DMX REFERENCE

Fuze Pendant

Elation



Manufacturer	Elation
GDTF file	Elation_Fuze_Pendant_81588.gdtf
GDTF revision	24-23-12 First Release · 2024-12-23
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 11
Mode Dimmer 1CH 12
Mode Color 4CH 12
Mode RGBWL 5CH 16
Mode 16bit 10CH 17
Mode Standard 10CH 18
Mode Extended 17CH 21
Mode HSI 4CH 22
Mode HSI 9CH 23
10 Technical specifications 24
11 Maintenance and cleaning 25
12 Troubleshooting 25
13 Disposal 26

1 About this manual

This document describes the Fuze Pendant by Elation. It was compiled from the GDTF file Elation_Fuze_Pendant_81588.gdtf from the GDTF-Share library.

File revision: “24-23-12 First Release”.

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 Elation; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	7.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Dimmer 1CH	1	512	1, 2, 3, 4, ...
Color 4CH	4	128	1, 5, 9, 13, ...
RGBWL 5CH	5	102	1, 6, 11, 16, ...
16bit 10CH	10	51	1, 11, 21, 31, ...
Standard 10CH	10	51	1, 11, 21, 31, ...
Extended 17CH	17	30	1, 18, 35, 52, ...
HSI 4CH	4	128	1, 5, 9, 13, ...
HSI 9CH	9	56	1, 10, 19, 28, ...



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 Product description

Description in the GDTF file

“The FUZE PENDANT™ provides powerful illumination for a variety of house and area lighting applications. Crisp whites with a high CRI, plus subtle pastels and powerful pure colors with 16-bit dimming, allow for a wide range of smooth illumination and dynamic effects for any environment. At up

to 11,000 lumens, the FUZE PENDANT is ideal for large areas and high-ceiling applications yet is compact enough to be adaptable to smaller spaces. It is convection cooled for absolute silence and has no fans or other moving parts for a long maintenance free product life.”

5 Installation

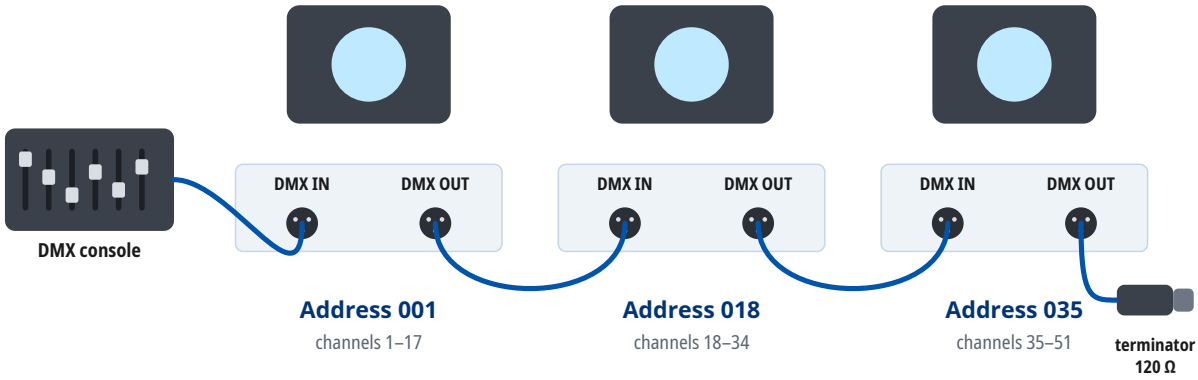
⚠ **WARNING**

- 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: 7.2 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

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 Extended 17CH: every unit occupies 17 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 “Extended 17CH”: 17.
- 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 “Extended 17CH”, you can use, for example, the start addresses 1, 18, 35, 52.
- 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

	Dimmer 1CH 1 channel	Color 4CH 4 channels	RGBWL 5CH 5 channels	16bit 10CH 10 channels	Standard 10CH 10 channels	Extended 17CH 17 channels	HSI 4CH 4 channels	HSI 9CH 9 channels
Dimmer	1	1			2	2	1	2
Dimmer resolution	8 bit	16 bit			16 bit	16 bit	16 bit	16 bit
Shutter / strobe					1	1		1
Color mixing			1–5	5× (1–9)	4–6	5× (4–12)		
Color wheel		3, 4			7, 8	14, 15		6, 7
Effects / macros					10	17		9

