DMX REFERENCE

Strobe 1200-O

Cyclops Lighting

Manufacturer	Cyclops Lighting
GDTF file	Cyclops_Lighting_Strobe_1200-O_138798.gdtf
GDTF revision	Created By Cyclops Lighting, Uploaded to GDTF Share. · 2026-04-15
Generated	2026-11-23

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1 About this manual

This document describes the Strobe 1200-O by Cyclops Lighting. It was compiled from the GDTF file Cyclops_Lighting_Strobe_1200-O_138798.gdtf from the GDTF-Share library.

File revision: “Created By Cyclops Lighting, Uploaded to GDTF Share.”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Cyclops Lighting; 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.

Note in the GDTF file

“Cyclops Lighting Official Library”

2 Quick reference

DMX modes

Mode	Channels	Units in one universe	First start addresses
7 Channels	7	73	1, 8, 15, 22, ...
8 Channels	8	64	1, 9, 17, 25, ...
13 Channels	13	39	1, 14, 27, 40, ...
15 Channels	15	34	1, 16, 31, 46, ...
31 Channels	31	16	1, 32, 63, 94, ...

No light? Check these channels

- 7 Channels: CH 1 Dimmer above 0
- 8 Channels: CH 1 Dimmer above 0
- 13 Channels: CH 1 Dimmer above 0
- 15 Channels: CH 1 Dimmer above 0
- 31 Channels: CH 1 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

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

4 Installation

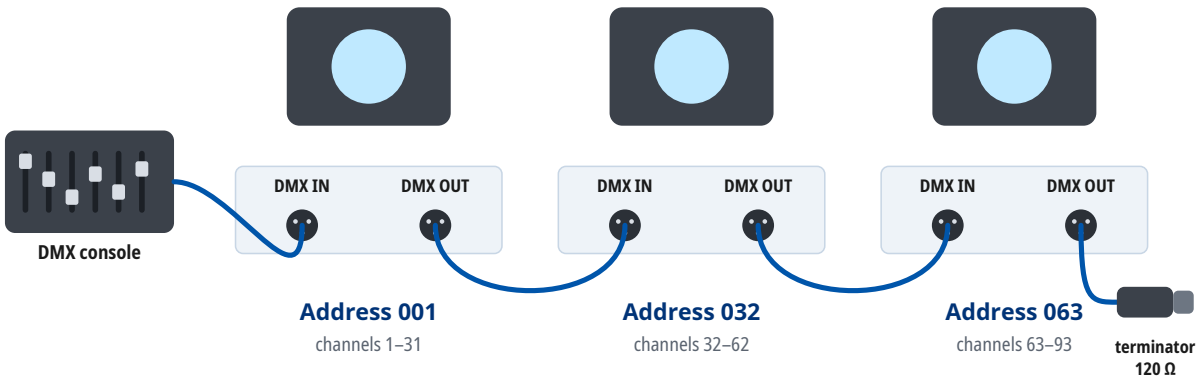
⚠ WARNING

- 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.
- 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.

5 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 31 Channels: every unit occupies 31 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.

6 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 “31 Channels”: 31.
- 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 “31 Channels”, you can use, for example, the start addresses 1, 32, 63, 94.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

