DMX REFERENCE

SOFT LIGHT

EK Lights



Softlight

Manufacturer	EK Lights
GDTF file	EK_Lights_SOFT_LIGHT_124725.gdtf
GDTF revision	V1-02 · 2026-01-14
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 8
Mode THEATRE 1CH 9
Mode THEATRE 2CH 9
Mode THEATRE 4CH 10
Mode THEATRE 5CH 1 10
Mode THEATRE 5CH 2 11
Mode THEATRE 6CH 12
Mode THEATRE 10CH 12
Mode THEATRE 15CH 14
Mode THEATRE 17CH 15
Mode TOUR 4CH 16
Mode TOUR 6CH 16
Mode TOUR 10CH 17
Mode TOUR 11CH 18
Mode TOUR 15CH 19
Mode PIXEL 1PIXEL 20
Mode PIXEL 2H PIXEL 20
Mode PIXEL 2V PIXEL 21
Mode PIXEL 4H PIXEL 22
Mode PIXEL 4V PIXEL 23
Mode PIXEL 8 PIXEL 24
9 Technical specifications 25
10 Maintenance and cleaning 25
11 Troubleshooting 25
12 Disposal 26

1 About this manual

This document describes the SOFT LIGHT by EK Lights. It was compiled from the GDTF file EK_Lights_SOFT_LIGHT_124725.gdtf from the GDTF-Share library.

File revision: “V1-02”.

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	15.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
THEATRE 1CH	1	512	1, 2, 3, 4, ...
THEATRE 2CH	2	256	1, 3, 5, 7, ...
THEATRE 4CH	4	128	1, 5, 9, 13, ...
THEATRE 5CH 1	5	102	1, 6, 11, 16, ...
THEATRE 5CH 2	5	102	1, 6, 11, 16, ...
THEATRE 6CH	6	85	1, 7, 13, 19, ...
THEATRE 10CH	10	51	1, 11, 21, 31, ...
THEATRE 15CH	15	34	1, 16, 31, 46, ...
THEATRE 17CH	17	30	1, 18, 35, 52, ...
TOUR 4CH	4	128	1, 5, 9, 13, ...
TOUR 6CH	6	85	1, 7, 13, 19, ...
TOUR 10CH	10	51	1, 11, 21, 31, ...
TOUR 11CH	11	46	1, 12, 23, 34, ...
TOUR 15CH	15	34	1, 16, 31, 46, ...
PIXEL 1PIXEL	7	73	1, 8, 15, 22, ...
PIXEL 2H PIXEL	11	46	1, 12, 23, 34, ...
PIXEL 2V PIXEL	11	46	1, 12, 23, 34, ...
PIXEL 4H PIXEL	19	26	1, 20, 39, 58, ...
PIXEL 4V PIXEL	19	26	1, 20, 39, 58, ...
PIXEL 8 PIXEL	35	14	1, 36, 71, 106, ...



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

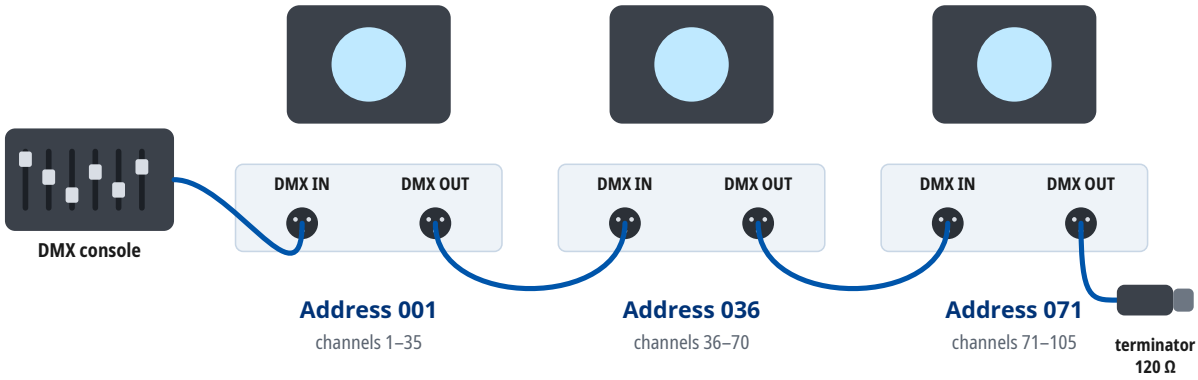
⚠ **WARNING**

- 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: 15.4 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 PIXEL 8 PIXEL: every unit occupies 35 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

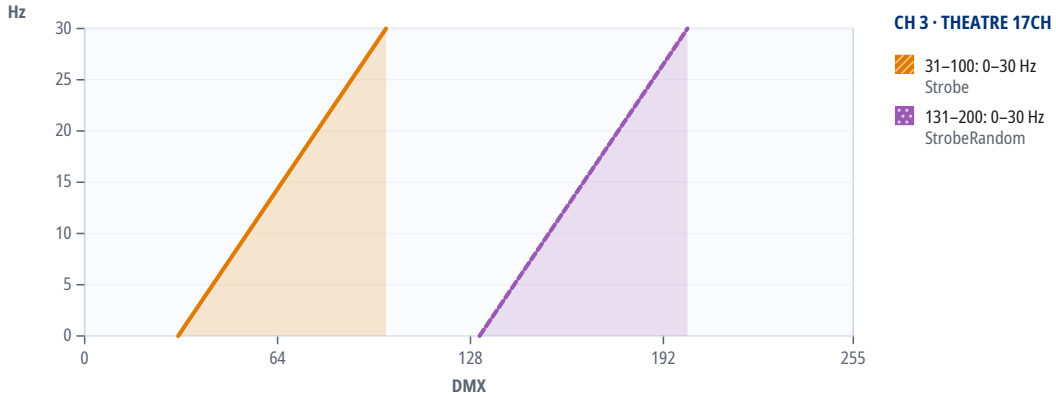
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “PIXEL 8 PIXEL”: 35.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “PIXEL 8 PIXEL”, you can use, for example, the start addresses 1, 36, 71, 106.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