Color wheel 1

1 Pale Yellow **DMX 1**
2 Straw **DMX 2**
3 Gold Tint **DMX 3**
4 Spring Yellow **DMX 4**
5 Medium Yellow **DMX 5**
6 Yellow **DMX 6**
7 Deep Amber **DMX 7**
8 Deep Straw **DMX 8**
9 Loving Amber **DMX 9**
10 Gold Amber **DMX 10**
11 Orange **DMX 11**
12 Deep Orange **DMX 12**
13 Dark Amber **DMX 13**
14 Millennium Gold **DMX 14**
15 Deep Golden Amber **DMX 15**
16 Scarlet **DMX 16**
17 Primary Red **DMX 17**
18 Bright Red **DMX 18**
19 Medium Red **DMX 19**
20 Fire **DMX 20**
21 Pink **DMX 21**
22 Medium Pink **DMX 22**
23 Dark Pink **DMX 23**
24 Bright Pink **DMX 24**
25 Bright Rose **DMX 25**
26 Special Rose Pink **DMX 26**
27 Vanity Fair **DMX 27**
28 Magenta **DMX 28**
29 Dark Magenta **DMX 29**
30 Rose Purple **DMX 30**
31 Mauve **DMX 31**
32 Medium Purple **DMX 32**
33 Lavender **DMX 33**
34 Palace blue **DMX 34**
35 Dark Blue **DMX 35**
36 Medium Blue **DMX 36**
37 Deep Blue **DMX 37**
38 Daylight Blue **DMX 38**
39 Slate Blue **DMX 39**
40 Light Blue **DMX 40**
41 Sky Blue **DMX 41**
42 Pale Navy Blue **DMX 42**
43 Marine Blue **DMX 43**
44 Peacock Blue **DMX 44**
45 Lagoon Blue **DMX 45**
46 Medium Blue Green **DMX 46**
47 Dark Yellow Green **DMX 47**
48 Primary Green **DMX 48**

