DMX REFERENCE

Falcon BAR400

Eagle Lite FALCON BAR400 – 16X20W RGBW LED BAR IP65

Eagle Lite



Manufacturer	Eagle Lite
GDTF file	Eagle_Lite_Falcon_Bar400_118665.gdtf
GDTF revision	V3 ALL · 2025-11-24
Generated	2026-11-23

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1 About this manual

This document describes the Eagle Lite FALCON BAR400 – 16X20W RGBW LED BAR IP65 by Eagle Lite. It was compiled from the GDTF file Eagle_Lite_Falcon_Bar400_118665.gdtf from the GDTF-Share library.

File revision: “V3 ALL”.

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 Eagle Lite; 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	9 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
73Ch	73	7	1, 74, 147, 220, ...
Basic 64CH	64	8	1, 65, 129, 193, ...
Basic 32CH	32	16	1, 33, 65, 97, ...
16 pix dimmer 25ch	25	20	1, 26, 51, 76, ...
RGBW++ 13CH	13	39	1, 14, 27, 40, ...
RGBW+ 9CH	9	56	1, 10, 19, 28, ...
RGBW 4CH	4	128	1, 5, 9, 13, ...
Basic Macro/CTO 3CH	3	170	1, 4, 7, 10, ...

No light? Check these channels

- 73Ch: CH 1 Dimmer above 0; CH 3 Shutter at 0–9 “No function”
- 16 pix dimmer 25ch: CH 1 Dimmer 1 above 0; CH 7 Shutter at 0–9 “No function”; CH 10 Dimmer above 0 (the same in each of the 16 cells)
- RGBW++ 13CH: CH 1 Dimmer above 0; CH 7 Shutter at 0–9 “No function”
- RGBW+ 9CH: CH 1 Dimmer above 0; CH 7 Shutter at 0–9 “No function”
- Basic Macro/CTO 3CH: CH 1 Dimmer above 0



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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 Product description

Description in the GDTF file

“The Falcon BAR400 is a powerful IP65-rated LED bar that delivers 8.169 lumens through 16 x 20W RGBW LEDs. With 16-section pixel control and optional frost filters (15°, 40°, 60×10°), it can be adapted to any setup. The Falcon BAR400 has the same bundling system as the Falcon FX400, making it easy to combine multiple units.”

5 Installation

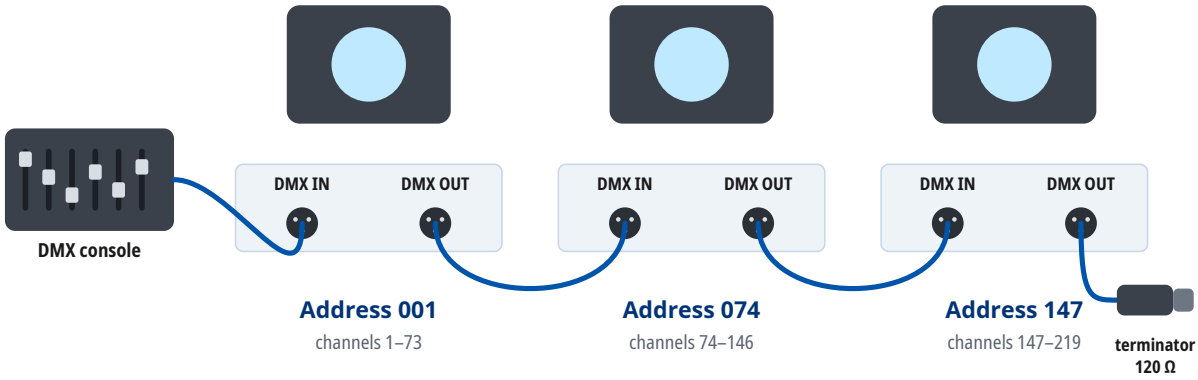
⚠ **WARNING**

- 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: 9 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 73Ch: every unit occupies 73 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

