DMX REFERENCE

Orkis CYC

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Orkis_CYC_135727.gdtf
GDTF revision	ClayPaky FW 1_3_002 - New Geometries · 2026-03-27
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1 About this manual

This document describes the Orkis CYC by Clay Paky. It was compiled from the GDTF file Clay_Paky_Orkis_CYC_135727.gdtf from the GDTF-Share library.

File revision: “ClayPaky FW 1_3_002 - New Geometries”.

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	5.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic RGB	14	36	1, 15, 29, 43, ...
Basic HSV	14	36	1, 15, 29, 43, ...
Extended RGB	27	18	1, 28, 55, 82, ...
Extended HSV	27	18	1, 28, 55, 82, ...

No light? Check these channels

- Basic RGB: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”
- Basic HSV: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”
- Extended RGB: CH 15 Shutter at 104–107, 208–212 or 252–255 “Open”
- Extended HSV: CH 15 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.

4 Product description

Description in the GDTF file

“Cyclorama lights are the unsung heroes of the stage, bathing backdrops in seamless washes of light and transporting audiences into the heart of the story. But traditional cyclorama lights can be bulky, noisy, and power-hungry. Meet Orkis Cyc, the game-changing cyclorama light from ADB by Claypaky.

This innovative wall-washer combines the best of both worlds: theatrical color perfection with FLOW cutting-edge Active Liquid Cooling Technology.”

5 Installation

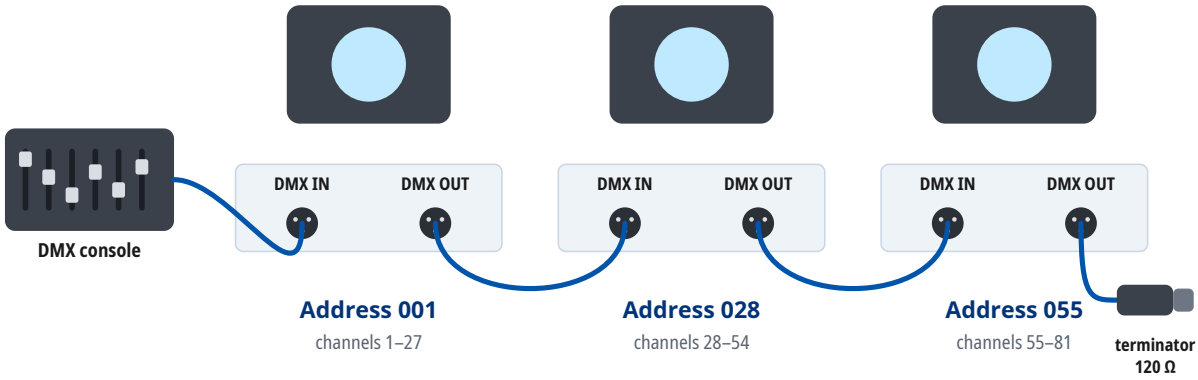
⚠ **WARNING**

- 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: 5.89 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 Extended RGB: every unit occupies 27 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 “Extended RGB”: 27.
- 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 “Extended RGB”, you can use, for example, the start addresses 1, 28, 55, 82.
- 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

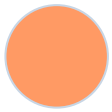
Functions in each DMX mode

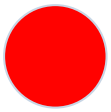
	Basic RGB 14 channels	Basic HSV 14 channels	Extended RGB 27 channels	Extended HSV 27 channels
Dimmer	7	7	16	16
Shutter / strobe	6	6	15	15
Color mixing	1–3		9 channels (1–20)	6× (1–11)
Color temperature	4	4	13	13
Color wheel	5	5	14	14

