DMX REFERENCE

S-Tribe DropIT

S-Tribe

DropIT



Manufacturer	DropIT
GDTF file	Dropit_S-Tribe_DropIT_151753.gdtf
GDTF revision	Test3 · 2026-07-21
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1 About this manual

This document describes the S-Tribe by DropIT. It was compiled from the GDTF file Dropit_S-Tribe_DropIT_151753.gdtf from the GDTF-Share library.

File revision: “Test3”.

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 DropIT; 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	7.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
35 Channel	35	14	1, 36, 71, 106, ...
Super Simple	12	42	1, 13, 25, 37, ...
Simple	17	30	1, 18, 35, 52, ...
Standard	32	16	1, 33, 65, 97, ...
Standard Fine	57	8	1, 58, 115, 172, ...
Pixel	52	9	1, 53, 105, 157, ...

No light? Check these channels

- 35 Channel: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0
- Super Simple: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 6 Dimmer 6 above 0; CH 11 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 12 Shutter 2 at 0–9 “open” or 122–129 or 246–255
- Simple: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 6 Dimmer 6 above 0; CH 11 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 12 Shutter 2 at 0–9 “open” or 122–129 or 246–255
- Standard: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 26 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 27 Shutter 2 at 0–9 “open” or 122–129 or 246–255
- Standard Fine: CH 1 Dimmer 1 above 0; CH 3 Dimmer 2 above 0; CH 5 Dimmer 3 above 0; CH 7 Dimmer 4 above 0; CH 9 Dimmer 5 above 0; CH 51 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 52 Shutter 2 at 0–9 “open” or 122–129 or 246–255
- Pixel: CH 5 Dimmer 1 above 0; CH 14 Dimmer 2 above 0; CH 23 Dimmer 3 above 0; CH 32 Dimmer 4 above 0; CH 41 Dimmer 5 above 0; CH 46 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 47 Shutter 2 at 0–9 “open” or 122–129 or 246–255


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 Installation

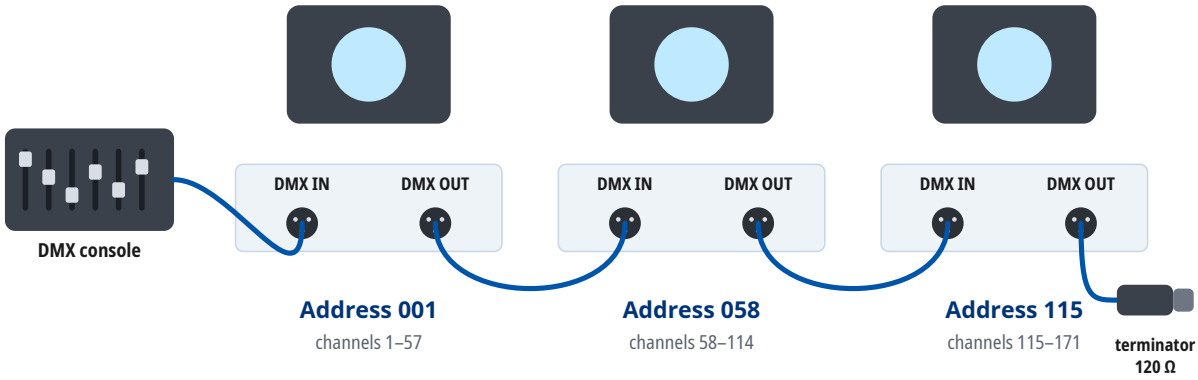
⚠ **WARNING**

- 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: 7.5 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.

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 Standard Fine: every unit occupies 57 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

