0–255	Fine adjustment of CH 13
15	Zoom	0	Narrow
		1–254	Narrow … Wide
		255	Wide
16	Control	0–1	Home Zero: None
		2–3	Fans Auto
		4–5	Fans SLN
		6–7	Fans Theatre
		8–9	Fans Constant
		10–11	Unused Range: None
		12–24	Tilt Speed: Fast
		25–37	Normal
		38–42	Dimmer Curve 1
		43–47	Dimmer Curve 2
		48–52	Dimmer Curve 3
		53–55	Dimmer Curve 4
		56–57	Dimmer Curve 5
		58–62	1
		63–67	1 point 5
		68–72	2 point 2
		73–74	Color Calibration: Off
		75–76	Factory
		77–78	Customized
		79–80	Set Custom Calib @FullWhite
		81–82	Set Custom Calib @3200K
		83–84	Set Custom Calib @5600K
		85–86	Save Custom Calib
		87–88	Unused Range: None
		89–90	Rev Map Off
		91–92	Rev Map On
		93–97	Pixel Mapping Off
		98–102	Pixel Mapping RGB

CH	Function	DMX	Description
16	Control (continued)	103–107	Pixel Mapping RGBW
		108–117	Zoom Reposition
		118–167	Free
		168–188	600Hz
		189–199	1200Hz
		200–210	2000Hz
		211–221	4000Hz
		222–232	6000Hz
		233–243	25000Hz
		244–248	Display Off
		249–253	Display On
		254–255	Default Function Recall
17	Reset	0–25	No Function
		26–76	Zoom Reset
		77–127	Pan/Tilt Reset
		128–255	Complete Reset
18	Shape Mode		Shape Selection
		0–5	Normal
		6–130	Static
		131–255	Dynamic
19	Shape Selection	0–4	Shape 1
		5–9	Shape 2
		10–14	Shape 3
		15–19	Shape 4
		20–24	Shape 5
		25–29	Shape 6
		30–34	Shape 7
		35–39	Shape 8
		40–44	Shape 9
		45–49	Shape 10
		50–54	Shape 11
		55–59	Shape 12
		60–64	Shape 13
		65–69	Shape 14
		70–74	Shape 15
		75–79	Shape 16
		80–84	Shape 17
		85–89	Shape 18
		90–94	Shape 19
		95–99	Shape 20
		100–104	Shape 21
		105–109	Shape 22

CH	Function	DMX	Description
19	Shape Selection (continued)	110–114	Shape 23
		115–119	Shape 24
		120–124	Shape 25
		125–129	Shape 26
		130–134	Shape 27
		135–139	Shape 28
		140–144	Shape 29
		145–149	Shape 30
		150–154	Shape 31
		155–159	Shape 32
		160–164	Shape 33
		165–169	Shape 34
		170–174	Shape 35
		175–179	Shape 36
		180–184	Shape 37
		185–189	Shape 38
		190–194	Shape 39
		195–199	Shape 40
		200	Shape 41
		201–255	Effects
20	Shape Speed		When CH 18 is 6–130:
		0–255	Indexing
			When CH 18 is 131–255:
		0–124	Forward Fast to Slow
		125–130	Stop
		131–255	Backward Slow to Fast
21	Shape Fade	0–5	Off
		6–130	Fade Control Fast to Slow
		131–255	Wake Linearly Increase of Pixel Back to Front
22	Shutter 3	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow ... Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow ... Fast
		207	Pulsation: Fast
		208–212	Shape Slave when dimmer@0
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Shape Master when dimmer@0

CH	Function	DMX	Description
23	Dimmer 3	0	0%
		1–254	0% … 100%
		255	100%
24	Shape Crossfade	0–255	Shape Transition
25	Red 2	0	0%
		1–254	0% … 100%
		255	100%
26	Green 2	0	0%
		1–254	0% … 100%
		255	100%
27	Blue 2	0	0%
		1–254	0% … 100%
		255	100%
28	White 2	0	0%
		1–254	0% … 100%
		255	100%
29	CTO 2	0–9	Off
		10	8000K
		11–254	8000K … 2700K
		255	2700K
30	Shutter 4	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow … Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow … Fast
		207	Pulsation: Fast
		208–212	Pixels Slave when dimmer@0
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Pixels Master when dimmer@0
31	Dimmer 4	0	0%
		1–254	0% … 100%
		255	100%

Mode 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 10 Shutter 1 at 104–107, 208–212 or 252–255 “Open”; CH 24 Shutter 2 at 104–107 “Open”; CH 36 Shutter 3 at 104–107, 208–212 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 10 Shutter 1 255, CH 11 Dimmer 1 255, CH 24 Shutter 2 105, CH 27 Red 2 255, CH 29 Green 2 255, CH 31 Blue 2 255, CH 33 White 2 255, CH 36 Shutter 3 105.