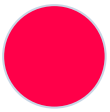
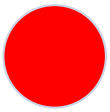
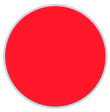
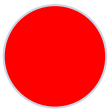
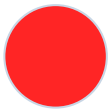
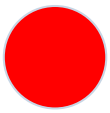
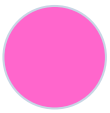
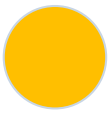
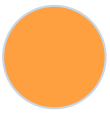
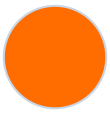
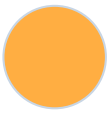
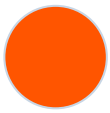
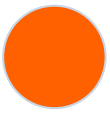
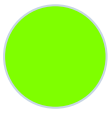
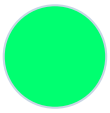
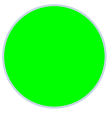
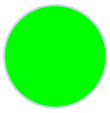
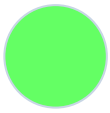
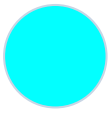
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “73Ch”: 73.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “73Ch”, you can use, for example, the start addresses 1, 74, 147, 220.
- 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

	73Ch 73 channels	Basic 64CH 64 channels	Basic 32CH 32 channels	16 pix dimmer 25ch 25 channels	RGBW++ 13CH 13 channels	RGBW+ 9CH 9 channels	RGBW 4CH 4 channels	Basic Macro/CTO 3CH 3 channels
Dimmer	1	✓	✓	40 channels (1–70)	1	1	✓	1
Dimmer resolution	16 bit			8 bit	16 bit	16 bit		8 bit
Shutter / strobe	3			7	7	7		
Color mixing	1–73	1–73	1–32	3–6	3–6	3–6	1–4	
Color temperature	6			8	8			3
Effects / macros	6, 9			8	8, 13			2

Color wheel 1

1  Burgundy **DMX 13–14**	2  Crimson **DMX 15–16**	3  Deep Red **DMX 17–18**	4  Lava Red **DMX 19–20**	5  Maroon **DMX 21–22**	6  Medium Red **DMX 23–24**
7  Neon Red **DMX 25–26**	8  Red **DMX 27–28**	9  Rose Pink **DMX 29–30**	10  Rose Red **DMX 31–32**	11  Amber **DMX 33–34**	12 Apricot **DMX 35–36**
13  Bastard Amber **DMX 37–38**	14  Burnt Orange **DMX 39–40**	15  Golden Amber **DMX 41–42**	16 Light Amber **DMX 43–44**	17  Neon Orange **DMX 45–46**	18  Orange **DMX 47–48**
19  Sunset Orange **DMX 49–50**	20 Champagne **DMX 51–52**	21 Gold **DMX 53–54**	22 Ivory Green **DMX 55–56**	23 Neon Yellow **DMX 57–58**	24 Pale Gold **DMX 59–60**
25 Peach **DMX 61–62**	26 Straw Yellow **DMX 63–64**	27 Yellow **DMX 65–66**	28  Chartreuse **DMX 67–68**	29  Emerald Green **DMX 69–70**	30  Forest Green **DMX 71–72**
31  Green **DMX 73–74**	32 Light Green **DMX 75–76**	33 Lime **DMX 77–78**	34  Medium Green **DMX 79–80**	35 Mint Green **DMX 81–82**	36  Neon Green **DMX 83–84**
37  Sea Green **DMX 85–86**	38 Seafoam **DMX 87–88**	39 Tropical Green **DMX 89–90**	40  Aqua **DMX 91–92**	41 Cyan **DMX 93–94**	42 Dark Teal **DMX 95–96**
43 Neon Cyan **DMX 97–98**	44 Teal **DMX 99–100**	45 Turquoise **DMX 101–102**	46 Blue **DMX 103–104**	47 Cobalt Blue **DMX 105–106**	48 Congo Blue **DMX 107–108**

