DMX REFERENCE

Tambora Glare

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Tambora_Glare_113711.gdtf
GDTF revision	Added new ch modes · 2025-10-14
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 8
Mode Advanced 9
Mode Standard 17
Mode Basic 19
Mode Pixels RGBA 20
Mode Single Cell 100ch 21
Mode Double Cell 50ch 22
Mode Basic+RGBA+DoubleCell 23
Mode Basic+RGBA+SingleCell 24
10 Technical specifications 27
11 Maintenance and cleaning 27
12 Troubleshooting 28
13 Disposal 28

1 About this manual

This document describes the Tambora Glare by Clay Paky. It was compiled from the GDTF file Clay_Paky_Tambora_Glare_113711.gdtf from the GDTF-Share library.

File revision: “Added new ch modes”.

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	14 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Advanced	52	9	1, 53, 105, 157, ...
Standard	41	12	1, 42, 83, 124, ...
Basic	19	26	1, 20, 39, 58, ...
Pixels RGBA	40	12	1, 41, 81, 121, ...
Single Cell 100ch	100	5	1, 101, 201, 301, ...
Double Cell 50ch	50	10	1, 51, 101, 151, ...
Basic+RGBA+DoubleCell	109	4	1, 110, 219, 328
Basic+RGBA+SingleCell	159	3	1, 160, 319

No light? Check these channels

- Advanced: CH 1 Shutter 1 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 6 Shutter 2 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 17 Shutter 3 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 24 Shutter 4 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 31 Shutter 5 at 0–10 “Open” or 21–30 or 151–255; CH 33 Shutter 6 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 35 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 37 Strobe Frequency at 0 “OFF”; CH 41 Shutter 7 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 49 Shutter 8 at 0–10 “Open” or 21–30 or 151–255
- Standard: CH 1 Shutter 1 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 18 Shutter 2 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 25 Shutter 3 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 32 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 34 Strobe Frequency at 0 “OFF”
- Basic: CH 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”
- Basic+RGBA+DoubleCell: CH 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”
- Basic+RGBA+SingleCell: CH 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”


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

“Lighting design is about atmosphere, emotion, and storytelling. Tambora Glare is the new powerful hybrid bar that combines intense brightness, precise color mixing, and stunning motion graphics. With single-pixel mapping, each LED is individually controllable, while its high-output blinder effect enhances

any show. Lightweight, modular, and perfect for both indoor and outdoor use, Tambora Glare merges vintage soul with modern technology!”

5 Installation

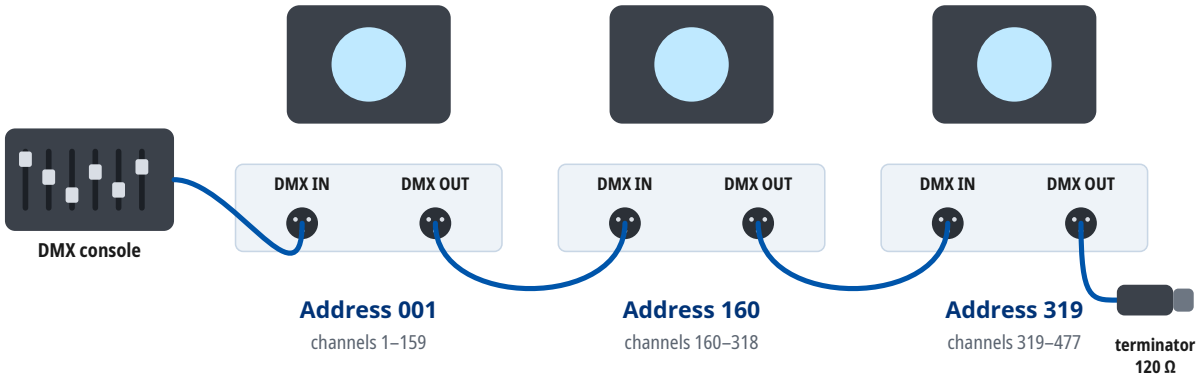
⚠ **WARNING**

- 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: 14 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+RGBA+SingleCell: every unit occupies 159 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