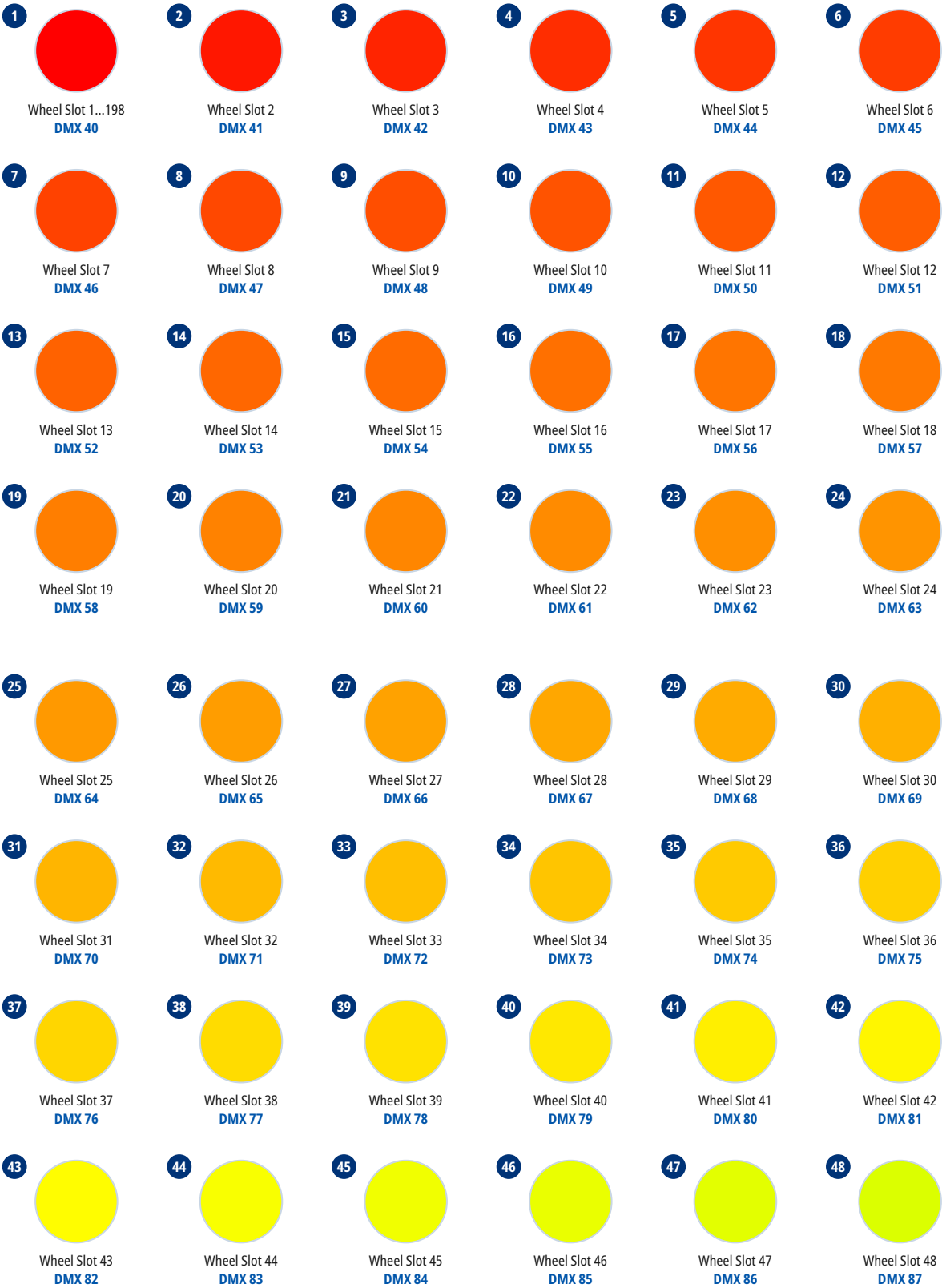
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard Fine”: 57.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 Fine”, you can use, for example, the start addresses 1, 58, 115, 172.
- 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.

