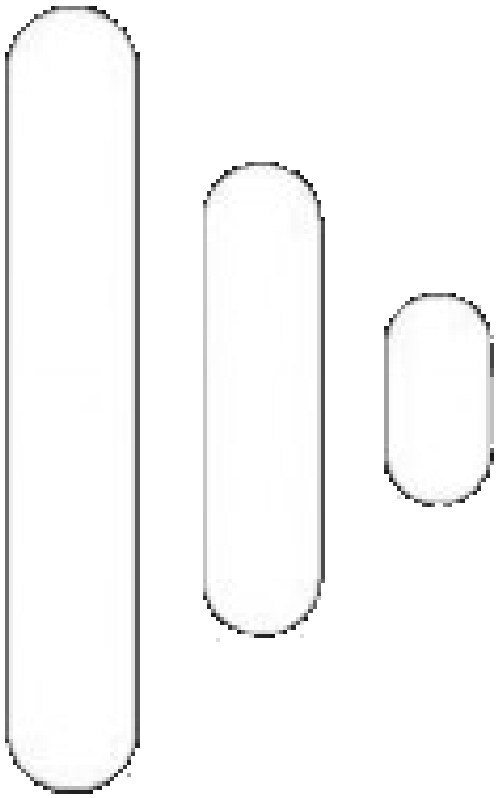
DMX REFERENCE

Disguise Video Module

Disguise Technologies Ltd.



Manufacturer	Disguise Technologies Ltd.
GDTF file	Disguise_Technologies_Ltd._Disguise_Video_Module_83613.gdtf
GDTF revision	0002 · 2025-01-16
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1 About this manual

This document describes the Disguise Video Module by Disguise Technologies Ltd.. It was compiled from the GDTF file Disguise_Technologies_Ltd._Disguise_Video_Module_83613.gdtf from the GDTF-Share library.

File revision: “0002”.

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 Disguise Technologies Ltd.; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
Media Players	87	5	1, 88, 175, 262, ...



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.

⚠ 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 Installation

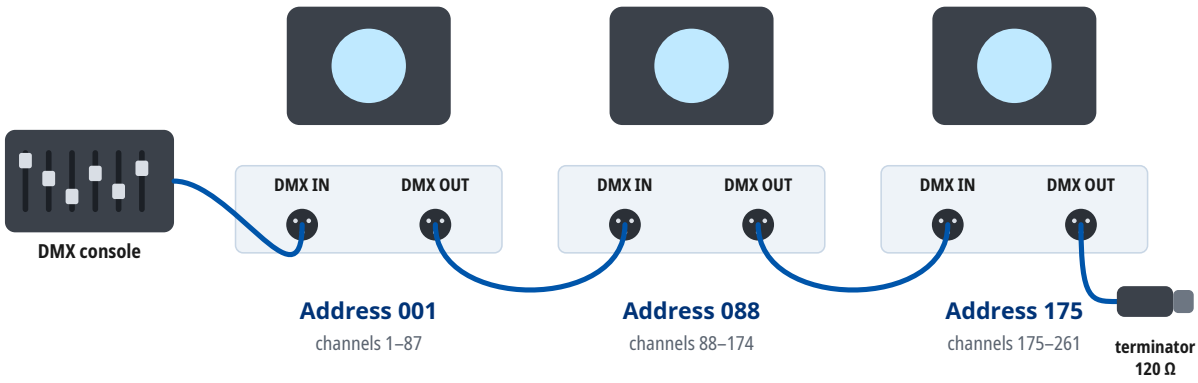
⚠ WARNING

- 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 Media Players: every unit occupies 87 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 “Media Players”: 87.
- 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 “Media Players”, you can use, for example, the start addresses 1, 88, 175, 262.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