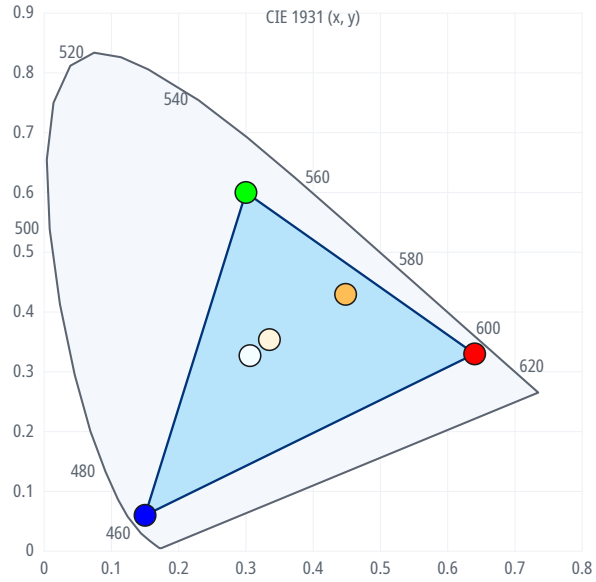
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Basic+RGBA+SingleCell”: 159.
- Choose start addresses so that the channels of individual devices do not overlap and the 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+RGBA+SingleCell”, you can use, for example, the start addresses 1, 160, 319.
- 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 52 channels	Standard 41 channels	Basic 19 channels	Pixels RGBA 40 channels	Single Cell 100ch 100 channels	Double Cell 50ch 50 channels	Basic+RGBA+DoubleCell 109 channels	Basic+RGBA+SingleCell 159 channels
Dimmer	9 channels (2–50)	4 channels (2–35)	2, 17	✓	✓	✓	2, 17	2, 17
Shutter / strobe	10 channels (1–49)	5 channels (1–34)	1, 15, 16				1, 15, 16	1, 15, 16
Color mixing	14 channels (10–52)	10 channels (6–37)	6–9, 18, 19	1–40	1–100	1–50	6–9, 18–109	6–9, 18–159
Color temperature	14, 23	14, 24	10				10	10
Pixel control	✓	✓					10 + 50 cells	10 + 50 + 50 cells

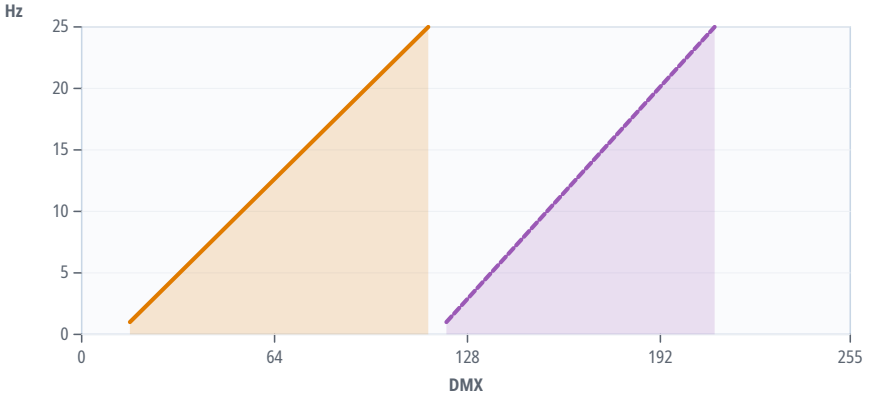
LED colors and the colors they mix



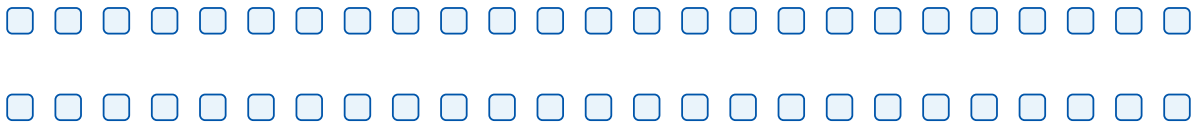
LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Amber	0.448	0.430
Warm White	0.335	0.354
Cool White	0.306	0.327