CH	Function	DMX	Description
1	Red 1	0–255	0% … 100%
		255	100%
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	0% … 100%
		255	100%
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	0% … 100%
		255	100%
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	0% … 100%
		255	100%
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO 1		Same as CH 5 in the mode “Advanced” (p. 10)
10	Shutter 1	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow … Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow … Fast
		207	Pulsation: Fast
		208–212	Light ON: Open
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Light ON: Open
11	Dimmer 1	0–255	0% … 100%
		255	100%
12	Dimmer 1 Fine	0–255	Fine adjustment of CH 11
13	Pan		Same as CH 11 in the mode “Advanced” (p. 11)
14	Pan Fine	0–255	Fine adjustment of CH 13
15	Tilt		Same as CH 13 in the mode “Advanced” (p. 11)
16	Tilt Fine	0–255	Fine adjustment of CH 15
17	Zoom		Same as CH 15 in the mode “Advanced” (p. 11)

CH	Function	DMX	Description
18	Control	0–1	Home Zero: None
		2–3	Fans Auto
		4–5	Fans SLN
		6–7	Fans Theatre
		8–9	Fans Constant
		10–11	Unused Range: None
		12–24	Tilt Speed: Fast
		25–37	Normal
		38–42	Dimmer Curve 1
		43–47	Dimmer Curve 2
		48–52	Dimmer Curve 3
		53–55	Dimmer Curve 4
		56–57	Dimmer Curve 5
		58–62	1
		63–67	1 point 5
		68–72	2 point 2
		73–74	Color Calibration: Off
		75–76	Factory
		77–78	Customized
		79–80	Set Custom Calib @FullWhite
		81–82	Set Custom Calib @3200K
		83–84	Set Custom Calib @5600K
		85–86	Save Custom Calib
		87–88	Unused Range: None
		89–90	Rev Map Off
		91–92	Rev Map On
		93–97	Pixel Map Off
		98–102	Pixel Map RGB
		103–107	Pixel Map RGBW
		108–117	Zoom Reposition
		118–167	Free
		168–188	600Hz
		189–199	1200Hz
		200–210	2000Hz
		211–221	4000Hz
		222–232	6000Hz
		233–243	25000Hz
		244–248	Display Off
		249–253	Display On
		254–255	Default Function Recall
19	Reset		Same as CH 17 in the mode “Advanced” (p. 12)

CH	Function	DMX	Description
20	Shape Mode		Same as CH 18 in the mode “Advanced” (p. 12)
21	Shape Selection		Same as CH 19 in the mode “Advanced” (p. 12)
22	Shape Speed		When CH 20 is 6–130:
		0–255	Indexing
			When CH 20 is 131–255:
		0–124	Forward Fast to Slow
		125–130	Stop
		131–255	Backward Slow to Fast
23	Shape Fade		Same as CH 21 in the mode “Advanced” (p. 13)
24	Shutter 2	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow ... Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow ... Fast
		207	Pulsation: Fast
		208–212	Shape Slave when dimmer@0
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Shape Master when dimmer@0
25	Dimmer 2	0	0%
		1–254	0% ... 100%
		255	100%
26	Shape Crossfade	0–255	Shape Transition
27	Red 2	0–255	0% ... 100%
		255	100%
28	Red 2 Fine	0–255	Fine adjustment of CH 27
29	Green 2	0–255	0% ... 100%
		255	100%
30	Green 2 Fine	0–255	Fine adjustment of CH 29
31	Blue 2	0–255	0% ... 100%
		255	100%
32	Blue 2 Fine	0–255	Fine adjustment of CH 31
33	White 2	0–255	0% ... 100%
		255	100%
34	White 2 Fine	0–255	Fine adjustment of CH 33
35	CTO 2		Same as CH 29 in the mode “Advanced” (p. 14)
36	Shutter 3	0–3	Light OFF: Closed
		4	Strobe: Slow

CH	Function	DMX	Description
36	Shutter 3 (continued)	5–102	Strobe: Slow ... Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow
		109–206	Pulsation: Slow ... Fast
		207	Pulsation: Fast
		208–212	Light ON: Open
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Light ON: Open
37	Dimmer 3		Same as CH 23 in the mode “Advanced” (p. 14)

Mode 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 6 Shutter at 104–107, 208–212 or 252–255 “Open”. 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 6 Shutter 255, CH 7 Dimmer 255.