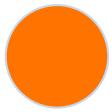
Color wheel

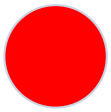
1
004 - Medium Bastard Amber
DMX 10–11

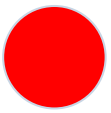
2
009 - Pale Amber Gold
DMX 12–13

3 
017 - Surprise Peach
DMX 16–17

4 
019 - Fire
DMX 18–19

5 
021 - Gold Amber
DMX 20–21

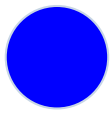
6 
026 - Bright Red
DMX 22–23

7 
029 - Plasa Red
DMX 24–25

8
035 - Light Pink
DMX 26–27

9 
058 - Lavender
DMX 28–29

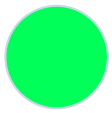
10 
068 - Sky Blue
DMX 30–31

11 
071 - Tokyo Blue
DMX 32–33

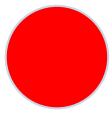
12 
075 - Evening Blue
DMX 34–35

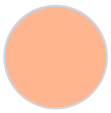
13 
079 - Just Blue
DMX 36–37

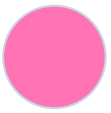
14
088 - Lime Green
DMX 38–39

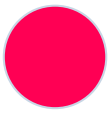
15 
090 - Dark Yellow Green
DMX 40–41

16
103 - Straw
DMX 48–49

17 
106 - Primary Red
DMX 54–55

18 
108 - English Rose
DMX 56–57

19 
111 - Dark Pink
DMX 58–59

20 
113 - Magenta
DMX 60–61

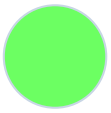
21 
115 - Peacock Blue
DMX 62–63

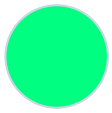
22 
116 - Medium Blue Green
DMX 64–65

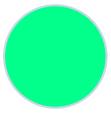
23 
117 - Steel Blue
DMX 66–67

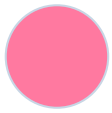
24 
118 - Light Blue
DMX 68–69

25 
119 - Dark Blue
DMX 70–71

26 
121 - Green
DMX 74–75

27 
122 - Fern Green
DMX 76–77

28 
124 - Dark Green
DMX 78–79

29 
127 - Smokey Pink
DMX 80–81

30 
128 - Bright Pink
DMX 82–83

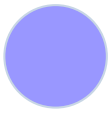
31 
131 - Marine Blue
DMX 84–85

32 
132 - Medium Blue
DMX 86–87

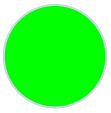
33 
134 - Golden Amber
DMX 88–89

34 
135 - Deep Gold Amber
DMX 90–91

35
136 - Pale Lavender
DMX 92–93

36 
137 - Special Lavender
DMX 94–95

37
138 - Pale Green
DMX 96–97

38 
139 - Primary Green
DMX 98–99

39 
141 - Bright Blue
DMX 100–101

40 
143 - Pale Navy Blue
DMX 102–103

41
147 - Apricot
DMX 104–105

42
152 - Pale Gold