49 Fern Green **DMX 49**

50 Moss Green **DMX 50**

51 Dark Green **DMX 51**

52 Lime Green **DMX 52**

53 Pale Green **DMX 53**

54 Quarter CT Blue **DMX 54**

55 Half CT Blue **DMX 55**

56 Full CT Blue **DMX 56**

57 Double CT Blue **DMX 57**

58 Quarter CT Orange **DMX 58**

59 Half CT Orange **DMX 59**

60 LEE 204 - Full C T Orange **DMX 60–61**

61 Open **DMX 0–1**

Color wheel 2

1 Open **DMX 0–20**

2 2000 **DMX 20**

3 2100 **DMX 21**

4 2200 **DMX 22**

5 2300 **DMX 23**

6 2400 **DMX 24**

7 2500 **DMX 25**

8 2600 **DMX 26**

9 2700 **DMX 27**

10 2800 **DMX 28**

11 2900 **DMX 29**

12 3000 **DMX 30**

13 3100 **DMX 31**

14 3200 **DMX 32**

15 3300 **DMX 33**

16 3400 **DMX 34**

17 3500 **DMX 35**

18 3600 **DMX 36**

19 3700 **DMX 37**

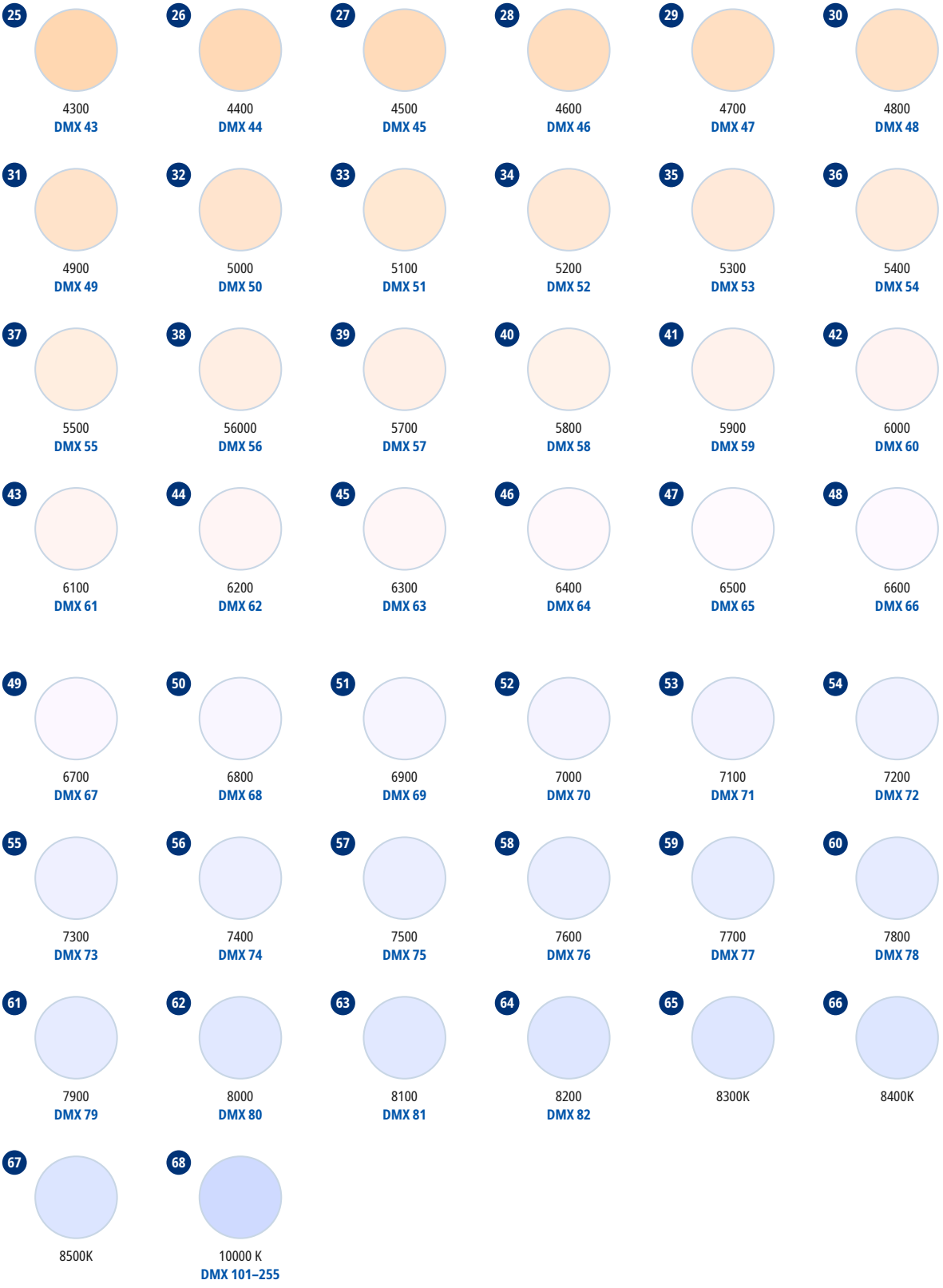
20 3800 **DMX 38**

21 3900 **DMX 39**

22 4000 **DMX 40**

23 4100 **DMX 41**

24 4200 **DMX 42**


25
4300
DMX 43
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4400
DMX 44
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4500
DMX 45
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4600
DMX 46
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4700
DMX 47
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4800
DMX 48
31
4900
DMX 49
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5000
DMX 50
33
5100
DMX 51
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5200
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5300
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DMX 69
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7000
DMX 70
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7100
DMX 71
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7200
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7300
DMX 73
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7400
DMX 74
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7500
DMX 75
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7600
DMX 76
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7700
DMX 77
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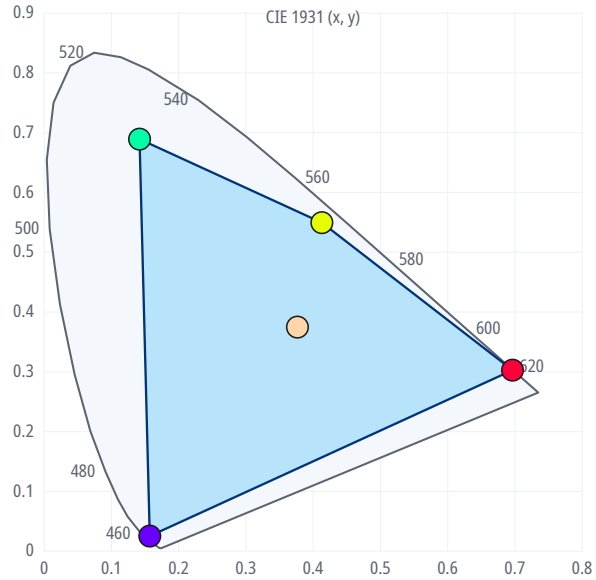
7800
DMX 78
61
7900
DMX 79
62
8000
DMX 80
63
8100
DMX 81
64
8200
DMX 82
65
8300K
66
8400K
67
8500K
68
10000 K
DMX 101–255

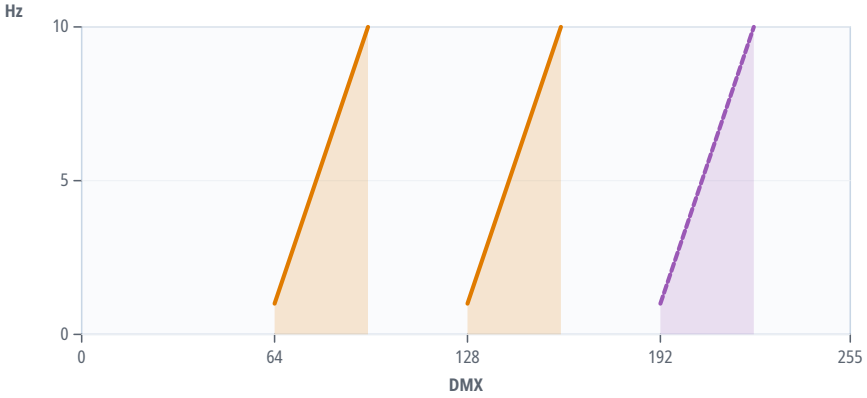
LED colors and the colors they mix



LED	x	y	nm
Red	0.696	0.303	623
Green	0.142	0.689	518
Blue	0.157	0.025	452
White	0.377	0.375	
Lime	0.413	0.549	567