CH	Function	DMX	Description
1	Red	0	0%
		1–254	0% ... 100%
		255	100%
2	Green	0	0%
		1–254	0% ... 100%
		255	100%
3	Blue	0	0%
		1–254	0% ... 100%
		255	100%
4	White	0	0%
		1–254	0% ... 100%
		255	100%
5	CTO	0–9	Off
		10	8000K
		11–254	8000K ... 2700K
		255	2700K
6	Shutter	0–3	Light OFF: Closed
		4	Strobe: Slow
		5–102	Strobe: Slow ... Fast
		103	Strobe: Fast
		104–107	Light ON: Open
		108	Pulsation: Slow

CH	Function	DMX	Description
6	Shutter (continued)	109–206	Pulsation: Slow ... Fast
		207	Pulsation: Fast
		208–212	Light ON: Open
		213–225	Random: Slow
		226–238	Medium
		239–251	Random: Fast
		252–255	Light ON: Open
7	Dimmer	0–255	0% ... 100%
		255	100%
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Pan		Same as CH 11 in the mode “Advanced” (p. 11)
10	Pan Fine	0–255	Fine adjustment of CH 9
11	Tilt		Same as CH 13 in the mode “Advanced” (p. 11)
12	Tilt Fine	0–255	Fine adjustment of CH 11
13	Zoom		Same as CH 15 in the mode “Advanced” (p. 11)
14	Control		Same as CH 18 in the mode “Standard” (p. 16)
15	Reset		Same as CH 17 in the mode “Advanced” (p. 12)

Mode RGB

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 19 Red 7 255, CH 20 Green 7 255, CH 21 Blue 7 255.

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	Red 2	0	Min
		1–254	Min ... Max
		255	Max
5	Green 2	0	Min
		1–254	Min ... Max
		255	Max
6	Blue 2	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
6	Blue 2 (continued)	255	Max
7	Red 3	0	Min
		1–254	Min … Max
		255	Max
8	Green 3	0	Min
		1–254	Min … Max
		255	Max
9	Blue 3	0	Min
		1–254	Min … Max
		255	Max
10	Red 4	0	Min
		1–254	Min … Max
		255	Max
11	Green 4	0	Min
		1–254	Min … Max
		255	Max
12	Blue 4	0	Min
		1–254	Min … Max
		255	Max
13	Red 5	0	Min
		1–254	Min … Max
		255	Max
14	Green 5	0	Min
		1–254	Min … Max
		255	Max
15	Blue 5	0	Min
		1–254	Min … Max
		255	Max
16	Red 6	0	Min
		1–254	Min … Max
		255	Max
17	Green 6	0	Min
		1–254	Min … Max
		255	Max
18	Blue 6	0	Min
		1–254	Min … Max
		255	Max
19	Red 7	0	Min
		1–254	Min … Max
		255	Max
20	Green 7	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
20	Green 7 (continued)	255	Max
21	Blue 7	0	Min
		1–254	Min ... Max
		255	Max

Mode RGBW

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 25 Red 7 255, CH 26 Green 7 255, CH 27 Blue 7 255, CH 28 White 7 255.

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
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

CH	Function	DMX	Description
10	Green 3 (continued)	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
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

CH	Function	DMX	Description
24	White 6 (continued)	1–254	Min ... Max
		255	Max
25	Red 7	0	Min
		1–254	Min ... Max
		255	Max
26	Green 7	0	Min
		1–254	Min ... Max
		255	Max
27	Blue 7	0	Min
		1–254	Min ... Max
		255	Max
28	White 7	0	Min
		1–254	Min ... Max
		255	Max

Mode Basic+RGBW

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”. 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 6 Shutter 255, CH 7 Dimmer 255, CH 16 Red 2 255, CH 17 Green 2 255, CH 18 Blue 2 255, CH 19 White 2 255, CH 20 Red 3 255, CH 21 Green 3 255, CH 22 Blue 3 255, CH 23 White 3 255, CH 24 Red 4 255, CH 25 Green 4 255, CH 26 Blue 4 255, CH 27 White 4 255, CH 28 Red 5 255, CH 29 Green 5 255, CH 30 Blue 5 255, CH 31 White 5 255, CH 32 Red 6 255, CH 33 Green 6 255, CH 34 Blue 6 255, CH 35 White 6 255, CH 36 Red 7 255, CH 37 Green 7 255, CH 38 Blue 7 255, CH 39 White 7 255, CH 40 Red 8 255, CH 41 Green 8 255, CH 42 Blue 8 255, CH 43 White 8 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “Advanced” (p. 9)
2	Green 1		Same as CH 2 in the mode “Advanced” (p. 10)
3	Blue 1		Same as CH 3 in the mode “Advanced” (p. 10)
4	White 1		Same as CH 4 in the mode “Advanced” (p. 10)
5	CTO		Same as CH 5 in the mode “Basic” (p. 18)
6	Shutter		Same as CH 6 in the mode “Basic” (p. 18)
7	Dimmer		Same as CH 7 in the mode “Basic” (p. 19)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Pan		Same as CH 11 in the mode “Advanced” (p. 11)
10	Pan Fine	0–255	Fine adjustment of CH 9
11	Tilt		Same as CH 13 in the mode “Advanced” (p. 11)
12	Tilt Fine	0–255	Fine adjustment of CH 11
13	Zoom		Same as CH 15 in the mode “Advanced” (p. 11)
14	Control		Same as CH 18 in the mode “Standard” (p. 16)
15	Reset		Same as CH 17 in the mode “Advanced” (p. 12)

