DMX REFERENCE

KL Batten 12

Elation



Manufacturer	Elation
GDTF file	Elation_KL_Batten_12_142580.gdtf
GDTF revision	26-13-05 Release · 2026-05-13
Generated	2026-11-24

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1 About this manual

This document describes the KL Batten 12 by Elation. It was compiled from the GDTF file Elation_KL_Batten_12_142580.gdtf from the GDTF-Share library.

File revision: “26-13-05 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	6.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Dimmer 1CH	1	512	1, 2, 3, 4, ...
RGB 3CH	3	170	1, 4, 7, 10, ...
RGBA	4	128	1, 5, 9, 13, ...
Dimmer/ CCT 4CH	4	128	1, 5, 9, 13, ...
HSI 3CH	3	170	1, 4, 7, 10, ...
HSIC 6CH	6	85	1, 7, 13, 19, ...
RGBMA 10CH	10	51	1, 11, 21, 31, ...
Standard 14ch	14	36	1, 15, 29, 43, ...
Extended 22ch	22	23	1, 23, 45, 67, ...
xy Extended 16CH	16	32	1, 17, 33, 49, ...
RGB 2 Cell 6CH	6	85	1, 7, 13, 19, ...
RGBA 2 Cell 8CH	8	64	1, 9, 17, 25, ...
HSI 2 Cell 6CH	6	85	1, 7, 13, 19, ...
RGBMA 2 Cell 20CH	20	25	1, 21, 41, 61, ...
Standard 2 Cell 20CH	20	25	1, 21, 41, 61, ...
Extended 2 Cell 35CH	35	14	1, 36, 71, 106, ...
RGB 4 Cell 12CH	12	42	1, 13, 25, 37, ...
RGBA 4 Cell 16CH	16	32	1, 17, 33, 49, ...
HSI 4 Cell 12CH	12	42	1, 13, 25, 37, ...
RGBMA 4 Cell 40CH	40	12	1, 41, 81, 121, ...
Standard 4 Cell 32CH	32	16	1, 33, 65, 97, ...
Extended 4 Cell 61CH	61	8	1, 62, 123, 184, ...



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

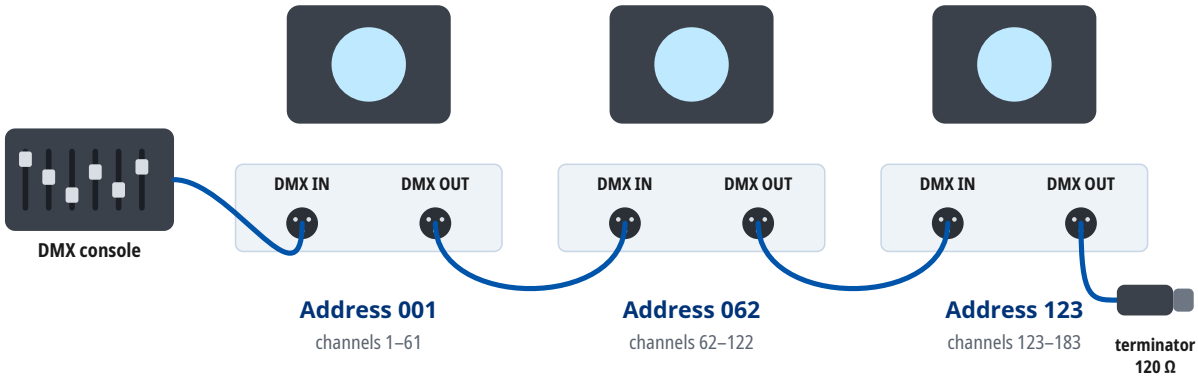
⚠ **WARNING**

- 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: 6.65 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 Extended 4 Cell 61CH: every unit occupies 61 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