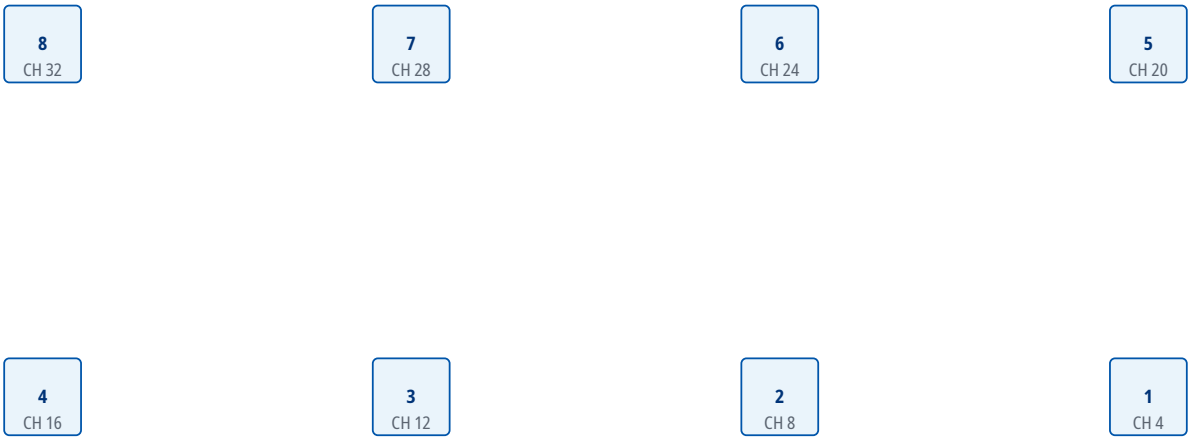
Functions in each DMX mode

	THEATRE 1CH 1 channel	THEATRE 2CH 2 channels	THEATRE 4CH 4 channels	THEATRE 5CH 1 5 channels	THEATRE 5CH 2 5 channels	THEATRE 6CH 6 channels	THEATRE 10CH 10 channels	THEATRE 15CH 15 channels
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	8 bit	8 bit	16 bit	8 bit	8 bit	8 bit	16 bit
Shutter / strobe					4	4	8	13
Color mixing							2–5	4× (3–9)
Color temperature			2	3	2	2	6	11
Effects / macros						5	9	14

Strobe rate



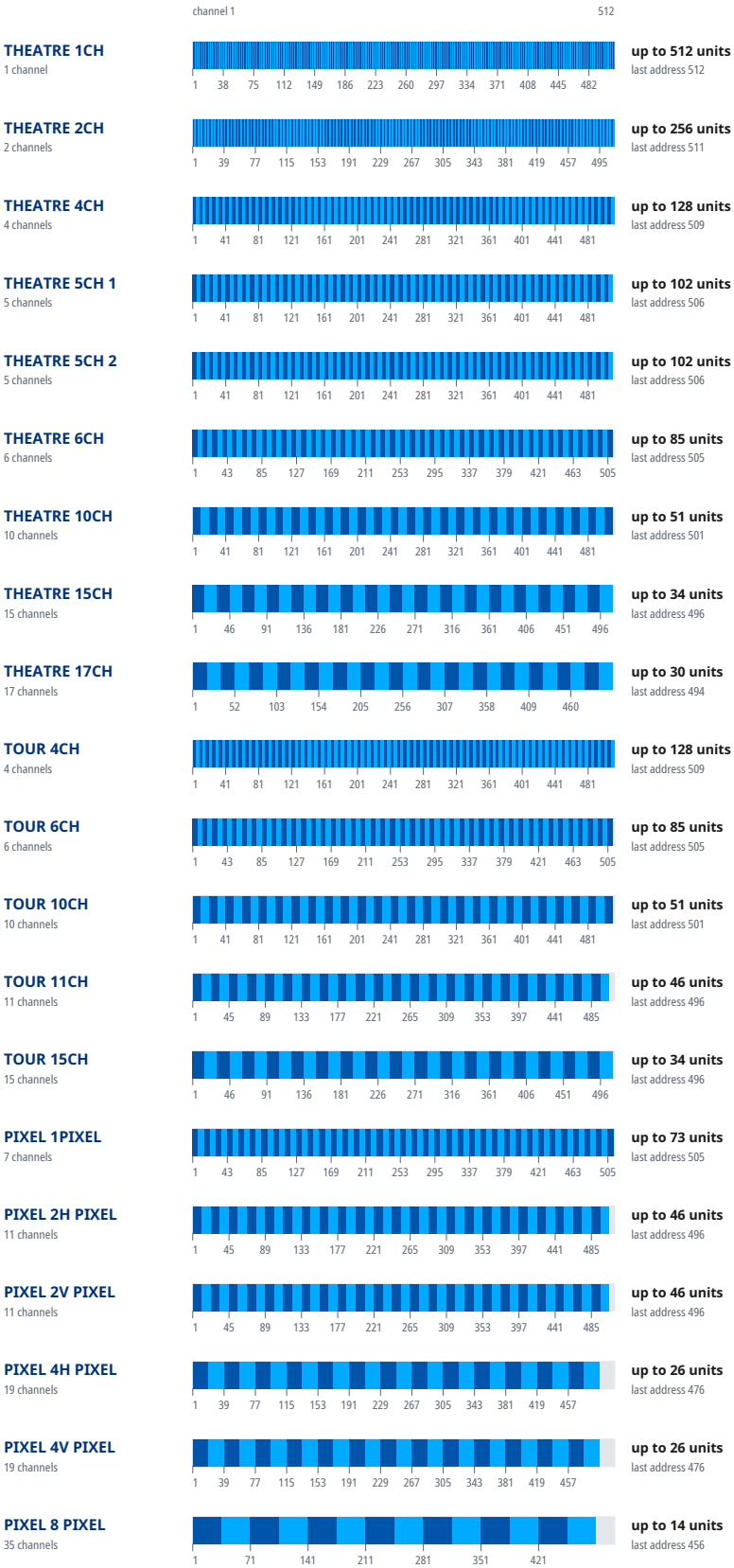
Cells (pixels)



8 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “THEATRE 17CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “PIXEL 8 PIXEL”

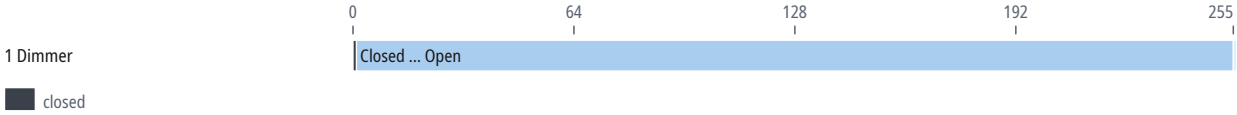
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	176	11	351	16	U2 · 36
2	36	7	211	12	386	17	U2 · 71
3	71	8	246	13	421	18	U2 · 106
4	106	9	281	14	456	19	U2 · 141
5	141	10	316	15	U2 · 1	20	U2 · 176

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 THEATRE 1CH

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.