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

Strobe rate



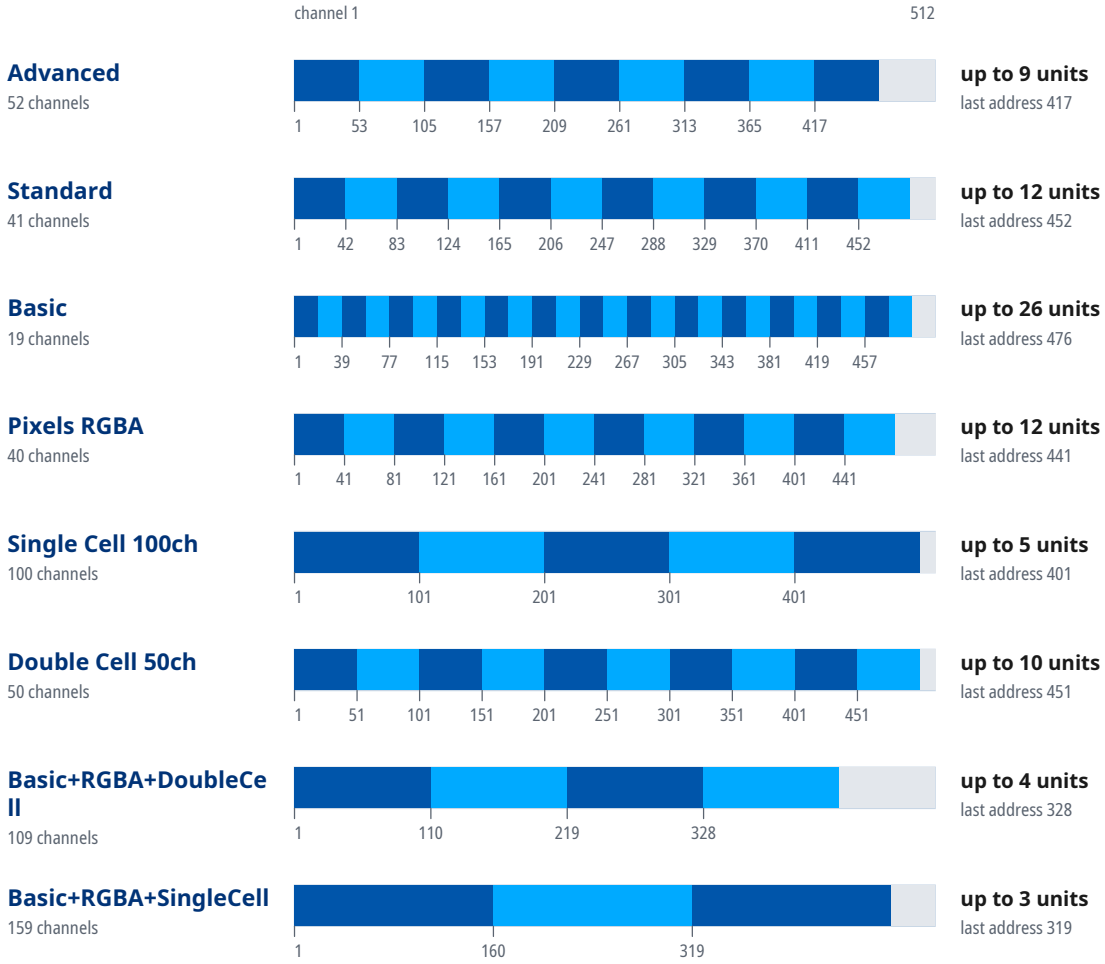
Cells (pixels)



Cells where the GDTF file places them (seen from above), 50 in all in the mode “Advanced”.

9 DMX channels

Units in one DMX universe



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

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 319	11	U4 · 160	16	U6 · 1
2	160	7	U3 · 1	12	U4 · 319	17	U6 · 160
3	319	8	U3 · 160	13	U5 · 1	18	U6 · 319
4	U2 · 1	9	U3 · 319	14	U5 · 160	19	U7 · 1
5	U2 · 160	10	U4 · 1	15	U5 · 319	20	U7 · 160

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 1 Shutter 1 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 6 Shutter 2 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 17 Shutter 3 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 24 Shutter 4 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 31 Shutter 5 at 0–10 “Open” or 21–30 or 151–255; CH 33 Shutter 6 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 35 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 37 Strobe Frequency at 0 “OFF”; CH 41 Shutter 7 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 49 Shutter 8 at 0–10 “Open” or 21–30 or 151–255. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 1 0, CH 2 Dimmer 1 255, CH 6 Shutter 2 0, CH 7 Dimmer 2 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 Amber 1 255, CH 14 CTO 1 0, CH 17 Shutter 3 0, CH 18 Dimmer 3 255, CH 25 Dimmer 4 0, CH 32 Dimmer 5 0, CH 33 Shutter 6 0, CH 34 Dimmer 6 0.

CH	Function	DMX	Description
1	Shutter 1	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow ... Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–255	Open 4
2	Dimmer 1	0–255	0% ... 100%
		255	100%
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Control	0–4	Home-Zero
		5–9	Auto #
		10–14	Silent
		15–19	Theatre
		20–24	Constant
		25–34	Fan Modes: Empty Channel Set
		35–69	Fan Modes
		70–74	Dim Curve 1 #
		75–79	Dim Curve 2
		80–84	Dim Curve 3
		85–89	Dim Curve 4
		90–94	Dim Curve 5
		95–99	Dimmer Curve: Empty Channel Set
		100–104	Gamma 1
		105–109	Gamma 1_5
		110–114	Gamma 2_2 #
		115–119	Gamma: Empty Channel Set