DMX 106–107

43
154 - Pale Rose
DMX 108–109

44
157 - Pink
DMX 110–111

45
158 - Deep Orange
DMX 112–113

46
161 - Slate Blue
DMX 114–115

47
162 - Bastard Amber
DMX 116–117

48
165 - Daylight Blue
DMX 120–121

49 169 - Lilac Tint
DMX 122–123

50 170 - Deep Lavender
DMX 124–125

51 172 - Lagoon Blue
DMX 126–127

52 174 - Dark Steel Blue
DMX 128–129

53 180 - Dark Lavender
DMX 132–133

54 182 - Light Red
DMX 136–137

55 197 - Alice Blue
DMX 138–139

56 200 - Double CT Blue
DMX 140–141

57 201 - Full CT Blue
DMX 142–143

58 202 - Half CT Blue
DMX 144–145

59 203 - Quarter C T Blue

60 204 - Full C T Orange

61 205 - Half C T Orange

62 206 - Quarter C T Orange

63 241 - Fluorescent 5700 Kelvin
DMX 154–155

64 242 - Fluorescent 4300 Kelvin
DMX 156–157

65 247 - Minus Green
DMX 158–159

66 248 - Half Minus Green
DMX 160–161

67 281 - Three Quarter C T Blue

68 285 - Three Quarter C T Orange

69 328 - Follies Pink
DMX 166–167

70 352 - Glacier Blue
DMX 168–169

71 353 - Lighter Blue
DMX 170–171

72 363 - Special Medium Blue
DMX 172–173

73 706 - Kings Fals Lavender
DMX 174–175

74 711 - Cold Blue
DMX 176–177

75 724 - Ocean Blue
DMX 178–179

76 728 - Steel Green
DMX 180–181

77 747 - Easy White
DMX 182–183

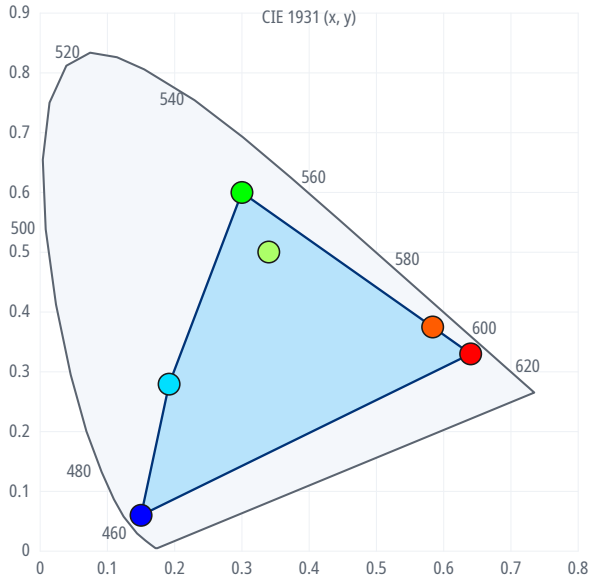
78 778 - Millenium Gold
DMX 184–185

79 793 - Vanity Fair
DMX 186–187

80 R05 - Rose Tint
DMX 188–189

81 Off
DMX 0–9

LED colors and the colors they mix

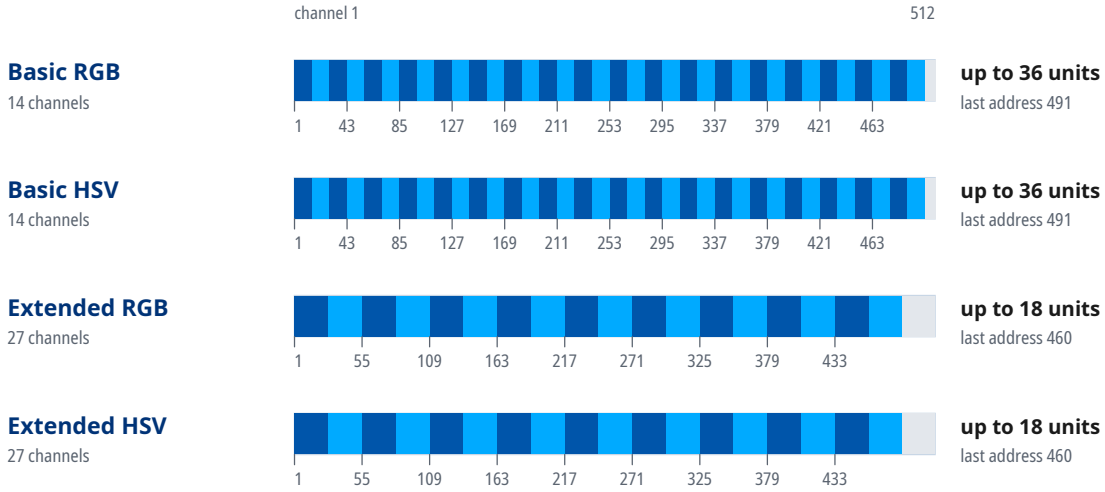


LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Amber	0.584	0.375
Lime	0.340	0.500
Cyan	0.192	0.279

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

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended RGB”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	136	11	271	16	406
2	28	7	163	12	298	17	433
3	55	8	190	13	325	18	460
4	82	9	217	14	352	19	U2 · 1
5	109	10	244	15	379	20	U2 · 28

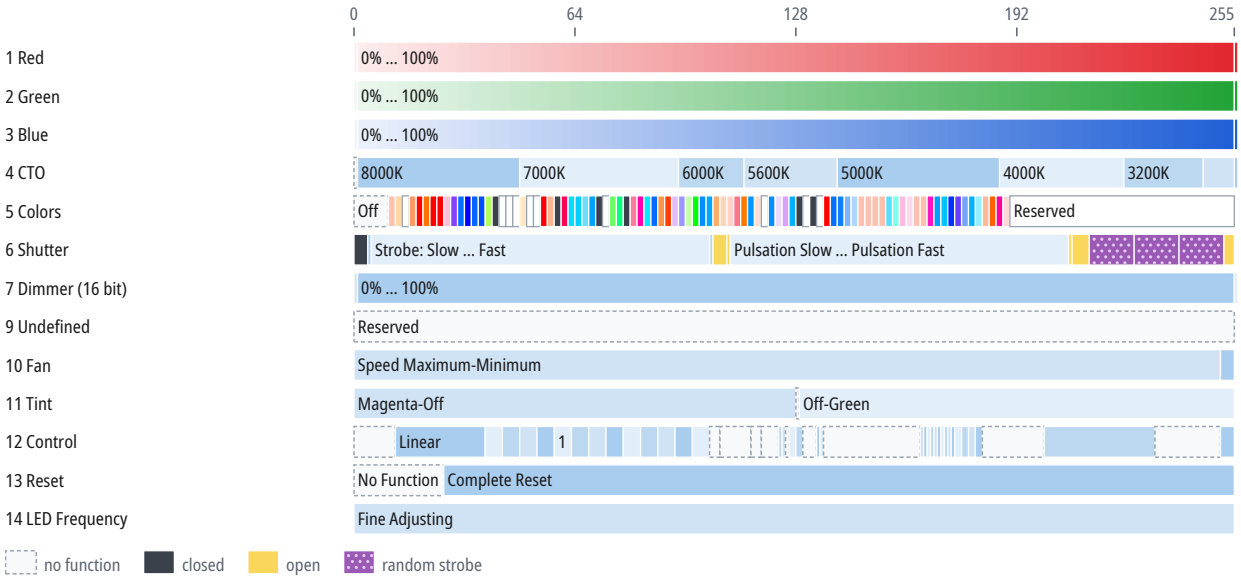
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Basic RGB

