DMX REFERENCE

Rhapsodya

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Rhapsodya_148753.gdtf
GDTF revision	ClayPaky FW 3_0_808_2_0_004 · 2026-06-29
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1 About this manual

This document describes the Rhapsodya by Clay Paky. It was compiled from the GDTF file Clay_Paky_Rhapsodya_148753.gdtf from the GDTF-Share library.

File revision: “ClayPaky FW 3_0_808_2_0_004”.

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	36.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	63	8	1, 64, 127, 190, ...
Easy	55	9	1, 56, 111, 166, ...
White	48	10	1, 49, 97, 145, ...
Strings Engine RGBAL	20	25	1, 21, 41, 61, ...
Strings Engine RGB	12	42	1, 13, 25, 37, ...
String Engine RGBA	16	32	1, 17, 33, 49, ...
Strings Engine RGBL	16	32	1, 17, 33, 49, ...

No light? Check these channels

- Standard: CH 23 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 24 Dimmer above 0
- Easy: CH 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0
- White: CH 8 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 9 Dimmer above 0



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

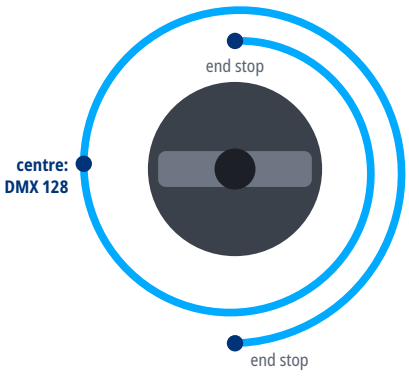
Description in the GDTF file

“Rhapsodya emerges as a groundbreaking, low-noise multi-spectral RGBAL LED fixture meticulously designed for various applications such as touring, live events, theatre, and TV production, and managed by a specially crafted, internally developed firmware algorithm. It is an evolution of Sinfonya, particularly regarding the focus on quality of optics and color management, and the whisper-quiet operation even at full output. Rhapsodya has a stunning new product design that is sleek and modern, with a double power output compared to Sinfonya.”

Range of movement

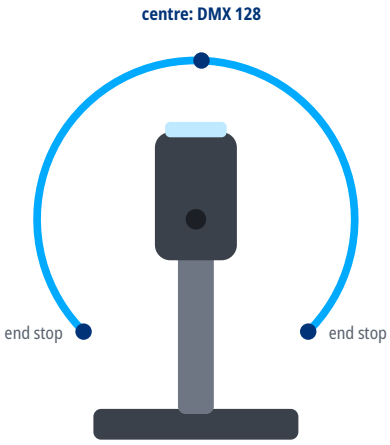
Pan 540°

top view



Tilt 270°

side view



5 Installation

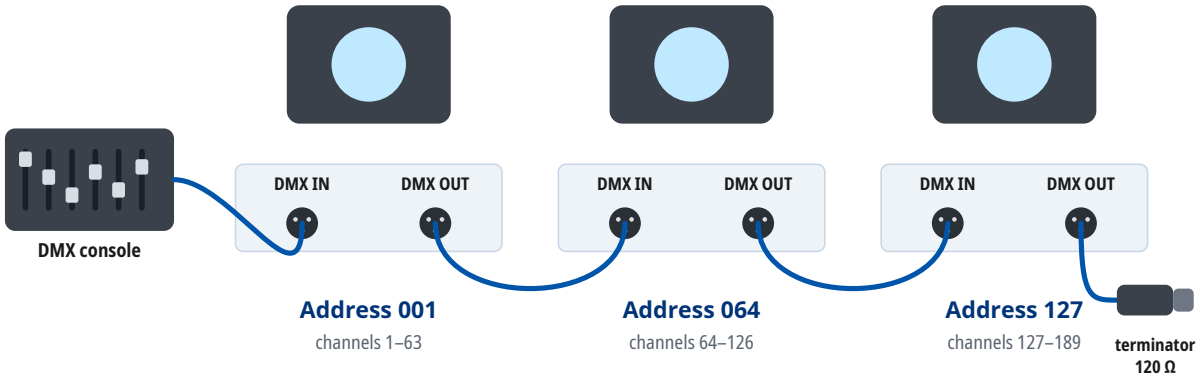
⚠ WARNING

- 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: 36.8 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

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

DMX line



Mode Standard: every unit occupies 63 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 “Standard”: 63.
- 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 “Standard”, you can use, for example, the start addresses 1, 64, 127, 190.
- 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

	Standard 63 channels	Easy 55 channels	White 48 channels	Strings Engine RGBAL 20 channels	Strings Engine RGB 12 channels	String Engine RGBA 16 channels	Strings Engine RGBL 16 channels
Pan / Tilt	55, 57	47, 49	40, 42				
Dimmer	24, 26	16, 18	9, 11	✓	✓	✓	✓
Shutter / strobe	23	15	8				
Color mixing	5× (1–9)	5× (1–9)		1–20	1–18	1–19	1–19
Color temperature	11	11	1				
Color wheel	14, 15, 27	19	4, 5, 12				
Gobo wheel	30, 33	22, 25	15, 18				
Gobo rotation	31, 34	23, 26	16, 19				
Prism	36, 37	28, 29	21, 22				
Frost	38, 39	30, 31	23, 24				
Zoom	51	43	36				
Focus	49, 53, 54	41, 45, 46	34, 38, 39				
Iris	26	18	11				
Animation wheel	28, 29	20, 21	13, 14				

Color wheel 1

1. No function — DMX 0
2. Medium Bastard Amber (L4) — DMX 1–2
3. Medium Yellow (L10) — DMX 3–4
4. Fire (L19) — DMX 5–6
5. Bright Red (L26) — DMX 7–8
6. Lavender (L58) — DMX 9–10
7. Sky Blue (L68) — DMX 11–12
8. Tokyo Blue (L71) — DMX 13–14
9. Just Blue (L79) — DMX 15–16
10. Lime Green (L88) — DMX 17–18
11. Dark Yellow Green (90) — DMX 19–20
12. Spring Yellow (L100) — DMX 21–22
13. Yellow (L101) — DMX 23–24
14. Light Amber (L102) — DMX 25–26
15. Straw (L103) — DMX 27–28
16. Deep Amber (L104) — DMX 29–30
17. Orange (L105) — DMX 31–32
18. Primary Red (L106) — DMX 33–34
19. Dark Pink (L111) — DMX 35–36
20. Peacock Blue (L115) — DMX 37–38
21. Medium Blue-Green (L116) — DMX 39–40
22. Steel Blue (L117) — DMX 41–42
23. Light Blue (L118) — DMX 43–44
24. Dark Blue (L119) — DMX 45–46