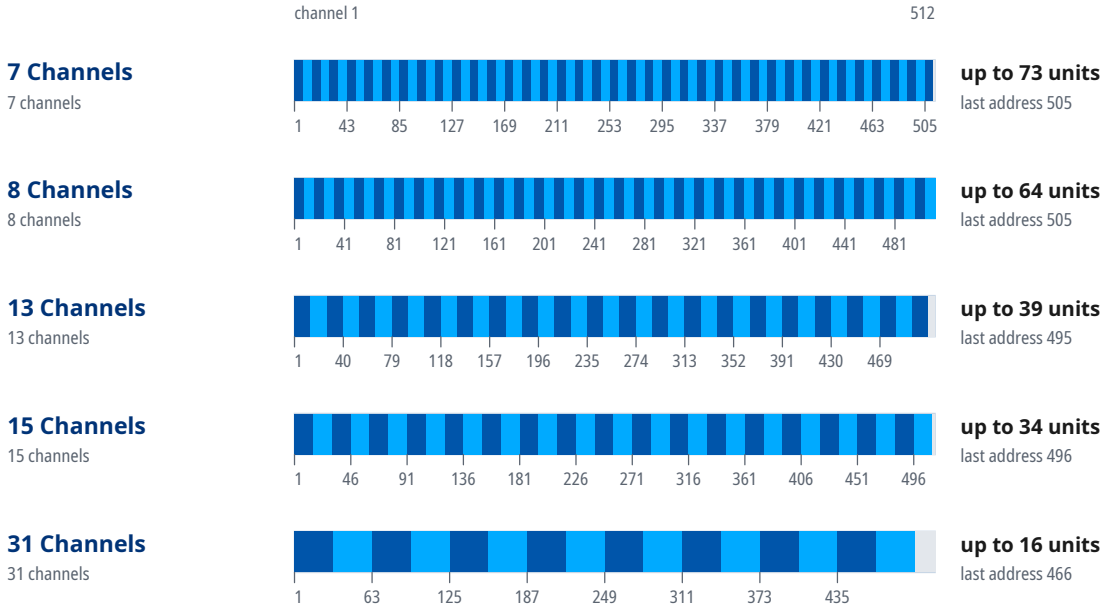
7 Functions at a glance

Functions in each DMX mode

	7 Channels 7 channels	8 Channels 8 channels	13 Channels 13 channels	15 Channels 15 channels	31 Channels 31 channels
Dimmer	1	1	1	1	1
Shutter / strobe	2–4	6	6	6–8	26–28
Color mixing		2–5	2–5, 10–15	2–5, 10–15	2–25
Effects / macros	5, 6	7, 8	7, 8	9, 10	29, 30

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “31 Channels”

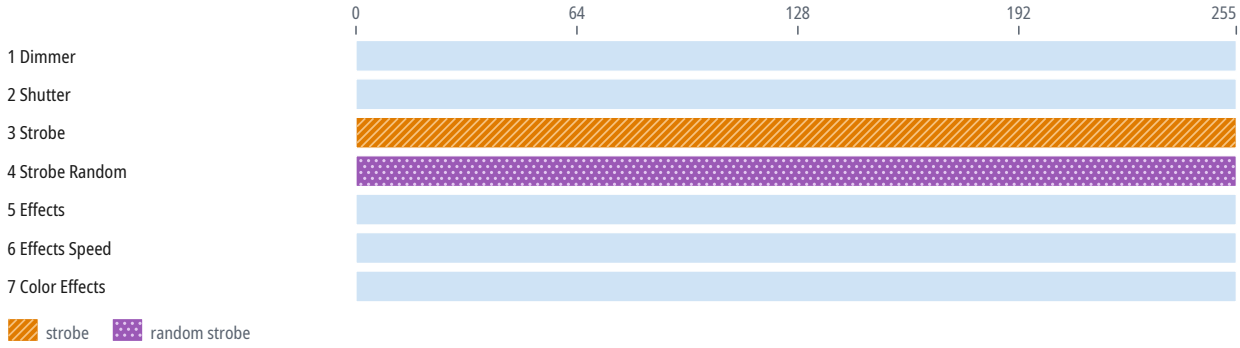
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	156	11	311	16	466
2	32	7	187	12	342	17	U2 · 1
3	63	8	218	13	373	18	U2 · 32
4	94	9	249	14	404	19	U2 · 63
5	125	10	280	15	435	20	U2 · 94

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 7 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100, CH 2 Shutter 0, CH 3 Strobe 0, CH 4 Strobe Random 0, CH 7 Color Effects 0.