CH	Function	DMX	Description
4	Control (continued)	120–124	Freq 0 #
		125–129	Freq 1
		130–134	Freq 2
		135–139	Freq 3
		140–144	Freq 4
		145–149	Freq 5
		150–159	Frequency: Empty Channel Set
		160–164	Display OFF #
		165–169	Display ON
		170–249	Display Intensity: Empty Channel Set
		250–255	Default Recall
5	Function	0–4	Home-Zero
		5–9	RGBA Pix OFF #
		10–14	RGBA Pix ON
		15–19	Strobe Pix OFF #
		20–24	Strobe Pix 100ch
		25–29	Strobe Pix 50ch
		30–39	Strobe Pix 50ch ... Rev Map OFF #
		40–44	Rev Map OFF #
		45–49	Rev Map ON
		50–69	Pixel Mode
		70–74	Priority #
		75–79	Merge HTP
		80–84	xFade (SHP/PIX->BG)
		85–89	xFade (BG/PIX->SHP)
		90–94	xFade (BG/SHP->PIX)
		95–104	Color Mix Mode
		105–109	Red Shift OFF #
		110–114	Red Shift ON
		115–129	Red Shift ON ... Dimmer Fade OFF #
		130–134	Dimmer Fade OFF #
		135–139	Dimmer Fade ON
		140–144	Halogen Pix OFF #
		145–149	Halogen Pix ON
		150–154	ColCalib OFF #
		155–159	ColCalib Factory
		160–164	ColCalib Custom
		165–169	ColCalib Custom ... Set Custom Calib @FullWhite
		170–174	Set Custom Calib @FullWhite
		175–179	Set Custom Calib @3200K
		180–184	Set Custom Calib @5600K
		185–189	Set Custom Calib @5600K ... Save Custom Calib

CH	Function	DMX	Description
5	Function (continued)	190–194	Save Custom Calib
		195–209	Color Calibration Mode
		210–214	Power Boost OFF #
		215–219	Power Boost ON
		220–249	Power Mode
		250–255	Default Recall
6	Shutter 2	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow ... Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–255	Open 4
7	Dimmer 2	0–255	0% ... 100%
		255	100%
8	Dimmer 2 Fine	0–255	Fine adjustment of CH 7
9	Dummy	0–255	
10	Red 1	0	0%
		1–254	0% ... 100%
		255	100%
11	Green 1	0	0%
		1–254	0% ... 100%
		255	100%
12	Blue 1	0	0%
		1–254	0% ... 100%
		255	100%
13	Amber 1	0	0%
		1–254	0% ... 100%
		255	100%
14	CTO 1	0–9	OFF
		10–255	CTO
15	Attack Fade	0	Attack Fast
		1–254	Attack Fast ... Attack Slow
		255	Attack Slow
16	Release Fade	0	Release Fast
		1–254	Release Fast ... Release Slow
		255	Release Slow
17	Shutter 3	0–5	Open

CH	Function	DMX	Description
17	Shutter 3 (continued)	6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow … Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–255	Open 4
18	Dimmer 3	0	0%
		1–254	0% … 100%
		255	100%
19	Red 2	0	0%
		1–254	0% … 100%
		255	100%
20	Green 2	0	0%
		1–254	0% … 100%
		255	100%
21	Blue 2	0	0%
		1–254	0% … 100%
		255	100%
22	Amber 2	0	0%
		1–254	0% … 100%
		255	100%
23	CTO 2	0–9	CTO OFF
		10	8000K
		11–254	8000K … 2700K
		255	2700K
24	Shutter 4	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow … Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–215	Shape Master when dimmer@0
		216–220	Shape Slave when dimmer@0
		221–255	Open 4

CH	Function	DMX	Description
25	Dimmer 4	0	0%
		1–254	0% … 100%
		255	100%
26	Shape Mode 1	0–5	OFF
		6–130	Static
		131–255	Dynamic
27	Shape Selection 1	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
		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
		165–255	Shape Selection
28	Shape Index Speed 1		When CH 26 is 6–130:
		0–255	Index

CH	Function	DMX	Description
28	Shape Index Speed 1 (continued)		When CH 26 is 131–255:
		0–124	FW Fast>Slow
		125–130	Stop
		131–255	BW Slow>Fast
29	Shape Fade 1		Fade/Wake
		0–5	OFF
		6–130	Fade
		131–255	Wake
30	Shape Crossfade	0	0s
		1–254	0s ... 3s
		255	3s
31	Shutter 5	0–10	Open
		11–20	Closed
		21–30	Open 2
		31	Linear Slow
		32–129	Linear Slow ... Linear Fast
		130	Linear Fast
		131–140	Pixels Master when dimmer@0
		141–150	Pixels Slave when dimmer@0
		151–255	Open 3
32	Dimmer 5	0	0%
		1–254	0% ... 100%
		255	100%
33	Shutter 6	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow ... Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–255	Open 4
34	Dimmer 6	0	0%
		1–254	0% ... 100%
		255	100%
35	Strobe Effect		Strobe Mode
		0–20	Open
		21–40	Closed
		41–60	Open 2
		61–80	Linear