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

Strobe rate

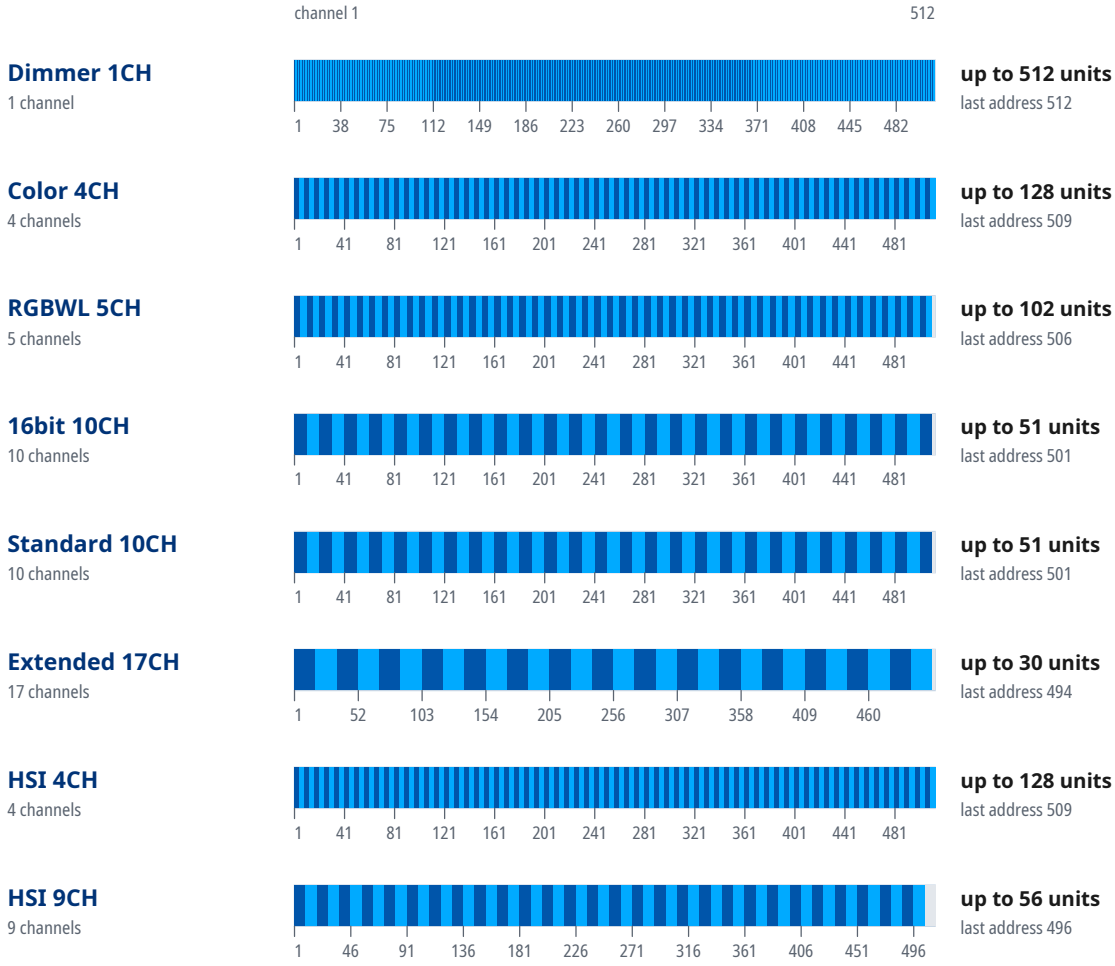


CH 1 · Extended 17CH

- 64–95: 1–10 Hz
  Strobe Effect Slow to Fast
- 128–159: 1–10 Hz
  Pulse-Effect in Sequences
- 192–223: 1–10 Hz
  Random Strobe Effect Slow to Fast

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 17CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	86	11	171	16	256
2	18	7	103	12	188	17	273
3	35	8	120	13	205	18	290
4	52	9	137	14	222	19	307
5	69	10	154	15	239	20	324

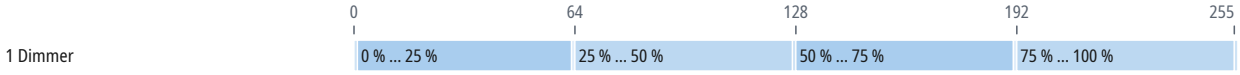
RDM personalities

Mode	Channels	RDM personality
Dimmer 1CH	1	1
Color 4CH	4	2
RGBWL 5CH	5	4
16bit 10CH	10	5
Standard 10CH	10	6
Extended 17CH	17	7
HSI 4CH	4	8
HSI 9CH	9	9