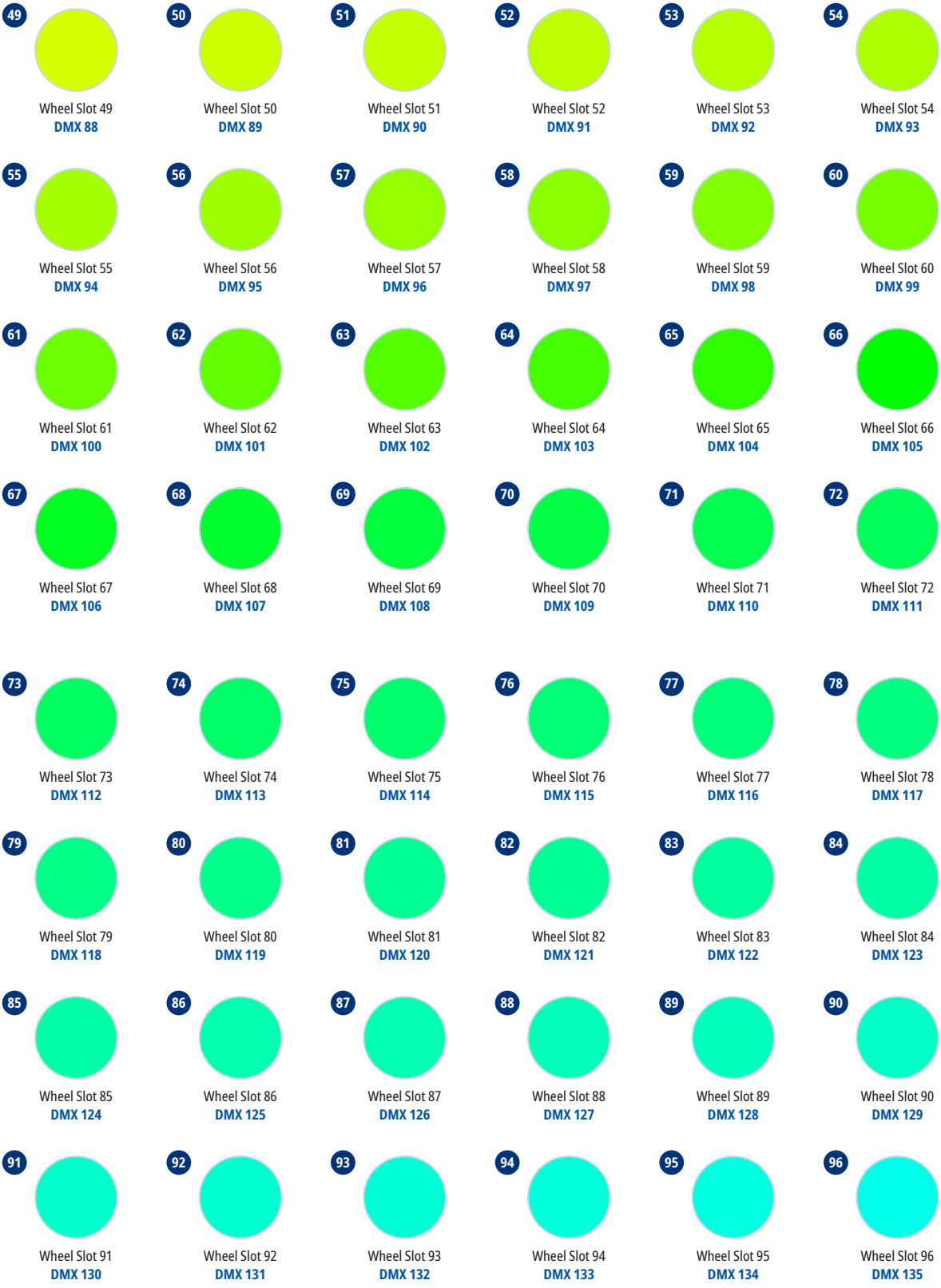
7 Functions at a glance

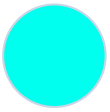
Functions in each DMX mode

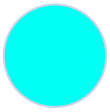
	35 Channel 35 channels	Super Simple 12 channels	Simple 17 channels	Standard 32 channels	Standard Fine 57 channels	Pixel 52 channels
Dimmer	**11 channels (1–41)**	**12 channels (1–41)**	**12 channels (1–41)**	**11 channels (1–41)**	**11 channels (1–41)**	**11 channels (1–41)**
Dimmer resolution	8 bit	8 bit	8 bit	8 bit	16 bit	8 bit
Shutter / strobe		**11, 12**	**11, 12**	**26, 27**	**51, 52**	**46, 47**
Color mixing	**39 channels (6–49)**	**7–10**	**7–10**	6–25, 30–33, 38–41	**20× (11–49)**	1–31, 33–40, 42–45
Color wheel			**13**	**28**	**53**	**48**
Effects / macros			**13–16**	**28–31**	**53–56**	**48–51**

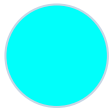
Color wheel

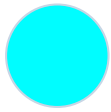

1
Wheel Slot 1...198
DMX 40
2
Wheel Slot 2
DMX 41
3
Wheel Slot 3
DMX 42
4
Wheel Slot 4
DMX 43
5
Wheel Slot 5
DMX 44
6
Wheel Slot 6
DMX 45
7
Wheel Slot 7
DMX 46
8
Wheel Slot 8
DMX 47
9
Wheel Slot 9
DMX 48
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Wheel Slot 10
DMX 49
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Wheel Slot 11
DMX 50
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Wheel Slot 12
DMX 51
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DMX 52
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Wheel Slot 14
DMX 53
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DMX 82
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DMX 84
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DMX 85
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DMX 86
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Wheel Slot 48
DMX 87

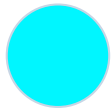

49
Wheel Slot 49
DMX 88
50
Wheel Slot 50
DMX 89
51
Wheel Slot 51
DMX 90
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Wheel Slot 52
DMX 91
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Wheel Slot 53
DMX 92
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Wheel Slot 54
DMX 93
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Wheel Slot 55
DMX 94
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DMX 95
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DMX 96
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DMX 97
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DMX 98
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DMX 99
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DMX 117
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DMX 118
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DMX 121
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DMX 122
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DMX 123
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DMX 124
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DMX 125
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Wheel Slot 87
DMX 126
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Wheel Slot 88
DMX 127
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Wheel Slot 89
DMX 128
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Wheel Slot 90
DMX 129
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Wheel Slot 91
DMX 130
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Wheel Slot 92
DMX 131
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Wheel Slot 93
DMX 132
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Wheel Slot 94
DMX 133
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Wheel Slot 95
DMX 134
96
Wheel Slot 96
DMX 135