Channel functions at a glance

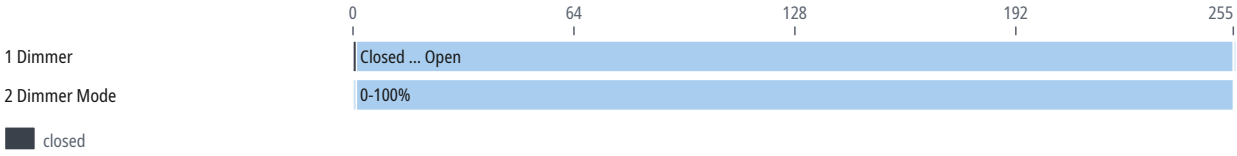


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode THEATRE 2CH

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.

Channel functions at a glance

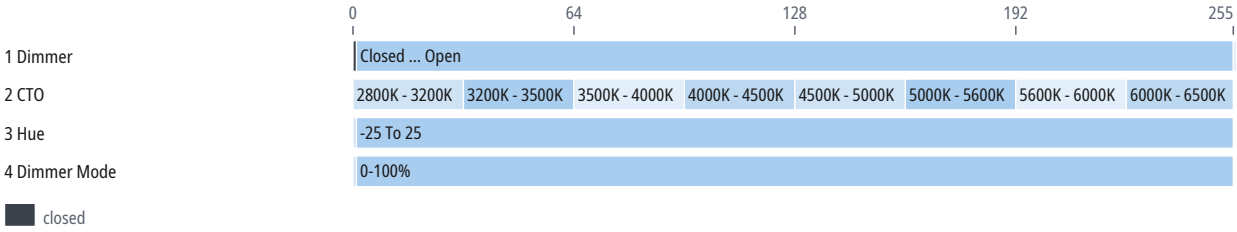


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Dimmer Mode	0	Read From Menu
		1–255	0-100%

Mode THEATRE 4CH

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.

Channel functions at a glance



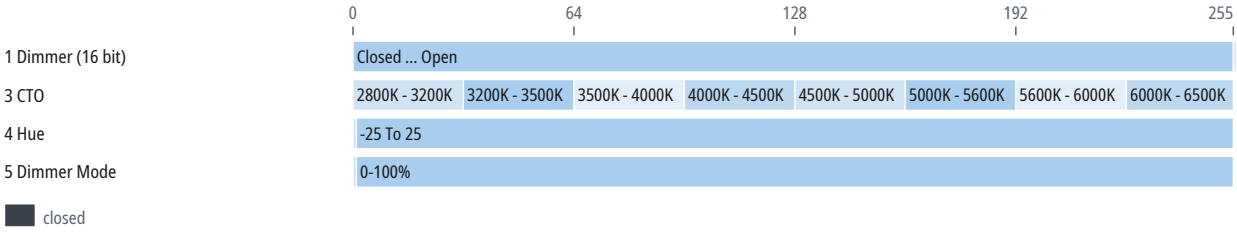
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	CTO	0–31	2800K - 3200K (2800–3200 K)
		32–63	3200K - 3500K (3200–3500 K)
		64–95	3500K - 4000K (3500–4000 K)
		96–127	4000K - 4500K (4000–4500 K)
		128–159	4500K - 5000K (4500–5000 K)
		160–191	5000K - 5600K (5000–5600 K)
		192–223	5600K - 6000K (5600–6000 K)
		224–255	6000K - 6500K (6000–6500 K)
3	Hue		HSB_Hue 1
		0	0
		1–255	-25 To 25
4	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 5CH 1

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 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

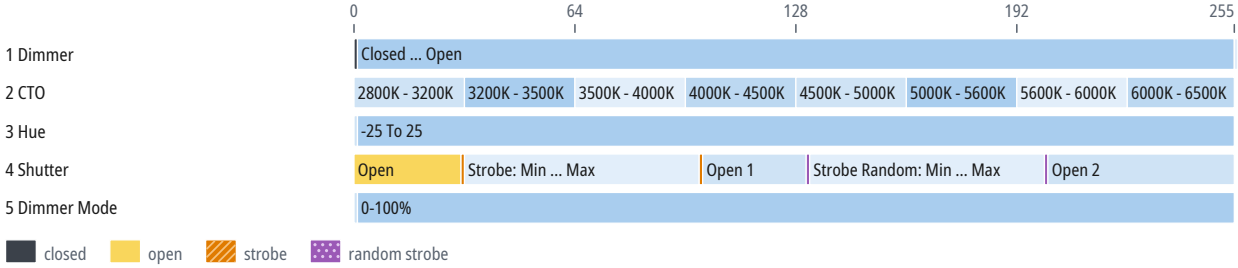


CH	Function	DMX	Description
1	Dimmer	0–255	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CTO		Same as CH 2 in the mode “THEATRE 4CH” (p. 10)
4	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
5	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 5CH 2