Mode Dimmer 1CH

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

Channel functions at a glance



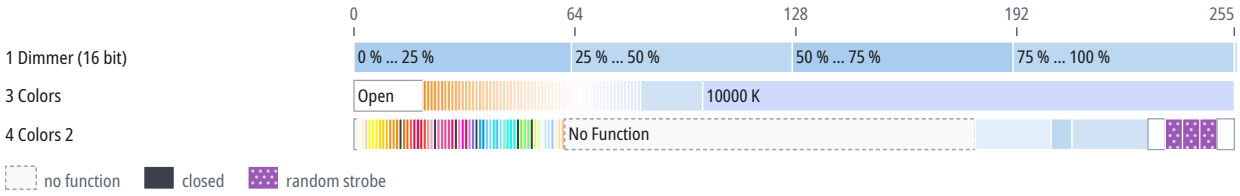
CH	Function	DMX	Description
1	Dimmer	0	0 %
		1–62	0 % ... 25 %
		63	25 %
		64–126	25 % ... 50 %
		127	50 %
		128–190	50 % ... 75 %
		191	75 %
		192–254	75 % ... 100 %
		255	100 %

Mode Color 4CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Colors 255, CH 4 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Colors	0–19	Open
		20	2000
		21	2100
		22	2200
		23	2300
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900
		30	3000
		31	3100
		32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200
		43	4300
		44	4400
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200

CH	Function	DMX	Description
3	Colors (continued)	53	5300
		54	5400
		55	5500
		56	56000
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000
		71	7100
		72	7200
		73	7300
		74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83–100	2400 K to 8500 K
		101–255	10000 K
4	Colors 2	0	Open
		1	Pale Yellow
		2	Straw
		3	Gold Tint
		4	Spring Yellow
		5	Medium Yellow
		6	Yellow
		7	Deep Amber
		8	Deep Straw

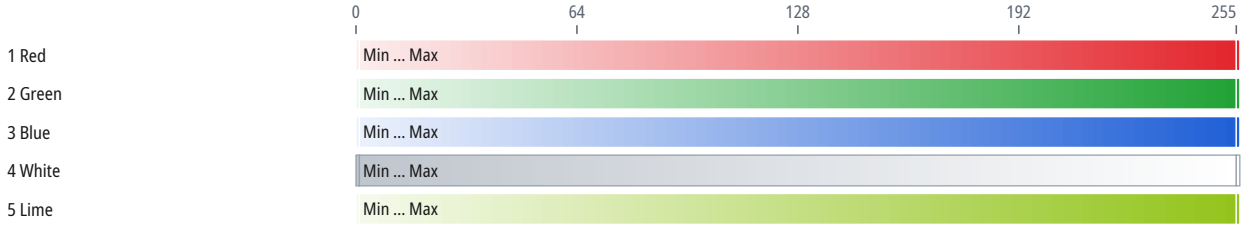
CH	Function	DMX	Description
4	Colors 2 (continued)	9	Loving Amber
		10	Gold Amber
		11	Orange
		12	Deep Orange
		13	Dark Amber
		14	Millennium Gold
		15	Deep Golden Amber
		16	Scarlet
		17	Primary Red
		18	Bright Red
		19	Medium Red
		20	Fire
		21	Pink
		22	Medium Pink
		23	Dark Pink
		24	Bright Pink
		25	Bright Rose
		26	Special Rose Pink
		27	Vanity Fair
		28	Magenta
		29	Dark Magenta
		30	Rose Purple
		31	Mauve
		32	Medium Purple
		33	Lavender
		34	Palace blue
		35	Dark Blue
		36	Medium Blue
		37	Deep Blue
		38	Daylight Blue
		39	Slate Blue
		40	Light Blue
		41	Sky Blue
		42	Pale Navy Blue
		43	Marine Blue
		44	Peacock Blue
		45	Lagoon Blue
		46	Medium Blue Green
		47	Dark Yellow Green
		48	Primary Green
		49	Fern Green

CH	Function	DMX	Description
4	Colors 2 (continued)	50	Moss Green
		51	Dark Green
		52	Lime Green
		53	Pale Green
		54	Quarter CT Blue
		55	Half CT Blue
		56	Full CT Blue
		57	Double CT Blue
		58	Quarter CT Orange
		59	Half CT Orange
		60	Full CT Orange
		61–179	No Function
		180–201	Clockwise fast to slow (7200–14 °/s)
		202–207	Color 1 Wheel Spin: Stop
		208–229	Counter-clockwise slow to fast (14–7200 °/s)
		230–234	Open
		235–239	Color 2 Wheel Random: Fast
		240–244	Medium
		245–249	Color 2 Wheel Random: Slow
		250–255	Open