25 Deep Blue (L120)
DMX 47–48

26 Green (L121)
DMX 49–50

27 Bright Pink (L128)
DMX 51–52

28 Marine Blue (L131)
DMX 53–54

29 Medium Blue (L132)
DMX 55–56

30 Golden Amber (L134)
DMX 57–58

31 Deep Golden Amber (L135)
DMX 59–60

32 Pale Lavander (L136)
DMX 61–62

33 Special Lavender (L137)
DMX 63–64

34 Pale Green (L138)
DMX 65–66

35 Primary Green (L139)
DMX 67–68

36 Bright Blue (L141)
DMX 69–70

37 Apricot (L147)
DMX 71–72

38 Bright Rose (L148)
DMX 73–74

39 Pale Gold (L152)
DMX 75–76

40 Pale Rose (L154)
DMX 77–78

41 Pink (L157)
DMX 79–80

42 Deep Orange (L158)
DMX 81–82

43 Bastard Amber (L162)
DMX 83–84

44 Flame Red (L164)
DMX 85–86

45 Daylight Blue (L165)
DMX 87–88

46 Lilac Tint (L169)
DMX 90–91

47 Deep Lavander (L170)
DMX 92–93

48 Lagoon Blue (L172)
DMX 94–95

49 Chrome Orange (L179)
DMX 96–97

50 Dark Lavender (L180)
DMX 98–99

51 Congo Blue (L181)
DMX 100–101

52 Alice Blue (L197)
DMX 102–103

53 Full CTB (L201)
DMX 104–105

54 Half CTB (L202)
DMX 106–107

55 Quarter CTB (L203)
DMX 108–109

56 Full CTO (L204)
DMX 110–111

57 Half CTO (L205)
DMX 112–113

58 Quarter CTO (L206)
DMX 114–115

59 Full Minus Green (L247)
DMX 116–117

60 Half Minus Green (L248)
DMX 118

61 Three Quarter CTB (L281)
DMX 119–120

62 Three Quarter CTO (L285)
DMX 121–122

63 Glacier Blue (L352)
DMX 123–124

64 Lighter Blue (L353)
DMX 125–126

65 Cabana Blue (L715)
DMX 127–128

66 Millenium Gold (L778)
DMX 129–130

67 Vanity Fair (L793)
DMX 131–132

Gobo wheel 1

1
Gobo: Open
DMX 0–18

2 
Gobo 1
DMX 19–37

3 
Gobo 2
DMX 38–55

4 
Gobo 3
DMX 56–74

5 
Gobo 4
DMX 75–92

6 
Gobo 5
DMX 93–111

7 
Gobo 6
DMX 112–130

Prism

1
Prism Out
DMX 0–127

2 
4 facets
Prism In
DMX 128–255

Animation wheel

1
Open
DMX 0

2 
Animation
DMX 1–255

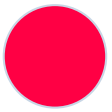
Color wheel 2

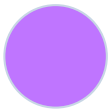
1 No function
DMX 0

2
Medium Bastard Amber (L4)
DMX 1–2

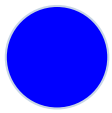
3
Medium Yellow (L10)
DMX 3–4

4 
Fire (L19)
DMX 5–6

5 
Bright Red (L26)
DMX 7–8

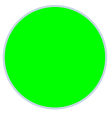
6 
Lavender (L58)
DMX 9–10

7 
Sky Blue (L68)
DMX 11–12

8 
Tokyo Blue (L71)
DMX 13–14

9 
Just Blue (L79)
DMX 15–16

10
Lime Green (L88)
DMX 17–18

11 
Dark Yellow Green (90)
DMX 19–20

12
Spring Yellow (L100)
DMX 21–22

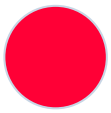
13
Yellow (L101)
DMX 23–24

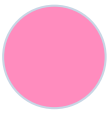
14
Light Amber (L102)
DMX 25–26

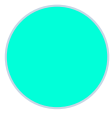
15
Straw (L103)
DMX 27–28

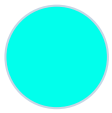
16
Deep Amber (L104)
DMX 29–30

17 
Orange (L105)
DMX 31–32

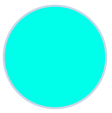
18 
Primary Red (L106)
DMX 33–34

19 
Dark Pink (L111)
DMX 35–36

20 
Peacock Blue (L115)
DMX 37–38

21 
Medium Blue-Green (L116)
DMX 39–40

22
Steel Blue (L117)
DMX 41–42

23 
Light Blue (L118)
DMX 43–44

24 
Dark Blue (L119)
DMX 45–46

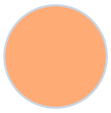
25 
Deep Blue (L120)
DMX 47–48

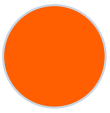
26
Green (L121)
DMX 49–50

27 
Bright Pink (L128)
DMX 51–52

28
Marine Blue (L131)
DMX 53–54

29 
Medium Blue (L132)
DMX 55–56

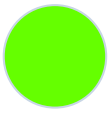
30 
Golden Amber (L134)
DMX 57–58

31 
Deep Golden Amber (L135)
DMX 59–60

32
Pale Lavander (L136)
DMX 61–62

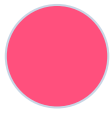
33
Special Lavender (L137)
DMX 63–64

34
Pale Green (L138)
DMX 65–66

35 
Primary Green (L139)
DMX 67–68

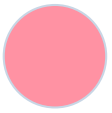
36 
Bright Blue (L141)
DMX 69–70

37
Apricot (L147)
DMX 71–72

38 
Bright Rose (L148)
DMX 73–74

39
Pale Gold (L152)
DMX 75–76

40
Pale Rose (L154)
DMX 77–78

41 
Pink (L157)
DMX 79–80

42
Deep Orange (L158)
DMX 81–82

43
Bastard Amber (L162)
DMX 83–84

44
Flame Red (L164)
DMX 85–86

45
Daylight Blue (L165)
DMX 87–88

46
Lilac Tint (L169)
DMX 90–91

47
Deep Lavander (L170)
DMX 92–93

48
Lagoon Blue (L172)
DMX 94–95

49 Chrome Orange (L179)
DMX 96–97

50 Dark Lavender (L180)
DMX 98–99

51 Congo Blue (L181)
DMX 100–101

52 Alice Blue (L197)
DMX 102–103

53 Full CTB (L201)
DMX 104–105

54 Half CTB (L202)
DMX 106–107

55 Quarter CTB (L203)
DMX 108–109

56 Full CTO (L204)
DMX 110–111

57 Half CTO (L205)
DMX 112–113

58 Quarter CTO (L206)
DMX 114–115

59 Full Minus Green (L247)
DMX 116–117

60 Half Minus Green (L248)
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63 Glacier Blue (L352)
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64 Lighter Blue (L353)
DMX 125–126