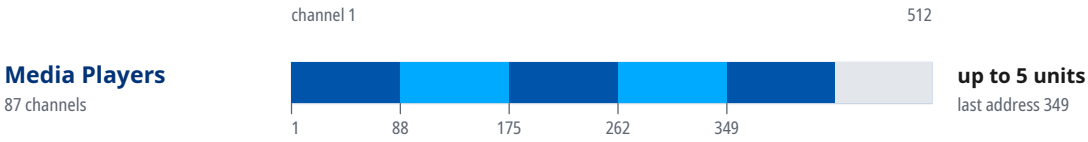
7 Functions at a glance

Functions in each DMX mode

	Media Players 87 channels
Pan / Tilt	49, 51
Dimmer	2
Color mixing	5–7
Zoom	43
Focus	71

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Media Players”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 1	11	U3 · 1	16	U4 · 1
2	88	7	U2 · 88	12	U3 · 88	17	U4 · 88
3	175	8	U2 · 175	13	U3 · 175	18	U4 · 175
4	262	9	U2 · 262	14	U3 · 262	19	U4 · 262
5	349	10	U2 · 349	15	U3 · 349	20	U4 · 349

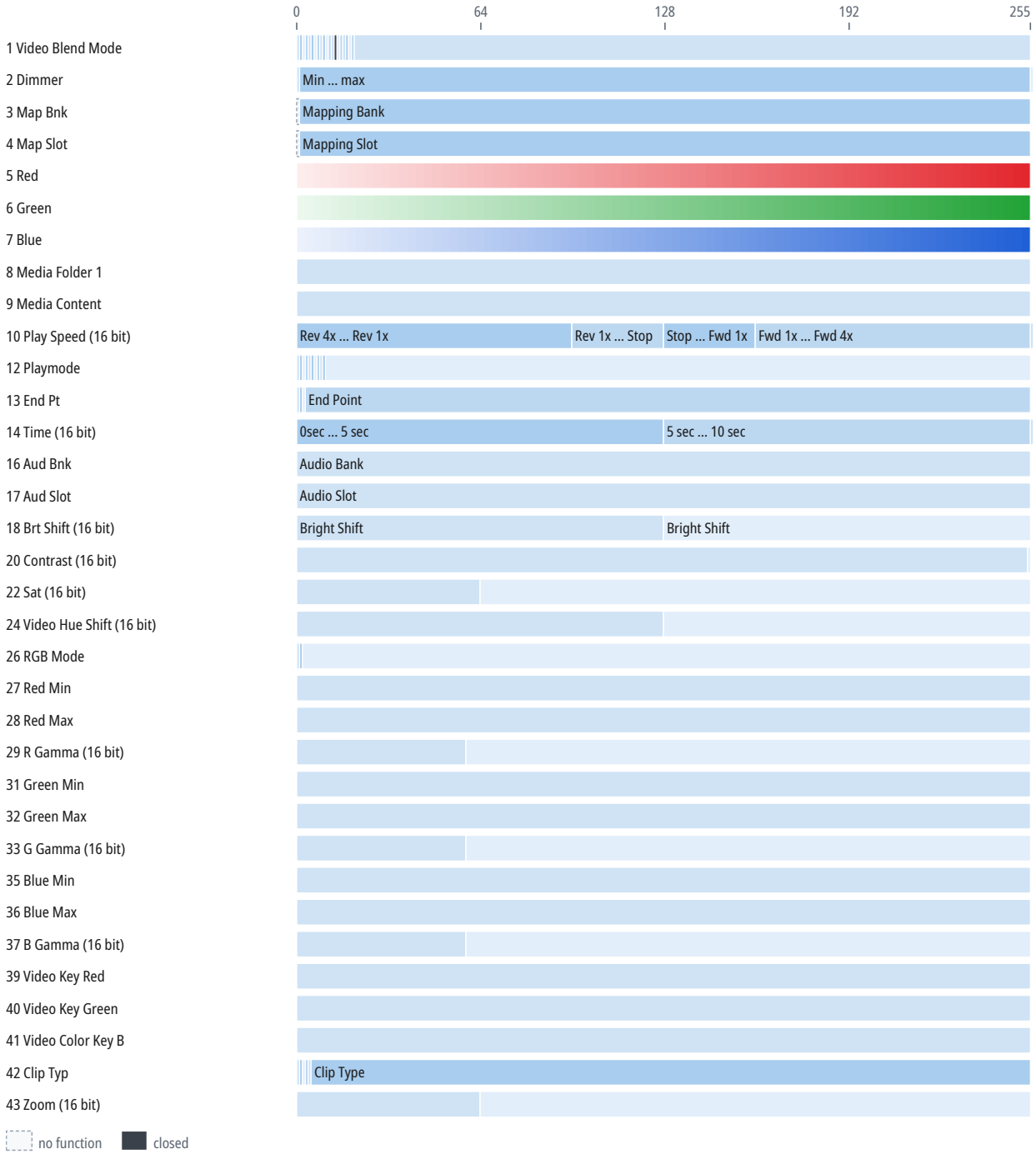
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Media Players