Channel functions at a glance

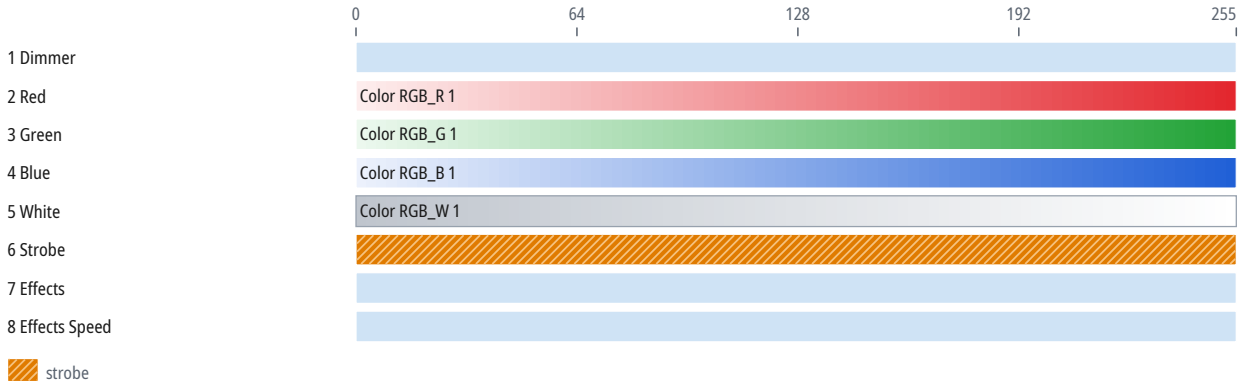


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Shutter	0–255	
3	Strobe	0–255	
4	Strobe Random	0–255	
5	Effects	0–255	
6	Effects Speed	0–255	
7	Color Effects	0–255	

Mode 8 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 White 255.

Channel functions at a glance

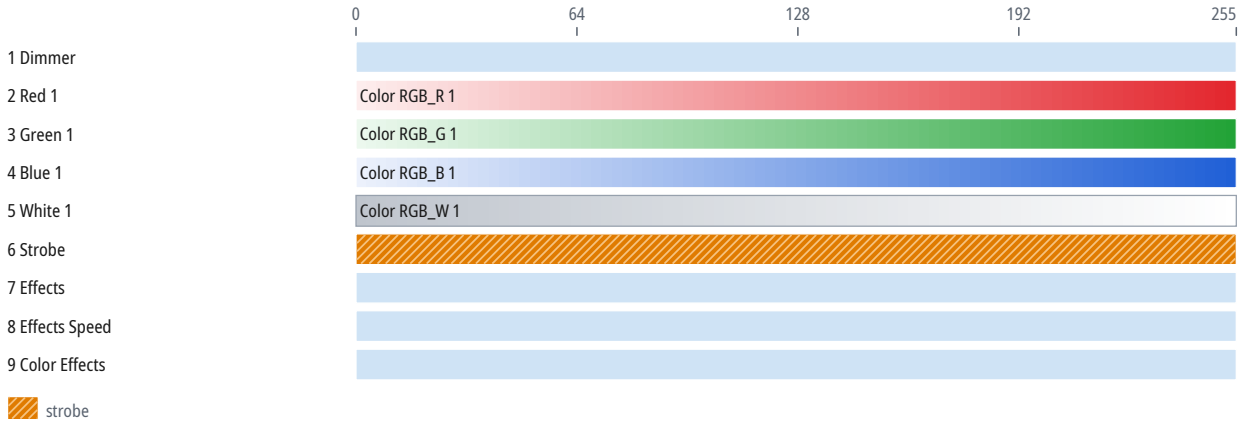


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Red		Color RGB_R 1
		0–255	Color RGB_R 1
3	Green		Color RGB_G 1
		0–255	Color RGB_G 1
4	Blue		Color RGB_B 1
		0–255	Color RGB_B 1
5	White		Color RGB_W 1
		0–255	Color RGB_W 1
6	Strobe	0–255	
7	Effects	0–255	
8	Effects Speed	0–255	

Mode 13 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 5 White 1 255, CH 10 Red 2 0, CH 11 Green 2 0, CH 12 Blue 2 0, CH 13 White 2 0.

