DMX REFERENCE

Cyberlight LED

ETC

Manufacturer	ETC
GDTF file	ETC_Cyberlight_LED_26676.gdtf
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1 About this manual

This document describes the Cyberlight LED by ETC. It was compiled from the GDTF file ETC_Cyberlight_LED_26676.gdtf from the GDTF-Share library.

File revision: “0000, Uploaded to GDTF Share.”.

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

This document was not issued or endorsed by ETC; 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
Power consumption	700 W
Weight	38 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Default	40	12	1, 41, 81, 121, ...

No light? Check these channels

- Default: CH 35 Strobe Speed at 255 “Open”; CH 36 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

- 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 Product description

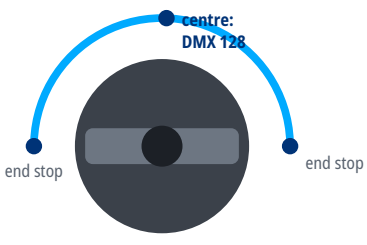
Description in the GDTF file

- As a moving mirror luminaire, the Cyberlight LED leverages
- technology to achieve a variety of facets of modern lighting design,
- including high-speed pan & tilt movement, and the need to better
- hide lighting fixtures in permanent installations. The 470 W Bright white LED
- engine and the high-quality optical system delivers 12,750 field
- lumens with 90+ CRI for superior color rendering capabilities. A full
- complement of features are onboard Cyberlight LED for creative
- design possibilities, including color mixing plus color wheel, dual
- rotating pattern wheels, zoom, focus, iris, prism, and diffusion.

Range of movement

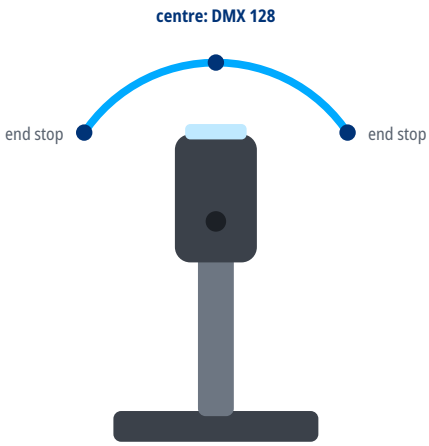
Pan 180°

top view



Tilt 112°

side view



5 Installation

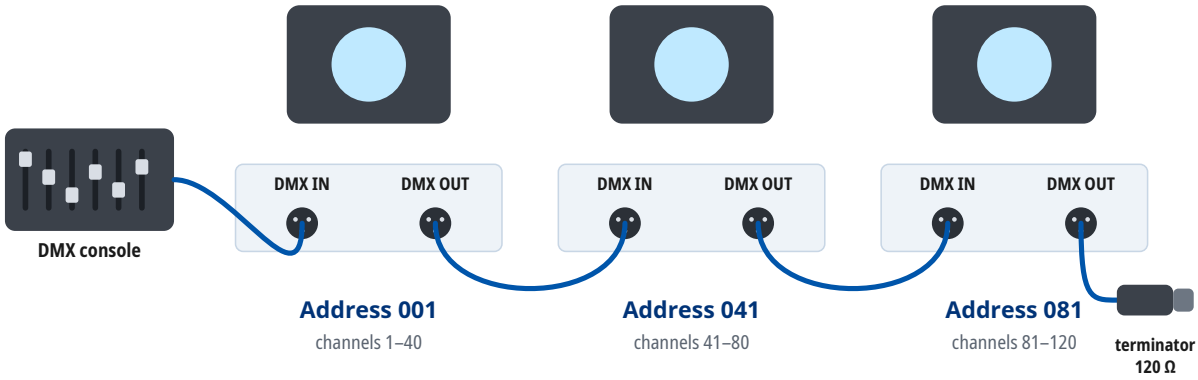
⚠ **WARNING**

- 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: 38 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.

6 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 Default: every unit occupies 40 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.

7 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 “Default”: 40.
- 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 “Default”, you can use, for example, the start addresses 1, 41, 81, 121.
- 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.