CH	Function	DMX	Description
35	Strobe Effect (continued)	81–100	Ramp Up
		101–120	Ramp Down
		121–140	Ramp Up/Down
		141–160	Random
		161–180	Lightning
		181–200	Spikes
		201–255	Open 3
36	Strobe Duration	0	20ms
		1–254	20ms … 1s
		255	1s
37	Strobe Frequency	0	OFF
		1–4	OFF … 0_3 Hz
		5	0_3 Hz
		6–254	0_3 Hz … 25 Hz
		255	25 Hz
38	Dimmer 7	0	0%
		1–254	0% … 100%
		255	100%
39	Warm White 1	0	0%
		1–254	0% … 100%
		255	100%
40	Cool White 1	0	0%
		1–254	0% … 100%
		255	100%
41	Shutter 7	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow … Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–215	StShape Master when dimmer@0
		216–220	StShape Slave when dimmer@0
		221–255	Open 4
42	Dimmer 8	0	0%
		1–254	0% … 100%
		255	100%
43	Warm White 2	0	0%
		1–254	0% … 100%

CH	Function	DMX	Description
43	Warm White 2 (continued)	255	100%
44	Cool White 2	0	0%
		1–254	0% … 100%
		255	100%
45	Shape Mode 2	0–5	Normal
		6–130	Static
		131–255	Dynamic
46	Shape Selection 2	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
		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
		165–255	Shape Selection
47	Shape Index Speed 2		When CH 45 is 6–130:

CH	Function	DMX	Description
47	Shape Index Speed 2 (continued)	0–255	Index
			When CH 45 is 131–255:
		0–124	FW Slow>Fast
		125–130	Stop
		131–255	BW Slow>Fast
48	Shape Fade 2		Fade/Wake
		0–5	OFF
		6–130	Fade
		131–255	Wake
49	Shutter 8	0–10	Open
		11–20	Closed
		21–30	Open 2
		31	Linear Slow
		32–129	Linear Slow ... Linear Fast
		130	Linear Fast
		131–140	Pixels Master when dimmer@0
		141–150	Pixels Slave when dimmer@0
		151–255	Open 3
50	Dimmer 9	0	0%
		1–254	0% ... 100%
		255	100%
51	Warm White 3	0	0%
		1–254	0% ... 100%
		255	100%
52	Cool White 3	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 1 Shutter 1 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 18 Shutter 2 at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 25 Shutter 3 at 0–5 “Open” or 11–15 or 116–120 or 221–255; CH 32 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 34 Strobe Frequency at 0 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 1 0, CH 2 Dimmer 1 255, CH 6 Red 1 255, CH 8 Green 1 255, CH 10 Blue 1 255, CH 12 Amber 1 255, CH 14 CTO 1 0, CH 15 Color Mix Speed 0, CH 18 Shutter 2 0, CH 19 Dimmer 2 255, CH 26 Dimmer 3 0, CH 35 Dimmer 4 0.

CH	Function	DMX	Description
1	Shutter 1		Same as CH 1 in the mode “Advanced” (p. 9)
2	Dimmer 1		Same as CH 2 in the mode “Advanced” (p. 9)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Control		Same as CH 4 in the mode “Advanced” (p. 9)
5	Function		Same as CH 5 in the mode “Advanced” (p. 10)

CH	Function	DMX	Description
6	Red 1	0–255	0% … 100%
		255	100%
7	Red 1 Fine	0–255	Fine adjustment of CH 6
8	Green 1	0–255	0% … 100%
		255	100%
9	Green 1 Fine	0–255	Fine adjustment of CH 8
10	Blue 1	0–255	0% … 100%
		255	100%
11	Blue 1 Fine	0–255	Fine adjustment of CH 10
12	Amber 1	0–255	0% … 100%
		255	100%
13	Amber 1 Fine	0–255	Fine adjustment of CH 12
14	CTO 1		Same as CH 14 in the mode “Advanced” (p. 11)
15	Color Mix Speed	0	Color Crossfade Fast
		1–254	Color Crossfade Fast … Color Crossfade Slow
		255	Color Crossfade Slow
16	Attack Fade		Same as CH 15 in the mode “Advanced” (p. 11)
17	Release Fade		Same as CH 16 in the mode “Advanced” (p. 11)
18	Shutter 2		Same as CH 6 in the mode “Advanced” (p. 11)
19	Dimmer 2	0	0%
		1–254	0% … 100%
		255	100%
20	Red 2		Same as CH 19 in the mode “Advanced” (p. 12)
21	Green 2		Same as CH 20 in the mode “Advanced” (p. 12)
22	Blue 2		Same as CH 21 in the mode “Advanced” (p. 12)
23	Amber 2		Same as CH 22 in the mode “Advanced” (p. 12)
24	CTO 2		Same as CH 23 in the mode “Advanced” (p. 12)
25	Shutter 3	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow … Linear Fast
		115	Linear Fast
		116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–215	Shape Master when dimmer@0
		216–220	Shape Slave when dimmer@0
		221–255	Open 4
26	Dimmer 3		Same as CH 18 in the mode “Advanced” (p. 12)
27	Shape Mode 1		Same as CH 26 in the mode “Advanced” (p. 13)