65 Cabana Blue (L715)
DMX 127–128

66 Millenium Gold (L778)
DMX 129–130

67 Vanity Fair (L793)
DMX 131–132

Gobo wheel 2

1 Gobo: Open
DMX 0–18

2 Gobo 1
DMX 19–37

3 Gobo 2
DMX 38–55

4 Gobo 3
DMX 56–74

5 Gobo 4
DMX 75–92

6 Gobo 5
DMX 93–111

7 Gobo 6
DMX 112–130

Color wheel 3

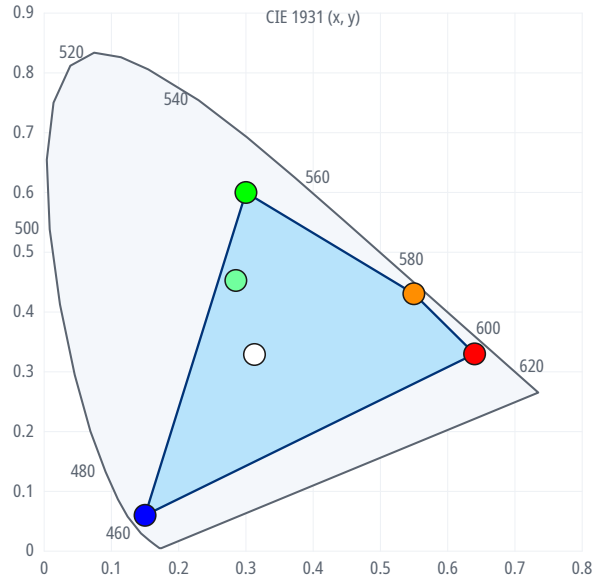
1 Open
DMX 0–63

2 Deep Red
DMX 64–127

3 Deep Green
DMX 128–191

4 Deep Blue
DMX 192–255

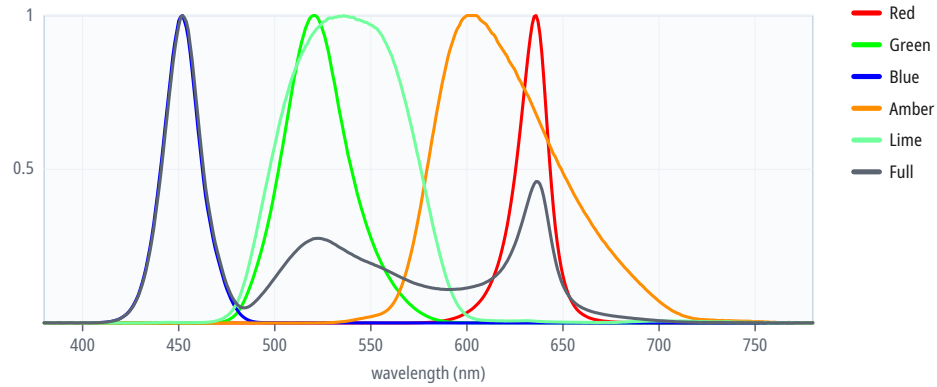
LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	665
Green	0.300	0.600	520
Blue	0.150	0.060	450
Amber	0.550	0.431	600
Lime	0.285	0.453	535
Full	0.313	0.329	

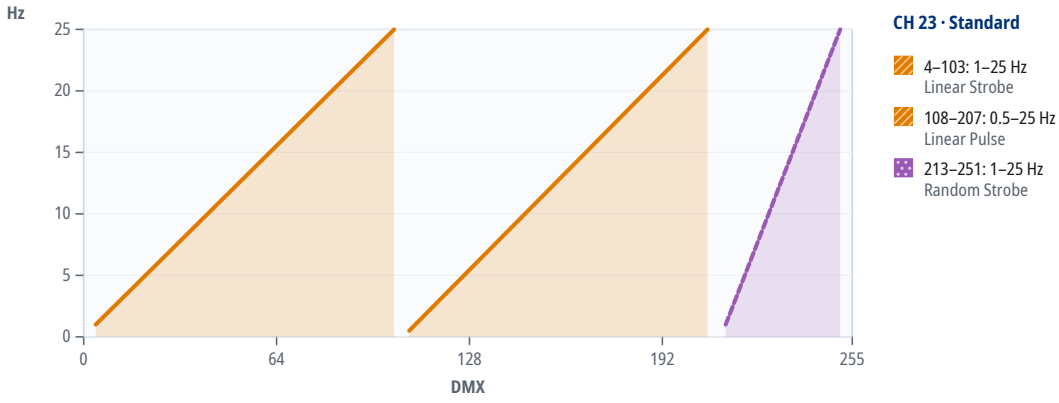
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



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

Strobe rate



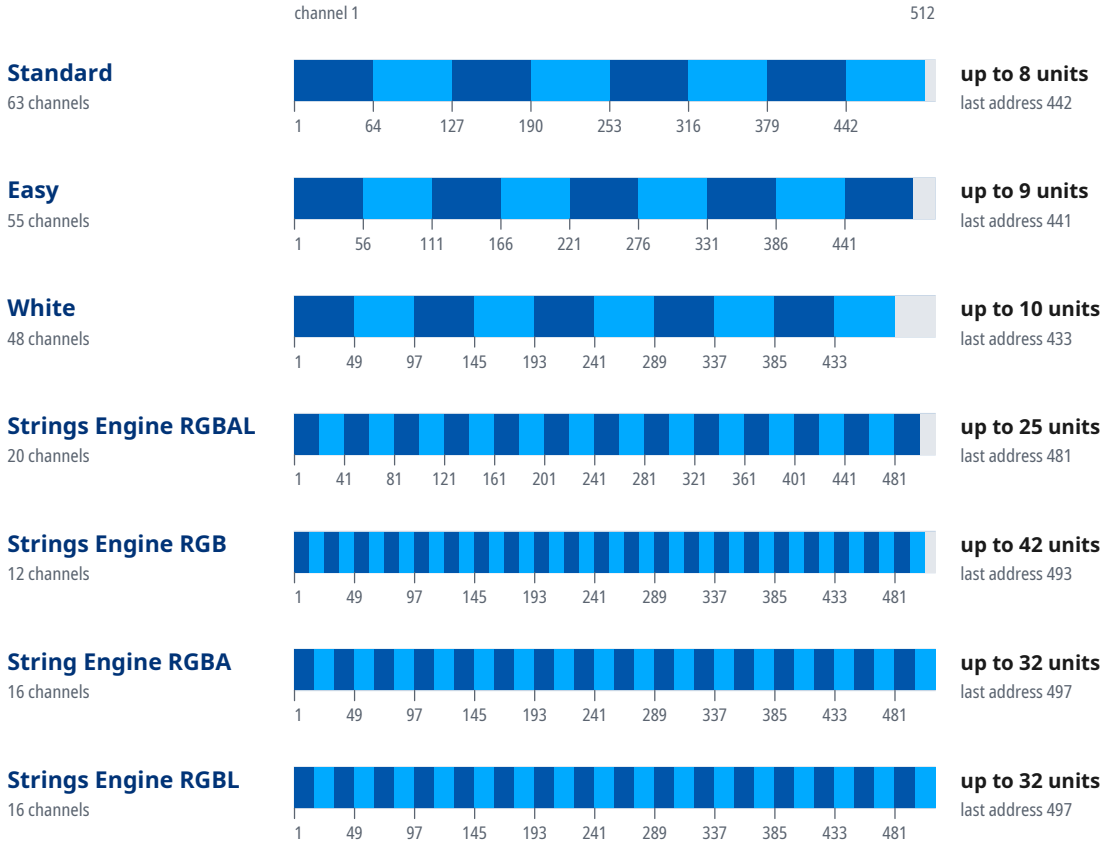
Cells (pixels)



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

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	316	11	U2 · 127	16	U2 · 442
2	64	7	379	12	U2 · 190	17	U3 · 1
3	127	8	442	13	U2 · 253	18	U3 · 64
4	190	9	U2 · 1	14	U2 · 316	19	U3 · 127
5	253	10	U2 · 64	15	U2 · 379	20	U3 · 190

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 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 23 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 24 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 Amber 255, CH 9 Lime 255, CH 11 Color Temperature 128, CH 23 Shutter 104, CH 24 Dimmer 255, CH 27 Colors 0.