8 Functions at a glance

Functions in each DMX mode

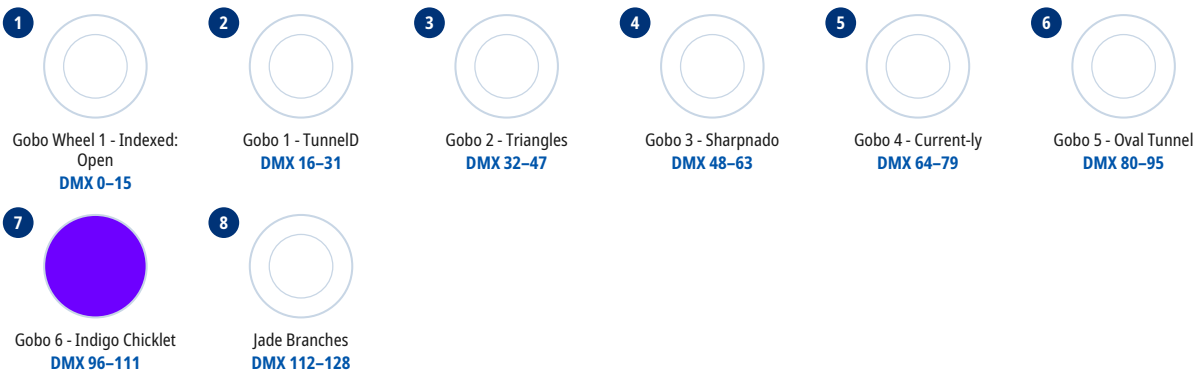
	Default 40 channels
Pan / Tilt	1, 3
Dimmer	36
Shutter / strobe	35
Color mixing	5–7
Color temperature	8
Color wheel	10 *
Gobo wheel	12–14, 19–21
Gobo rotation	4 channels (15–24) *
Prism	25, 26
Frost	28
Zoom	31
Focus	29
Iris	33

* The function works only when another channel switches it on; see the DMX table.

Color wheel



Gobo wheel 1



Gobo wheel 2

1
Gobo Wheel 2 - Indexed: Open
DMX 0–15

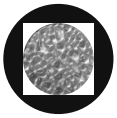
2
Gobo 1 - Bar
DMX 16–31

3
Gobo 2 - Interlocking Breakup
DMX 32–47

4 
Gobo 3 - Technowedge
DMX 48–63

5
Gobo 4 - Starvolver
DMX 64–79

6
Gobo 5 - Organic
DMX 80–95

7 
Gobo 6 - Ice
DMX 96–111

8
Shower
DMX 112–128

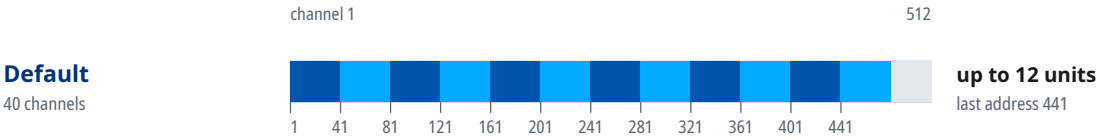
Prism

1
Prism Removed
DMX 0–8

2 
4 facets
Continuous
DMX 9

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Default”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	201	11	401	16	U2 · 121
2	41	7	241	12	441	17	U2 · 161
3	81	8	281	13	U2 · 1	18	U2 · 201
4	121	9	321	14	U2 · 41	19	U2 · 241
5	161	10	361	15	U2 · 81	20	U2 · 281