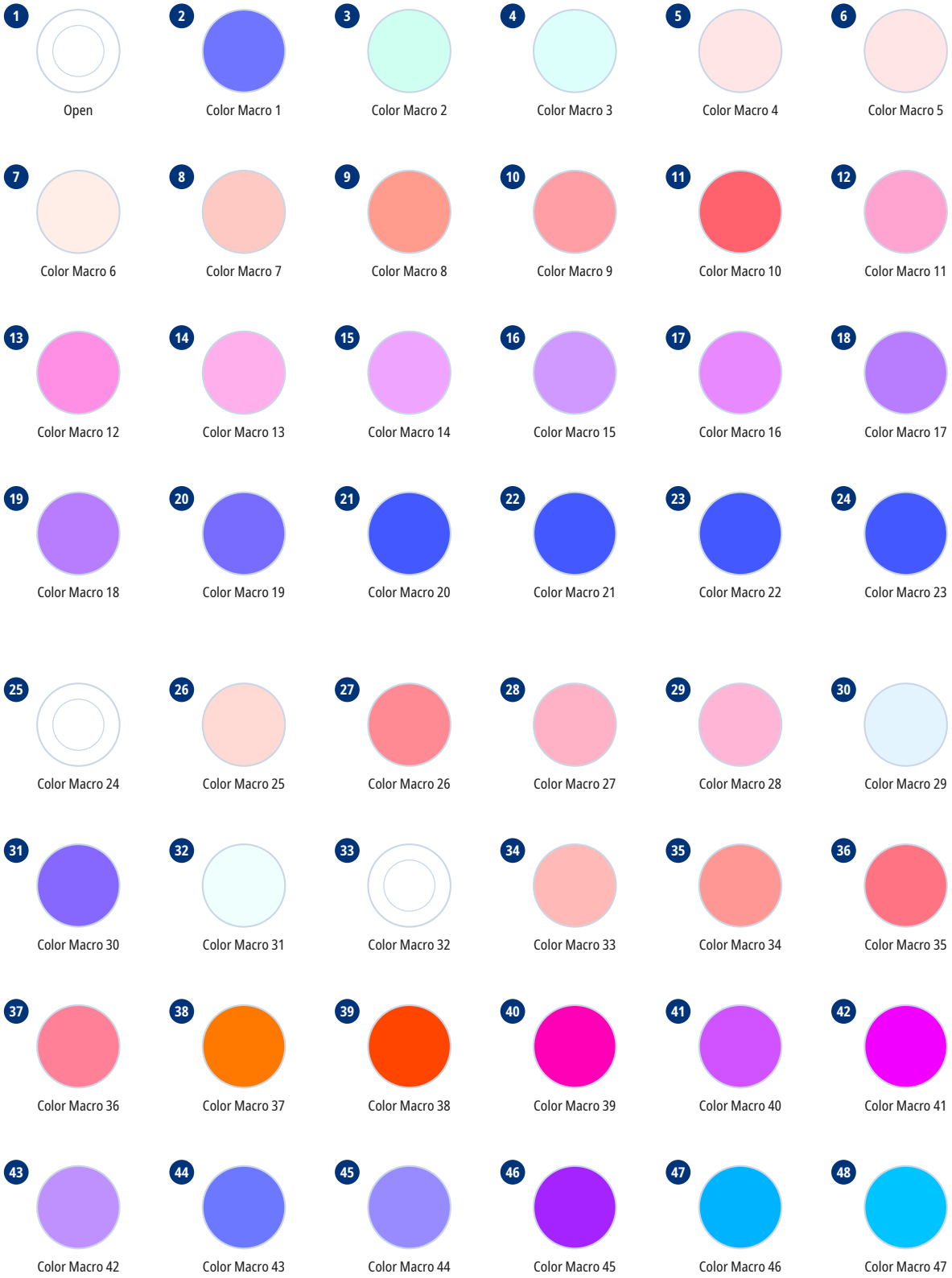
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended 4 Cell 61CH”: 61.
- Choose start addresses so that the channels of individual devices do not overlap and the 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 4 Cell 61CH”, you can use, for example, the start addresses 1, 62, 123, 184.
- 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.

7 Functions at a glance

Functions in each DMX mode

	Dimmer 1CH 1 channel	RGB 3CH 3 channels	RGBA 4 channels	Dimmer/ CCT 4CH 4 channels	HSI 3CH 3 channels	HSIC 6CH 6 channels	RGBMA 10CH 10 channels	Standard 14ch 14 channels
Dimmer	1	✓	✓	1	3	4	✓	1
Dimmer resolution	8 bit			16 bit	8 bit	8 bit		16 bit
Shutter / strobe								3
Color mixing		1–3	1–4				5× (1–9)	4–8
Color temperature				3		5		
Color wheel								9, 10
Effects / macros								11–13

Color wheel 1



49 Color Macro 48
50 Color Macro 49
51 Color Macro 50
52 Color Macro 51
53 Color Macro 52
54 Color Macro 53
55 Color Macro 54
56 Color Macro 55
57 Color Macro 56
58 Color Macro 57
59 Color Macro 58
60 Color Macro 59
61 Color Macro 60
62 Color Macro 61
63 Color Macro 62
64 Color Macro 63
65 Color Macro 64