CH	Function	DMX	Description
28	Shape Selection 1		Same as CH 27 in the mode “Advanced” (p. 13)
29	Shape Index Speed 1		When CH 27 is 6–130:
		0–255	Index
			When CH 27 is 131–255:
		0–124	FW Fast>Slow
		125–130	Stop
		131–255	BW Slow>Fast
30	Shape Fade 1		Same as CH 29 in the mode “Advanced” (p. 14)
31	Shape Crossfade		Same as CH 30 in the mode “Advanced” (p. 14)
32	Strobe Effect		Same as CH 35 in the mode “Advanced” (p. 14)
33	Strobe Duration		Same as CH 36 in the mode “Advanced” (p. 15)
34	Strobe Frequency		Same as CH 37 in the mode “Advanced” (p. 15)
35	Dimmer 4		Same as CH 25 in the mode “Advanced” (p. 13)
36	Warm White	0	0%
		1–254	0% … 100%
		255	100%
37	Cool White	0	0%
		1–254	0% … 100%
		255	100%
38	Shape Mode 2		Same as CH 45 in the mode “Advanced” (p. 16)
39	Shape Selection 2		Same as CH 46 in the mode “Advanced” (p. 16)
40	Shape Index Speed 2		When CH 38 is 6–130:
		0–255	Index
			When CH 38 is 131–255:
		0–124	FW Slow>Fast
		125–130	Stop
		131–255	BW Slow>Fast
41	Shape Fade 2		Same as CH 48 in the mode “Advanced” (p. 17)

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 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 0, CH 2 Dimmer 1 255, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 Amber 255, CH 10 CTO 0, CH 11 Color Mix Speed 0, CH 17 Dimmer 2 0.

CH	Function	DMX	Description
1	Shutter	0–5	Open
		6–10	Closed
		11–15	Open 2
		16	Linear Slow
		17–114	Linear Slow … Linear Fast
		115	Linear Fast

CH	Function	DMX	Description
1	Shutter (continued)	116–120	Open 3
		121–150	Rndm Slow
		151–180	Rndm Med
		181–210	Rndm Fast
		211–255	Open 4
2	Dimmer 1		Same as CH 2 in the mode “Advanced” (p. 9)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Control		Same as CH 4 in the mode “Advanced” (p. 9)
5	Function		Same as CH 5 in the mode “Advanced” (p. 10)
6	Red	0	0%
		1–254	0% ... 100%
		255	100%
7	Green	0	0%
		1–254	0% ... 100%
		255	100%
8	Blue	0	0%
		1–254	0% ... 100%
		255	100%
9	Amber	0	0%
		1–254	0% ... 100%
		255	100%
10	CTO	0–9	OFF
		10–255	CTO
11	Color Mix Speed		Same as CH 15 in the mode “Standard” (p. 18)
12	Attack Fade		Same as CH 15 in the mode “Advanced” (p. 11)
13	Release Fade		Same as CH 16 in the mode “Advanced” (p. 11)
14	Strobe Effect		Same as CH 35 in the mode “Advanced” (p. 14)
15	Strobe Duration		Same as CH 36 in the mode “Advanced” (p. 15)
16	Strobe Frequency		Same as CH 37 in the mode “Advanced” (p. 15)
17	Dimmer 2		Same as CH 19 in the mode “Standard” (p. 18)
18	Warm White		Same as CH 36 in the mode “Standard” (p. 19)
19	Cool White		Same as CH 37 in the mode “Standard” (p. 19)

Mode Pixels RGBA

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 10 cells), CH 2 Green 255 (the same in each of the 10 cells), CH 3 Blue 255 (the same in each of the 10 cells), CH 4 Amber 255 (the same in each of the 10 cells).