49 Crystal Blue
DMX 109–110

50 Deep Blue
DMX 111–112

51 Electric Blue
DMX 113–114

52 Ice Blue
DMX 115–116

53 Indigo
DMX 117–118

54 Light Blue
DMX 119–120

55 Medium Blue
DMX 121–122

56 Navy Blue
DMX 123–124

57 Neon Blue
DMX 125–126

58 Sky Blue
DMX 127–128

59 Dark Lavender
DMX 129–130

60 Deep Purple
DMX 131–132

61 Lavender
DMX 133–134

62 Mauve
DMX 135–136

63 Medium Lavender
DMX 137–138

64 Neon Purple
DMX 139–140

65 Plum
DMX 141–142

66 Purple
DMX 143–144

67 Blush Pink
DMX 145–146

68 Flamingo Pink
DMX 147–148

69 Fuchsia
DMX 149–150

70 Hot Pink
DMX 151–152

71 Light Pink
DMX 153–154

72 Magenta
DMX 155–156

73 Neon Pink
DMX 157–158

74 Pink
DMX 159–160

75 Cool White
DMX 161–162

76 Lanthanated
DMX 163–164

77 Neon White
DMX 165–166

78 Open White
DMX 167–168

79 Warm White
DMX 169–170

80 Laser Lemon
DMX 171–172

Color wheel 2

1 Open

2 2700K
DMX 216–218

3 3200K
DMX 219–221

4 3500K
DMX 222–224

5 4000K
DMX 225–227

6 4500K
DMX 228–230

7 5000K
DMX 231–233

8 5600K
DMX 234–236

9 6000K
DMX 237–239

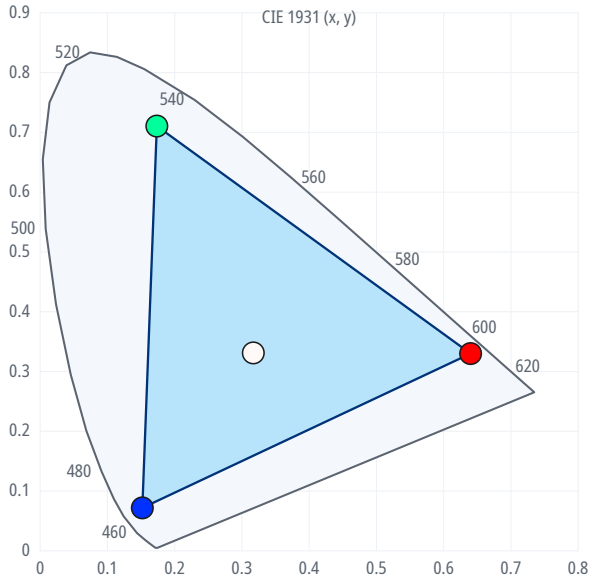
10 6500K
DMX 240–242

11 7000K
DMX 243–245

12 7500K
DMX 246–248

13 8000K
DMX 249–255

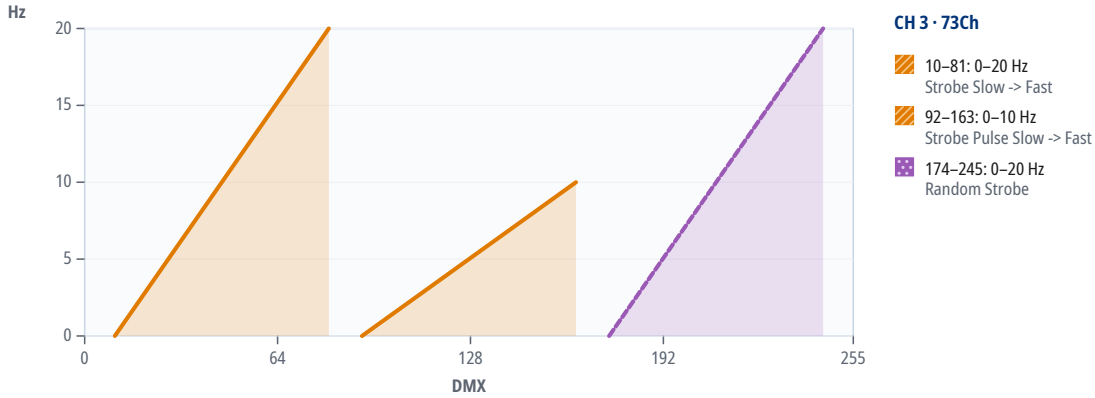
LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	626
Green	0.173	0.711	527
Blue	0.152	0.072	452
White	0.317	0.331	