Color wheel 2

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**

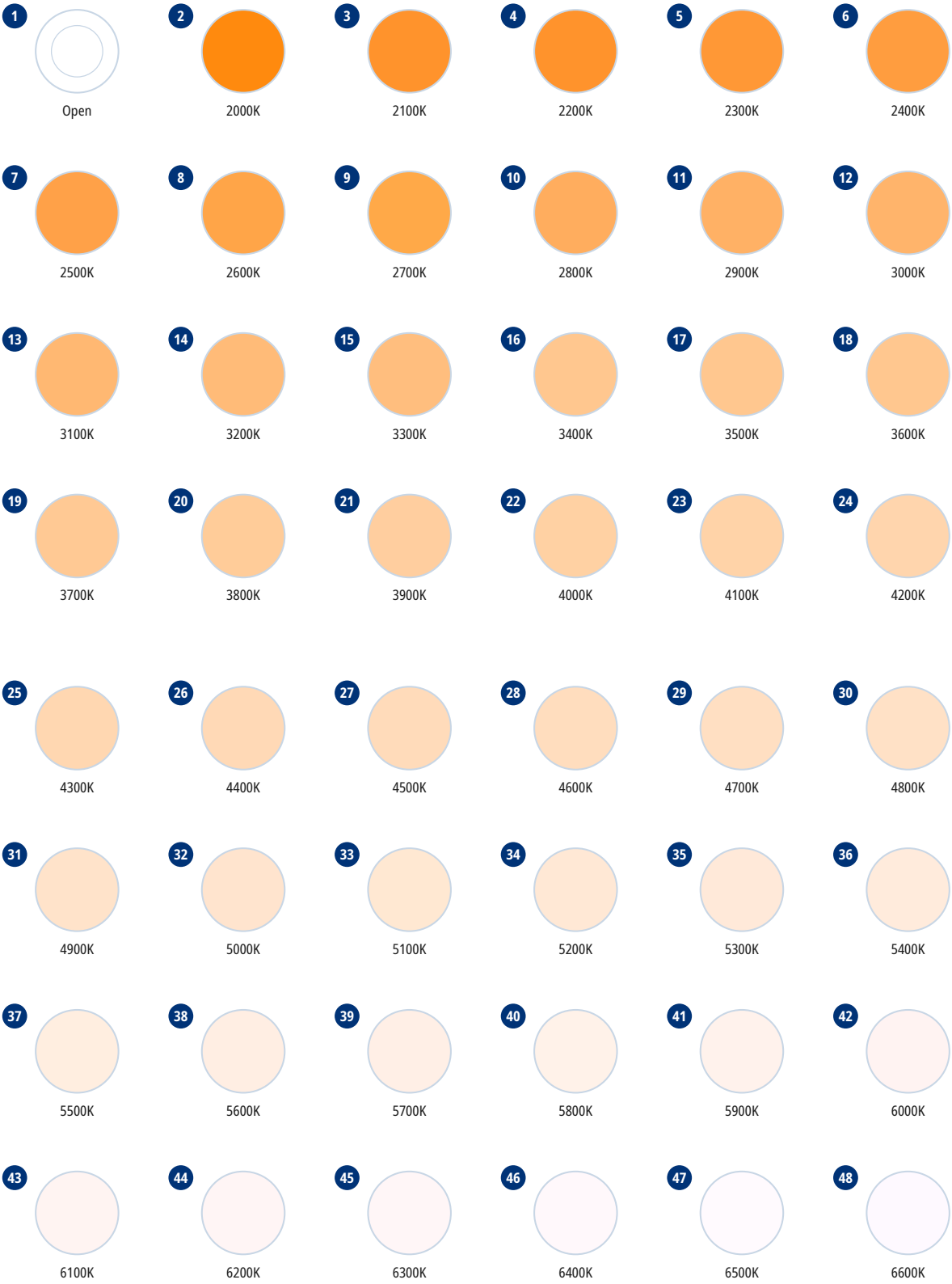
58 Quarter CT Orange **DMX 58**

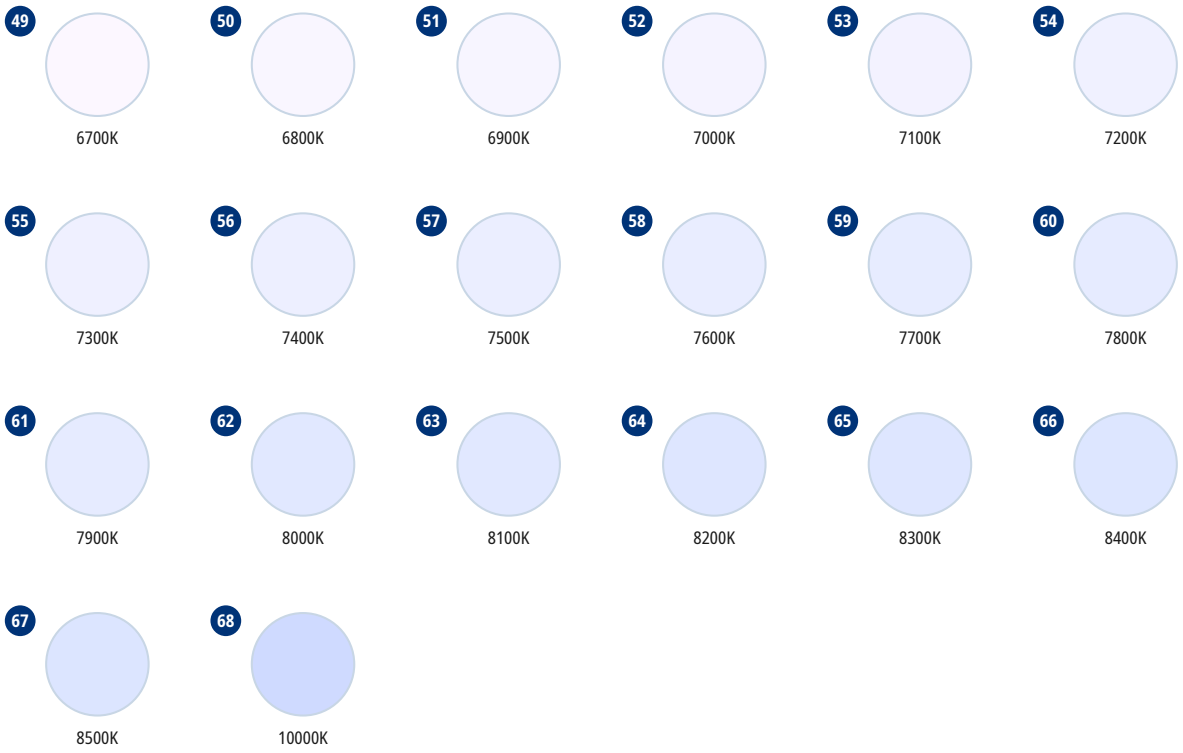
59 Half CT Orange **DMX 59**

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

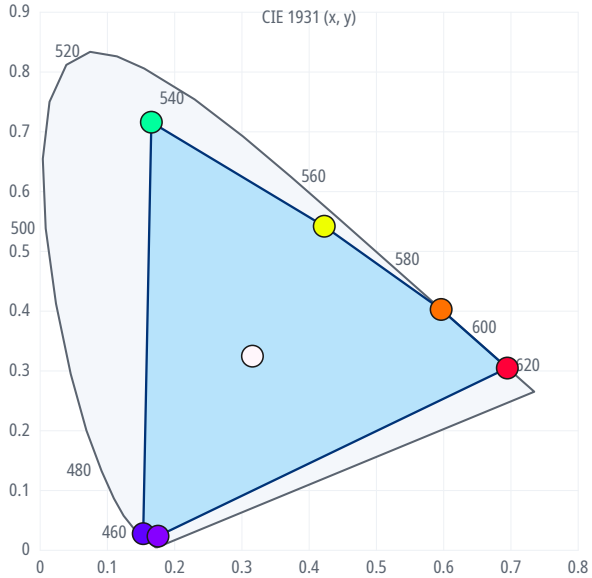