CH	Function	DMX	Description
1	Red	0–255	Min … Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min … Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min … Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Amber	0–255	Min … Max
		255	Max
8	Amber Fine	0–255	Fine adjustment of CH 7
9	Lime	0–255	Min … Max
		255	Max
10	Lime Fine	0–255	Fine adjustment of CH 9
11	Color Temperature	0	10000K
		1–127	Linear 10000K-CalibWhite
		128	CalibWhite
		129–255	Linear To 2500K
12	CRI	0	RAW
		1	LowCRI / Max Out
		2–254	IncreaseCRI
		255	MaxCRI / Low Out
13	Tint	0–127	-Green
		128	NoCorrection
		129–255	+Green
14	Virtual CW 1	0	No function
		1–2	Medium Bastard Amber (L4)
		3–4	Medium Yellow (L10)
		5–6	Fire (L19)
		7–8	Bright Red (L26)
		9–10	Lavender (L58)
		11–12	Sky Blue (L68)
		13–14	Tokyo Blue (L71)
		15–16	Just Blue (L79)

CH	Function	DMX	Description
14	Virtual CW 1 (continued)	17–18	Lime Green (L88)
		19–20	Dark Yellow Green (90)
		21–22	Spring Yellow (L100)
		23–24	Yellow (L101)
		25–26	Light Amber (L102)
		27–28	Straw (L103)
		29–30	Deep Amber (L104)
		31–32	Orange (L105)
		33–34	Primary Red (L106)
		35–36	Dark Pink (L111)
		37–38	Peacock Blue (L115)
		39–40	Medium Blue-Green (L116)
		41–42	Steel Blue (L117)
		43–44	Light Blue (L118)
		45–46	Dark Blue (L119)
		47–48	Deep Blue (L120)
		49–50	Green (L121)
		51–52	Bright Pink (L128)
		53–54	Marine Blue (L131)
		55–56	Medium Blue (L132)
		57–58	Golden Amber (L134)
		59–60	Deep Golden Amber (L135)
		61–62	Pale Lavander (L136)
		63–64	Special Lavender (L137)
		65–66	Pale Green (L138)
		67–68	Primary Green (L139)
		69–70	Bright Blue (L141)
		71–72	Apricot (L147)
		73–74	Bright Rose (L148)
		75–76	Pale Gold (L152)
		77–78	Pale Rose (L154)
		79–80	Pink (L157)
		81–82	Deep Orange (L158)
		83–84	Bastard Amber (L162)
		85–86	Flame Red (L164)
		87–88	Daylight Blue (L165)
		89	Daylight Blue (L165) ... Lilac Tint (L169)
		90–91	Lilac Tint (L169)
		92–93	Deep Lavander (L170)
		94–95	Lagoon Blue (L172)
		96–97	Chrome Orange (L179)
		98–99	Dark Lavender (L180)

CH	Function	DMX	Description
14	Virtual CW 1 (continued)	100–101	Congo Blue (L181)
		102–103	Alice Blue (L197)
		104–105	Full CTB (L201)
		106–107	Half CTB (L202)
		108–109	Quarter CTB (L203)
		110–111	Full CTO (L204)
		112–113	Half CTO (L205)
		114–115	Quarter CTO (L206)
		116–117	Full Minus Green (L247)
		118	Half Minus Green (L248)
		119–120	Three Quarter CTB (L281)
		121–122	Three Quarter CTO (L285)
		123–124	Glacier Blue (L352)
		125–126	Lighter Blue (L353)
		127–128	Cabana Blue (L715)
		129–130	Millenium Gold (L778)
		131–132	Vanity Fair (L793)
		133–134	User color 1
		135–136	User color 2
		137–138	User color 3
		139–140	User color 4
		141–142	User color 5
		143–144	User color 6
		145–146	User color 7
		147–148	User color 80
		149–150	User color 91
		151–152	User color 10
		153–154	User color 11
		155–156	User color 12
		157–255	No function
15	Virtual CW 2	0	No function
		1–2	Medium Bastard Amber (L4)
		3–4	Medium Yellow (L10)
		5–6	Fire (L19)
		7–8	Bright Red (L26)
		9–10	Lavender (L58)
		11–12	Sky Blue (L68)
		13–14	Tokyo Blue (L71)
		15–16	Just Blue (L79)
		17–18	Lime Green (L88)
		19–20	Dark Yellow Green (90)
		21–22	Spring Yellow (L100)

CH	Function	DMX	Description
15	Virtual CW 2 (continued)	23–24	Yellow (L101)
		25–26	Light Amber (L102)
		27–28	Straw (L103)
		29–30	Deep Amber (L104)
		31–32	Orange (L105)
		33–34	Primary Red (L106)
		35–36	Dark Pink (L111)
		37–38	Peacock Blue (L115)
		39–40	Medium Blue-Green (L116)
		41–42	Steel Blue (L117)
		43–44	Light Blue (L118)
		45–46	Dark Blue (L119)
		47–48	Deep Blue (L120)
		49–50	Green (L121)
		51–52	Bright Pink (L128)
		53–54	Marine Blue (L131)
		55–56	Medium Blue (L132)
		57–58	Golden Amber (L134)
		59–60	Deep Golden Amber (L135)
		61–62	Pale Lavander (L136)
		63–64	Special Lavender (L137)
		65–66	Pale Green (L138)
		67–68	Primary Green (L139)
		69–70	Bright Blue (L141)
		71–72	Apricot (L147)
		73–74	Bright Rose (L148)
		75–76	Pale Gold (L152)
		77–78	Pale Rose (L154)
		79–80	Pink (L157)
		81–82	Deep Orange (L158)
		83–84	Bastard Amber (L162)
		85–86	Flame Red (L164)
		87–88	Daylight Blue (L165)
		89	Daylight Blue (L165) ... Lilac Tint (L169)
		90–91	Lilac Tint (L169)
		92–93	Deep Lavander (L170)
		94–95	Lagoon Blue (L172)
		96–97	Chrome Orange (L179)
		98–99	Dark Lavender (L180)
		100–101	Congo Blue (L181)
		102–103	Alice Blue (L197)
		104–105	Full CTB (L201)