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 CTO 0, CH 5 Colors 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Red/Cyan
		0	0%
		1–254	0% ... 100%
		255	100%
2	Green		Green/Magenta
		0	0%
		1–254	0% ... 100%
		255	100%
3	Blue		Blue/Yellow
		0	0%
		1–254	0% ... 100%
		255	100%
4	CTO	0	Off
		1–47	8000K
		48–93	7000K
		94–112	6000K
		113–139	5600K
		140–186	5000K
		187–222	4000K
		223–245	3200K

CH	Function	DMX	Description
4	CTO (continued)	246–254	2700K
		255	2500K
5	Colors		Macro Colors
		0–9	Off
		10–11	004 - Medium Bastard Amber
		12–13	009 - Pale Amber Gold
		14–15	Reserved
		16–17	017 - Surprise Peach
		18–19	019 - Fire
		20–21	021 - Gold Amber
		22–23	026 - Bright Red
		24–25	029 - Plasa Red
		26–27	035 - Light Pink
		28–29	058 - Lavender
		30–31	068 - Sky Blue
		32–33	071 - Tokyo Blue
		34–35	075 - Evening Blue
		36–37	079 - Just Blue
		38–39	088 - Lime Green
		40–41	090 - Dark Yellow Green
		42–47	Reserved
		48–49	103 - Straw
		50–53	Reserved
		54–55	106 - Primary Red
		56–57	108 - English Rose
		58–59	111 - Dark Pink
		60–61	113 - Magenta
		62–63	115 - Peacock Blue
		64–65	116 - Medium Blue Green
		66–67	117 - Steel Blue
		68–69	118 - Light Blue
		70–71	119 - Dark Blue
		72–73	Reserved
		74–75	121 - Green
		76–77	122 - Fern Green
		78–79	124 - Dark Green
		80–81	127 - Smokey Pink
		82–83	128 - Bright Pink
		84–85	131 - Marine Blue
		86–87	132 - Medium Blue
		88–89	134 - Golden Amber
		90–91	135 - Deep Gold Amber

CH	Function	DMX	Description
5	Colors (continued)	92–93	136 - Pale Lavender
		94–95	137 - Special Lavender
		96–97	138 - Pale Green
		98–99	139 - Primary Green
		100–101	141 - Bright Blue
		102–103	143 - Pale Navy Blue
		104–105	147 - Apricot
		106–107	152 - Pale Gold
		108–109	154 - Pale Rose
		110–111	157 - Pink
		112–113	158 - Deep Orange
		114–115	161 - Slate Blue
		116–117	162 - Bastard Amber
		118–119	Reserved
		120–121	165 - Daylight Blue
		122–123	169 - Lilac Tint
		124–125	170 - Deep Lavender
		126–127	172 - Lagoon Blue
		128–129	174 - Dark Steel Blue
		130–131	Reserved
		132–133	180 - Dark Lavender
		134–135	Reserved
		136–137	182 - Light Red
		138–139	197 - Alice Blue
		140–141	200 - Double CT Blue
		142–143	201 - Full CT Blue
		144–145	202 - Half CT Blue
		146–147	203 - Quarter CT Blue
		148–149	204 - Full CT Orange
		150–151	205 - Half CT Orange
		152–153	206 - Quarter CT Orange
		154–155	241 - Fluorescent 5700 Kelvin
		156–157	242 - Fluorescent 4300 Kelvin
		158–159	247 - Minus Green
		160–161	248 - Half Minus Green
		162–163	281 - Three Quarter CT Blue
		164–165	285 - Three Quarter CT Orange
		166–167	328 - Follies Pink
		168–169	352 - Glacier Blue
		170–171	353 - Lighter Blue
		172–173	363 - Special Medium Blue
		174–175	706 - Kings Fals Lavender

CH	Function	DMX	Description
5	Colors (continued)	176–177	711 - Cold Blue
		178–179	724 - Ocean Blue
		180–181	728 - Steel Green
		182–183	747 - Easy White
		184–185	778 - Millenium Gold
		186–187	793 - Vanity Fair
		188–189	R05 - Rose Tint
		190–255	Reserved
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
		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	0–1	0%
		1–255	0% ... 100%
		255	100%
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Undefined	0–255	Reserved
10	Fan		Fan Speed
		0–250	Speed Maximum-Minimum
		251–255	Fanless
11	Tint	0–127	Magenta-Off
		128	Off
		129–255	Off-Green
12	Control	0–11	Unused Range
		12–37	Linear
		38–42	S Curve
		43–47	Square
		48–52	Smooth Square
		53–57	S Curve
		58–62	1
		63–67	1 point 5
		68–72	2 point 2
		73–77	Disabled