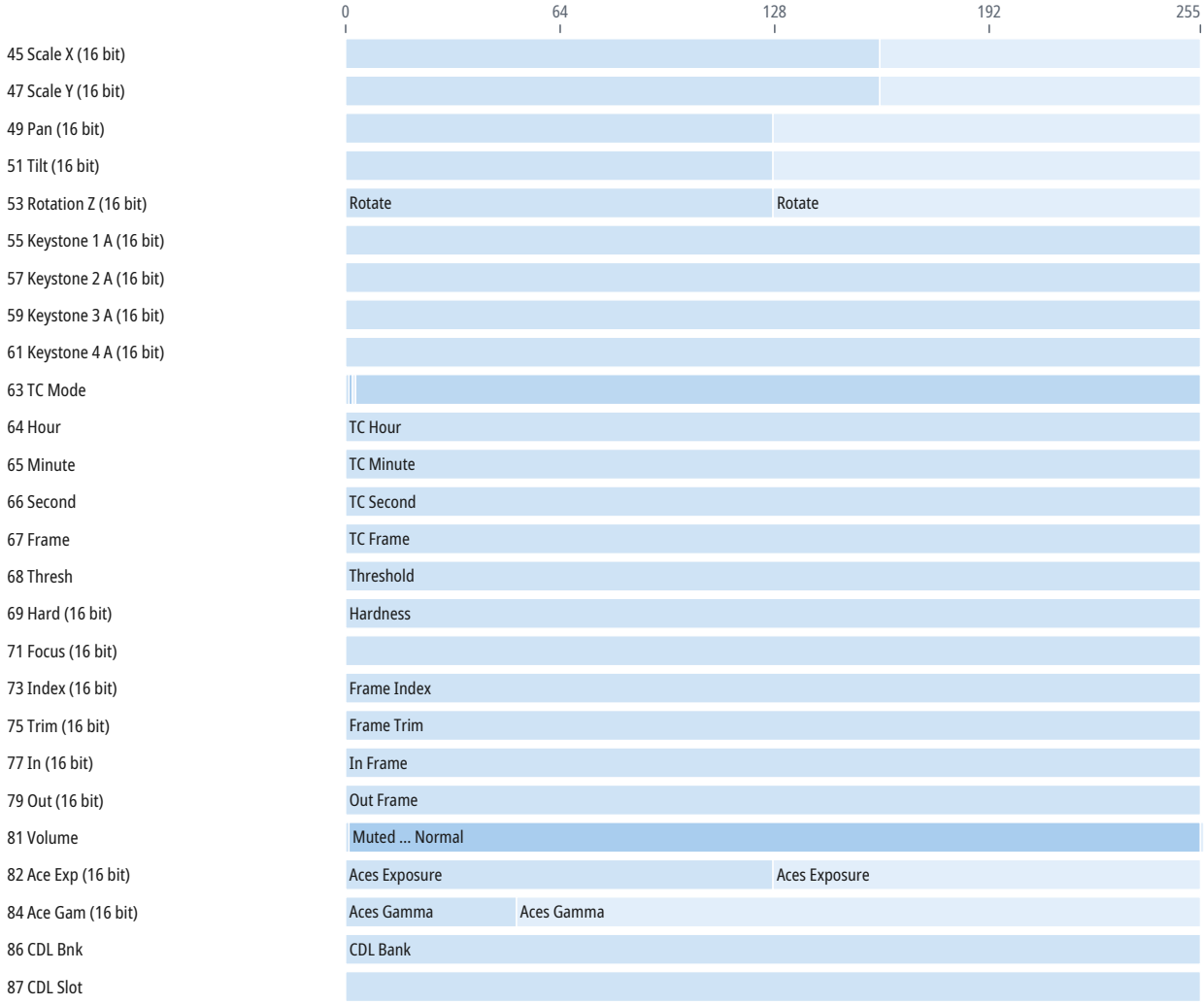
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Video Blend Mode	0	Over
		1	Alpha
		2	Add
		3	Multiply
		4	Mask
		5	Multiply-fade
		6	Multiply-alpha
		7	Premult-alpha
		8	Screen
		9	Overlay
		10	Hard Light
		11	Soft Light
		12	Color Burn
		13	Darken
		14	Lighten