CH	Function	DMX	Description
15	Virtual CW 2 (continued)	106–107	Half CTB (L202)
		108–109	Quarter CTB (L203)
		110–111	Full CTO (L204)
		112–113	Half CTO (L205)
		114–115	Quarter CTO (L206)
		116–117	Full Minus Green (L247)
		118	Half Minus Green (L248)
		119–120	Three Quarter CTB (L281)
		121–122	Three Quarter CTO (L285)
		123–124	Glacier Blue (L352)
		125–126	Lighter Blue (L353)
		127–128	Cabana Blue (L715)
		129–130	Millenium Gold (L778)
		131–132	Vanity Fair (L793)
		133–134	User color 1
		135–136	User color 2
		137–138	User color 3
		139–140	User color 4
		141–142	User color 5
		143–144	User color 6
		145–146	User color 7
		147–148	User color 80
		149–150	User color 91
		151–152	User color 10
		153–154	User color 11
		155–156	User color 12
		157–255	No function
16	Virtual Red	0–127	-R
		128	No Change
		129–255	+R
17	Virtual Green	0–127	-G
		128	No Change
		129–255	+G
18	Virtual Blue	0–127	-B
		128	No Change
		129–255	+B
19	Virtual Amber	0–127	+A
		128	No Change
		129–255	+A
20	Virtual Lime	0–127	-L
		128	No Change
		129–255	+L

CH	Function	DMX	Description
21	Cross Fade	0	NoCrossFade
		1	ColorMix
		2–126	ColorMix>VC1
		127–128	VC1
		129–254	VC1>VC2
		255	VC2
22	Colors Mode	0–4	No function
		5–9	RAW
		10–14	3200K
		15–19	4000K
		20–24	4400K
		25–29	5000K
		30–34	5600K
		35–39	6000K
		40–44	6500K
		45–50	7000K
		51–55	7500K
		56–60	8000K
		61–65	WhitePreset 1
		66–70	WhitePreset 2
		71–75	WhitePreset 3
		76–80	WhitePreset 4
		81–85	Tungsten OFF
		86–90	Tungsten1
		91–95	Tungsten2
		96–101	Tungsten3
		102–106	Tungsten4
		107–111	Tungsten5
		112–116	SaveWhitePreset1
		117–121	SaveWhitePreset2
		122–126	SaveWhitePreset3
		127–131	SaveWhitePreset4
		132–136	SaveVirtualC1
		137–141	SaveVirtualC2
		142–146	SaveVirtualC3
		147–152	SaveVirtualC4
		153–157	SaveVirtualC5
		158–162	SaveVirtualC6
		163–167	SaveVirtualC7
		168–172	SaveVirtualC8
		173–177	SaveVirtualC9
		178–182	SaveVirtualC10

CH	Function	DMX	Description
22	Colors Mode (continued)	183–187	SaveVirtualC11
		188–192	SaveVirtualC12
		193–197	SmoothColorDimmer OFF
		198–203	SmoothColorDimmer ON
		204–208	OptimizedColorPoint OFF
		209–213	OptimizedColorPoint ON
		214–218	Daylight
		219–223	OP White
		224–255	Color Mode
23	Shutter	0–3	Close
		4	Linear Strobe: 1Hz
		5–102	Linear Strobe: 1Hz ... 25Hz
		103	Linear Strobe: 25Hz
		104–107	Open
		108	Linear Pulse: 1Hz
		109–206	Linear Pulse: 1Hz ... 25Hz
		207	Linear Pulse: 25Hz
		208–212	Open
		213–225	Random Strobe: Slow (2–9.26 Hz)
		226–238	Med
		239–251	Random Strobe: Fast
		252–255	Open
24	Dimmer	0–255	Closed ... Open
		255	Open
25	Dimmer Fine	0–255	Fine adjustment of CH 24
26	Iris	0–131	Iris: Min to Max
		132–171	Pulse Slow to Fast
		172–211	Pulse Slow to Fast Fast Opening
		212–251	Pulse Slow to Fast Fast Closing
		252–255	Iris Open: Open
27	Colors		Color Wheel
		0–63	Open
		64–127	Deep Red
		128–191	Deep Green
		192–255	Deep Blue
28	Animation Wheel	0	Open
		1–255	Animation
29	Animation Wheel Rotation Speed		Animation Wheel Pos Rot
		0–124	CCW Fast to Slow (720–0.44 °/s)
		125–130	Stop
		131–255	CW Slow to Fast (0.44–720 °/s)
30	Gobo	0–18	Gobo: Open

CH	Function	DMX	Description
30	Gobo (continued)	19–37	Gobo 1
		38–55	Gobo 2
		56–74	Gobo 3
		75–92	Gobo 4
		93–111	Gobo 5
		112–129	Gobo 6
		130–150	Gobo 1 Select Shake: Gobo 1
		151–171	Gobo 1 Select Shake: Gobo 2
		172–192	Gobo 1 Select Shake: Gobo 3
		193–213	Gobo 1 Select Shake: Gobo 4
		214–234	Gobo 1 Select Shake: Gobo 5
		235–255	Gobo 1 Select Shake: Gobo 6
31	Gobo Rotation	0–20	Indexing: 0 to 90
		21–41	Indexing: 90 to 180
		42–62	Indexing: 180 to 270
		63–83	Indexing: 270 to 360
		84–104	Indexing: 360 to 450
		105–127	Indexing: 450 to 540
		128–190	CCW Fast-Slow (1080–0.22 °/s)
		191–192	Gobo Rotation: Stop
		193–255	CW Slow-Fast (0.22–1080 °/s)
32	Gobo Rotation Fine	0–255	Fine adjustment of CH 31
33	Gobo 2	0–18	Gobo: Open
		19–37	Gobo 1
		38–55	Gobo 2
		56–74	Gobo 3
		75–92	Gobo 4
		93–111	Gobo 5
		112–129	Gobo 6
		130–150	Gobo 2 Select Shake: Gobo 1
		151–171	Gobo 2 Select Shake: Gobo 2
		172–192	Gobo 2 Select Shake: Gobo 3
		193–213	Gobo 2 Select Shake: Gobo 4
		214–234	Gobo 2 Select Shake: Gobo 5
		235–255	Gobo 2 Select Shake: Gobo 6
34	Gobo 2 Rotation	0–20	Indexing: 0 to 90
		21–41	Indexing: 90 to 180
		42–62	Indexing: 180 to 270
		63–83	Indexing: 270 to 360
		84–104	Indexing: 360 to 450
		105–127	Indexing: 450 to 540
		128–190	CCW Fast-Slow (1080–0.22 °/s)

CH	Function	DMX	Description
34	Gobo 2 Rotation (continued)	191–192	Gobo Rotation: Stop
		193–255	CW Slow-Fast (0.22–1080 °/s)
35	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 34
36	Prism	0–127	Prism Out
		128–255	Prism In
37	Prism Rotation	0–20	Prism Indexing: 0 to 90
		21–41	Prism Indexing: 90 to 180
		42–62	Prism Indexing: 180 to 270
		63–83	Prism Indexing: 270 to 360
		84–104	Prism Indexing: 360 to 450
		105–127	Prism Indexing: 450 to 540
		128–190	CCW Fast to Slow (1020–0.4 °/s)
		191–192	Prism Rotation: Stop
		193–255	CW Slow to Fast (0.4–1020 °/s)
38	Frost		Heavy Frost
		0	Frost1 Out
		1–255	Frost1 In
39	Frost 2		Light Frost
		0	Frost2 Out
		1–255	Frost2 In
40	Blade 1 A	0	Min 1A
		1–127	Min 1A ... Center
		128	Center
		129–254	Center ... Max 1A
		255	Max 1A
41	Blade 1 Rotation	0	-25
		1–127	-25>0
		128	0
		129–254	0>25
		255	+25
42	Blade 3 A	0	Min 3A
		1–127	Min 3A ... Center
		128	Center
		129–254	Center ... Max 3A
		255	Max 3A
43	Blade 3 Rotation	0	-25
		1–127	-25>0
		128	0
		129–254	0>25
		255	+25
44	Blade 2 A	0	Min 2A
		1–127	Min 2A ... Center