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

Strobe rate



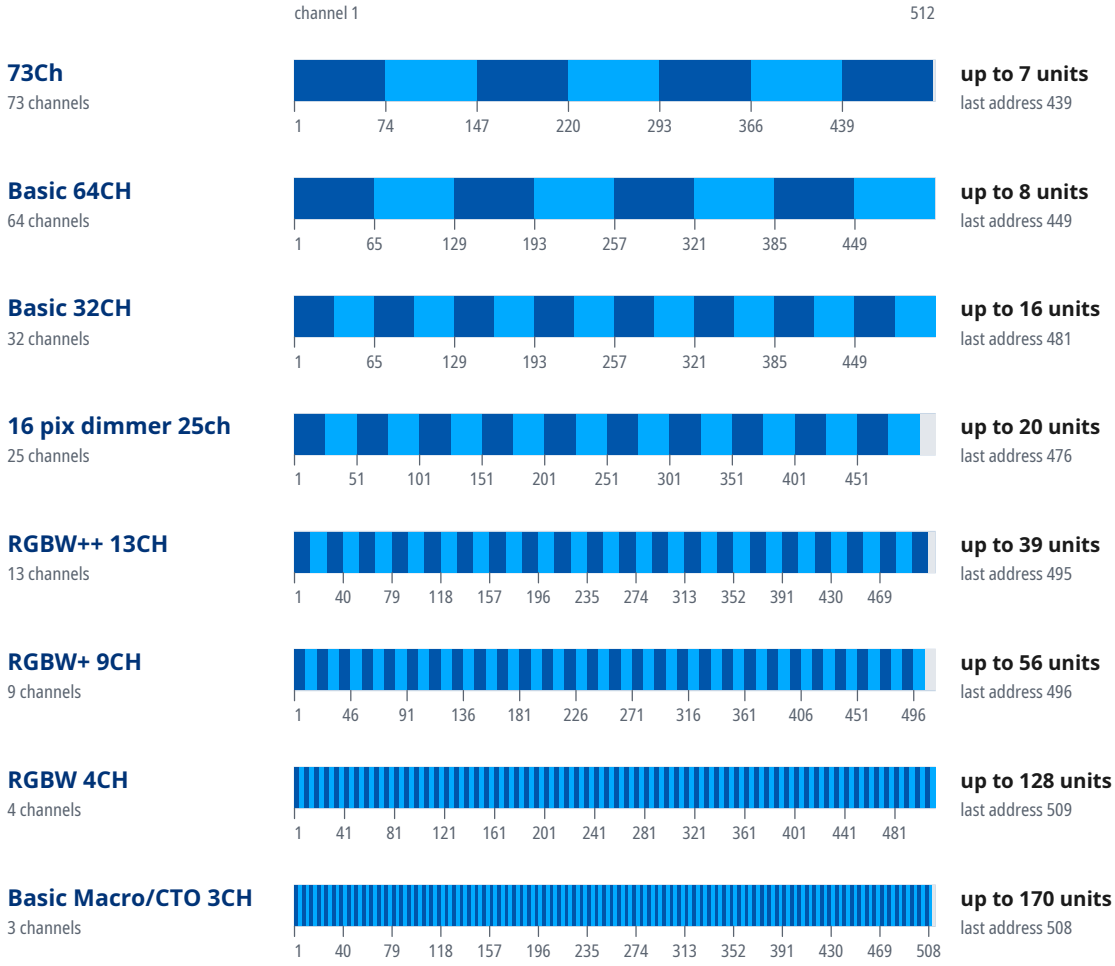
Cells (pixels)