Channel functions at a glance

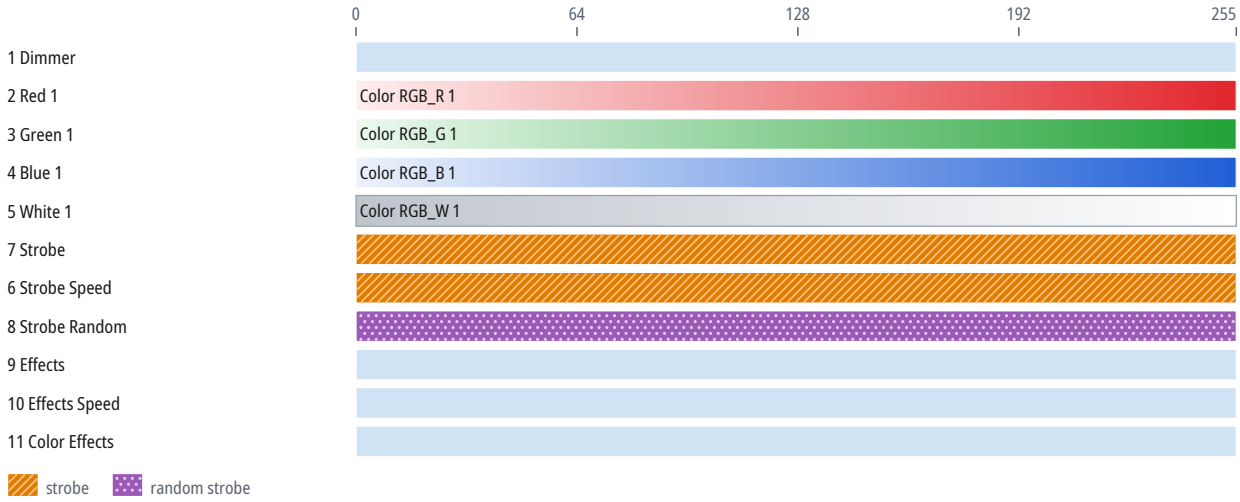


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
3	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
4	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
5	White 1		Color RGB_W 1
		0–255	Color RGB_W 1
6	Strobe	0–255	
7	Effects	0–255	
8	Effects Speed	0–255	
9	Color Effects	0–255	
10	Red 2		Color RGB_R 1
		0–255	Color RGB_R 1
11	Green 2		Color RGB_G 1
		0–255	Color RGB_G 1
12	Blue 2		Color RGB_B 1
		0–255	Color RGB_B 1
13	White 2		Color RGB_W 1
		0–255	Color RGB_W 1

Mode 15 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 5 White 1 255, CH 12 Red 2 0, CH 13 Green 2 0, CH 14 Blue 2 0, CH 15 White 2 0.

Channel functions at a glance

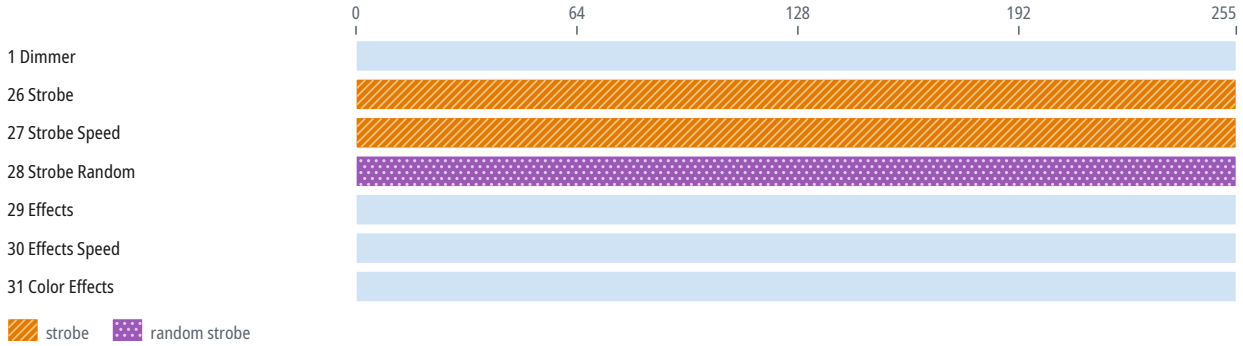


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Red 1		Same as CH 2 in the mode “13 Channels” (p. 9)
3	Green 1		Same as CH 3 in the mode “13 Channels” (p. 9)
4	Blue 1		Same as CH 4 in the mode “13 Channels” (p. 9)
5	White 1		Same as CH 5 in the mode “13 Channels” (p. 9)
6	Strobe Speed	0–255	
7	Strobe	0–255	
8	Strobe Random	0–255	
9	Effects	0–255	
10	Effects Speed	0–255	
11	Color Effects	0–255	
12	Red 2		Same as CH 10 in the mode “13 Channels” (p. 9)
13	Green 2		Same as CH 11 in the mode “13 Channels” (p. 9)
14	Blue 2		Same as CH 12 in the mode “13 Channels” (p. 9)
15	White 2		Same as CH 13 in the mode “13 Channels” (p. 9)