CH	Function	DMX	Description
16	Red 2		Same as CH 5 in the mode “RGBW” (p. 21)
17	Green 2		Same as CH 6 in the mode “RGBW” (p. 21)
18	Blue 2		Same as CH 7 in the mode “RGBW” (p. 21)
19	White 2		Same as CH 8 in the mode “RGBW” (p. 21)
20	Red 3		Same as CH 9 in the mode “RGBW” (p. 21)
21	Green 3		Same as CH 10 in the mode “RGBW” (p. 21)
22	Blue 3		Same as CH 11 in the mode “RGBW” (p. 22)
23	White 3		Same as CH 12 in the mode “RGBW” (p. 22)
24	Red 4		Same as CH 13 in the mode “RGBW” (p. 22)
25	Green 4		Same as CH 14 in the mode “RGBW” (p. 22)
26	Blue 4		Same as CH 15 in the mode “RGBW” (p. 22)
27	White 4		Same as CH 16 in the mode “RGBW” (p. 22)
28	Red 5		Same as CH 17 in the mode “RGBW” (p. 22)
29	Green 5		Same as CH 18 in the mode “RGBW” (p. 22)
30	Blue 5		Same as CH 19 in the mode “RGBW” (p. 22)
31	White 5		Same as CH 20 in the mode “RGBW” (p. 22)
32	Red 6		Same as CH 21 in the mode “RGBW” (p. 22)
33	Green 6		Same as CH 22 in the mode “RGBW” (p. 22)
34	Blue 6		Same as CH 23 in the mode “RGBW” (p. 22)
35	White 6		Same as CH 24 in the mode “RGBW” (p. 22)
36	Red 7		Same as CH 25 in the mode “RGBW” (p. 23)
37	Green 7		Same as CH 26 in the mode “RGBW” (p. 23)
38	Blue 7		Same as CH 27 in the mode “RGBW” (p. 23)
39	White 7		Same as CH 28 in the mode “RGBW” (p. 23)
40	Red 8	0	Min
		1–254	Min … Max
		255	Max
41	Green 8	0	Min
		1–254	Min … Max
		255	Max
42	Blue 8	0	Min
		1–254	Min … Max
		255	Max
43	White 8	0	Min
		1–254	Min … Max
		255	Max

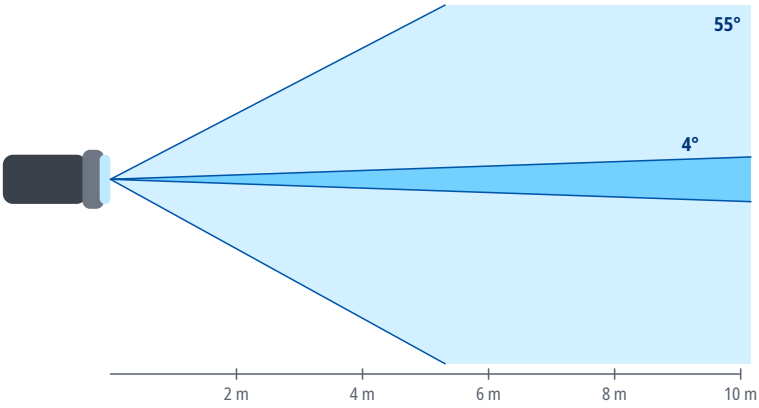
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	4–55°
Pan	540°
Tilt	260°
RDM	yes (manufacturer ID 0x4350, device model ID 0x046B)
Weight	10.5 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K

Spot diameter



Distance	Ø 4°	Ø 55°
2 m	0.14 m	2.1 m
4 m	0.28 m	4.2 m
6 m	0.42 m	6.2 m
8 m	0.56 m	8.3 m
10 m	0.7 m	10.4 m
15 m	1 m	15.6 m

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

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.