Mode RGBWL 5CH

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 4 White 255, CH 5 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max
3	Blue	0	Min
		1–254	Min ... Max
		255	Max

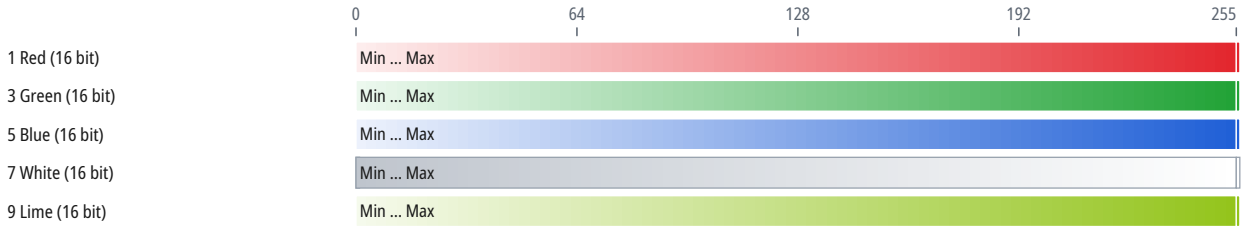
CH	Function	DMX	Description
4	White	0	Min
		1–254	Min … Max
		255	Max
5	Lime	0	Min
		1–254	Min … Max
		255	Max

Mode 16bit 10CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 White 255, CH 9 Lime 255.

Channel functions at a glance



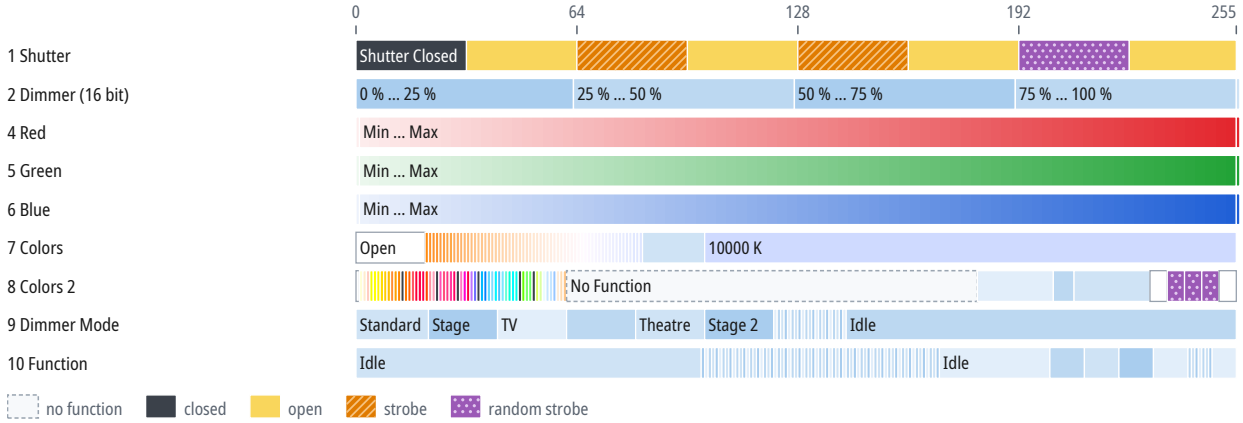
CH	Function	DMX	Description
1	Red	0–255	Min … Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min … Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min … Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5
7	White	0–255	Min … Max
		255	Max
8	White Fine	0–255	Fine adjustment of CH 7
9	Lime	0–255	Min … Max
		255	Max
10	Lime Fine	0–255	Fine adjustment of CH 9

Mode Standard 10CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 47, CH 2 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Colors 255, CH 8 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–31	Shutter Closed
		32–63	No Function (Shutter Open)
		64–95	Strobe Effect Slow to Fast (1–10 Hz)
		96–127	No Function (Shutter Open)
		128–159	Pulse-Effect in Sequences (1–10 Hz)
		160–191	No Function (Shutter Open)
		192–223	Random Strobe Effect Slow to Fast (1–10 Hz)
		224–255	No Function (Shutter Open)
2	Dimmer		Same as CH 1 in the mode “Color 4CH” (p. 13)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red		Same as CH 1 in the mode “RGBWL 5CH” (p. 16)
5	Green		Same as CH 2 in the mode “RGBWL 5CH” (p. 16)
6	Blue		Same as CH 3 in the mode “RGBWL 5CH” (p. 16)
7	Colors		Same as CH 3 in the mode “Color 4CH” (p. 13)
8	Colors 2		Same as CH 4 in the mode “Color 4CH” (p. 14)
9	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121	0s
		122	0*1s
		123	0*2
		124	0*3s

CH	Function	DMX	Description
9	Dimmer Mode (continued)	125	0*4s
		126	0*5s
		127	0*6s
		128	0*7
		129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
10	Function	0–99	Idle
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010
		112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190