CH	Function	DMX	Description
1	Red 1	0	0%
		1–254	0% ... 100%
		255	100%
2	Green 1	0	0%

CH	Function	DMX	Description
2	Green 1 (continued)	1–254	0% … 100%
		255	100%
3	Blue 1	0	0%
		1–254	0% … 100%
		255	100%
4	Amber 1	0	0%
		1–254	0% … 100%
		255	100%

CH 1–40: 10 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40

Mode Single Cell 100ch

The GDTF file gives these values for a console's Highlight function: CH 1 Warm White 255 (the same in each of the 50 cells), CH 51 Cool White 255 (the same in each of the 50 cells).

CH	Function	DMX	Description
1	Warm White 1	0	0%
		1–254	0% … 100%
		255	100%
51	Cool White 1	0	0%
		1–254	0% … 100%
		255	100%

CH 1–50: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	Warm White	Cell	Warm White	Cell	Warm White	Cell	Warm White	Cell	Warm White	Cell	Warm White
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
13	13	14	14	15	15	16	16	17	17	18	18
19	19	20	20	21	21	22	22	23	23	24	24
25	25	26	26	27	27	28	28	29	29	30	30
31	31	32	32	33	33	34	34	35	35	36	36
37	37	38	38	39	39	40	40	41	41	42	42
43	43	44	44	45	45	46	46	47	47	48	48
49	49	50	50								

CH 51–100: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 51); the table below gives each cell's channel numbers.

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

Mode Double Cell 50ch

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

CH 1–50: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
13	13	14	14	15	15	16	16	17	17	18	18
19	19	20	20	21	21	22	22	23	23	24	24
25	25	26	26	27	27	28	28	29	29	30	30
31	31	32	32	33	33	34	34	35	35	36	36
37	37	38	38	39	39	40	40	41	41	42	42
43	43	44	44	45	45	46	46	47	47	48	48
49	49	50	50								

Mode Basic+RGBA+DoubleCell

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 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 0, CH 2 Dimmer 1 255, CH 6 Red 1 255, CH 7 Green 1 255, CH 8 Blue 1 255, CH 9 Amber 1 255, CH 10 CTO 0, CH 11 Color Mix Speed 0, CH 17 Dimmer 2 0, CH 20 Red 255 (the same in each of the 10 cells), CH 21 Green 255 (the same in each of the 10 cells), CH 22 Blue 255 (the same in each of the 10 cells), CH 23 Amber 255 (the same in each of the 10 cells).

CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Basic” (p. 19)
2	Dimmer 1		Same as CH 2 in the mode “Advanced” (p. 9)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Control		Same as CH 4 in the mode “Advanced” (p. 9)
5	Function		Same as CH 5 in the mode “Advanced” (p. 10)
6	Red 1		Same as CH 10 in the mode “Advanced” (p. 11)
7	Green 1		Same as CH 11 in the mode “Advanced” (p. 11)
8	Blue 1		Same as CH 12 in the mode “Advanced” (p. 11)
9	Amber 1		Same as CH 13 in the mode “Advanced” (p. 11)
10	CTO		Same as CH 10 in the mode “Basic” (p. 20)
11	Color Mix Speed		Same as CH 15 in the mode “Standard” (p. 18)
12	Attack Fade		Same as CH 15 in the mode “Advanced” (p. 11)
13	Release Fade		Same as CH 16 in the mode “Advanced” (p. 11)
14	Strobe Effect		Same as CH 35 in the mode “Advanced” (p. 14)
15	Strobe Duration		Same as CH 36 in the mode “Advanced” (p. 15)
16	Strobe Frequency		Same as CH 37 in the mode “Advanced” (p. 15)
17	Dimmer 2		Same as CH 19 in the mode “Standard” (p. 18)
18	Warm White		Same as CH 36 in the mode “Standard” (p. 19)
19	Cool White		Same as CH 37 in the mode “Standard” (p. 19)
20	Red 2	0	0%
		1–254	0% … 100%
		255	100%
21	Green 2	0	0%
		1–254	0% … 100%
		255	100%
22	Blue 2	0	0%
		1–254	0% … 100%
		255	100%
23	Amber 2	0	0%
		1–254	0% … 100%
		255	100%

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

CH 20–59: 10 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 20–23); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	20	21	22	23	2	24	25	26	27
3	28	29	30	31	4	32	33	34	35
5	36	37	38	39	6	40	41	42	43
7	44	45	46	47	8	48	49	50	51
9	52	53	54	55	10	56	57	58	59

CH 60–109: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 60); the table below gives each cell's channel numbers.