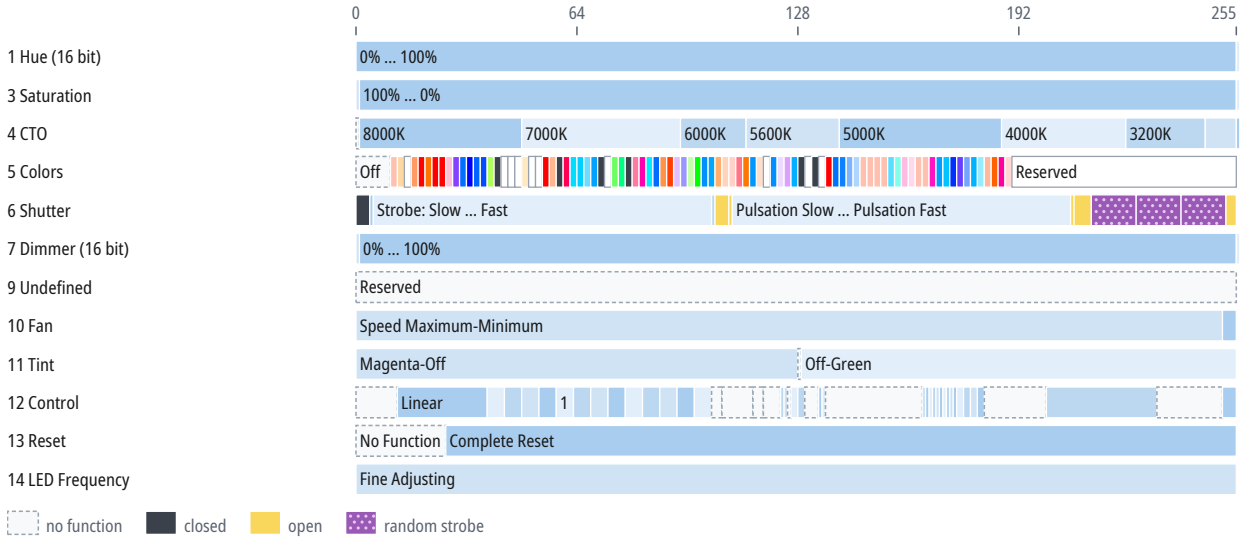
CH	Function	DMX	Description
12	Control (continued)	78–82	1 750W Lamp Emulation
		83–87	2 1000W Lamp Emulation
		88–92	3 1200W Lamp Emulation
		93–97	4 2000W Lamp Emulation
		98–102	5 2500W Lamp Emulation
		103–114	Reserved 1
		115–122	Reserved
		123	Filter
		124	White
		125	Reserved
		126–127	Relative
		128–129	Absolute
		130–133	Reserved
		134	Native
		135	sRGB
		136–163	No Feature: Reserved
		164	1000Hz
		165	1500Hz
		166	2400Hz
		167	3700Hz
		168	5600Hz
		169	9400Hz
		170	15100Hz
		171	21400Hz
		172	31000Hz
		173	43700Hz
		174–175	Standard
		176–177	Silent
		178–179	Fanless
		180–181	DMX
		182–199	Reserved
		200–231	16 Digital Filters
		232–250	Reserved
		251–255	Default
13	Reset	0–25	No Function
		26–255	Complete Reset
14	LED Frequency	0–255	Fine Adjusting

Mode Basic HSV

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 4 CTO 0, CH 5 Colors 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