61 Open **DMX 0–1**

Color wheel 3





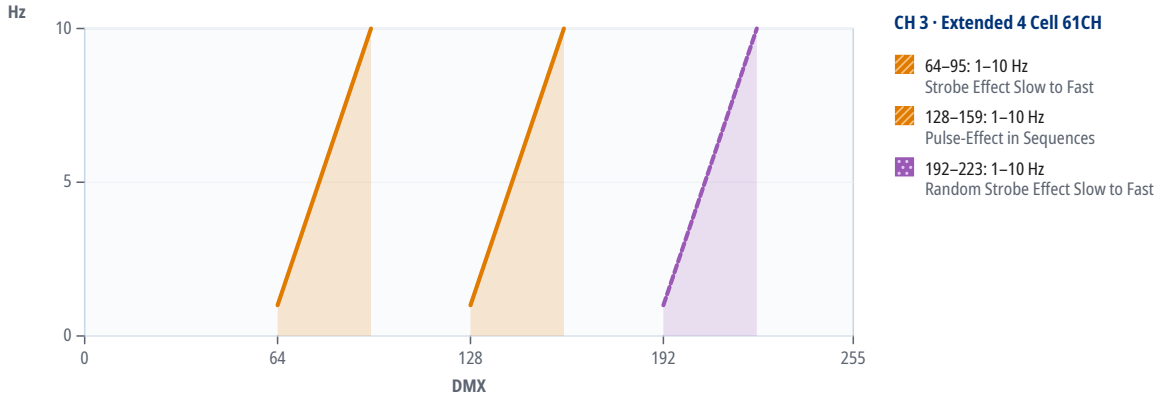
LED colors and the colors they mix



LED	x	y	nm
Red-LED	0.695	0.305	621
Green-LED	0.165	0.716	525
Blue-LED	0.153	0.028	455
Lime-LED	0.422	0.542	568
Amber-LED	0.596	0.403	593
UV-LED	0.175	0.024	433
White-LED	0.316	0.325	