CH	Function	DMX	Description
1	Video Blend Mode (continued)	15	Difference
		16	Exclusion
		17	Color Dodge
		18	Hard Mix
		19	Over-alpha
		20–255	Video Blend Mode
2	Dimmer	0	Min
		1–254	Min ... max
		255	Max
3	Map Bnk		Mapping Bank
		0	None
		1–255	Mapping Bank
4	Map Slot		Mapping Slot
		0	None
		1–255	Mapping Slot
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	Media Folder 1	0–255	
9	Media Content	0–255	
10	Play Speed	0–95	Rev 4x ... Rev 1x
		96–127	Rev 1x ... Stop
		127	Stop
		128–159	Stop ... Fwd 1x
		159	Fwd 1x
		160–255	Fwd 1x ... Fwd 4x
		255	Fwd 4x
11	Play Speed Fine	0–255	Fine adjustment of CH 10
12	Playmode	0	Locked
		1	Normal
		2	Reset
		3	Pause
		4	Inframe
		5	Reverse
		6	Outframe
		7	Timecode
		8	LoopInFrame
		9	LoopOutFrame
		10–255	Playmode
13	End Pt		End Point
		0	Loop

CH	Function	DMX	Description
13	End Pt (continued)	1	Bounce
		2	Pause
		3–255	End Point
14	Time		Transition Time
		0–127	0sec ... 5 sec
		127	5 sec
		128–255	5 sec ... 10 sec
		255	10 sec
15	Time Fine	0–255	Fine adjustment of CH 14
16	Aud Bnk	0–255	Audio Bank
17	Aud Slot	0–255	Audio Slot
18	Brt Shift	0–127	Bright Shift
		127	Normal
		128–255	Bright Shift
19	Brt Shift Fine	0–255	Fine adjustment of CH 18
20	Contrast	0–254	Contrast
		255	Normal
21	Contrast Fine	0–255	Fine adjustment of CH 20
22	Sat	0–63	Sat
		63	Normal
		64–255	Sat
23	Sat Fine	0–255	Fine adjustment of CH 22
24	Video Hue Shift	0–127	Video Hue Shift
		127	Normal
		128–255	Video Hue Shift
25	Video Hue Shift Fine	0–255	Fine adjustment of CH 24
26	RGB Mode	0	Separate
		1	Together
		2–255	RGB Mode
27	Red Min	0–255	
28	Red Max	0–255	
29	R Gamma	0–59	R Gamma
		59	Normal
		59–255	R Gamma
30	R Gamma Fine	0–255	Fine adjustment of CH 29
31	Green Min	0–255	
32	Green Max	0–255	
33	G Gamma	0–59	G Gamma
		59	Normal
		59–255	G Gamma
34	G Gamma Fine	0–255	Fine adjustment of CH 33