CH	Function	DMX	Description
44	Blade 2 A (continued)	128	Center
		129–254	Center ... Max 2A
		255	Max 2A
45	Blade 2 Rotation	0	-25
		1–127	-25>0
		128	0
		129–254	0>25
		255	+25
46	Blade 4 A	0	MIn 4A
		1–127	MIn 4A ... Center
		128	Center
		129–254	Center ... Max 4A
		255	Max 4A
47	Blade 4 Rotation	0	-25
		1–127	-25>0
		128	0
		129–254	0>25
		255	+25
48	Shaper Rotation	0–127	CCW
		128	Default
		129–255	CW
49	Focus	0–255	Min ... Max
		255	Max
50	Focus Fine	0–255	Fine adjustment of CH 49
51	Zoom	0–255	Narrow ... Wide
		255	Wide
52	Zoom Fine	0–255	Fine adjustment of CH 51
53	Focus Distance		Auto Focus Distance
		0–6	Disabled
		7–255	4m to 100m
54	Focus Adjust		Auto Focus Adjustment
		0–127	Focus Adjustment
		128	Stop
		129–255	Focus Adjustment
55	Pan	0–127	Pan
		128	Home
		128–255	Pan
56	Pan Fine	0–255	Fine adjustment of CH 55
57	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
58	Tilt Fine	0–255	Fine adjustment of CH 57

CH	Function	DMX	Description
59	Function	0–4	Home-Zero
		5–9	FastSpeedPT
		10–14	NormalSpeedPT
		15–24	Position MSpeed
		25–29	FastRotatingGoboChange
		30–34	SlowRotatingGoboChange
		35–39	StandardBlades
		40–44	ExtendedBlades
		45–48	Working Area Store Pan/Tilt 1
		49–52	Working Area Store Pan/Tilt 2
		53–56	Working Area Store Pan/Tilt 3
		57–60	Working Area Store Pan/Tilt 4
		61–65	Working Area OFF
		66–70	Working Area ON
		71–75	EffectsReset
		76–80	P/TReset
		81–85	CompleteReset
		86–90	FanDMX
		91–95	Fan27dB
		96–101	Fan30dB
		102–106	Fan35dB
		107–111	TheatricalMode OFF
		112–116	TheatricalMode ON
		117–121	Dim Curve STD
		122–126	Dim Curve Linear Lux
		127–131	Dim Curve Square
		132–136	Dim Curve Match
		137–141	PixMap OFF
		142–146	PixMap RGB
		147–152	PixMap RGBA
		153–157	PixMap RGBL
		158–162	PixMap RGBAL
		163–167	RGB/CMY OFF
		168–172	RGB/CMY ON
		173–177	ColSpace Native
		178–182	ColSpace sRGB
		183–187	ColSpace REC2020
		188–192	ColSpace ProPhoto
		193–197	ColSpace DCIP3
		198–208	ColSpace DCIP3 … ColMix RGB
		209–213	ColMix RGB
		214–218	ColMix CMY

CH	Function	DMX	Description
59	Function (continued)	219–255	Color Model Mode
60	LED Frequency	0–11	Unused
		12	650 Hz
		13	975 Hz
		14	1460 Hz
		15	2200 Hz
		16	3300 Hz
		17	5000 Hz
		18	7400 Hz
		19	11100 Hz
		20	16700 Hz
		21–255	Base Frequency
61	LED Frequency Adjust	0–127	Decrease Freq
		128	Base Freq
		129–255	Increase Freq
62	Fans		Fan Speed
		0–250	Max to Min
		251–255	Fanless
63	Digital Filters	0	Digital Filters
		1–5	1
		6–10	2
		11–15	3
		16–20	4
		21–25	5
		26–30	6
		31–35	7
		36–40	8
		41–45	9
		46–50	10
		51–55	11
		56–60	12
		61–65	13
		66–70	14
		71–75	15
		76–255	16

Mode Easy

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”; CH 16 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 Amber 255, CH 9 Lime 255, CH 11 Color Temperature 128, CH 14 Colors Mode 0, CH 15 Shutter 104, CH 16 Dimmer 255, CH 19 Colors 0.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “Standard” (p. 16)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 3 in the mode “Standard” (p. 16)
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 5 in the mode “Standard” (p. 16)
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Amber		Same as CH 7 in the mode “Standard” (p. 16)
8	Amber Fine	0–255	Fine adjustment of CH 7
9	Lime		Same as CH 9 in the mode “Standard” (p. 16)
10	Lime Fine	0–255	Fine adjustment of CH 9
11	Color Temperature		Same as CH 11 in the mode “Standard” (p. 16)
12	CRI	0	RAW
		1	LowCRI / MaxOut
		2–254	IncreaseCRI
		255	MaxCRI / LowOut
13	Tint		Same as CH 13 in the mode “Standard” (p. 16)
14	Colors Mode		Same as CH 22 in the mode “Standard” (p. 21)
15	Shutter		Same as CH 23 in the mode “Standard” (p. 22)
16	Dimmer		Same as CH 24 in the mode “Standard” (p. 22)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Iris		Same as CH 26 in the mode “Standard” (p. 22)
19	Colors		Same as CH 27 in the mode “Standard” (p. 22)
20	Animation Wheel		Same as CH 28 in the mode “Standard” (p. 22)
21	Animation Wheel Rotation Speed		Same as CH 29 in the mode “Standard” (p. 22)
22	Gobo		Same as CH 30 in the mode “Standard” (p. 22)
23	Gobo Rotation		Same as CH 31 in the mode “Standard” (p. 23)
24	Gobo Rotation Fine	0–255	Fine adjustment of CH 23
25	Gobo 2		Same as CH 33 in the mode “Standard” (p. 23)
26	Gobo 2 Rotation		Same as CH 34 in the mode “Standard” (p. 23)
27	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 26
28	Prism		Same as CH 36 in the mode “Standard” (p. 24)
29	Prism Rotation		Same as CH 37 in the mode “Standard” (p. 24)
30	Frost		Same as CH 38 in the mode “Standard” (p. 24)
31	Frost 2		Same as CH 39 in the mode “Standard” (p. 24)
32	Blade 1 A		Same as CH 40 in the mode “Standard” (p. 24)

