DMX REFERENCE

Litebar H9

EK Lights



Manufacturer	EK Lights
GDTF file	EK_Lights_Litebar_H9_47108.gdtf
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1 About this manual

This document describes the Litebar H9 by EK Lights. It was compiled from the GDTF file EK_Lights_Litebar_H9_47108.gdtf from the GDTF-Share library.

File revision: “1.00”.

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 EK Lights; 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	3.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
6 Channel Mode	6	85	1, 7, 13, 19, ...
9 Channel Mode	9	56	1, 10, 19, 28, ...
11 Channel Mode	11	46	1, 12, 23, 34, ...
18 Channel Mode	18	28	1, 19, 37, 55, ...
23 Channel Mode	23	22	1, 24, 47, 70, ...

No light? Check these channels

- 9 Channel Mode: CH 7 Dimmer above 0; CH 8 Shutter at 0–15 “Open”; CH 9 Dimmer Mode above 51
- 11 Channel Mode: CH 8 Shutter at 0–15 “Open”; CH 10 Dimmer above 0; CH 11 Dimmer Mode above 51
- 23 Channel Mode: CH 20 Shutter at 0–15 “Open”; CH 22 Dimmer above 0; CH 23 Dimmer Mode above 51


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

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

⚠ 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

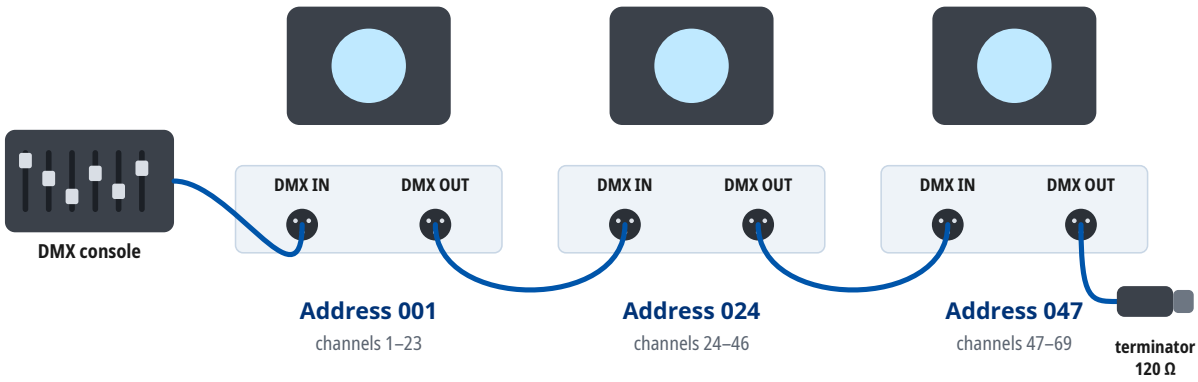
⚠ WARNING

- 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: 3.2 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 23 Channel Mode: every unit occupies 23 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

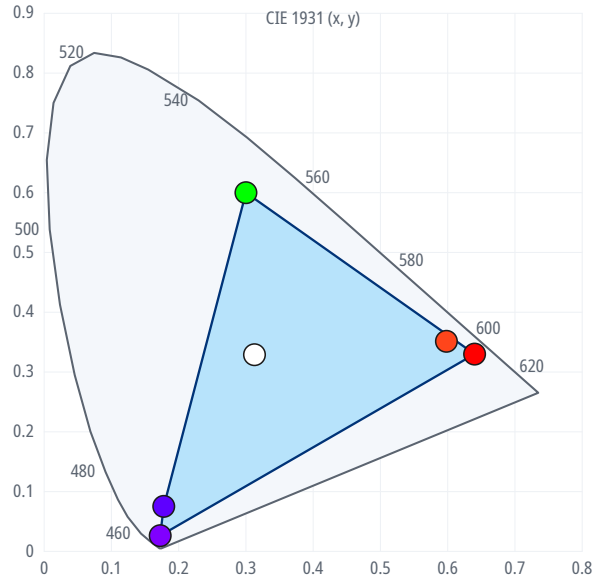
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “23 Channel Mode”: 23.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “23 Channel Mode”, you can use, for example, the start addresses 1, 24, 47, 70.
- 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