CH	Function	DMX	Description
10	Function (continued)	130	1200
		131	1210
		132	1220
		133	1230
		134	1240
		135	1250
		136	1260
		137	1270
		138	1280
		139	1290
		140	1300
		141	1310
		142	1320
		143	1330
		144	1340
		145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430
		154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–200	Idle
		201–210	Dimmer Curve Linear (default)

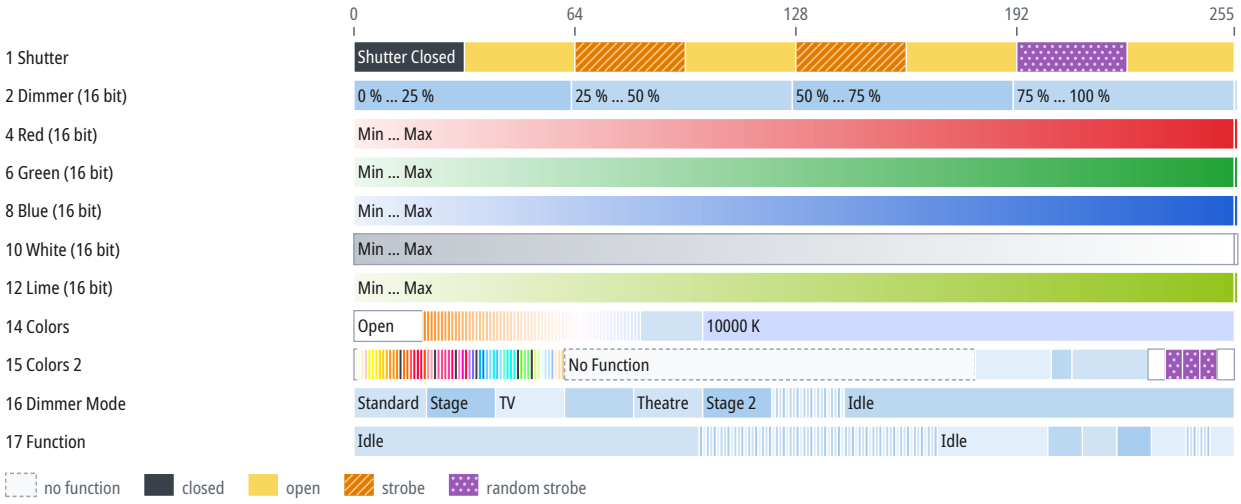
CH	Function	DMX	Description
10	Function (continued)	211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241	Internal Program 1 (Scene 1-8)
		242	Internal Program 2 (Scene 9 -16)
		243	Internal Program 3 (Scene17-24)
		244	Internal Program 4 (Scene 25-32)
		245	Internal Program 5 (Scene 33-40)
		246	Internal Program 6 (Scene 41-48)
		247	Internal Program 7 (Scene 49-56)
		248–255	Idle

Mode Extended 17CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 47, CH 2 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 White 255, CH 12 Lime 255, CH 14 Colors 255, CH 15 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Standard 10CH” (p. 18)
2	Dimmer		Same as CH 1 in the mode “Color 4CH” (p. 13)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Red		Same as CH 1 in the mode “16bit 10CH” (p. 17)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 3 in the mode “16bit 10CH” (p. 17)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 5 in the mode “16bit 10CH” (p. 17)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	White		Same as CH 7 in the mode “16bit 10CH” (p. 17)

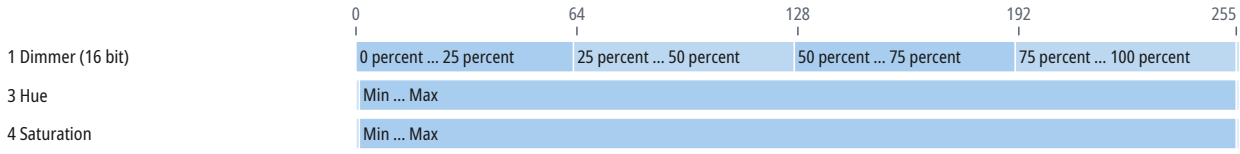
CH	Function	DMX	Description
11	White Fine	0–255	Fine adjustment of CH 10
12	Lime		Same as CH 9 in the mode “16bit 10CH” (p. 17)
13	Lime Fine	0–255	Fine adjustment of CH 12
14	Colors		Same as CH 3 in the mode “Color 4CH” (p. 13)
15	Colors 2		Same as CH 4 in the mode “Color 4CH” (p. 14)
16	Dimmer Mode		Same as CH 9 in the mode “Standard 10CH” (p. 18)
17	Function		Same as CH 10 in the mode “Standard 10CH” (p. 19)

Mode HSI 4CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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