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

Strobe rate



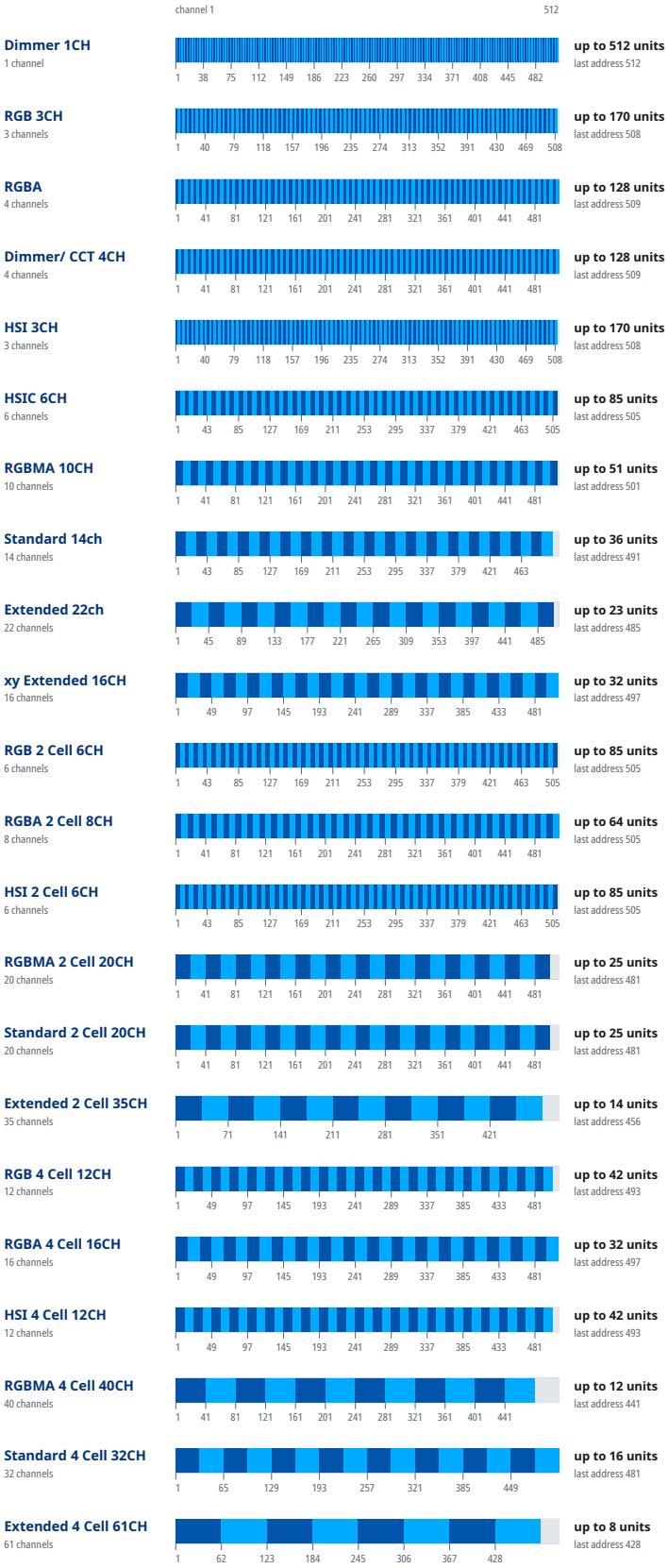
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Extended 4 Cell 61CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 4 Cell 61CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	306	11	U2 · 123	16	U2 · 428
2	62	7	367	12	U2 · 184	17	U3 · 1
3	123	8	428	13	U2 · 245	18	U3 · 62
4	184	9	U2 · 1	14	U2 · 306	19	U3 · 123
5	245	10	U2 · 62	15	U2 · 367	20	U3 · 184

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 Dimmer 1CH

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

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 RGB 3CH

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

CH	Function	DMX	Description
1	Red	0	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 %
2	Green	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %

CH	Function	DMX	Description
2	Green (continued)	192–254	75 % … 100 %
		255	100 %
3	Blue	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 RGBA

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 Amber 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “RGB 3CH” (p. 14)
2	Green		Same as CH 2 in the mode “RGB 3CH” (p. 14)
3	Blue		Same as CH 3 in the mode “RGB 3CH” (p. 15)
4	Amber	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 Dimmer/ CCT 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	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	Color Temperature	0–23	Open
		24–255	2400k to 8500k (2400–8500 K)
4	Tint	0	Idle

CH	Function	DMX	Description
4	Tint (continued)	1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green

Mode HSI 3CH

The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255.

CH	Function	DMX	Description
1	Hue	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 %
2	Saturation	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 %
3	Dimmer		Same as CH 1 in the mode “Dimmer 1CH” (p. 14)

Mode HSIC 6CH

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 4 Dimmer 255.

CH	Function	DMX	Description
1	Hue	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
2	Hue Fine	0–255	Fine adjustment of CH 1
3	Saturation		Same as CH 2 in the mode “HSI 3CH” (p. 16)
4	Dimmer		Same as CH 1 in the mode “Dimmer 1CH” (p. 14)
5	Color Temperature		Same as CH 3 in the mode “Dimmer/ CCT 4CH” (p. 15)
6	Tint		Same as CH 4 in the mode “Dimmer/ CCT 4CH” (p. 15)

Mode RGBMA 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 Lime 255, CH 9 Amber 255.

CH	Function	DMX	Description
1	Red	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
8	Lime Fine	0–255	Fine adjustment of CH 7
9	Amber	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
10	Amber Fine	0–255	Fine adjustment of CH 9

Mode Standard 14ch

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 Shutter 47, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 8 Amber 255, CH 9 Colors 0, CH 10 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	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)
		224–225	No Function (Shutter Open)
		226–253	Random pixel slow to fast (1–10 Hz)
		254–255	No Function(Shutter open)
4	Red		Same as CH 1 in the mode “RGB 3CH” (p. 14)
5	Green		Same as CH 2 in the mode “RGB 3CH” (p. 14)
6	Blue		Same as CH 3 in the mode “RGB 3CH” (p. 15)
7	Lime	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 %
8	Amber		Same as CH 4 in the mode “RGBA” (p. 15)
9	Colors	0–23	CTO Open: Open
		24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K