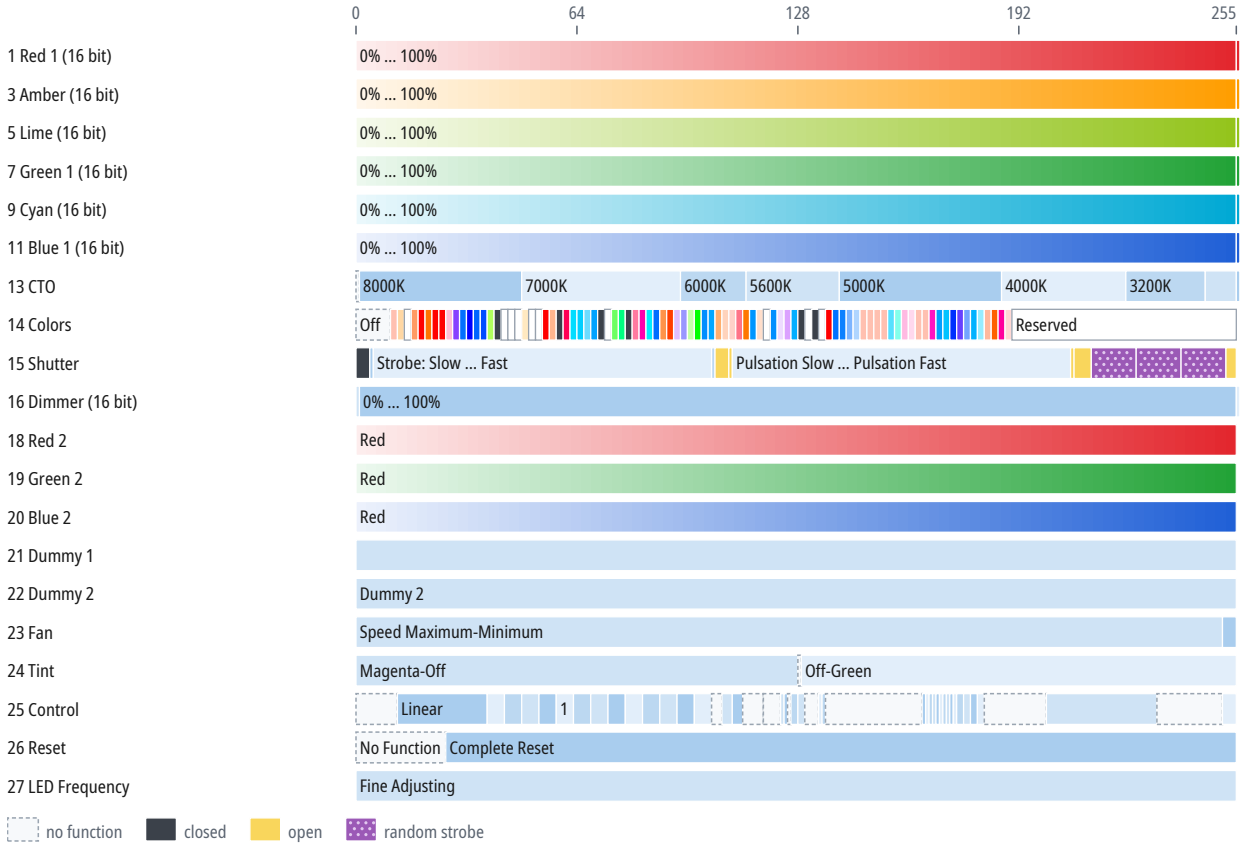
CH	Function	DMX	Description
1	Hue	0–255	0% ... 100%
		255	100%
2	Hue Fine	0–255	Fine adjustment of CH 1
3	Saturation	0	100%
		1–254	100% ... 0%
		255	0%
4	CTO		Same as CH 4 in the mode “Basic RGB” (p. 11)
5	Colors		Same as CH 5 in the mode “Basic RGB” (p. 12)
6	Shutter		Same as CH 6 in the mode “Basic RGB” (p. 14)
7	Dimmer		Same as CH 7 in the mode “Basic RGB” (p. 14)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Undefined	0–255	Reserved
10	Fan		Same as CH 10 in the mode “Basic RGB” (p. 14)
11	Tint		Same as CH 11 in the mode “Basic RGB” (p. 14)
12	Control		Same as CH 12 in the mode “Basic RGB” (p. 14)
13	Reset		Same as CH 13 in the mode “Basic RGB” (p. 15)
14	LED Frequency	0–255	Fine Adjusting

Mode Extended RGB

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 15 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 3 Amber 255, CH 5 Lime 255, CH 7 Green 1 255, CH 9 Cyan 255, CH 11 Blue 1 255, CH 13 CTO 0, CH 14 Colors 0, CH 15 Shutter 105, CH 16 Dimmer 255.

Channel functions at a glance



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	Amber	0–255	0% ... 100%
		255	100%
4	Amber Fine	0–255	Fine adjustment of CH 3
5	Lime	0–255	0% ... 100%
		255	100%
6	Lime Fine	0–255	Fine adjustment of CH 5
7	Green 1	0–255	0% ... 100%
		255	100%
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Cyan	0–255	0% ... 100%

CH	Function	DMX	Description
9	Cyan (continued)	255	100%
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Blue 1	0–255	0% ... 100%
		255	100%
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	CTO		Same as CH 4 in the mode “Basic RGB” (p. 11)
14	Colors		Same as CH 5 in the mode “Basic RGB” (p. 12)
15	Shutter		Same as CH 6 in the mode “Basic RGB” (p. 14)
16	Dimmer		Same as CH 7 in the mode “Basic RGB” (p. 14)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Red 2	0–255	Red
19	Green 2	0–255	Red
20	Blue 2	0–255	Red
21	Dummy 1	0–255	
22	Dummy 2	0–255	Dummy 2
23	Fan		Same as CH 10 in the mode “Basic RGB” (p. 14)
24	Tint		Same as CH 11 in the mode “Basic RGB” (p. 14)
25	Control	0–11	Unused Range
		12–37	Linear
		38–42	S Curve
		43–47	Square
		48–52	Smooth Square
		53–57	S Curve
		58–62	1
		63–67	1 point 5
		68–72	2 point 2
		73–77	Disabled
		78–82	1 750W Lamp Emulation
		83–87	2 1000W Lamp Emulation
		88–92	3 1200W Lamp Emulation
		93–97	4 2000W Lamp Emulation
		98–102	5 2500W Lamp Emulation
		103–105	Reserved 1
		106–108	Raw
		109–111	RGB/CMY
		112–122	Reserved
		123	Filter
		124	White
		125	Reserved
		126–127	Relative
		128–129	Absolute