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

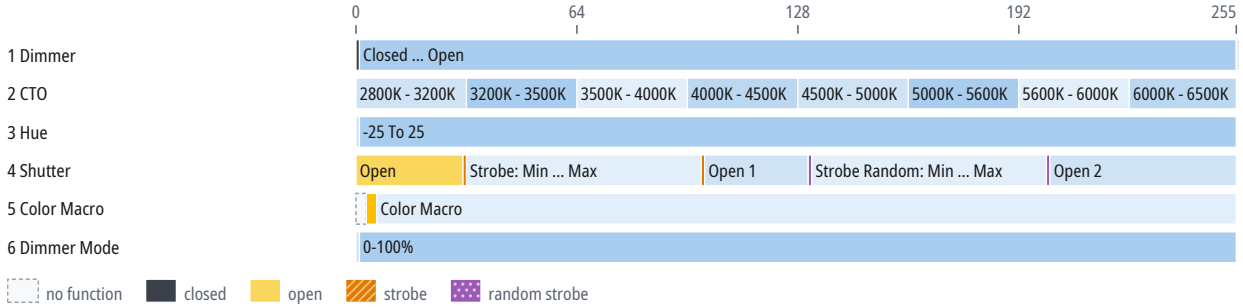


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	CTO		Same as CH 2 in the mode “THEATRE 4CH” (p. 10)
3	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
4	Shutter	0–30	Open
		31	Strobe: Min
		32–99	Strobe: Min … Max
		100	Strobe: Max
		101–130	Open 1
		131	Strobe Random: Min
		132–199	Strobe Random: Min … Max
		200	Strobe Random: Max
		201–255	Open 2
5	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 6CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

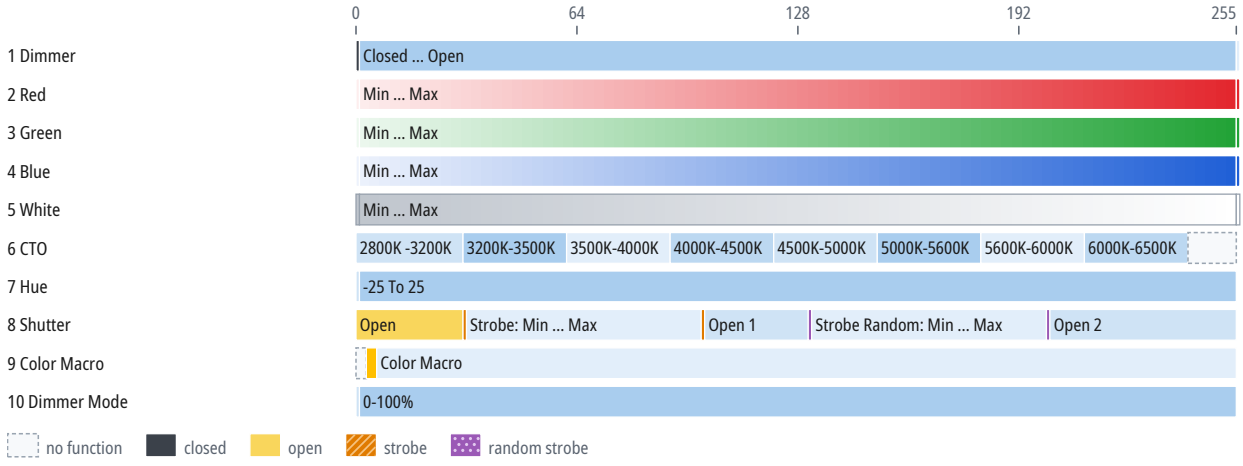


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	CTO		Same as CH 2 in the mode “THEATRE 4CH” (p. 10)
3	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
4	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
5	Color Macro	0–2	No Function
		3–5	Amber Shift on
		6–255	Color Macro
6	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 10CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



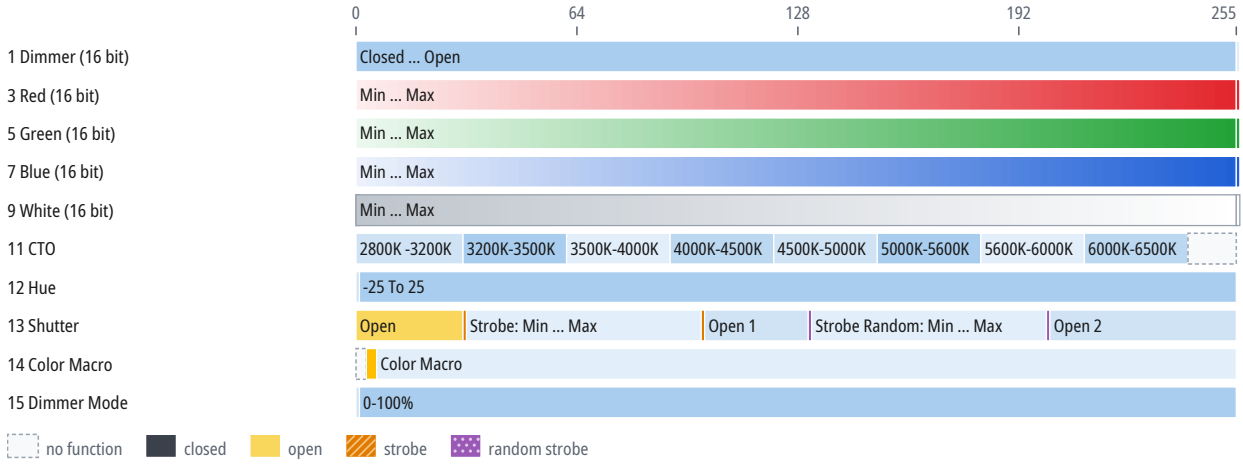
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Red	0	Min
		1–254	Min ... Max
		255	Max
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue	0	Min
		1–254	Min ... Max
		255	Max
5	White	0	Min
		1–254	Min ... Max
		255	Max
6	CTO	0–30	2800K -3200K (2800–3200 K)
		31–60	3200K-3500K (3200–3500 K)
		61–90	3500K-4000K (3500–4000 K)
		91–120	4000K-4500K (4000–4500 K)
		121–150	4500K-5000K (4500–5000 K)
		151–180	5000K-5600K (5000–5600 K)
		181–210	5600K-6000K (5600–6000 K)
		211–240	6000K-6500K (6000–6500 K)
		241–255	No Function
7	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
8	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
9	Color Macro		Same as CH 5 in the mode “THEATRE 6CH” (p. 12)
10	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 15CH

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 above 0; CH 13 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