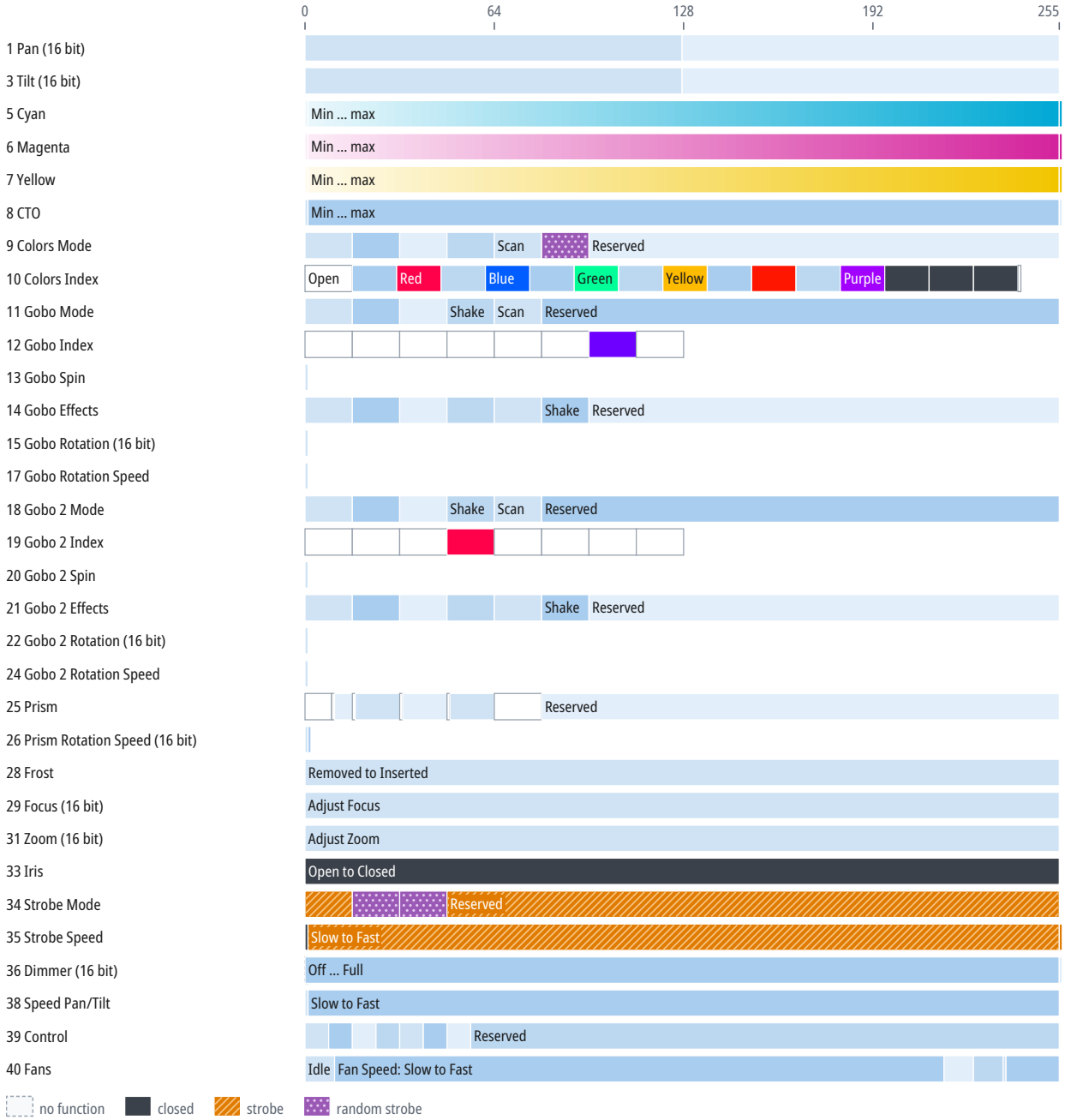
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Default

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 35 Strobe Speed at 255 “Open”; CH 36 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 8 CTO 0, CH 9 Colors Mode 0, CH 10 Colors Index 0, CH 34 Strobe Mode 0, CH 36 Dimmer 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		127	Center
		128–255	Pan

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		127	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan	0	Min
		1–254	Min ... max
		255	Max
6	Magenta	0	Min
		1–254	Min ... max
		255	Max
7	Yellow	0	Min
		1–254	Min ... max
		255	Max
8	CTO	0	Min
		1–254	Min ... max
		255	Max
9	Colors Mode	0–15	Indexed
		16–31	Spin - Clockwise
		32–47	Spin - Counterclockwise
		48–63	Continuous
		64–79	Scan
		80–95	Random
		96–255	Reserved
10	Colors Index		When CH 9 is 0–15:
		0–15	Open
		16–30	Open/Red
		31–45	Red
		46–60	Red/Blue
		61–75	Blue
		76–90	Blue/Green
		91–105	Green
		106–120	Green/Yellow
		121–135	Yellow
		136–150	Yellow/Orange
		151–165	Orange
		166–180	Orange/Purple
		181–195	Purple
		196–210	Purple/Dark Blue
		211–225	Dark Blue
		226–240	Dark Blue/Open
		241–255	Open

CH	Function	DMX	Description
10	Colors Index (continued)		When CH 9 is 16:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 9 is 32–47:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 9 is 48–63:
		0–255	Position 0-359
			When CH 9 is 64–79:
		0–31	Open/Red - Slow to Fast
		32–63	Red/Blue - Slow to Fast
		64–95	Blue/Green - Slow to Fast
		96–127	Green/Yellow - Slow to Fast
		128–159	Yellow/Orange - Slow to Fast
		160–191	Orange/Purple - Slow to Fast
		192–223	Purple/Dark Blue - Slow to Fast
		224–255	Dark Blue/Open - Slow to Fast
			When CH 9 is 80–95:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
11	Gobo Mode	0–15	Indexed
		16–31	Spin - Clockwise
		32–47	Spin - Counterclockwise
		48–63	Shake
		64–79	Scan
		80–255	Reserved
12	Gobo Index		When CH 11 is 0–15:
		0–15	Gobo Wheel 1 - Indexed: Open
		16–31	Gobo 1 - TunnelD
		32–47	Gobo 2 - Triangles
		48–63	Gobo 3 - Sharpnado
		64–79	Gobo 4 - Current-ly
		80–95	Gobo 5 - Oval Tunnel
		96–111	Gobo 6 - Indigo Chicklet
		112–127	Gobo 7 - Jade Branches
		128–255	Reserved
			When CH 11 is 16–47:
		0–255	Unused
			When CH 11 is 48–63:

CH	Function	DMX	Description
12	Gobo Index (continued)	0–15	Gobo Wheel 1 - Shake: Open
		16–31	Gobo 1 - TunnelD
		32–47	Gobo 2 - Triangles
		48–63	Gobo 3 - Sharpnado
		64–79	Gobo 4 - Current-ly
		80–95	Gobo 5 - Oval Tunnel
		96–111	Gobo 6 - Indigo Chicklet
		112–127	Gobo 7 - Jade Branches
		128–255	Reserved
			When CH 11 is 64–79:
		0–15	Gobo Wheel 1 - Scan: Open
		16–31	Gobo 1 - TunnelD
		32–47	Gobo 2 - Triangles
		48–63	Gobo 3 - Sharpnado
		64–79	Gobo 4 - Current-ly
		80–95	Gobo 5 - Oval Tunnel
		96–111	Gobo 6 - Indigo Chicklet
		112–127	Gobo 7 - Jade Branches
		128–255	Reserved
13	Gobo Spin		When CH 11 is 0–15:
		0–255	Unused
			When CH 11 is 16–31:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 11 is 32–47:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 11 is 48–63:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 11 is 64–79:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
14	Gobo Effects	0–15	Continuous
		16–31	Spin - Clockwise
		32–47	Spin - Counterclockwise
		48–63	Animate - Clockwise
		64–79	Animate - Counterclockwise

CH	Function	DMX	Description
14	Gobo Effects (continued)	80–95	Shake
		96–255	Reserved
15	Gobo Rotation		When CH 14 is 0–15:
		0–255	Position 0-359 (359°)
			When CH 14 is 16–47:
		0–255	Unused
			When CH 14 is 48–79:
		0–255	Unused
			When CH 14 is 80–95:
		0–255	Position 0-359 (359°)
16	Gobo Rotation Fine	0–255	Fine adjustment of CH 15
17	Gobo Rotation Speed		When CH 14 is 0–15:
		0–255	Unused
			When CH 14 is 16–31:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 14 is 32–47:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 14 is 48–63:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 14 is 64–79:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 14 is 80–95:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
18	Gobo 2 Mode	0–15	Indexed
		16–31	Spin - Clockwise
		32–47	Spin - Counterclockwise
		48–63	Shake
		64–79	Scan
		80–255	Reserved
19	Gobo 2 Index		When CH 18 is 0–15:
		0–15	Gobo Wheel 2 - Indexed: Open
		16–31	Gobo 1 - Bar

CH	Function	DMX	Description
19	Gobo 2 Index (continued)	32–47	Gobo 2 - Interlocking Breakup
		48–63	Gobo 3 - Technowedge
		64–79	Gobo 4 - Starvolver
		80–95	Gobo 5 - Organic
		96–111	Gobo 6 - Ice
		112–127	Gobo 7 - Shower
		128–255	Reserved
			When CH 18 is 16–47:
		0–255	Unused
			When CH 18 is 48–63:
		0–15	Gobo Wheel 2 - Shake: Open
		16–31	Gobo 1 - Bar
		32–47	Gobo 2 - Interlocking Breakup
		48–63	Gobo 3 - Technowedge
		64–79	Gobo 4 - Starvolver
		80–95	Gobo 5 - Organic
		96–111	Gobo 6 - Ice
		112–127	Gobo 7 - Shower
		128–255	Reserved
			When CH 18 is 64–79:
		0–15	Gobo Wheel 2 - Scan: Open
		16–31	Gobo 1 - Bar
		32–47	Gobo 2 - Interlocking Breakup
		48–63	Gobo 3 - Technowedge
		64–79	Gobo 4 - Starvolver
		80–95	Gobo 5 - Organic
		96–111	Gobo 6 - Ice
		112–127	Gobo 7 - Shower
		128–255	Reserved
20	Gobo 2 Spin		When CH 18 is 0–15:
		0–255	Unused
			When CH 18 is 16–31:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 18 is 32–47:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 18 is 48–63:
		0	Stop
		1–254	Stop ... Fastest