1 CH 1	4 CH 10	2 CH 5	6 CH 14	3 CH 9	8 CH 18	5 CH 13	10 CH 22	7 CH 17	12 CH 26	9 CH 21	14 CH 30	16 CH 34	11 CH 25	18 CH 38	13 CH 29
19 CH 42	15 CH 33	21 CH 46	17 CH 37	23 CH 50	20 CH 45	25 CH 54	22 CH 49	27 CH 58	24 CH 53	29 CH 62	26 CH 57	30 CH 66	31 CH 70	28 CH 61	

31 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “73Ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “73Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	366	11	U2 · 220	16	U3 · 74
2	74	7	439	12	U2 · 293	17	U3 · 147
3	147	8	U2 · 1	13	U2 · 366	18	U3 · 220
4	220	9	U2 · 74	14	U2 · 439	19	U3 · 293
5	293	10	U2 · 147	15	U3 · 1	20	U3 · 366

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
73Ch	73	8
Basic 64CH	64	7
Basic 32CH	32	6
16 pix dimmer 25ch	25	5
RGBW++ 13CH	13	4
RGBW+ 9CH	9	3
RGBW 4CH	4	2
Basic Macro/CTO 3CH	3	1

Mode 73Ch

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 0–9 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 10 Red 255 (the same in each of the 16 cells), CH 11 Green 255 (the same in each of the 16 cells), CH 12 Blue 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer	0–255	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–9	No function
		10–81	Strobe Slow -> Fast (0–20 Hz)
		82–91	No function/Open
		92–163	Strobe Pulse Slow -> Fast (0–10 Hz)
		164–173	No function/Open
		174–245	Random Strobe (0–20 Hz)
		246–255	No function/Open
4	Function	0–44	NO FUNCTION / Open
		45–49	Pixel On Orientation
		50–54	Pixel Off Orientation
		55–59	Dimmer Curve Linear
		60–64	Dimmer Curve Square Law
		65–69	Dimmer Curve Inverse Square Law
		70–74	Dimmer Curve S-Curve
		75–89	No Function
		90–94	COLOR CAL ON
		95–99	COLOR CAL OFF
		100–114	No Function
		115–119	Refresh Rate 600Hz
		120–124	Refresh Rate 1200Hz
		125–129	Refresh Rate 2400Hz

CH	Function	DMX	Description
4	Function (continued)	130–134	Refresh Rate 4800Hz
		135–139	Refresh Rate 9800Hz
		140–144	Refresh Rate 12000Hz
		145–149	Refresh Rate 18000Hz
		150–154	Record user color 1 (Hold 3S)
		155–159	Record user color 2 (Hold 3S)
		160–164	Record user color 3 (Hold 3S)
		165–169	Record user color 4 (Hold 3S)
		170–174	Record user color 5 (Hold 3S)
		175–179	Record user color 6 (Hold 3S)
		180–184	Record user color 7 (Hold 3S)
		185–189	Record user color 8 (Hold 3S)
		190–249	No Function/Open
		250–255	Illuminate display
5	Dimmer Mode	0–49	No Function / Open
		50–99	Dimmer Speed 1 (fade time 0s)
		100–149	Dimmer Speed 2 (fade time 2s)
		150–199	Dimmer Speed 3 (fade time 3s)
		200–255	Dimmer Speed 4 (fade time 4s)
6	Color Macro	0–12	Open/No Function
		13–14	Burgundy
		15–16	Crimson
		17–18	Deep Red
		19–20	Lava Red
		21–22	Maroon
		23–24	Medium Red
		25–26	Neon Red
		27–28	Red
		29–30	Rose Pink
		31–32	Rose Red
		33–34	Amber
		35–36	Apricot
		37–38	Bastard Amber
		39–40	Burnt Orange
		41–42	Golden Amber
		43–44	Light Amber
		45–46	Neon Orange
		47–48	Orange
		49–50	Sunset Orange
		51–52	Champagne
		53–54	Gold