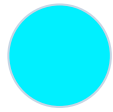
97 
Wheel Slot 97
DMX 136

98 
Wheel Slot 98
DMX 137

99 
Wheel Slot 99
DMX 138

100 
Wheel Slot 100
DMX 139

101 
Wheel Slot 101
DMX 140

102 
Wheel Slot 102
DMX 141

103 
Wheel Slot 103
DMX 142

104 
Wheel Slot 104
DMX 143

105 
Wheel Slot 105
DMX 144

106 
Wheel Slot 106
DMX 145

107 
Wheel Slot 107
DMX 146

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Wheel Slot 108
DMX 147

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Wheel Slot 109
DMX 148

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Wheel Slot 110
DMX 149

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Wheel Slot 111
DMX 150

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DMX 151

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Wheel Slot 113
DMX 152

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Wheel Slot 114
DMX 153

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Wheel Slot 115
DMX 154

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Wheel Slot 116
DMX 155

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Wheel Slot 117
DMX 156

118 
Wheel Slot 118
DMX 157

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Wheel Slot 119
DMX 158

120 
Wheel Slot 120
DMX 159

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Wheel Slot 121
DMX 160

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Wheel Slot 122
DMX 161

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Wheel Slot 123
DMX 162

124 
Wheel Slot 124
DMX 163

125 
Wheel Slot 125
DMX 164

126 
Wheel Slot 126
DMX 165

127 
Wheel Slot 127
DMX 166

128 
Wheel Slot 128
DMX 167

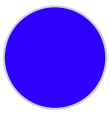
129 
Wheel Slot 129
DMX 168

130 
Wheel Slot 130
DMX 169

131 
Wheel Slot 131
DMX 170

132 
Wheel Slot 132
DMX 171

133 
Wheel Slot 133
DMX 172

134 
Wheel Slot 134
DMX 173

135 
Wheel Slot 135
DMX 174

136 
Wheel Slot 136
DMX 175

137
Wheel Slot 137
DMX 176

138
Wheel Slot 138
DMX 177

139
Wheel Slot 139
DMX 178

140
Wheel Slot 140
DMX 179

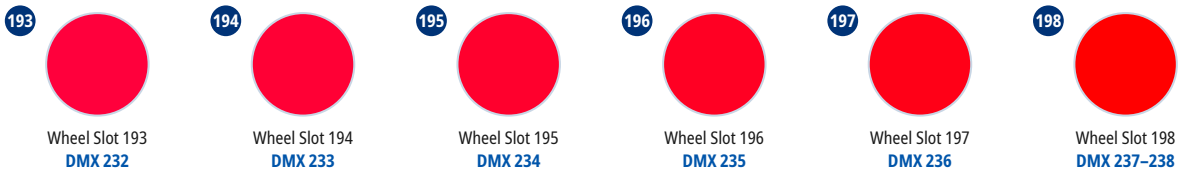
141
Wheel Slot 141
DMX 180

142
Wheel Slot 142
DMX 181

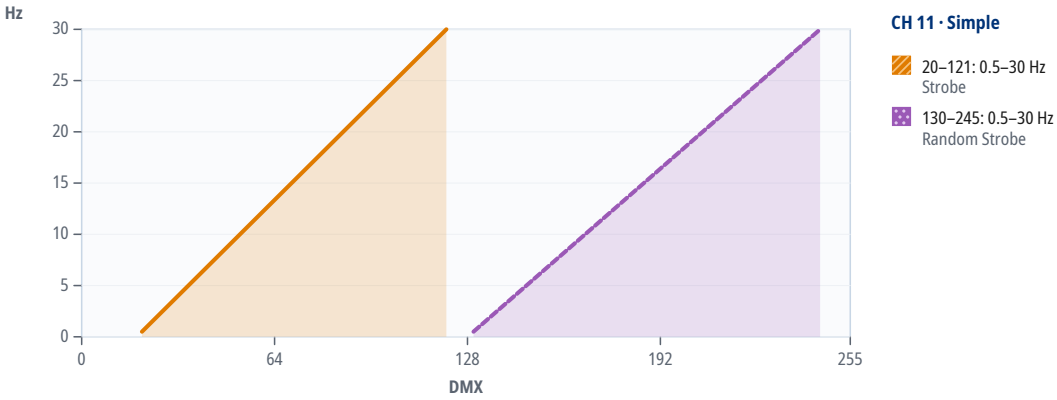
143
Wheel Slot 143
DMX 182

144
Wheel Slot 144
DMX 183


145
Wheel Slot 145
DMX 184
146
Wheel Slot 146
DMX 185
147
Wheel Slot 147
DMX 186
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Wheel Slot 148
DMX 187
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Wheel Slot 149
DMX 188
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Wheel Slot 150
DMX 189
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Wheel Slot 151
DMX 190
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Wheel Slot 152
DMX 191
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DMX 192
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DMX 220
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DMX 222
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DMX 223
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Wheel Slot 185
DMX 224
186
Wheel Slot 186
DMX 225
187
Wheel Slot 187
DMX 226
188
Wheel Slot 188
DMX 227
189
Wheel Slot 189
DMX 228
190
Wheel Slot 190
DMX 229
191
Wheel Slot 191
DMX 230
192
Wheel Slot 192
DMX 231