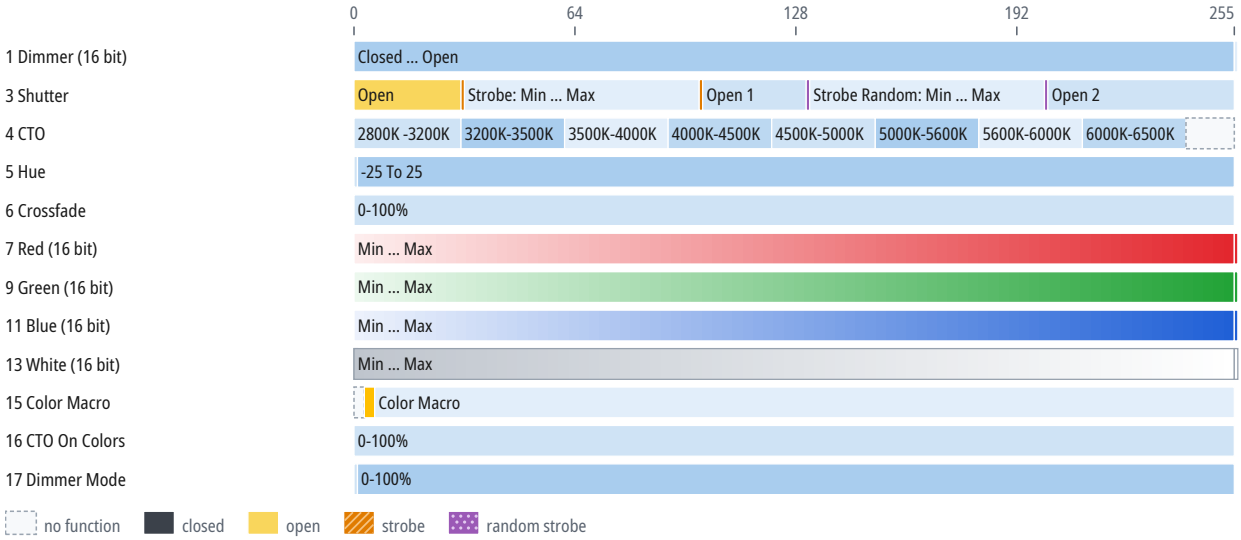
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 5CH 1” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Min ... Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	Min ... Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	Min ... Max
		255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White	0–255	Min ... Max
		255	Max
10	White Fine	0–255	Fine adjustment of CH 9
11	CTO		Same as CH 6 in the mode “THEATRE 10CH” (p. 13)
12	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
13	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
14	Color Macro		Same as CH 5 in the mode “THEATRE 6CH” (p. 12)
15	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode THEATRE 17CH

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 above 0; CH 3 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

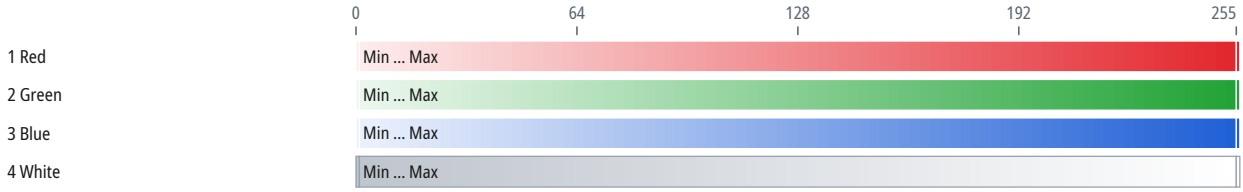
Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 5CH 1” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
4	CTO		Same as CH 6 in the mode “THEATRE 10CH” (p. 13)
5	Hue		Same as CH 3 in the mode “THEATRE 4CH” (p. 10)
6	Crossfade	0–255	0-100%
7	Red		Same as CH 3 in the mode “THEATRE 15CH” (p. 14)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 5 in the mode “THEATRE 15CH” (p. 14)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 7 in the mode “THEATRE 15CH” (p. 14)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	White		Same as CH 9 in the mode “THEATRE 15CH” (p. 14)
14	White Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 5 in the mode “THEATRE 6CH” (p. 12)
16	CTO On Colors	0–255	0-100%
17	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode TOUR 4CH

Channel functions at a glance

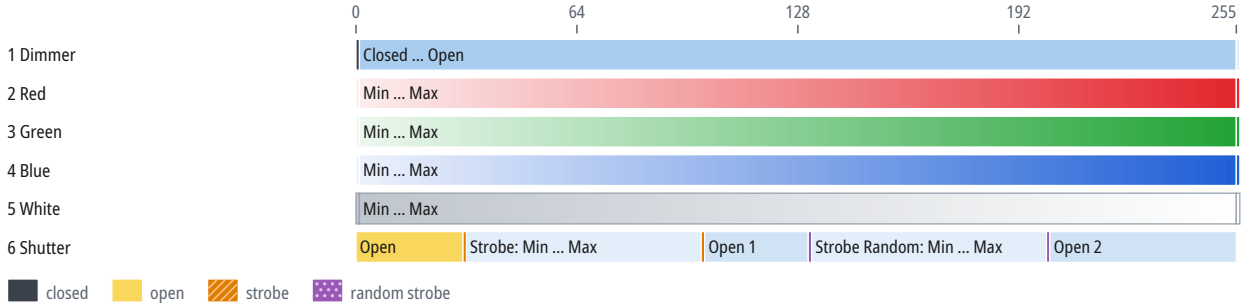


CH	Function	DMX	Description
1	Red		Same as CH 2 in the mode “THEATRE 10CH” (p. 13)
2	Green		Same as CH 3 in the mode “THEATRE 10CH” (p. 13)
3	Blue		Same as CH 4 in the mode “THEATRE 10CH” (p. 13)
4	White		Same as CH 5 in the mode “THEATRE 10CH” (p. 13)