Channel functions at a glance



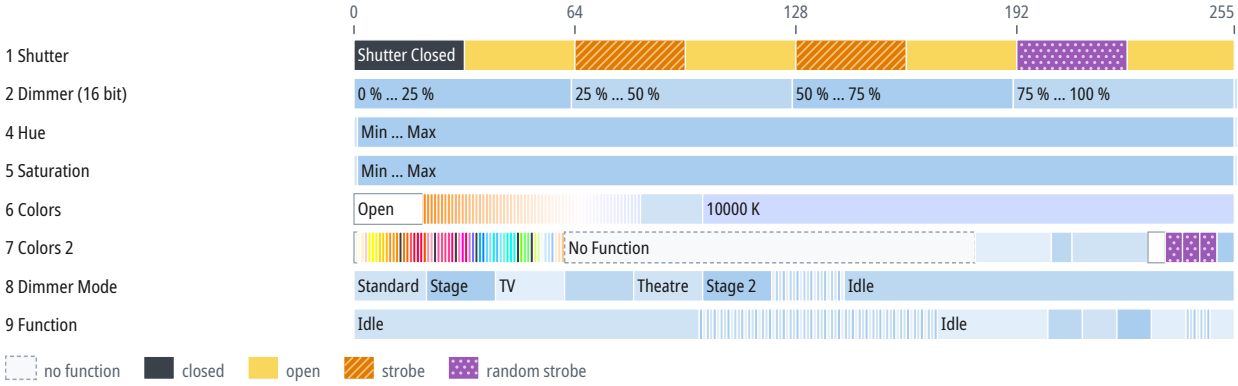
CH	Function	DMX	Description
1	Dimmer	0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Hue	0	Min
		1–254	Min ... Max
		255	Max
4	Saturation	0	Min
		1–254	Min ... Max
		255	Max

Mode HSI 9CH

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 47, CH 2 Dimmer 255, CH 6 Colors 255, CH 7 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “Standard 10CH” (p. 18)
2	Dimmer		Same as CH 1 in the mode “Color 4CH” (p. 13)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Hue		Same as CH 3 in the mode “HSI 4CH” (p. 23)
5	Saturation		Same as CH 4 in the mode “HSI 4CH” (p. 23)
6	Colors		Same as CH 3 in the mode “Color 4CH” (p. 13)
7	Colors 2		Same as CH 4 in the mode “Color 4CH” (p. 14)
8	Dimmer Mode		Same as CH 9 in the mode “Standard 10CH” (p. 18)
9	Function		Same as CH 10 in the mode “Standard 10CH” (p. 19)

10 Technical specifications

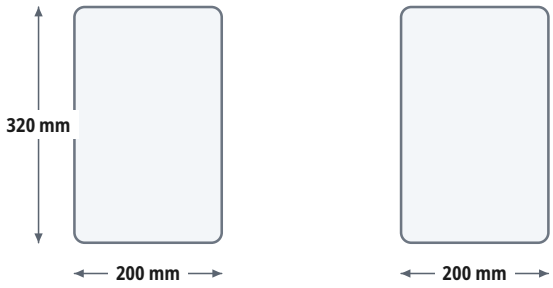
Parameter	Value
Light	
Light source	LED
LED power	258 W
Luminous flux	13,142 lm
Color temperature	4,000 K
Color rendering index (CRI)	74
Optics	
Beam angle	45°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x0979)
Dimensions and construction	
Weight	7.2 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

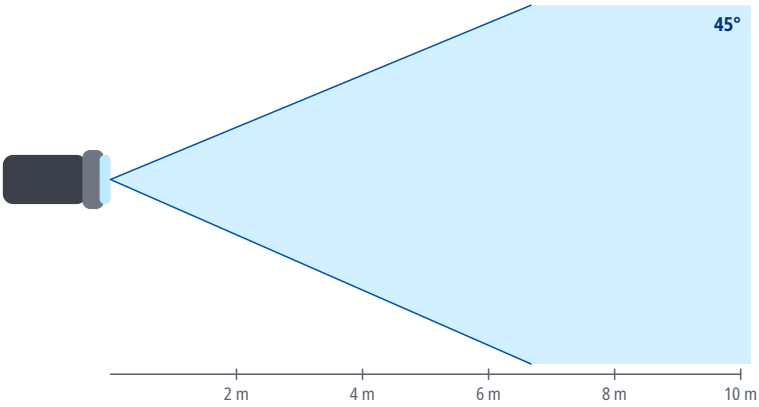
Parameter	Value
Strobe frequency	1–10 Hz
Color wheel 1 rotation	up to 7200 °/s (1200 rpm)

Dimensions

weight 7.2 kg



Spot diameter



Distance	Ø 45°
2 m	1.7 m
4 m	3.3 m
6 m	5 m
8 m	6.6 m
10 m	8.3 m
15 m	12.4 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.