Strobe rate



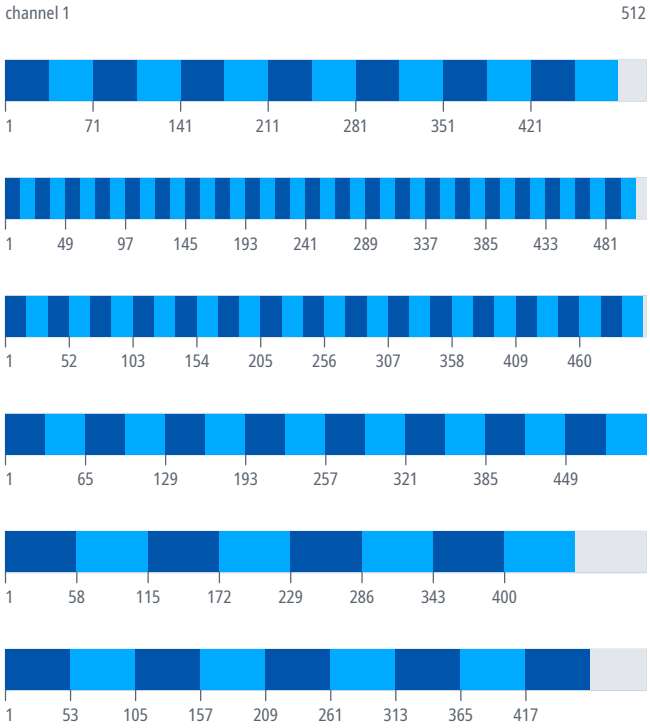
Cells (pixels)



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

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard Fine”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	286	11	U2 · 115	16	U2 · 400
2	58	7	343	12	U2 · 172	17	U3 · 1
3	115	8	400	13	U2 · 229	18	U3 · 58
4	172	9	U2 · 1	14	U2 · 286	19	U3 · 115
5	229	10	U2 · 58	15	U2 · 343	20	U3 · 172

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.

RDM personalities

Mode	Channels	RDM personality
35 Channel	35	–
Super Simple	12	1
Simple	17	2
Standard	32	3
Standard Fine	57	4
Pixel	52	5

Mode 35 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255, CH 4 Dimmer 4 255, CH 5 Dimmer 5 255, CH 6 Red 255 (the same in each of the 10 cells), CH 7 Green 255 (the same in each of the 10 cells), CH 8 Blue 255 (the same in each of the 10 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed … Open
		255	Open
2	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
3	Dimmer 3	0	Closed
		1–254	Closed … Open
		255	Open
4	Dimmer 4	0	Closed
		1–254	Closed … Open
		255	Open
5	Dimmer 5	0	Closed
		1–254	Closed … Open
		255	Open
6	Red 1	0	Min
		1–254	Min … Max
		255	Max
7	Green 1	0	Min
		1–254	Min … Max
		255	Max
8	Blue 1	0	Min
		1–254	Min … Max
		255	Max

CH 6–35: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 6–8); the table below gives each cell's channel numbers.

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

Mode Super Simple

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 6 Dimmer 6 above 0; CH 11 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 12 Shutter 2 at 0–9 “open” or 122–129 or 246–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255, CH 4 Dimmer 4 255, CH 5 Dimmer 5 255, CH 6 Dimmer 6 255, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 10 White 255, CH 11 Shutter 1 0, CH 12 Shutter 2 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “35 Channel” (p. 13)
2	Dimmer 2		Same as CH 2 in the mode “35 Channel” (p. 13)
3	Dimmer 3		Same as CH 3 in the mode “35 Channel” (p. 13)
4	Dimmer 4		Same as CH 4 in the mode “35 Channel” (p. 13)
5	Dimmer 5		Same as CH 5 in the mode “35 Channel” (p. 13)
6	Dimmer 6	0	Closed
		1–254	Closed ... Open
		255	Open
7	Red	0	Min
		1–254	Min ... Max
		255	Max
8	Green	0	Min
		1–254	Min ... Max
		255	Max
9	Blue	0	Min
		1–254	Min ... Max
		255	Max
10	White	0	Min
		1–254	Min ... Max
		255	Max
11	Shutter 1	0–9	Shutter: open
		10–19	Shutter: closed
		20–121	Strobe (0.5–30 Hz)
		122–129	Shutter open 1
		130–245	Random Strobe (0.5–30 Hz)
		246–255	Shutter open 2
12	Shutter 2	0–9	Shutter: open
		10–19	Shutter: closed
		20–121	Strobe (0.5–30 Hz)
		122–129	Shutter open 1
		130–245	Random Strobe (0.5–30 Hz)
		246–255	Shutter open 2