CH	Function	DMX	Description
6	Color Macro (continued)	55–56	Ivory Green
		57–58	Neon Yellow
		59–60	Pale Gold
		61–62	Peach
		63–64	Straw Yellow
		65–66	Yellow
		67–68	Chartreuse
		69–70	Emerald Green
		71–72	Forest Green
		73–74	Green
		75–76	Light Green
		77–78	Lime
		79–80	Medium Green
		81–82	Mint Green
		83–84	Neon Green
		85–86	Sea Green
		87–88	Seafoam
		89–90	Tropical Green
		91–92	Aqua
		93–94	Cyan
		95–96	Dark Teal
		97–98	Neon Cyan
		99–100	Teal
		101–102	Turquoise
		103–104	Blue
		105–106	Cobalt Blue
		107–108	Congo Blue
		109–110	Crystal Blue
		111–112	Deep Blue
		113–114	Electric Blue
		115–116	Ice Blue
		117–118	Indigo
		119–120	Light Blue
		121–122	Medium Blue
		123–124	Navy Blue
		125–126	Neon Blue
		127–128	Sky Blue
		129–130	Dark Lavender
		131–132	Deep Purple
		133–134	Lavender
		135–136	Mauve

CH	Function	DMX	Description
6	Color Macro (continued)	137–138	Medium Lavender
		139–140	Neon Purple
		141–142	Plum
		143–144	Purple
		145–146	Blush Pink
		147–148	Flamingo Pink
		149–150	Fuchsia
		151–152	Hot Pink
		153–154	Light Pink
		155–156	Magenta
		157–158	Neon Pink
		159–160	Pink
		161–162	Cool White
		163–164	Lanthanated
		165–166	Neon White
		167–168	Open White
		169–170	Warm White
		171–172	Laser Lemon
		173–174	User Color 1
		175–176	User Color 2
		177–178	User Color 3
		179–180	User Color 4
		181–182	User Color 5
		183–184	User Color 6
		185–186	User Color 7
		187–215	User Color 8
		216–218	2700K
		219–221	3200K
		222–224	3500K
		225–227	4000K
		228–230	4500K
		231–233	5000K
		234–236	5600K
		237–239	6000K
		240–242	6500K
		243–245	7000K
		246–248	7500K
		249–255	8000K
7	auto	0–5	No Function / Open
		6–10	Auto 1
		11–16	Auto 2

CH	Function	DMX	Description
7	auto (continued)	17–22	Auto 3
		23–28	Auto 4
		29–34	Auto 5
		35–40	Auto 6
		41–46	Auto 7
		47–52	Auto 8
		53–58	Auto 9
		59–64	Auto 10
		65–70	Auto 11
		71–76	Auto 12
		77–82	Auto 13
		83–88	Auto 14
		89–94	Auto 15
		95–100	Auto 16
		101–106	Auto 17
		107–112	Auto 18
		113–118	Auto 19
		119–125	Auto 20
		126–130	Auto 21
		131–255	Auto 22
8	auto speedconm	0–1	No Function / Open
		2–27	Auto Speed: Speed 1
		28–55	Auto Speed: Speed 2
		56–83	Auto Speed: Speed 3
		84–111	Auto Speed: Speed 4
		112–139	Auto Speed: Speed 5
		140–167	Auto Speed: Speed 6
		168–195	Auto Speed: Speed 7
		196–223	Auto Speed: Speed 8
		224–251	Auto Speed: Speed 9
		252–255	Auto Speed: Speed 10
9	Effects Fade		Auto fade FX
		0–255	Auto Dimmer Fade Fast-> Slow
10	Red 1	0	Min
		1–254	Min ... Max
		255	Max
11	Green 1	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
13	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 10–73: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 10–13); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	10	11	12	13	2	14	15	16	17
3	18	19	20	21	4	22	23	24	25
5	26	27	28	29	6	30	31	32	33
7	34	35	36	37	8	38	39	40	41
9	42	43	44	45	10	46	47	48	49
11	50	51	52	53	12	54	55	56	57
13	58	59	60	61	14	62	63	64	65
15	66	67	68	69	16	70	71	72	73