Mode 31 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 5 White 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 White 2 255, CH 10 Red 3 255, CH 11 Green 3 255, CH 12 Blue 3 255, CH 13 White 3 255, CH 14 Red 4 255, CH 15 Green 4 255, CH 16 Blue 4 255, CH 17 White 4 255, CH 18 Red 5 255, CH 19 Green 5 255, CH 20 Blue 5 255, CH 21 White 5 255, CH 22 Red 6 255, CH 23 Green 6 255, CH 24 Blue 6 255, CH 25 White 6 255.

Channel functions at a glance



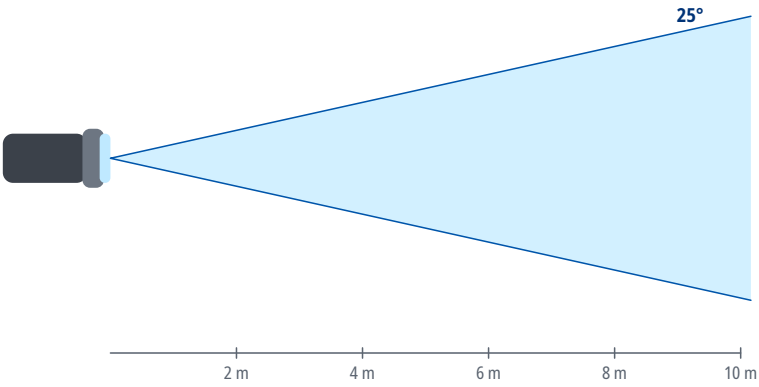
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Red 1		Same as CH 2 in the mode “13 Channels” (p. 9)
3	Green 1		Same as CH 3 in the mode “13 Channels” (p. 9)
4	Blue 1		Same as CH 4 in the mode “13 Channels” (p. 9)
5	White 1		Same as CH 5 in the mode “13 Channels” (p. 9)
6	Red 2		Same as CH 10 in the mode “13 Channels” (p. 9)
7	Green 2		Same as CH 11 in the mode “13 Channels” (p. 9)
8	Blue 2		Same as CH 12 in the mode “13 Channels” (p. 9)
9	White 2		Same as CH 13 in the mode “13 Channels” (p. 9)
10	Red 3		Color RGB_R 1
		0–255	Color RGB_R 1
11	Green 3		Color RGB_G 1
		0–255	Color RGB_G 1
12	Blue 3		Color RGB_B 1
		0–255	Color RGB_B 1
13	White 3		Color RGB_W 1
		0–255	Color RGB_W 1
14	Red 4		Color RGB_R 1
		0–255	Color RGB_R 1
15	Green 4		Color RGB_G 1
		0–255	Color RGB_G 1
16	Blue 4		Color RGB_B 1
		0–255	Color RGB_B 1
17	White 4		Color RGB_W 1

CH	Function	DMX	Description
17	White 4 (continued)	0–255	Color RGB_W 1
18	Red 5		Color RGB_R 1
		0–255	Color RGB_R 1
19	Green 5		Color RGB_G 1
		0–255	Color RGB_G 1
20	Blue 5		Color RGB_B 1
		0–255	Color RGB_B 1
21	White 5		Color RGB_W 1
		0–255	Color RGB_W 1
22	Red 6		Color RGB_R 1
		0–255	Color RGB_R 1
23	Green 6		Color RGB_G 1
		0–255	Color RGB_G 1
24	Blue 6		Color RGB_B 1
		0–255	Color RGB_B 1
25	White 6		Color RGB_W 1
		0–255	Color RGB_W 1
26	Strobe	0–255	
27	Strobe Speed	0–255	
28	Strobe Random	0–255	
29	Effects	0–255	
30	Effects Speed	0–255	
31	Color Effects	0–255	

9 Technical specifications

Parameter	Value
Light source	discharge lamp
Operating temperature	0 to 40 °C

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.

10 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.

11 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.

12 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.