Mode Simple

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 6 Dimmer 6 above 0; CH 11 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 12 Shutter 2 at 0–9 “open” or 122–129 or 246–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255, CH 4 Dimmer 4 255, CH 5 Dimmer 5 255, CH 6 Dimmer 6 255, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 10 White 255, CH 11 Shutter 1 0, CH 12 Shutter 2 0, CH 13 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “35 Channel” (p. 13)
2	Dimmer 2		Same as CH 2 in the mode “35 Channel” (p. 13)
3	Dimmer 3		Same as CH 3 in the mode “35 Channel” (p. 13)
4	Dimmer 4		Same as CH 4 in the mode “35 Channel” (p. 13)
5	Dimmer 5		Same as CH 5 in the mode “35 Channel” (p. 13)
6	Dimmer 6		Same as CH 6 in the mode “Super Simple” (p. 14)
7	Red		Same as CH 7 in the mode “Super Simple” (p. 14)
8	Green		Same as CH 8 in the mode “Super Simple” (p. 14)
9	Blue		Same as CH 9 in the mode “Super Simple” (p. 14)
10	White		Same as CH 10 in the mode “Super Simple” (p. 14)
11	Shutter 1		Same as CH 11 in the mode “Super Simple” (p. 14)
12	Shutter 2		Same as CH 12 in the mode “Super Simple” (p. 14)
13	Color Macro	0–9	Color Macro: Open
		10–39	White
		40–237	Wheel Slot 1...198
		238–254	Hue Spin (0–55 °/s)
		255	Color Macro off: Open
14	Effects Adjust 1		Macro Intensity
		0–255	Macro Intensity
15	Effects		Macro Select
		0–255	Macro Select
16	Effects Speed	0–255	
17	Control	0–30	No function
		31–40	Flicker mode 1
		41–50	Flicker mode 2
		51–60	Flicker mode 3
		61–70	Linear
		71–80	Logarithmic
		81–245	Reserved
		246–255	Default all values

Mode Standard

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 5 Dimmer 5 above 0; CH 26 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 27 Shutter 2 at 0–9 “open” or 122–129 or 246–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255, CH 4 Dimmer 4 255, CH 5 Dimmer 5 255, CH 6 Red 1 255, CH 7 Green 1 255, CH 8 Blue 1 255, CH 9 White 1 255, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 White 2 255, CH 14 Red 3 255, CH 15 Green 3 255, CH 16 Blue 3 255, CH 17 White 3 255, CH 18 Red 4 255, CH 19 Green 4 255, CH 20 Blue 4 255, CH 21 White 4 255, CH 22 Red 5 255, CH 23 Green 5 255, CH 24 Blue 5 255, CH 25 White 5 255, CH 26 Shutter 1 0, CH 27 Shutter 2 0, CH 28 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “35 Channel” (p. 13)
2	Dimmer 2		Same as CH 2 in the mode “35 Channel” (p. 13)
3	Dimmer 3		Same as CH 3 in the mode “35 Channel” (p. 13)
4	Dimmer 4		Same as CH 4 in the mode “35 Channel” (p. 13)
5	Dimmer 5		Same as CH 5 in the mode “35 Channel” (p. 13)
6	Red 1	0	Min
		1–254	Min ... Max
		255	Max
7	Green 1	0	Min
		1–254	Min ... Max
		255	Max
8	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
9	White 1	0	Min
		1–254	Min ... Max
		255	Max
10	Red 2	0	Min
		1–254	Min ... Max
		255	Max
11	Green 2	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
13	White 2	0	Min
		1–254	Min ... Max
		255	Max
14	Red 3	0	Min
		1–254	Min ... Max
		255	Max
15	Green 3	0	Min

CH	Function	DMX	Description
15	Green 3 (continued)	1–254	Min ... Max
		255	Max
16	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
17	White 3	0	Min
		1–254	Min ... Max
		255	Max
18	Red 4	0	Min
		1–254	Min ... Max
		255	Max
19	Green 4	0	Min
		1–254	Min ... Max
		255	Max
20	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
21	White 4	0	Min
		1–254	Min ... Max
		255	Max
22	Red 5	0	Min
		1–254	Min ... Max
		255	Max
23	Green 5	0	Min
		1–254	Min ... Max
		255	Max
24	Blue 5	0	Min
		1–254	Min ... Max
		255	Max
25	White 5	0	Min
		1–254	Min ... Max
		255	Max
26	Shutter 1		Same as CH 11 in the mode “Super Simple” (p. 14)
27	Shutter 2		Same as CH 12 in the mode “Super Simple” (p. 14)
28	Color Macro	0–9	Color Macro: Open
		10–39	White
		40–237	Wheel Slot 1...198
		238–254	Hue Spin (0–360 °/s)
		255	Color Macro off: Open
29	Effects Adjust 1		Same as CH 14 in the mode “Simple” (p. 15)

CH	Function	DMX	Description
30	Effects		Same as CH 15 in the mode “Simple” (p. 15)
31	Effects Speed	0–255	
32	Control		Same as CH 17 in the mode “Simple” (p. 15)