CH	Function	DMX	Description
33	Blade 1 Rotation		Same as CH 41 in the mode “Standard” (p. 24)
34	Blade 3 A		Same as CH 42 in the mode “Standard” (p. 24)
35	Blade 3 Rotation		Same as CH 43 in the mode “Standard” (p. 24)
36	Blade 2 A		Same as CH 44 in the mode “Standard” (p. 24)
37	Blade 2 Rotation		Same as CH 45 in the mode “Standard” (p. 25)
38	Blade 4 A		Same as CH 46 in the mode “Standard” (p. 25)
39	Blade 4 Rotation		Same as CH 47 in the mode “Standard” (p. 25)
40	Shaper Rotation		Same as CH 48 in the mode “Standard” (p. 25)
41	Focus		Same as CH 49 in the mode “Standard” (p. 25)
42	Focus Fine	0–255	Fine adjustment of CH 41
43	Zoom		Same as CH 51 in the mode “Standard” (p. 25)
44	Zoom Fine	0–255	Fine adjustment of CH 43
45	Focus Distance		Same as CH 53 in the mode “Standard” (p. 25)
46	Focus Adjust		Same as CH 54 in the mode “Standard” (p. 25)
47	Pan		Same as CH 55 in the mode “Standard” (p. 25)
48	Pan Fine	0–255	Fine adjustment of CH 47
49	Tilt		Same as CH 57 in the mode “Standard” (p. 25)
50	Tilt Fine	0–255	Fine adjustment of CH 49
51	Function		Same as CH 59 in the mode “Standard” (p. 26)
52	LED Frequency		Same as CH 60 in the mode “Standard” (p. 27)
53	LED Frequency Adjust	0–127	Drecrease Freq
		128	Base Freq
		129–255	Increase Freq
54	Fans		Same as CH 62 in the mode “Standard” (p. 27)
55	Digital Filters		Same as CH 63 in the mode “Standard” (p. 27)

Mode White

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

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Color Temperature 128, CH 7 Colors Mode 0, CH 8 Shutter 104, CH 9 Dimmer 255, CH 12 Colors 0.

CH	Function	DMX	Description
1	Color Temperature		Same as CH 11 in the mode “Standard” (p. 16)
2	CRI		Same as CH 12 in the mode “Easy” (p. 28)
3	Tint		Same as CH 13 in the mode “Standard” (p. 16)
4	Virtual CW 1		Same as CH 14 in the mode “Standard” (p. 16)
5	Virtual CW 2		Same as CH 15 in the mode “Standard” (p. 18)
6	Cross Fade	0	NoCrossFade
		1	ColorMixingOnly
		2–126	XFColorMix-VC1
		127–128	VC1 Only

CH	Function	DMX	Description
6	Cross Fade (continued)	129–254	XFVC1-VC2
		255	VC2 Only
7	Colors Mode	0–4	No function
		5–9	RAW
		10–14	3200K
		15–19	4000K
		20–24	4400K
		25–29	5000K
		30–34	5600K
		35–39	6000K
		40–44	6500K
		45–50	7000K
		51–55	7500K
		56–60	8000K
		61–65	WhitePreset 1
		66–70	WhitePreset 2
		71–75	WhitePreset 3
		76–80	WhitePreset 4
		81–85	Tungsten OFF
		86–90	Tungsten1
		91–95	Tungsten2
		96–101	Tungsten3
		102–106	Tungsten4
		107–111	Tungsten5
		112–116	SaveWhitePreset1
		117–121	SaveWhitePreset2
		122–126	SaveWhitePreset3
		127–131	SaveWhitePreset4
		132–136	SaveVirtualC1
		137–141	SaveVirtualC2
		142–146	SaveVirtualC3
		147–152	SaveVirtualC4
		153–157	SaveVirtualC5
		158–162	SaveVirtualC6
		163–167	SaveVirtualC7
		168–172	SaveVirtualC8
		173–177	SaveVirtualC9
		178–182	SaveVirtualC10
		183–187	SaveVirtualC11
		188–192	SaveVirtualC12
		193–197	SmoothColorDimmer OFF
		198–203	SmoothColorDimmer ON

CH	Function	DMX	Description
7	Colors Mode (continued)	204–208	OptimizedColorPoint OFF
		209–213	OptimizedColorPoint ON
		214–218	Daylight
		219–254	Daylight ... OP White
		255	OP White
8	Shutter		Same as CH 23 in the mode “Standard” (p. 22)
9	Dimmer		Same as CH 24 in the mode “Standard” (p. 22)
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Iris		Same as CH 26 in the mode “Standard” (p. 22)
12	Colors		Same as CH 27 in the mode “Standard” (p. 22)
13	Animation Wheel		Same as CH 28 in the mode “Standard” (p. 22)
14	Animation Wheel Rotation Speed		Same as CH 29 in the mode “Standard” (p. 22)
15	Gobo		Same as CH 30 in the mode “Standard” (p. 22)
16	Gobo Rotation		Same as CH 31 in the mode “Standard” (p. 23)
17	Gobo Rotation Fine	0–255	Fine adjustment of CH 16
18	Gobo 2		Same as CH 33 in the mode “Standard” (p. 23)
19	Gobo 2 Rotation		Same as CH 34 in the mode “Standard” (p. 23)
20	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 19
21	Prism		Same as CH 36 in the mode “Standard” (p. 24)
22	Prism Rotation		Same as CH 37 in the mode “Standard” (p. 24)
23	Frost		Same as CH 38 in the mode “Standard” (p. 24)
24	Frost 2		Light Frost
		0	Frost2 Out
		1–255	frost2 In
25	Blade 1 A		Same as CH 40 in the mode “Standard” (p. 24)
26	Blade 1 Rotation		Same as CH 41 in the mode “Standard” (p. 24)
27	Blade 3 A		Same as CH 42 in the mode “Standard” (p. 24)
28	Blade 3 Rotation		Same as CH 43 in the mode “Standard” (p. 24)
29	Blade 2 A		Same as CH 44 in the mode “Standard” (p. 24)
30	Blade 2 Rotation		Same as CH 45 in the mode “Standard” (p. 25)
31	Blade 4 A		Same as CH 46 in the mode “Standard” (p. 25)
32	Blade 4 Rotation		Same as CH 47 in the mode “Standard” (p. 25)
33	Shaper Rotation		Same as CH 48 in the mode “Standard” (p. 25)
34	Focus		Same as CH 49 in the mode “Standard” (p. 25)
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Zoom		Same as CH 51 in the mode “Standard” (p. 25)
37	Zoom Fine	0–255	Fine adjustment of CH 36
38	Focus Distance		Same as CH 53 in the mode “Standard” (p. 25)
39	Focus Adjust		Same as CH 54 in the mode “Standard” (p. 25)
40	Pan		Same as CH 55 in the mode “Standard” (p. 25)
41	Pan Fine	0–255	Fine adjustment of CH 40
42	Tilt		Same as CH 57 in the mode “Standard” (p. 25)

CH	Function	DMX	Description
43	Tilt Fine	0–255	Fine adjustment of CH 42
44	Function		Same as CH 59 in the mode “Standard” (p. 26)
45	LED Frequency	0–11	Unused
		12	650 Hz
		13	975 Hz
		14	1460 Hz
		15	2200 Hz
		16	3300 Hz
		17	5000 Hz
		18	7400 Hz
		19	11100 Hz
		20–255	16700 Hz
46	LED Frequency Adjust		Same as CH 61 in the mode “Standard” (p. 27)
47	Fans		Same as CH 62 in the mode “Standard” (p. 27)
48	Digital Filters		Same as CH 63 in the mode “Standard” (p. 27)

Mode Strings Engine RGBAL

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 Amber 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Amber 2 255, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 Amber 3 255, CH 16 Red 4 255, CH 17 Green 4 255, CH 18 Blue 4 255, CH 19 Amber 4 255.