Mode Basic 64CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells).

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	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64

Mode Basic 32CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells).

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	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–32: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode 16 pix dimmer 25ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 7 Shutter at 0–9 “No function”; CH 10 Dimmer above 0 (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Function		Same as CH 4 in the mode “73Ch” (p. 12)
3	Red	0	Min
		1–254	Min ... Max
		255	Max
4	Green	0	Min
		1–254	Min ... Max
		255	Max
5	Blue	0	Min
		1–254	Min ... Max
		255	Max
6	White	0	Min
		1–254	Min ... Max
		255	Max
7	Shutter		Same as CH 3 in the mode “73Ch” (p. 12)
8	Color Macro		Same as CH 6 in the mode “73Ch” (p. 13)
9	Dimmer Mode		Same as CH 5 in the mode “73Ch” (p. 13)
10	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

CH 10–25: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 10); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	10	2	11	3	12	4	13	5	14	6	15
7	16	8	17	9	18	10	19	11	20	12	21
13	22	14	23	15	24	16	25				

Mode RGBW++ 13CH

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 7 Shutter at 0–9 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “73Ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “16 pix dimmer 25ch” (p. 19)
4	Green		Same as CH 4 in the mode “16 pix dimmer 25ch” (p. 19)
5	Blue		Same as CH 5 in the mode “16 pix dimmer 25ch” (p. 19)
6	White		Same as CH 6 in the mode “16 pix dimmer 25ch” (p. 19)
7	Shutter		Same as CH 3 in the mode “73Ch” (p. 12)
8	Color Macro		Same as CH 6 in the mode “73Ch” (p. 13)
9	Dimmer Mode		Same as CH 5 in the mode “73Ch” (p. 13)
10	Function		Same as CH 4 in the mode “73Ch” (p. 12)
11	auto		Same as CH 7 in the mode “73Ch” (p. 15)
12	auto speedconm		Same as CH 8 in the mode “73Ch” (p. 16)
13	Effects Fade		Same as CH 9 in the mode “73Ch” (p. 16)

Mode RGBW+ 9CH

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 7 Shutter at 0–9 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “73Ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “16 pix dimmer 25ch” (p. 19)
4	Green		Same as CH 4 in the mode “16 pix dimmer 25ch” (p. 19)
5	Blue		Same as CH 5 in the mode “16 pix dimmer 25ch” (p. 19)
6	White		Same as CH 6 in the mode “16 pix dimmer 25ch” (p. 19)
7	Shutter		Same as CH 3 in the mode “73Ch” (p. 12)
8	Dimmer Mode		Same as CH 5 in the mode “73Ch” (p. 13)
9	Function		Same as CH 4 in the mode “73Ch” (p. 12)

Mode RGBW 4CH

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		Same as CH 3 in the mode “16 pix dimmer 25ch” (p. 19)
2	Green		Same as CH 4 in the mode “16 pix dimmer 25ch” (p. 19)
3	Blue		Same as CH 5 in the mode “16 pix dimmer 25ch” (p. 19)
4	White		Same as CH 6 in the mode “16 pix dimmer 25ch” (p. 19)