Mode Standard Fine

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 Dimmer 1 above 0; CH 3 Dimmer 2 above 0; CH 5 Dimmer 3 above 0; CH 7 Dimmer 4 above 0; CH 9 Dimmer 5 above 0; CH 51 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 52 Shutter 2 at 0–9 “open” or 122–129 or 246–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 5 Dimmer 3 255, CH 7 Dimmer 4 255, CH 9 Dimmer 5 255, CH 11 Red 1 255, CH 13 Green 1 255, CH 15 Blue 1 255, CH 17 White 1 255, CH 19 Red 2 255, CH 21 Green 2 255, CH 23 Blue 2 255, CH 25 White 2 255, CH 27 Red 3 255, CH 29 Green 3 255, CH 31 Blue 3 255, CH 33 White 3 255, CH 35 Red 4 255, CH 37 Green 4 255, CH 39 Blue 4 255, CH 41 White 4 255, CH 43 Red 5 255, CH 45 Green 5 255, CH 47 Blue 5 255, CH 49 White 5 255, CH 51 Shutter 1 0, CH 52 Shutter 2 0, CH 53 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	Closed ... Open
		255	Open
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2	0–255	Closed ... Open
		255	Open
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Dimmer 3	0–255	Closed ... Open
		255	Open
6	Dimmer 3 Fine	0–255	Fine adjustment of CH 5
7	Dimmer 4	0–255	Closed ... Open
		255	Open
8	Dimmer 4 Fine	0–255	Fine adjustment of CH 7
9	Dimmer 5	0–255	Closed ... Open
		255	Open
10	Dimmer 5 Fine	0–255	Fine adjustment of CH 9
11	Red 1	0–255	Min ... Max
		255	Max
12	Red 1 Fine	0–255	Fine adjustment of CH 11
13	Green 1	0–255	Min ... Max
		255	Max
14	Green 1 Fine	0–255	Fine adjustment of CH 13
15	Blue 1	0–255	Min ... Max
		255	Max
16	Blue 1 Fine	0–255	Fine adjustment of CH 15
17	White 1	0–255	Min ... Max
		255	Max

CH	Function	DMX	Description
18	White 1 Fine	0–255	Fine adjustment of CH 17
19	Red 2	0–255	Min … Max
		255	Max
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Green 2	0–255	Min … Max
		255	Max
22	Green 2 Fine	0–255	Fine adjustment of CH 21
23	Blue 2	0–255	Min … Max
		255	Max
24	Blue 2 Fine	0–255	Fine adjustment of CH 23
25	White 2	0–255	Min … Max
		255	Max
26	White 2 Fine	0–255	Fine adjustment of CH 25
27	Red 3	0–255	Min … Max
		255	Max
28	Red 3 Fine	0–255	Fine adjustment of CH 27
29	Green 3	0–255	Min … Max
		255	Max
30	Green 3 Fine	0–255	Fine adjustment of CH 29
31	Blue 3	0–255	Min … Max
		255	Max
32	Blue 3 Fine	0–255	Fine adjustment of CH 31
33	White 3	0–255	Min … Max
		255	Max
34	White 3 Fine	0–255	Fine adjustment of CH 33
35	Red 4	0–255	Min … Max
		255	Max
36	Red 4 Fine	0–255	Fine adjustment of CH 35
37	Green 4	0–255	Min … Max
		255	Max
38	Green 4 Fine	0–255	Fine adjustment of CH 37
39	Blue 4	0–255	Min … Max
		255	Max
40	Blue 4 Fine	0–255	Fine adjustment of CH 39
41	White 4	0–255	Min … Max
		255	Max
42	White 4 Fine	0–255	Fine adjustment of CH 41
43	Red 5	0–255	Min … Max
		255	Max
44	Red 5 Fine	0–255	Fine adjustment of CH 43
45	Green 5	0–255	Min … Max

CH	Function	DMX	Description
45	Green 5 (continued)	255	Max
46	Green 5 Fine	0–255	Fine adjustment of CH 45
47	Blue 5	0–255	Min ... Max
		255	Max
48	Blue 5 Fine	0–255	Fine adjustment of CH 47
49	White 5	0–255	Min ... Max
		255	Max
50	White 5 Fine	0–255	Fine adjustment of CH 49
51	Shutter 1		Same as CH 11 in the mode “Super Simple” (p. 14)
52	Shutter 2		Same as CH 12 in the mode “Super Simple” (p. 14)
53	Color Macro		Same as CH 28 in the mode “Standard” (p. 17)
54	Effects Adjust 1		Same as CH 14 in the mode “Simple” (p. 15)
55	Effects		Same as CH 15 in the mode “Simple” (p. 15)
56	Effects Speed	0–255	
57	Control		Same as CH 17 in the mode “Simple” (p. 15)