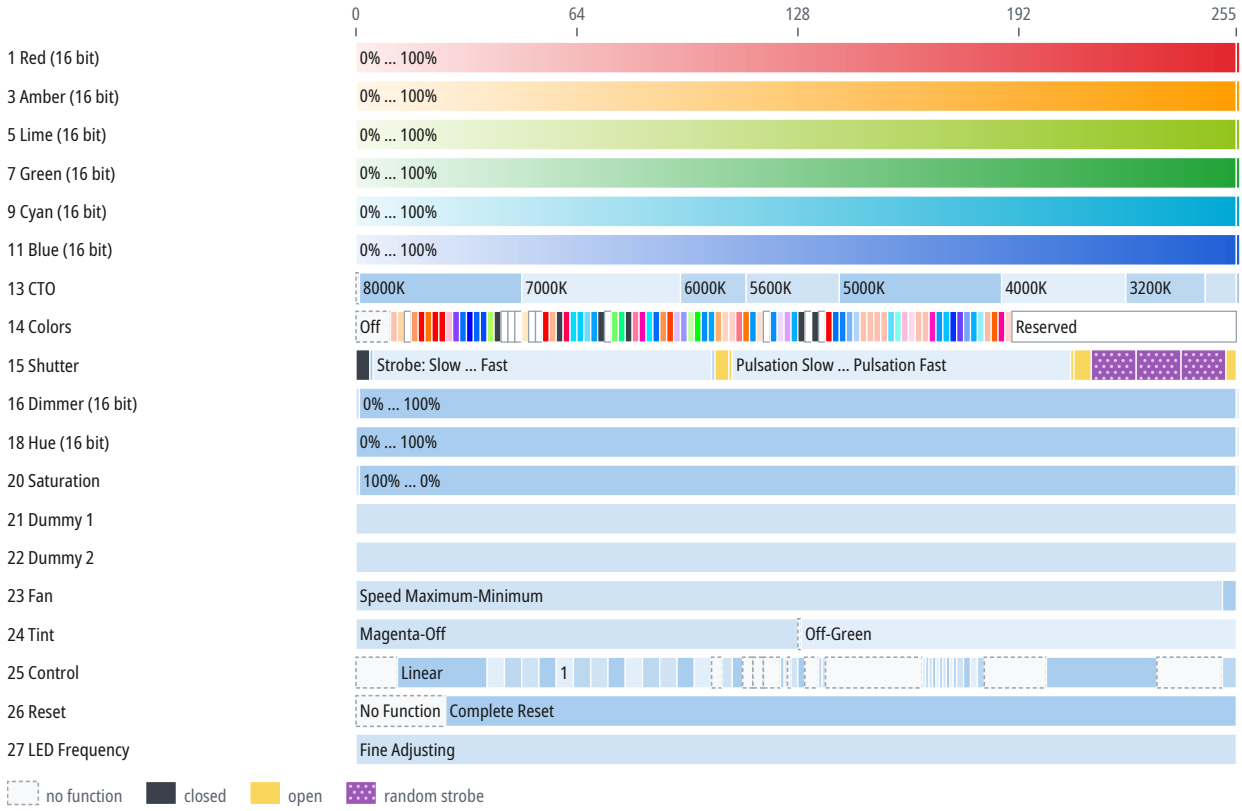
CH	Function	DMX	Description
25	Control (continued)	130–133	Reserved
		134	Native
		135	sRGB
		136–163	No Feature: Reserved
		164	1000Hz
		165	1500Hz
		166	2400Hz
		167	3700Hz
		168	5600Hz
		169	9400Hz
		170	15100Hz
		171	21400Hz
		172	31000Hz
		173	43700Hz
		174–175	Standard
		176–177	Silent
		178–179	Fanless
		180–181	DMX
		182–199	Reserved
		200–231	16 Digital Filters
		232–250	Reserved
		251–255	Default
26	Reset		Same as CH 13 in the mode “Basic RGB” (p. 15)
27	LED Frequency	0–255	Fine Adjusting

Mode Extended HSV

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 15 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 3 Amber 255, CH 5 Lime 255, CH 7 Green 255, CH 9 Cyan 255, CH 11 Blue 255, CH 13 CTO 0, CH 14 Colors 0, CH 15 Shutter 105, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	0% ... 100%
		255	100%
2	Red Fine	0–255	Fine adjustment of CH 1
3	Amber		Same as CH 3 in the mode “Extended RGB” (p. 17)
4	Amber Fine	0–255	Fine adjustment of CH 3
5	Lime		Same as CH 5 in the mode “Extended RGB” (p. 17)
6	Lime Fine	0–255	Fine adjustment of CH 5
7	Green	0–255	0% ... 100%
		255	100%
8	Green Fine	0–255	Fine adjustment of CH 7
9	Cyan		Same as CH 9 in the mode “Extended RGB” (p. 17)
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Blue	0–255	0% ... 100%
		255	100%