Mode Basic Macro/CTO 3CH

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, CH 2 Color Macro 159.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Color Macro	0–4	No Function / Open
		5–6	Burgundy
		7–8	Crimson
		9–10	Deep Red
		11–12	Lava Red
		13–14	Maroon
		15–16	Medium Red
		17–18	Neon Red
		19–20	Red
		21–22	Rose Pink
		23–24	Rose Red
		25–26	Amber
		27–28	Apricot
		29–30	Bastard Amber
		31–32	Burnt Orange
		33–34	Golden Amber
		35–36	Light Amber
		37–38	Neon Orange
		39–40	Orange
		41–42	Sunset Orange
		43–44	Champagne
		45–46	Gold
		47–48	Ivory Green
		49–50	Neon Yellow
		51–52	Pale Gold

CH	Function	DMX	Description
2	Color Macro (continued)	53–54	Peach
		55–56	Straw Yellow
		57–58	Yellow
		59–60	Chartreuse
		61–62	Emerald Green
		63–64	Forest Green
		65–66	Green
		67–68	Light Green
		69–70	Lime
		71–72	Medium Green
		73–74	Mint Green
		75–76	Neon Green
		77–78	Sea Green
		79–80	Seafoam
		81–82	Tropical Green
		83–84	Aqua
		85–86	Cyan
		87–88	Dark Teal
		89–90	Neon Cyan
		91–92	Teal
		93–94	Turquoise
		95–96	Blue
		97–98	Cobalt Blue
		99–100	Congo Blue
		101–102	Crystal Blue
		103–104	Deep Blue
		105–106	Electric Blue
		107–108	Ice Blue
		109–110	Indigo
		111–112	Light Blue
		113–114	Medium Blue
		115–116	Navy Blue
		117–118	Neon Blue
		119–120	Sky Blue
		121–122	Dark Lavender
		123–124	Deep Purple
		125–126	Lavender
		127–128	Mauve
		129–130	Medium Lavender
		131–132	Neon Purple
		133–134	Plum

CH	Function	DMX	Description
2	Color Macro (continued)	135–136	Purple
		137–138	Blush Pink
		139–140	Flamingo Pink
		141–142	Fuchsia
		143–144	Hot Pink
		145–146	Light Pink
		147–148	Magenta
		149–150	Neon Pink
		151–152	Pink
		153–154	Cool White
		155–156	Lanthanated
		157–158	Neon White
		159–160	Open White
		161–162	Warm White
		163–164	Laser Lemon
		165–166	User Color 1
		167–168	User Color 2
		169–170	User Color 3
		171–172	User Color 4
		173–174	User Color 5
		175–176	User Color 6
		177–178	User Color 7
		179–255	User Color 8
3	CTO	0–7	No Function / Open
		8–29	2700K
		30–51	3200K
		52–73	3500K
		74–95	4000K
		96–117	4500K
		118–139	5000K
		140–161	5600K
		162–183	6000K
		184–205	6500K
		206–227	7000K
		228–249	7500K
		250–255	8000K

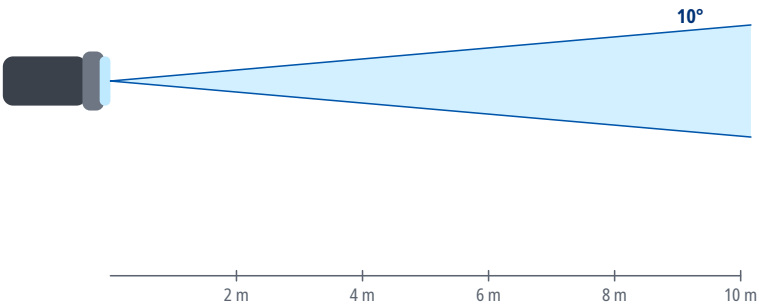
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x0718, device model ID 0x000D)
Weight	9 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–20 Hz

Spot diameter



Distance	Ø 10°
2 m	0.35 m
4 m	0.7 m
6 m	1 m
8 m	1.4 m
10 m	1.7 m
15 m	2.6 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.

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.