Mode Pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer 1 above 0; CH 14 Dimmer 2 above 0; CH 23 Dimmer 3 above 0; CH 32 Dimmer 4 above 0; CH 41 Dimmer 5 above 0; CH 46 Shutter 1 at 0–9 “open” or 122–129 or 246–255; CH 47 Shutter 2 at 0–9 “open” or 122–129 or 246–255. 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 White 1 255, CH 5 Dimmer 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 Dimmer 2 255, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 White 4 255, CH 19 Red 5 255, CH 20 Green 5 255, CH 21 Blue 5 255, CH 22 White 5 255, CH 23 Dimmer 3 255, CH 24 Red 6 255, CH 25 Green 6 255, CH 26 Blue 6 255, CH 27 White 6 255, CH 28 Red 7 255, CH 29 Green 7 255, CH 30 Blue 7 255, CH 31 White 7 255, CH 32 Dimmer 4 255, CH 33 Red 8 255, CH 34 Green 8 255, CH 35 Blue 8 255, CH 36 White 8 255, CH 37 Red 9 255, CH 38 Green 9 255, CH 39 Blue 9 255, CH 40 White 9 255, CH 41 Dimmer 5 255, CH 42 Red 10 255, CH 43 Green 10 255, CH 44 Blue 10 255, CH 45 White 10 255, CH 46 Shutter 1 0, CH 47 Shutter 2 0, CH 48 Color Macro 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 6 in the mode “Standard” (p. 16)
2	Green 1		Same as CH 7 in the mode “Standard” (p. 16)
3	Blue 1		Same as CH 8 in the mode “Standard” (p. 16)
4	White 1		Same as CH 9 in the mode “Standard” (p. 16)
5	Dimmer 1		Same as CH 1 in the mode “35 Channel” (p. 13)
6	Red 2		Same as CH 10 in the mode “Standard” (p. 16)
7	Green 2		Same as CH 11 in the mode “Standard” (p. 16)
8	Blue 2		Same as CH 12 in the mode “Standard” (p. 16)
9	White 2		Same as CH 13 in the mode “Standard” (p. 16)
10	Red 3		Same as CH 14 in the mode “Standard” (p. 16)
11	Green 3		Same as CH 15 in the mode “Standard” (p. 16)
12	Blue 3		Same as CH 16 in the mode “Standard” (p. 17)

CH	Function	DMX	Description
13	White 3		Same as CH 17 in the mode “Standard” (p. 17)
14	Dimmer 2		Same as CH 2 in the mode “35 Channel” (p. 13)
15	Red 4		Same as CH 18 in the mode “Standard” (p. 17)
16	Green 4		Same as CH 19 in the mode “Standard” (p. 17)
17	Blue 4		Same as CH 20 in the mode “Standard” (p. 17)
18	White 4		Same as CH 21 in the mode “Standard” (p. 17)
19	Red 5		Same as CH 22 in the mode “Standard” (p. 17)
20	Green 5		Same as CH 23 in the mode “Standard” (p. 17)
21	Blue 5		Same as CH 24 in the mode “Standard” (p. 17)
22	White 5		Same as CH 25 in the mode “Standard” (p. 17)
23	Dimmer 3		Same as CH 3 in the mode “35 Channel” (p. 13)
24	Red 6	0	Min
		1–254	Min … Max
		255	Max
25	Green 6	0	Min
		1–254	Min … Max
		255	Max
26	Blue 6	0	Min
		1–254	Min … Max
		255	Max
27	White 6	0	Min
		1–254	Min … Max
		255	Max
28	Red 7	0	Min
		1–254	Min … Max
		255	Max
29	Green 7	0	Min
		1–254	Min … Max
		255	Max
30	Blue 7	0	Min
		1–254	Min … Max
		255	Max
31	White 7	0	Min
		1–254	Min … Max
		255	Max
32	Dimmer 4		Same as CH 4 in the mode “35 Channel” (p. 13)
33	Red 8	0	Min
		1–254	Min … Max
		255	Max
34	Green 8	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
34	Green 8 (continued)	255	Max
35	Blue 8	0	Min
		1–254	Min ... Max
		255	Max
36	White 8	0	Min
		1–254	Min ... Max
		255	Max
37	Red 9	0	Min
		1–254	Min ... Max
		255	Max
38	Green 9	0	Min
		1–254	Min ... Max
		255	Max
39	Blue 9	0	Min
		1–254	Min ... Max
		255	Max
40	White 9	0	Min
		1–254	Min ... Max
		255	Max
41	Dimmer 5		Same as CH 5 in the mode “35 Channel” (p. 13)
42	Red 10	0	Min
		1–254	Min ... Max
		255	Max
43	Green 10	0	Min
		1–254	Min ... Max
		255	Max
44	Blue 10	0	Min
		1–254	Min ... Max
		255	Max
45	White 10	0	Min
		1–254	Min ... Max
		255	Max
46	Shutter 1		Same as CH 11 in the mode “Super Simple” (p. 14)
47	Shutter 2		Same as CH 12 in the mode “Super Simple” (p. 14)
48	Color Macro		Same as CH 28 in the mode “Standard” (p. 17)
49	Effects Adjust 1		Same as CH 14 in the mode “Simple” (p. 15)
50	Effects		Same as CH 15 in the mode “Simple” (p. 15)
51	Effects Speed	0–255	
52	Control		Same as CH 17 in the mode “Simple” (p. 15)

9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x01CC, device model ID 0x0006)
Weight	7.5 kg
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–30 Hz
Color wheel rotation	up to 360 °/s (60 rpm)

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.