CH	Function	DMX	Description
20	Gobo 2 Spin (continued)	255	Fastest
			When CH 18 is 64–79:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
21	Gobo 2 Effects	0–15	Continuous
		16–31	Spin - Clockwise
		32–47	Spin - Counterclockwise
		48–63	Animate - Clockwise
		64–79	Animate - Counterclockwise
		80–95	Shake
		96–255	Reserved
22	Gobo 2 Rotation		When CH 21 is 0–15:
		0–255	Position 0-359 (359°)
			When CH 21 is 16–47:
		0–255	Unused
			When CH 21 is 48–79:
		0–255	Unused
			When CH 21 is 80–95:
		0–255	Position 0-359 (359°)
23	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 22
24	Gobo 2 Rotation Speed		When CH 21 is 0–15:
		0–255	Unused
			When CH 21 is 16–31:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 21 is 32–47:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 21 is 48–63:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 21 is 64–79:
		0	Stop
		1–254	Stop ... Fastest
		255	Fastest
			When CH 21 is 80–95:
		0	Stop
		1–254	Stop ... Fastest

CH	Function	DMX	Description
24	Gobo 2 Rotation Speed (continued)	255	Fastest
25	Prism	0–8	Prism Removed
		9	Continuous
		10–15	Continuous ... Spin - Clockwise
		16	Spin - Clockwise
		17–31	Spin - Clockwise ... Spin - Counterclockwise
		32	Spin - Counterclockwise
		33–47	Spin - Counterclockwise ... Animate - Clockwise
		48	Animate - Clockwise
		49–63	Animate - Clockwise ... Animate Counterclockwise
		64–79	Animate Counterclockwise
		80–255	Reserved
26	Prism Rotation Speed		When CH 25 is 0–8:
		0	Position 0-359
		1–255	Prism - Continous
			When CH 25 is 16–31:
		0	Stop ... Fastest
		0	Fastest
		1–255	Prism - Spin Clockwise
			When CH 25 is 32–47:
		0	Stop ... Fastest
		0	Fastest
		1–255	Prism - Spin Counterclockwise
			When CH 25 is 48–63:
		0	Stop ... Fastest
		0	Fastest
		1–255	Prism - Animate Clockwise
			When CH 25 is 64–79:
		0	Stop ... Fastest
		0	Fastest
		1–255	Prism - Animate Counterclockwise
27	Prism Rotation Speed Fine	0–255	Fine adjustment of CH 26
28	Frost	0–255	Removed to Inserted
29	Focus	0–255	Adjust Focus
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Zoom	0–255	Adjust Zoom
32	Zoom Fine	0–255	Fine adjustment of CH 31
33	Iris	0–255	Open to Closed
34	Strobe Mode	0–15	Normal
		16–31	Random
		32–47	Synchronous Random
		48–255	Reserved

CH	Function	DMX	Description
35	Strobe Speed		Strobe Rate
		0	Closed
		1–254	Slow to Fast
		255	Open
36	Dimmer	0–255	Off ... Full
		255	Full
37	Dimmer Fine	0–255	Fine adjustment of CH 36
38	Speed Pan/Tilt	0	Disabled
		1–255	Slow to Fast
39	Control	0–7	Idle
		8–15	Display Off
		16–23	Display On
		24–31	Home All
		32–39	Shutdown
		40–47	2_2kHz
		48–55	17_6kHz
		56–255	Reserved
40	Fans	0–9	Idle
		10–215	Fan Speed: Slow to Fast
		216–225	Auto
		226–235	Studio
		236–255	Reserved

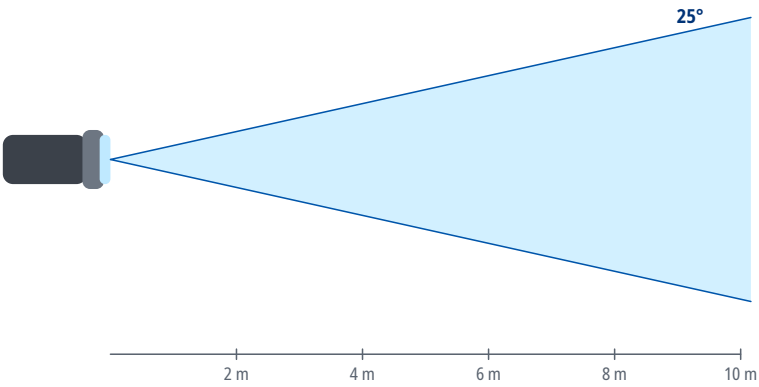
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Movement	
Pan	180°
Tilt	112°
Control	
DMX connection	5-pin XLR IN
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x6574, device model ID 0x2F02)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	700 W
Power connectors	powerCONTRUE1TOP IN
Dimensions and construction	
Weight	38 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Prism rotation	up to 359 °/s (60 rpm)

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 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.

12 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.

13 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.