CH	Function	DMX	Description
35	Blue Min	0–255	
36	Blue Max	0–255	
37	B Gamma	0–59	B Gamma
		59	Normal
		59–255	B Gamma
38	B Gamma Fine	0–255	Fine adjustment of CH 37
39	Video Key Red	0–255	
40	Video Key Green	0–255	
41	Video Color Key B	0–255	
42	Clip Typ		Clip Type
		0	Clip
		1	Fit
		2	Stretch
		3	Native
		4	Default
		5–255	Clip Type
43	Zoom	0–63	Zoom
		63	Normal
		64–255	Zoom
44	Zoom Fine	0–255	Fine adjustment of CH 43
45	Scale X	0–159	Scale_X
		159	Center
		160–255	Scale_X
46	Scale X Fine	0–255	Fine adjustment of CH 45
47	Scale Y	0–159	Scale_Y
		159	Center
		160–255	Scale_Y
48	Scale Y Fine	0–255	Fine adjustment of CH 47
49	Pan	0–127	Pan
		127	Center
		128–255	Pan
50	Pan Fine	0–255	Fine adjustment of CH 49
51	Tilt	0–127	Tilt 1
		127	Center
		128–255	Tilt 1
52	Tilt Fine	0–255	Fine adjustment of CH 51
53	Rotation Z	0–127	Rotate
		127	Center
		128–255	Rotate
54	Rotation Z Fine	0–255	Fine adjustment of CH 53
55	Keystone 1 A	0–255	

CH	Function	DMX	Description
56	Keystone 1 A Fine	0–255	Fine adjustment of CH 55
57	Keystone 2 A	0–255	
58	Keystone 2 A Fine	0–255	Fine adjustment of CH 57
59	Keystone 3 A	0–255	
60	Keystone 3 A Fine	0–255	Fine adjustment of CH 59
61	Keystone 4 A	0–255	
62	Keystone 4 A Fine	0–255	Fine adjustment of CH 61
63	TC Mode	0	Default
		1	Stop on Loss
		2	Play on Loss
		3–255	TC Mode
64	Hour		TC Hour
		0–255	TC Hour
65	Minute		TC Minute
		0–255	TC Minute
66	Second		TC Second
		0–255	TC Second
67	Frame		TC Frame
		0–255	TC Frame
68	Thresh	0–255	Threshold
69	Hard	0–255	Hardness
70	Hard Fine	0–255	Fine adjustment of CH 69
71	Focus	0–255	
72	Focus Fine	0–255	Fine adjustment of CH 71
73	Index		Frame Index
		0–255	Frame Index
74	Index Fine	0–255	Fine adjustment of CH 73
75	Trim		Frame Trim
		0–255	Frame Trim
76	Trim Fine	0–255	Fine adjustment of CH 75
77	In		In Frame
		0–255	In Frame
78	In Fine	0–255	Fine adjustment of CH 77
79	Out		Out Frame
		0–255	Out Frame
80	Out Fine	0–255	Fine adjustment of CH 79
81	Volume	0	Muted
		1–254	Muted ... Normal
		255	Normal
82	Ace Exp	0–127	Aces Exposure
		127	Normal

CH	Function	DMX	Description
82	Ace Exp (continued)	128–255	Aces Exposure
83	Ace Exp Fine	0–255	Fine adjustment of CH 82
84	Ace Gam	0–51	Aces Gamma
		51	Normal
		51–255	Aces Gamma
85	Ace Gam Fine	0–255	Fine adjustment of CH 84
86	CDL Bnk		CDL Bank
		0–255	CDL Bank
87	CDL Slot	0–255	CDL Slot

9 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.

10 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.

11 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.