CH	Function	DMX	Description
9	Colors (continued)	34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K
		38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K
		43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K
		47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K
		56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K
		66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K

CH	Function	DMX	Description
9	Colors (continued)	76	7600 K
		77	7700 K
		78	7800 K
		79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K
		84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
10	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
		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

CH	Function	DMX	Description
10	Colors 2 (continued)	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
		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	CW fast to slow (7200–14 °/s)
		202–207	Color 1 Wheel Spin: Stop
		208–229	CCW 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
11	Effects	0–255	FX Selection 1 to 255
12	Effects Speed	0–126	Fast to Slow (5–1 Hz)
		127–128	Stop

CH	Function	DMX	Description
12	Effects Speed (continued)	129–255	Slow to Fast (1–5 Hz)
13	Effects Adjust 1		RGB Effect Offset
		0	Idle
		1	Fixture Offset 10
		2	Fixture Offset 20
		3	Fixture Offset 30
		4	Fixture Offset 40
		5	Fixture Offset 50
		6	Fixture Offset 60
		7	Fixture Offset 70
		8	Fixture Offset 80
		9	Fixture Offset 90
		10	Fixture Offset 100
		11	Fixture Offset 110
		12	Fixture Offset 120
		13	Fixture Offset 130
		14	Fixture Offset 140
		15	Fixture Offset 150
		16	Fixture Offset 160
		17	Fixture Offset 170
		18	Fixture Offset 180
		19	Fixture Offset 190
		20	Fixture Offset 200
		21	Fixture Offset 210
		22	Fixture Offset 220
		23	Fixture Offset 230
		24	Fixture Offset 240
		25	Fixture Offset 250
		26	Fixture Offset 260
		27	Fixture Offset 270
		28	Fixture Offset 280
		29	Fixture Offset 290
		30	Fixture Offset 300
		31	Fixture Offset 310
		32	Fixture Offset 320
		33	Fixture Offset 330
		34	Fixture Offset 340
		35	Fixture Offset 350
		36	Syncronized
		37–49	Random Fixture Offset
		50–59	Random Pixel Order
		60–69	Random Steps

CH	Function	DMX	Description
13	Effects Adjust 1 (continued)	70–79	Idle
		80–89	Sinewave- Cross
		90–99	Sinewave- Full
		100–109	Sawtooth- Cross
		110–119	Sawtooth- Full
		120–129	Ramp Up
		130–139	Ramp Down
		140–149	Steps
		150–255	Idle
14	Function	0–9	Fan Mode: Idle
		10–14	Fan Mode Auto (Default)
		15–19	Fan Mode Mute
		20–24	Fan Mode Silent
		25–29	Fan Mode High
		30–49	Pixel Mode: Idle
		50–54	Default Pixel Order
		55–59	Flip Pixel Order
		60–64	Default Cell Layout
		65–69	Split Cell Layout
		70–99	Pixel Mode: 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

CH	Function	DMX	Description
14	Function (continued)	121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		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

CH	Function	DMX	Description
14	Function (continued)	162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–174	LEDFrequency: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity
		179–180	Highest Output (Default)
		181–182	Bright (Highest Output) (Default)
		183–184	Uniform (Elation Full Spectrum Match)
		185–200	Color Tuning/Output Balance: Idle
		201–210	Dimmer Curve: Linear (Default)
		211–220	Dimmer Curve: Square
		221–230	Dimmer Curve: Inverse Square
		231–240	Dimmer Curve: S-Curve
		241–255	Dimmer Curve: Idle

Mode Extended 22ch

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 Shutter 47, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Lime 255, CH 12 Amber 255, CH 17 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)
4	Red		Same as CH 1 in the mode “RGBMA 10CH” (p. 17)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 3 in the mode “RGBMA 10CH” (p. 17)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 5 in the mode “RGBMA 10CH” (p. 17)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Lime		Same as CH 7 in the mode “RGBMA 10CH” (p. 17)
11	Lime Fine	0–255	Fine adjustment of CH 10
12	Amber		Same as CH 9 in the mode “RGBMA 10CH” (p. 17)
13	Amber Fine	0–255	Fine adjustment of CH 12
14	Color Temperature	0–24	Open
		24–255	2400k to 8500k (2400–8500 K)
15	Color Temperature Fine	0–255	Fine adjustment of CH 14

CH	Function	DMX	Description
16	Tint		Same as CH 4 in the mode “Dimmer/ CCT 4CH” (p. 15)
17	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
18	Effects	0–255	FX Selection 1 to 255
19	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)
20	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
21	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
		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
22	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

Mode xy Extended 16CH

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 Shutter 47, CH 11 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)
4	CIE X		X Coordinate
		0–63	0 % ... 25 %
		63–127	25 % ... 50 %
		127–191	50 % ... 75 %
		191–255	75 % ... 100 %
		255	100 %
5	CIE X Fine	0–255	Fine adjustment of CH 4

CH	Function	DMX	Description
6	CIE Y		Y Coordinate
		0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
7	CIE Y Fine	0–255	Fine adjustment of CH 6
8	CTO	0–23	Open
		24–255	2400 to 8500K (2400–8500 K)
9	CTO Fine	0–255	Fine adjustment of CH 8
10	Tint		Same as CH 4 in the mode “Dimmer/ CCT 4CH” (p. 15)
11	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
12	Effects	0–255	FX Selection 1 to 255
13	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)
14	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
15	Dimmer Mode		Same as CH 21 in the mode “Extended 22ch” (p. 26)
16	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

Mode RGB 2 Cell 6CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255.