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	Amber 1	0	Min
		1–254	Min ... Max
		255	Max
5	Lime 1	0	Min
		1–254	Min ... Max
		255	Max
6	Red 2	0	Min
		1–254	Min ... Max
		255	Max
7	Green 2	0	Min
		1–254	Min ... Max
		255	Max

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

Mode Strings Engine 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	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “Strings Engine RGBAL” (p. 32)
2	Green 1		Same as CH 2 in the mode “Strings Engine RGBAL” (p. 32)
3	Blue 1		Same as CH 3 in the mode “Strings Engine RGBAL” (p. 32)
4	Red 2		Same as CH 6 in the mode “Strings Engine RGBAL” (p. 32)
5	Green 2		Same as CH 7 in the mode “Strings Engine RGBAL” (p. 32)
6	Blue 2		Same as CH 8 in the mode “Strings Engine RGBAL” (p. 33)
7	Red 3		Same as CH 11 in the mode “Strings Engine RGBAL” (p. 33)
8	Green 3		Same as CH 12 in the mode “Strings Engine RGBAL” (p. 33)
9	Blue 3		Same as CH 13 in the mode “Strings Engine RGBAL” (p. 33)
10	Red 4		Same as CH 16 in the mode “Strings Engine RGBAL” (p. 33)
11	Green 4		Same as CH 17 in the mode “Strings Engine RGBAL” (p. 33)
12	Blue 4		Same as CH 18 in the mode “Strings Engine RGBAL” (p. 33)

Mode String Engine RGBA

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 Amber 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 Amber 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 Amber 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 Amber 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “Strings Engine RGBAL” (p. 32)
2	Green 1		Same as CH 2 in the mode “Strings Engine RGBAL” (p. 32)
3	Blue 1		Same as CH 3 in the mode “Strings Engine RGBAL” (p. 32)
4	Amber 1		Same as CH 4 in the mode “Strings Engine RGBAL” (p. 32)
5	Red 2		Same as CH 6 in the mode “Strings Engine RGBAL” (p. 32)
6	Green 2		Same as CH 7 in the mode “Strings Engine RGBAL” (p. 32)
7	Blue 2		Same as CH 8 in the mode “Strings Engine RGBAL” (p. 33)
8	Amber 2		Same as CH 9 in the mode “Strings Engine RGBAL” (p. 33)
9	Red 3		Same as CH 11 in the mode “Strings Engine RGBAL” (p. 33)
10	Green 3		Same as CH 12 in the mode “Strings Engine RGBAL” (p. 33)
11	Blue 3		Same as CH 13 in the mode “Strings Engine RGBAL” (p. 33)
12	Amber 3		Same as CH 14 in the mode “Strings Engine RGBAL” (p. 33)
13	Red 4		Same as CH 16 in the mode “Strings Engine RGBAL” (p. 33)
14	Green 4		Same as CH 17 in the mode “Strings Engine RGBAL” (p. 33)
15	Blue 4		Same as CH 18 in the mode “Strings Engine RGBAL” (p. 33)
16	Amber 4		Same as CH 19 in the mode “Strings Engine RGBAL” (p. 33)

Mode Strings Engine RGBL

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 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “Strings Engine RGBAL” (p. 32)
2	Green 1		Same as CH 2 in the mode “Strings Engine RGBAL” (p. 32)
3	Blue 1		Same as CH 3 in the mode “Strings Engine RGBAL” (p. 32)
4	Lime 1		Same as CH 5 in the mode “Strings Engine RGBAL” (p. 32)
5	Red 2		Same as CH 6 in the mode “Strings Engine RGBAL” (p. 32)
6	Green 2		Same as CH 7 in the mode “Strings Engine RGBAL” (p. 32)
7	Blue 2		Same as CH 8 in the mode “Strings Engine RGBAL” (p. 33)
8	Lime 2		Same as CH 10 in the mode “Strings Engine RGBAL” (p. 33)
9	Red 3		Same as CH 11 in the mode “Strings Engine RGBAL” (p. 33)
10	Green 3		Same as CH 12 in the mode “Strings Engine RGBAL” (p. 33)
11	Blue 3		Same as CH 13 in the mode “Strings Engine RGBAL” (p. 33)
12	Lime 3		Same as CH 15 in the mode “Strings Engine RGBAL” (p. 33)
13	Red 4		Same as CH 16 in the mode “Strings Engine RGBAL” (p. 33)
14	Green 4		Same as CH 17 in the mode “Strings Engine RGBAL” (p. 33)
15	Blue 4		Same as CH 18 in the mode “Strings Engine RGBAL” (p. 33)
16	Lime 4		Same as CH 20 in the mode “Strings Engine RGBAL” (p. 33)

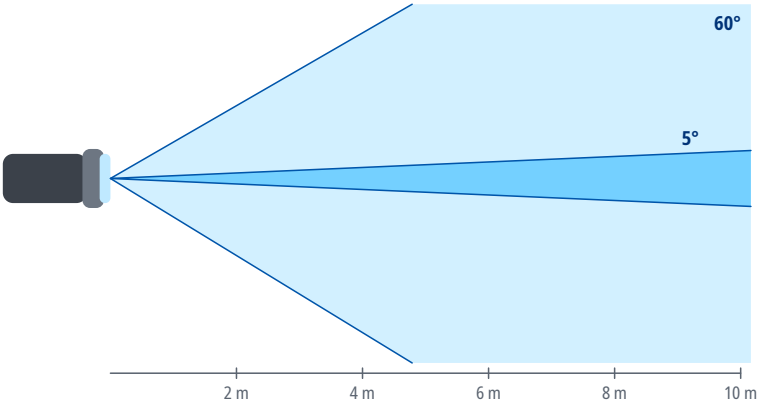
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	5–60°
Pan	540°
Tilt	270°
Weight	36.8 kg
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–10000 K
Strobe frequency	1–25 Hz
Gobo 1 rotation	up to 1080 °/s (180 rpm)
Gobo 2 rotation	up to 1080 °/s (180 rpm)
Prism rotation	up to 1020 °/s (170 rpm)
Animation wheel rotation	up to 720 °/s (120 rpm)

Spot diameter



Distance	Ø 5°	Ø 60°
2 m	0.17 m	2.3 m
4 m	0.35 m	4.6 m
6 m	0.52 m	6.9 m
8 m	0.7 m	9.2 m
10 m	0.87 m	11.5 m
15 m	1.3 m	17.3 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.