Mode TOUR 6CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

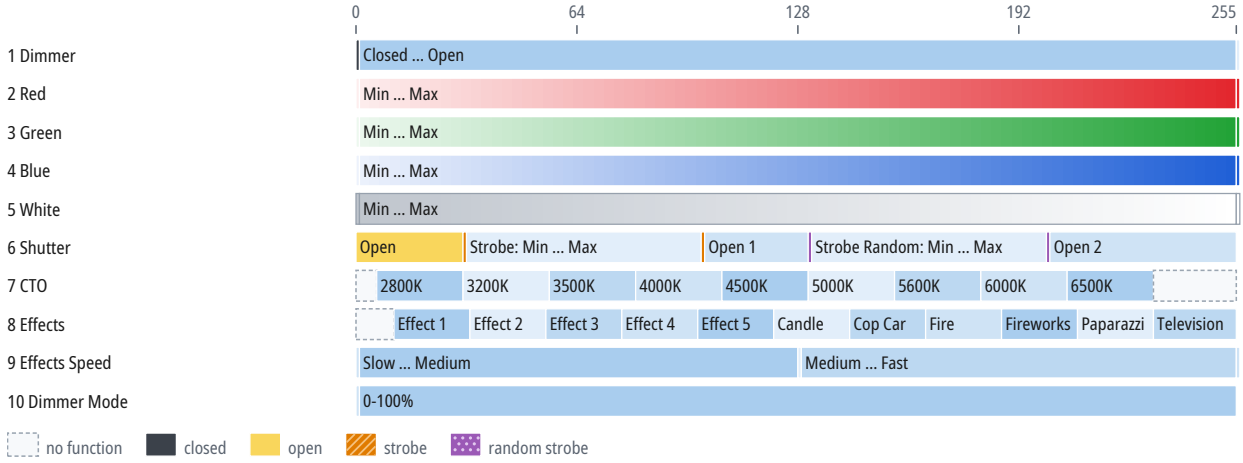


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Red		Same as CH 2 in the mode “THEATRE 10CH” (p. 13)
3	Green		Same as CH 3 in the mode “THEATRE 10CH” (p. 13)
4	Blue		Same as CH 4 in the mode “THEATRE 10CH” (p. 13)
5	White		Same as CH 5 in the mode “THEATRE 10CH” (p. 13)
6	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)

Mode TOUR 10CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Red		Same as CH 2 in the mode “THEATRE 10CH” (p. 13)
3	Green		Same as CH 3 in the mode “THEATRE 10CH” (p. 13)
4	Blue		Same as CH 4 in the mode “THEATRE 10CH” (p. 13)
5	White		Same as CH 5 in the mode “THEATRE 10CH” (p. 13)
6	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
7	CTO	0–5	No Function
		6–30	2800K
		31–55	3200K
		56–80	3500K
		81–105	4000K
		106–130	4500K
		131–155	5000K
		156–180	5600K
		181–205	6000K
		206–230	6500K
		231–255	No Function
8	Effects	0–10	No Function
		11–32	Effect 1
		33–54	Effect 2
		55–76	Effect 3
		77–98	Effect 4
		99–120	Effect 5
		121–142	Candle

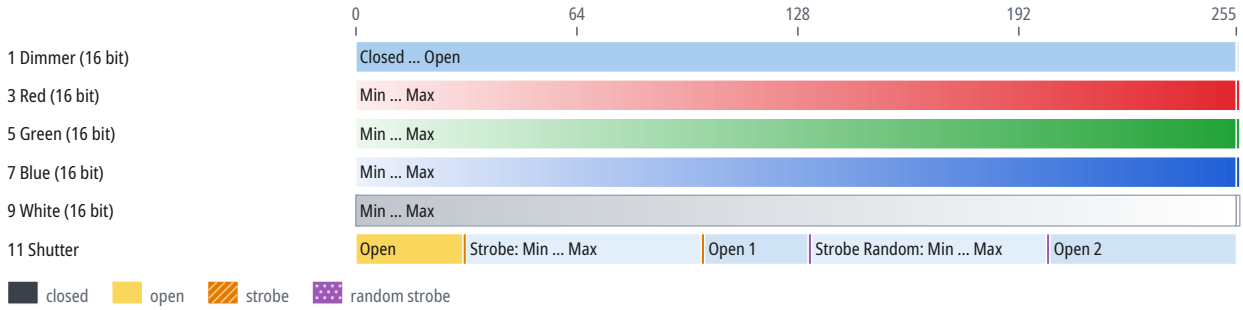
CH	Function	DMX	Description
8	Effects (continued)	143–164	Cop Car
		165–186	Fire
		187–208	Fireworks
		209–230	Paparazzi
		231–255	Television
9	Effects Speed	0	Slow
		1–127	Slow ... Medium
		128	Medium
		129–254	Medium ... Fast
		255	Fast
10	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode TOUR 11CH

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 above 0; CH 11 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



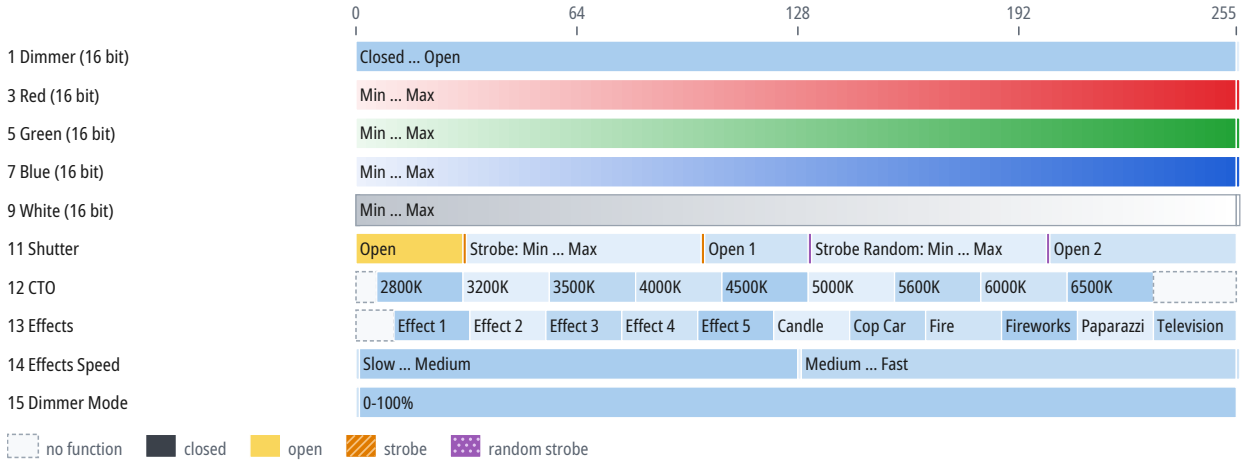
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 5CH 1” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “THEATRE 15CH” (p. 14)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 5 in the mode “THEATRE 15CH” (p. 14)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 7 in the mode “THEATRE 15CH” (p. 14)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White		Same as CH 9 in the mode “THEATRE 15CH” (p. 14)
10	White Fine	0–255	Fine adjustment of CH 9
11	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)