	6 Channel Mode 6 channels	9 Channel Mode 9 channels	11 Channel Mode 11 channels	18 Channel Mode 18 channels	23 Channel Mode 23 channels
Dimmer	✓	7	10	✓	22
Shutter / strobe		8	8		20
Color mixing	1–6	1–6	1–6	1–18	1–18
Effects / macros			7, 9		19, 21

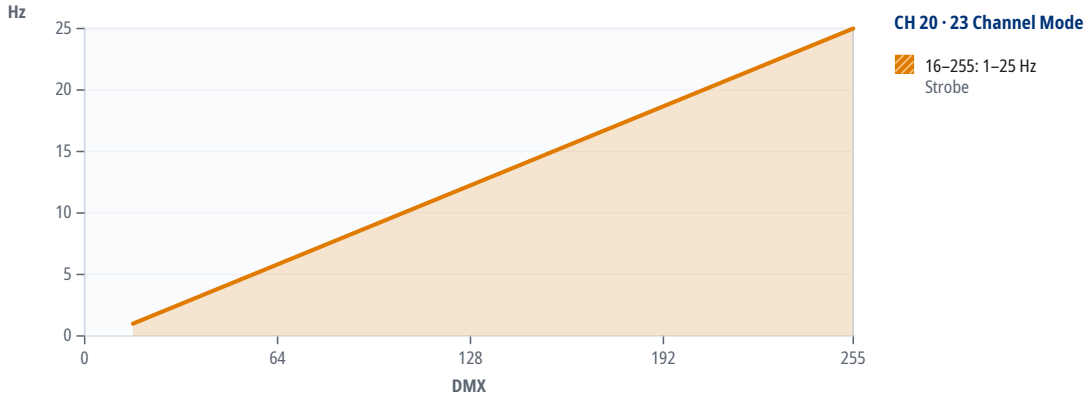
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.178	0.075
Amber	0.598	0.351
White	0.313	0.329
UV	0.172	0.026

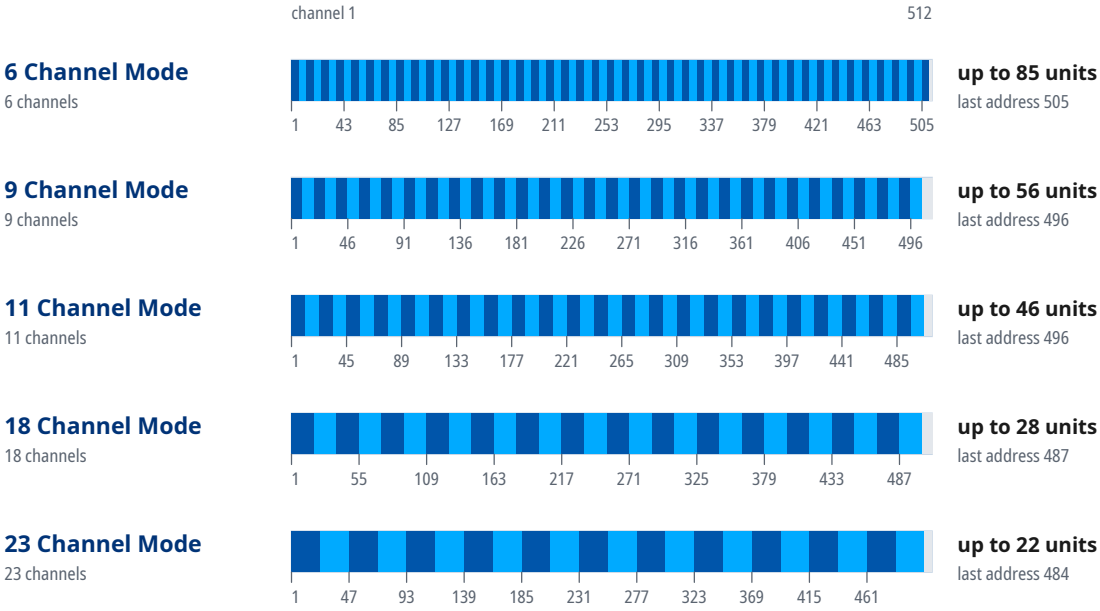
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate



8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “23 Channel Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	116	11	231	16	346
2	24	7	139	12	254	17	369
3	47	8	162	13	277	18	392
4	70	9	185	14	300	19	415
5	93	10	208	15	323	20	438

Mode 6 Channel Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max
3	Blue	0	Min
		1–254	Min ... Max
		255	Max
4	Amber	0	Min
		1–254	Min ... Max
		255	Max
5	White	0	Min
		1–254	Min ... Max
		255	Max
6	UV	0	Min
		1–254	Min ... Max
		255	Max

Mode 9 Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 8 Shutter at 0–15 “Open”; CH 9 Dimmer Mode above 51. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 7 Dimmer 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “6 Channel Mode” (p. 8)
2	Green		Same as CH 2 in the mode “6 Channel Mode” (p. 8)
3	Blue		Same as CH 3 in the mode “6 Channel Mode” (p. 8)
4	Amber		Same as CH 4 in the mode “6 Channel Mode” (p. 8)
5	White		Same as CH 5 in the mode “6 Channel Mode” (p. 8)
6	UV		Same as CH 6 in the mode “6 Channel Mode” (p. 8)
7	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
8	Shutter	0–15	Shutter 1: Open
		16–255	Strobe (1–25 Hz)
9	Dimmer Mode	0–51	No Function
		52–101	Dimmer Speed Mode Off
		102–152	Dimmer Speed Mode1

CH	Function	DMX	Description
9	Dimmer Mode (continued)	153	Dimmer Speed Mode 2
		154–203	Dimmer Speed Mode 3
		204–255	Dimmer Mode 1

Mode 11 Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 0–15 “Open”; CH 10 Dimmer above 0; CH 11 Dimmer Mode above 51. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 10 Dimmer 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “6 Channel Mode” (p. 8)
2	Green		Same as CH 2 in the mode “6 Channel Mode” (p. 8)
3	Blue		Same as CH 3 in the mode “6 Channel Mode” (p. 8)
4	Amber		Same as CH 4 in the mode “6 Channel Mode” (p. 8)
5	White		Same as CH 5 in the mode “6 Channel Mode” (p. 8)
6	UV		Same as CH 6 in the mode “6 Channel Mode” (p. 8)
7	Color Macro	0–14	Open
		15–255	Colour Macros
8	Shutter		Same as CH 8 in the mode “9 Channel Mode” (p. 8)
9	Effects	0–31	No Function
		32–63	Pulse Open
		64–95	Pulse Closed
		96–114	Pulse
		115–122	Auto Program 1
		123–130	Auto Program 2
		131–138	Auto Program 3
		139–146	Auto Program 4
		147–154	Auto Program 5
		155–162	Auto Program 6
		163–170	Auto Program 7
		171–178	Auto Program 8
		179–186	Auto Program 9
		187–194	Auto Program 10
		195–202	Auto Program 11
		203–210	Auto Program 12
		211–218	Auto Program 13
		219–226	Auto Program 14
		227–255	Sound Mode
10	Dimmer		Same as CH 7 in the mode “9 Channel Mode” (p. 8)
11	Dimmer Mode		Same as CH 9 in the mode “9 Channel Mode” (p. 8)

Mode 18 Channel Mode

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 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255.