CH	Function	DMX	Description
12	Blue Fine	0–255	Fine adjustment of CH 11
13	CTO		Same as CH 4 in the mode “Basic RGB” (p. 11)
14	Colors		Same as CH 5 in the mode “Basic RGB” (p. 12)
15	Shutter		Same as CH 6 in the mode “Basic RGB” (p. 14)
16	Dimmer		Same as CH 7 in the mode “Basic RGB” (p. 14)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Hue		Same as CH 1 in the mode “Basic HSV” (p. 16)
19	Hue Fine	0–255	Fine adjustment of CH 18
20	Saturation		Same as CH 3 in the mode “Basic HSV” (p. 16)
21	Dummy 1	0–255	
22	Dummy 2	0–255	
23	Fan		Same as CH 10 in the mode “Basic RGB” (p. 14)
24	Tint		Same as CH 11 in the mode “Basic RGB” (p. 14)
25	Control	0–11	Unused Range
		12–37	Linear
		38–42	S Curve
		43–47	Square
		48–52	Smooth Square
		53–57	S Curve
		58–62	1
		63–67	1 point 5
		68–72	2 point 2
		73–77	Disabled
		78–82	1 750W Lamp Emulation
		83–87	2 1000W Lamp Emulation
		88–92	3 1200W Lamp Emulation
		93–97	4 2000W Lamp Emulation
		98–102	5 2500W Lamp Emulation
		103–105	Reserved 1
		106–108	Raw
		109–111	HSV
		112–114	Reserved 2
		115–122	Reserved
		123	Filter
		124	White
		125	Reserved
		126–127	Relative
		128–129	Absolute
		130–133	Reserved
		134	Native
		135	sRGB
		136–163	No Feature: Reserved

CH	Function	DMX	Description
25	Control (continued)	164	1000Hz
		165	1500Hz
		166	2400Hz
		167	3700Hz
		168	5600Hz
		169	9400Hz
		170	15100Hz
		171	21400Hz
		172	31000Hz
		173	43700Hz
		174–175	Standard
		176–177	Silent
		178–179	Fanless
		180–181	DMX
		182–199	Reserved
		200–231	16 Digital Filters
		232–250	Reserved
		251–255	Default
26	Reset		Same as CH 13 in the mode “Basic RGB” (p. 15)
27	LED Frequency	0–255	Fine Adjusting

10 Technical specifications

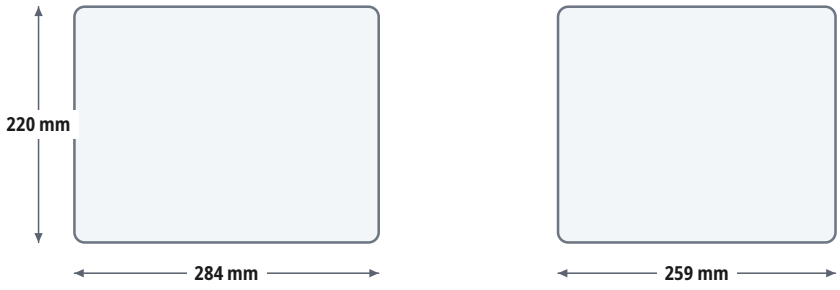
Parameter	Value
Light	
Light source	discharge lamp
Lamp power	250 W
Luminous flux	5,453 lm
Color temperature	5,600 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Control	
RDM	yes (manufacturer ID 0x4350, device model ID 0x0128)
Dimensions and construction	
Weight	5.9 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

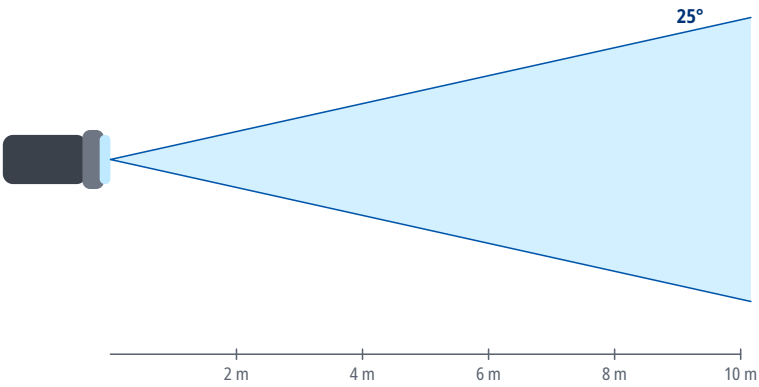
Parameter	Value
Color temperature range	2500–8000 K

Dimensions

weight 5.9 kg



Spot diameter



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

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

11 Maintenance and cleaning

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

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

13 Disposal

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

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

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

Recycle the packaging materials according to their type.