Mode TOUR 15CH

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 above 0; CH 11 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

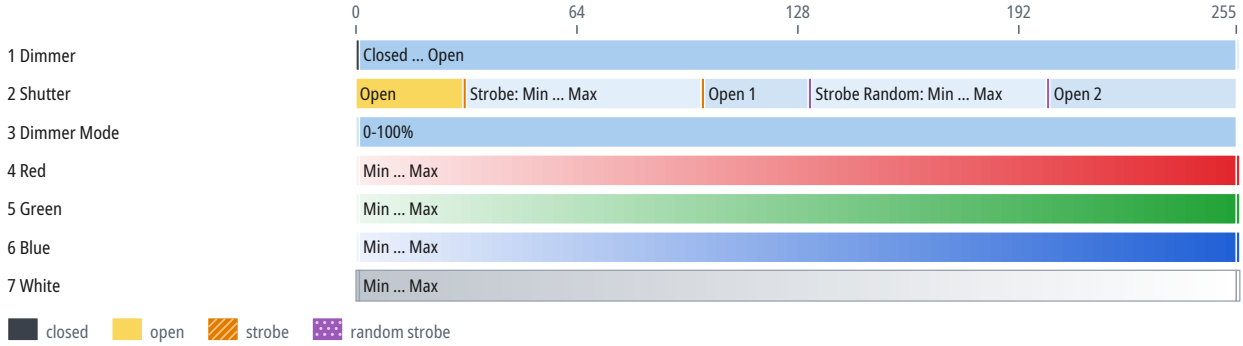


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 5CH 1” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “THEATRE 15CH” (p. 14)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 5 in the mode “THEATRE 15CH” (p. 14)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 7 in the mode “THEATRE 15CH” (p. 14)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White		Same as CH 9 in the mode “THEATRE 15CH” (p. 14)
10	White Fine	0–255	Fine adjustment of CH 9
11	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
12	CTO		Same as CH 7 in the mode “TOUR 10CH” (p. 17)
13	Effects		Same as CH 8 in the mode “TOUR 10CH” (p. 17)
14	Effects Speed		Same as CH 9 in the mode “TOUR 10CH” (p. 18)
15	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)

Mode PIXEL 1PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

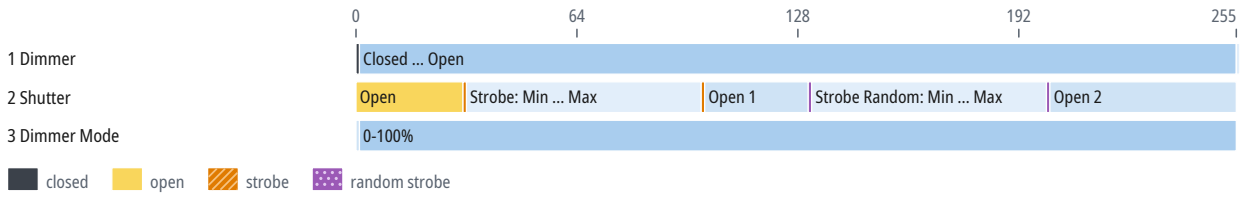


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red		Same as CH 2 in the mode “THEATRE 10CH” (p. 13)
5	Green		Same as CH 3 in the mode “THEATRE 10CH” (p. 13)
6	Blue		Same as CH 4 in the mode “THEATRE 10CH” (p. 13)
7	White		Same as CH 5 in the mode “THEATRE 10CH” (p. 13)

Mode PIXEL 2H PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255.

Channel functions at a glance



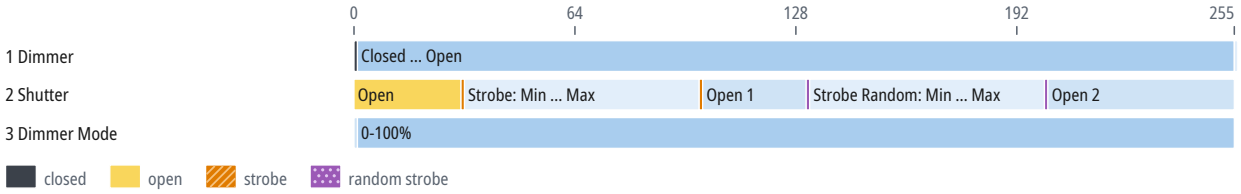
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red 1	0	Min
		1–254	Min ... Max
		255	Max
5	Green 1	0	Min

CH	Function	DMX	Description
5	Green 1 (continued)	1–254	Min ... Max
		255	Max
6	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
7	White 1	0	Min
		1–254	Min ... Max
		255	Max
8	Red 2	0	Min
		1–254	Min ... Max
		255	Max
9	Green 2	0	Min
		1–254	Min ... Max
		255	Max
10	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
11	White 2	0	Min
		1–254	Min ... Max
		255	Max

Mode PIXEL 2V PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255.

Channel functions at a glance



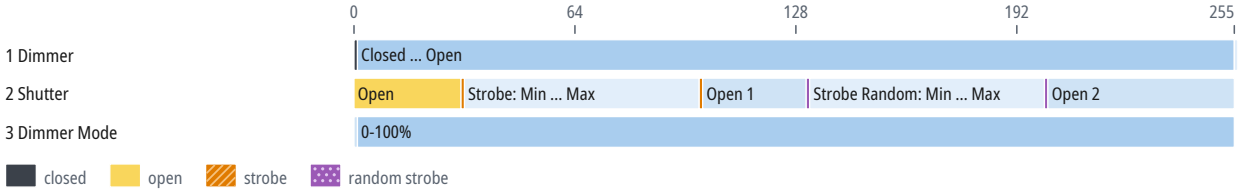
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red 1		Same as CH 4 in the mode “PIXEL 2H PIXEL” (p. 20)
5	Green 1		Same as CH 5 in the mode “PIXEL 2H PIXEL” (p. 20)
6	Blue 1		Same as CH 6 in the mode “PIXEL 2H PIXEL” (p. 21)
7	White 1		Same as CH 7 in the mode “PIXEL 2H PIXEL” (p. 21)
8	Red 2		Same as CH 8 in the mode “PIXEL 2H PIXEL” (p. 21)

CH	Function	DMX	Description
9	Green 2		Same as CH 9 in the mode “PIXEL 2H PIXEL” (p. 21)
10	Blue 2		Same as CH 10 in the mode “PIXEL 2H PIXEL” (p. 21)
11	White 2		Same as CH 11 in the mode “PIXEL 2H PIXEL” (p. 21)

Mode PIXEL 4H PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 12 Red 3 255, CH 13 Green 3 255, CH 14 Blue 3 255, CH 16 Red 4 255, CH 17 Green 4 255, CH 18 Blue 4 255.