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	Amber 1	0	Min
		1–254	Min ... Max
		255	Max
5	White 1	0	Min
		1–254	Min ... Max
		255	Max
6	UV 1	0	Min
		1–254	Min ... Max
		255	Max
7	Red 2	0	Min
		1–254	Min ... Max
		255	Max
8	Green 2	0	Min
		1–254	Min ... Max
		255	Max
9	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
10	Amber 2	0	Min
		1–254	Min ... Max
		255	Max
11	White 2	0	Min
		1–254	Min ... Max
		255	Max
12	UV 2	0	Min
		1–254	Min ... Max
		255	Max
13	Red 3	0	Min

CH	Function	DMX	Description
13	Red 3 (continued)	1–254	Min ... Max
		255	Max
14	Green 3	0	Min
		1–254	Min ... Max
		255	Max
15	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
16	Amber 3	0	Min
		1–254	Min ... Max
		255	Max
17	White 3	0	Min
		1–254	Min ... Max
		255	Max
18	UV 3	0	Min
		1–254	Min ... Max
		255	Max

Mode 23 Channel Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 20 Shutter at 0–15 “Open”; CH 22 Dimmer above 0; CH 23 Dimmer Mode above 51. 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 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 22 Dimmer 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “18 Channel Mode” (p. 10)
2	Green 1		Same as CH 2 in the mode “18 Channel Mode” (p. 10)
3	Blue 1		Same as CH 3 in the mode “18 Channel Mode” (p. 10)
4	Amber 1		Same as CH 4 in the mode “18 Channel Mode” (p. 10)
5	White 1		Same as CH 5 in the mode “18 Channel Mode” (p. 10)
6	UV 1		Same as CH 6 in the mode “18 Channel Mode” (p. 10)
7	Red 2		Same as CH 7 in the mode “18 Channel Mode” (p. 10)
8	Green 2		Same as CH 8 in the mode “18 Channel Mode” (p. 10)
9	Blue 2		Same as CH 9 in the mode “18 Channel Mode” (p. 10)
10	Amber 2		Same as CH 10 in the mode “18 Channel Mode” (p. 10)
11	White 2		Same as CH 11 in the mode “18 Channel Mode” (p. 10)
12	UV 2		Same as CH 12 in the mode “18 Channel Mode” (p. 10)
13	Red 3		Same as CH 13 in the mode “18 Channel Mode” (p. 10)
14	Green 3		Same as CH 14 in the mode “18 Channel Mode” (p. 11)
15	Blue 3		Same as CH 15 in the mode “18 Channel Mode” (p. 11)
16	Amber 3		Same as CH 16 in the mode “18 Channel Mode” (p. 11)
17	White 3		Same as CH 17 in the mode “18 Channel Mode” (p. 11)
18	UV 3		Same as CH 18 in the mode “18 Channel Mode” (p. 11)

CH	Function	DMX	Description
19	Color Macro		Same as CH 7 in the mode “11 Channel Mode” (p. 9)
20	Shutter		Same as CH 8 in the mode “9 Channel Mode” (p. 8)
21	Effects		Same as CH 9 in the mode “11 Channel Mode” (p. 9)
22	Dimmer		Same as CH 7 in the mode “9 Channel Mode” (p. 8)
23	Dimmer Mode		Same as CH 9 in the mode “9 Channel Mode” (p. 8)

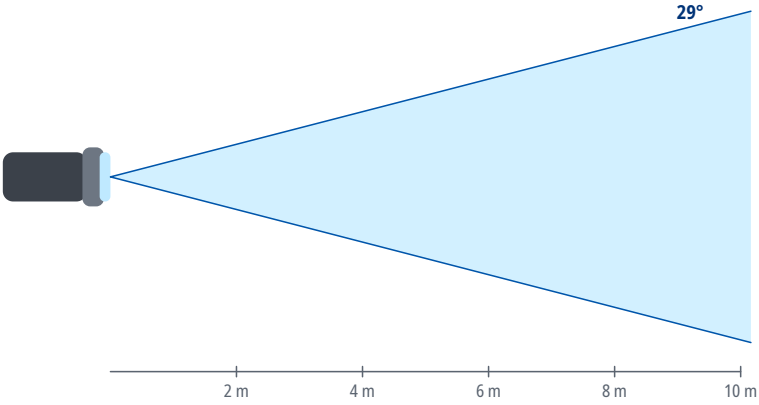
9 Technical specifications

Parameter	Value
Light source	LED
Weight	3.2 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 29°
2 m	1 m
4 m	2.1 m
6 m	3.1 m
8 m	4.1 m
10 m	5.2 m
15 m	7.8 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.