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

Mode Basic+RGBA+SingleCell

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 1 Shutter at 0–5 “Open” or 11–15 or 116–120 or 211–255; CH 14 Strobe Effect at 0–20 “Open” or 41–60 or 201–255; CH 16 Strobe Frequency at 0 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 0, CH 2 Dimmer 1 255, CH 6 Red 1 255, CH 7 Green 1 255, CH 8 Blue 1 255, CH 9 Amber 1 255, CH 10 CTO 0, CH 11 Color Mix Speed 0, CH 17 Dimmer 2 0, CH 20 Red 255 (the same in each of the 10 cells), CH 21 Green 255 (the same in each of the 10 cells), CH 22 Blue 255 (the same in each of the 10 cells), CH 23 Amber 255 (the same in each of the 10 cells), CH 60 Warm White 255 (the same in each of the 50 cells), CH 110 Cool White 255 (the same in each of the 50 cells).

CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Basic” (p. 19)
2	Dimmer 1		Same as CH 2 in the mode “Advanced” (p. 9)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Control		Same as CH 4 in the mode “Advanced” (p. 9)
5	Function		Same as CH 5 in the mode “Advanced” (p. 10)
6	Red 1		Same as CH 10 in the mode “Advanced” (p. 11)

CH	Function	DMX	Description
7	Green 1		Same as CH 11 in the mode “Advanced” (p. 11)
8	Blue 1		Same as CH 12 in the mode “Advanced” (p. 11)
9	Amber 1		Same as CH 13 in the mode “Advanced” (p. 11)
10	CTO		Same as CH 10 in the mode “Basic” (p. 20)
11	Color Mix Speed		Same as CH 15 in the mode “Standard” (p. 18)
12	Attack Fade		Same as CH 15 in the mode “Advanced” (p. 11)
13	Release Fade		Same as CH 16 in the mode “Advanced” (p. 11)
14	Strobe Effect		Same as CH 35 in the mode “Advanced” (p. 14)
15	Strobe Duration		Same as CH 36 in the mode “Advanced” (p. 15)
16	Strobe Frequency		Same as CH 37 in the mode “Advanced” (p. 15)
17	Dimmer 2		Same as CH 19 in the mode “Standard” (p. 18)
18	Warm White 1		Same as CH 39 in the mode “Advanced” (p. 15)
19	Cool White 1		Same as CH 40 in the mode “Advanced” (p. 15)
20	Red 2	0	0%
		1–254	0% … 100%
		255	100%
21	Green 2	0	0%
		1–254	0% … 100%
		255	100%
22	Blue 2	0	0%
		1–254	0% … 100%
		255	100%
23	Amber 2	0	0%
		1–254	0% … 100%
		255	100%
60	Warm White 2	0	0%
		1–254	0% … 100%
		255	100%
110	Cool White 2	0	0%
		1–254	0% … 100%
		255	100%

CH 20–59: 10 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 20–23); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	20	21	22	23	2	24	25	26	27
3	28	29	30	31	4	32	33	34	35
5	36	37	38	39	6	40	41	42	43
7	44	45	46	47	8	48	49	50	51
9	52	53	54	55	10	56	57	58	59

CH 60–109: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 60); the table below gives each cell's channel numbers.

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

CH 110–159: 50 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 110); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	110	2	111	3	112	4	113	5	114	6	115
7	116	8	117	9	118	10	119	11	120	12	121
13	122	14	123	15	124	16	125	17	126	18	127
19	128	20	129	21	130	22	131	23	132	24	133
25	134	26	135	27	136	28	137	29	138	30	139
31	140	32	141	33	142	34	143	35	144	36	145
37	146	38	147	39	148	40	149	41	150	42	151
43	152	44	153	45	154	46	155	47	156	48	157
49	158	50	159								

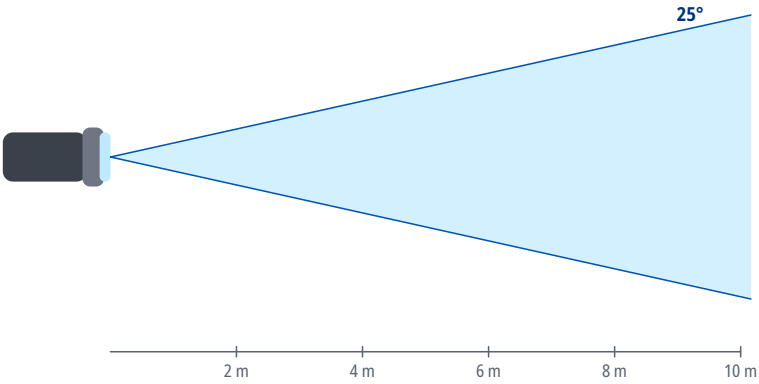
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x4350, device model ID 0x04EB)
Weight	14 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.3–25 Hz
Strobe flash duration	0.2–1 s

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.