CH	Function	DMX	Description
1	Red 1	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 %
2	Green 1	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 %
3	Blue 1	0	0 %
		1–62	0 % … 25 %

CH	Function	DMX	Description
3	Blue 1 (continued)	63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
4	Red 2	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 %
5	Green 2	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 %
6	Blue 2	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 RGBA 2 Cell 8CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Amber 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 Amber 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGB 2 Cell 6CH” (p. 27)
2	Green 1		Same as CH 2 in the mode “RGB 2 Cell 6CH” (p. 27)
3	Blue 1		Same as CH 3 in the mode “RGB 2 Cell 6CH” (p. 27)
4	Amber 1	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 %
5	Red 2		Same as CH 4 in the mode “RGB 2 Cell 6CH” (p. 28)
6	Green 2		Same as CH 5 in the mode “RGB 2 Cell 6CH” (p. 28)
7	Blue 2		Same as CH 6 in the mode “RGB 2 Cell 6CH” (p. 28)
8	Amber 2	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 HSI 2 Cell 6CH

The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 6 Dimmer 2 255.

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

CH	Function	DMX	Description
1	Hue 1 (continued)	255	100 %
2	Saturation 1	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 %
3	Dimmer 1	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 %
4	Hue 2	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 %
5	Saturation 2	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 %
6	Dimmer 2	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %

CH	Function	DMX	Description
6	Dimmer 2 (continued)	127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %

Mode RGBMA 2 Cell 20CH

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 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 Lime 1 255, CH 9 Amber 1 255, CH 11 Red 2 255, CH 13 Green 2 255, CH 15 Blue 2 255, CH 17 Lime 2 255, CH 19 Amber 2 255.

CH	Function	DMX	Description
1	Red 1	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	Lime 1	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
8	Lime 1 Fine	0–255	Fine adjustment of CH 7
9	Amber 1	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %

CH	Function	DMX	Description
10	Amber 1 Fine	0–255	Fine adjustment of CH 9
11	Red 2	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
12	Red 2 Fine	0–255	Fine adjustment of CH 11
13	Green 2	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
14	Green 2 Fine	0–255	Fine adjustment of CH 13
15	Blue 2	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
16	Blue 2 Fine	0–255	Fine adjustment of CH 15
17	Lime 2	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
18	Lime 2 Fine	0–255	Fine adjustment of CH 17
19	Amber 2	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
20	Amber 2 Fine	0–255	Fine adjustment of CH 19

Mode Standard 2 Cell 20CH

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 Shutter 47, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 Lime 1 255, CH 8 Amber 1 255, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 Lime 2 255, CH 13 Amber 2 255, CH 14 Color Temperature 1 0, CH 15 Color Temperature 2 0, CH 16 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)

CH	Function	DMX	Description
4	Red 1		Same as CH 1 in the mode “RGB 2 Cell 6CH” (p. 27)
5	Green 1		Same as CH 2 in the mode “RGB 2 Cell 6CH” (p. 27)
6	Blue 1		Same as CH 3 in the mode “RGB 2 Cell 6CH” (p. 27)
7	Lime 1	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 %
8	Amber 1		Same as CH 4 in the mode “RGBA 2 Cell 8CH” (p. 29)
9	Red 2		Same as CH 4 in the mode “RGB 2 Cell 6CH” (p. 28)
10	Green 2		Same as CH 5 in the mode “RGB 2 Cell 6CH” (p. 28)
11	Blue 2		Same as CH 6 in the mode “RGB 2 Cell 6CH” (p. 28)
12	Lime 2	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 %
13	Amber 2		Same as CH 8 in the mode “RGBA 2 Cell 8CH” (p. 29)
14	Color Temperature 1	0–23	CTC Open: Open
		24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K
		34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K

CH	Function	DMX	Description
14	Color Temperature 1 (continued)	38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K
		43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K
		47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K
		56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K
		66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K
		76	7600 K
		77	7700 K
		78	7800 K

CH	Function	DMX	Description
14	Color Temperature 1 (continued)	79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K
		84	8400 K
		85	CTC continuous: 8500 K
		86–255	CTC: 8500 K
15	Color Temperature 2	0–23	CTO Open: Open
		24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K
		34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K
		38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K
		43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K
		47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K

CH	Function	DMX	Description
15	Color Temperature 2 (continued)	56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K
		66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K
		76	7600 K
		77	7700 K
		78	7800 K
		79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K
		84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
16	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
17	Effects	0–255	FX Selection 1 to 255
18	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)
19	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
20	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