Channel functions at a glance



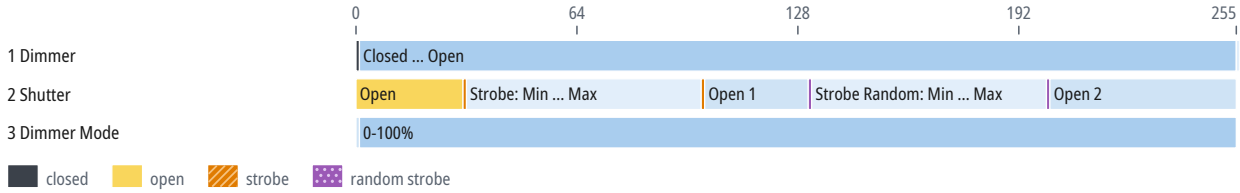
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red 1		Same as CH 4 in the mode “PIXEL 2H PIXEL” (p. 20)
5	Green 1		Same as CH 5 in the mode “PIXEL 2H PIXEL” (p. 20)
6	Blue 1		Same as CH 6 in the mode “PIXEL 2H PIXEL” (p. 21)
7	White 1		Same as CH 7 in the mode “PIXEL 2H PIXEL” (p. 21)
8	Red 2		Same as CH 8 in the mode “PIXEL 2H PIXEL” (p. 21)
9	Green 2		Same as CH 9 in the mode “PIXEL 2H PIXEL” (p. 21)
10	Blue 2		Same as CH 10 in the mode “PIXEL 2H PIXEL” (p. 21)
11	White 2		Same as CH 11 in the mode “PIXEL 2H PIXEL” (p. 21)
12	Red 3	0	Min
		1–254	Min ... Max
		255	Max
13	Green 3	0	Min
		1–254	Min ... Max
		255	Max
14	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
15	White 3	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
16	Red 4	0	Min
		1–254	Min ... Max
		255	Max
17	Green 4	0	Min
		1–254	Min ... Max
		255	Max
18	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
19	White 4	0	Min
		1–254	Min ... Max
		255	Max

Mode PIXEL 4V PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 12 Red 3 255, CH 13 Green 3 255, CH 14 Blue 3 255, CH 16 Red 4 255, CH 17 Green 4 255, CH 18 Blue 4 255.

Channel functions at a glance



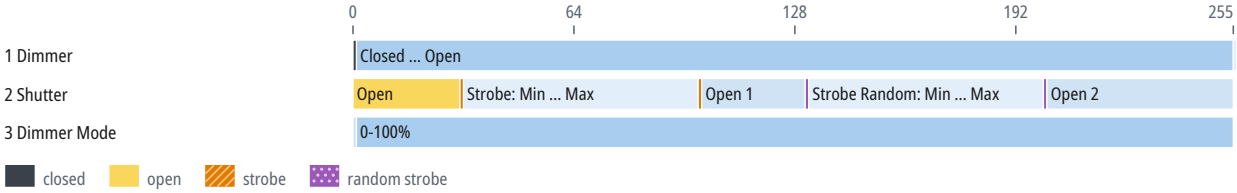
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red 1		Same as CH 4 in the mode “PIXEL 2H PIXEL” (p. 20)
5	Green 1		Same as CH 5 in the mode “PIXEL 2H PIXEL” (p. 20)
6	Blue 1		Same as CH 6 in the mode “PIXEL 2H PIXEL” (p. 21)
7	White 1		Same as CH 7 in the mode “PIXEL 2H PIXEL” (p. 21)
8	Red 2		Same as CH 8 in the mode “PIXEL 2H PIXEL” (p. 21)
9	Green 2		Same as CH 9 in the mode “PIXEL 2H PIXEL” (p. 21)
10	Blue 2		Same as CH 10 in the mode “PIXEL 2H PIXEL” (p. 21)
11	White 2		Same as CH 11 in the mode “PIXEL 2H PIXEL” (p. 21)
12	Red 3		Same as CH 12 in the mode “PIXEL 4H PIXEL” (p. 22)
13	Green 3		Same as CH 13 in the mode “PIXEL 4H PIXEL” (p. 22)
14	Blue 3		Same as CH 14 in the mode “PIXEL 4H PIXEL” (p. 22)
15	White 3		Same as CH 15 in the mode “PIXEL 4H PIXEL” (p. 22)

CH	Function	DMX	Description
16	Red 4		Same as CH 16 in the mode “PIXEL 4H PIXEL” (p. 23)
17	Green 4		Same as CH 17 in the mode “PIXEL 4H PIXEL” (p. 23)
18	Blue 4		Same as CH 18 in the mode “PIXEL 4H PIXEL” (p. 23)
19	White 4		Same as CH 19 in the mode “PIXEL 4H PIXEL” (p. 23)

Mode PIXEL 8 PIXEL

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–30 “Open” or 101–130 or 201–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “THEATRE 1CH” (p. 9)
2	Shutter		Same as CH 4 in the mode “THEATRE 5CH 2” (p. 11)
3	Dimmer Mode		Same as CH 2 in the mode “THEATRE 2CH” (p. 9)
4	Red 1	0	Min
		1–254	Min ... Max
		255	Max
5	Green 1	0	Min
		1–254	Min ... Max
		255	Max
6	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
7	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 4–35: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 4–7); the table below gives each cell's channel numbers.

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

9 Technical specifications

Parameter	Value
Light source	LED
Weight	15.4 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–6500 K
Strobe frequency	0–30 Hz

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.