Mode Extended 2 Cell 35CH

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 Shutter 47, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Lime 1 255, CH 12 Amber 1 255, CH 14 Red 2 255, CH 16 Green 2 255, CH 18 Blue 2 255, CH 20 Lime 2 255, CH 22 Amber 2 255, CH 30 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)
4	Red 1		Same as CH 1 in the mode “RGBMA 2 Cell 20CH” (p. 31)
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1		Same as CH 3 in the mode “RGBMA 2 Cell 20CH” (p. 31)
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1		Same as CH 5 in the mode “RGBMA 2 Cell 20CH” (p. 31)
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Lime 1		Same as CH 7 in the mode “RGBMA 2 Cell 20CH” (p. 31)
11	Lime 1 Fine	0–255	Fine adjustment of CH 10
12	Amber 1		Same as CH 9 in the mode “RGBMA 2 Cell 20CH” (p. 31)
13	Amber 1 Fine	0–255	Fine adjustment of CH 12
14	Red 2		Same as CH 11 in the mode “RGBMA 2 Cell 20CH” (p. 32)
15	Red 2 Fine	0–255	Fine adjustment of CH 14
16	Green 2		Same as CH 13 in the mode “RGBMA 2 Cell 20CH” (p. 32)
17	Green 2 Fine	0–255	Fine adjustment of CH 16
18	Blue 2		Same as CH 15 in the mode “RGBMA 2 Cell 20CH” (p. 32)
19	Blue 2 Fine	0–255	Fine adjustment of CH 18
20	Lime 2		Same as CH 17 in the mode “RGBMA 2 Cell 20CH” (p. 32)
21	Lime 2 Fine	0–255	Fine adjustment of CH 20
22	Amber 2		Same as CH 19 in the mode “RGBMA 2 Cell 20CH” (p. 32)
23	Amber 2 Fine	0–255	Fine adjustment of CH 22
24	Color Temperature 1	0–24	Open
		24–255	2400k to 8500k (2400–8500 K)
25	Color Temperature 1 Fine	0–255	Fine adjustment of CH 24
26	Color Temperature 2	0–24	Open
		24–255	2400k to 8500k (2400–8500 K)
27	Color Temperature 2 Fine	0–255	Fine adjustment of CH 26
28	Tint 1	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
29	Tint 2	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White

CH	Function	DMX	Description
29	Tint 2 (continued)	129–255	Neutral to Full Plus Green
30	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
31	Effects	0–255	FX Selection 1 to 255
32	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)
33	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
34	Dimmer Mode		Same as CH 21 in the mode “Extended 22ch” (p. 26)
35	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

Mode RGB 4 Cell 12CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGB 2 Cell 6CH” (p. 27)
2	Green 1		Same as CH 2 in the mode “RGB 2 Cell 6CH” (p. 27)
3	Blue 1		Same as CH 3 in the mode “RGB 2 Cell 6CH” (p. 27)
4	Red 2		Same as CH 4 in the mode “RGB 2 Cell 6CH” (p. 28)
5	Green 2		Same as CH 5 in the mode “RGB 2 Cell 6CH” (p. 28)
6	Blue 2		Same as CH 6 in the mode “RGB 2 Cell 6CH” (p. 28)
7	Red 3	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 %
8	Green 3	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 %
9	Blue 3	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %

CH	Function	DMX	Description
9	Blue 3 (continued)	128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
10	Red 4	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 %
11	Green 4	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 %
12	Blue 4	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 RGBA 4 Cell 16CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Amber 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 Amber 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 Amber 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 Amber 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGB 2 Cell 6CH” (p. 27)
2	Green 1		Same as CH 2 in the mode “RGB 2 Cell 6CH” (p. 27)
3	Blue 1		Same as CH 3 in the mode “RGB 2 Cell 6CH” (p. 27)
4	Amber 1		Same as CH 4 in the mode “RGBA 2 Cell 8CH” (p. 29)
5	Red 2		Same as CH 4 in the mode “RGB 2 Cell 6CH” (p. 28)

CH	Function	DMX	Description
6	Green 2		Same as CH 5 in the mode “RGB 2 Cell 6CH” (p. 28)
7	Blue 2		Same as CH 6 in the mode “RGB 2 Cell 6CH” (p. 28)
8	Amber 2		Same as CH 8 in the mode “RGBA 2 Cell 8CH” (p. 29)
9	Red 3		Same as CH 7 in the mode “RGB 4 Cell 12CH” (p. 38)
10	Green 3		Same as CH 8 in the mode “RGB 4 Cell 12CH” (p. 38)
11	Blue 3		Same as CH 9 in the mode “RGB 4 Cell 12CH” (p. 38)
12	Amber 3	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 %
13	Red 4		Same as CH 10 in the mode “RGB 4 Cell 12CH” (p. 39)
14	Green 4		Same as CH 11 in the mode “RGB 4 Cell 12CH” (p. 39)
15	Blue 4		Same as CH 12 in the mode “RGB 4 Cell 12CH” (p. 39)
16	Amber 4	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 HSI 4 Cell 12CH

The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 6 Dimmer 2 255, CH 9 Dimmer 3 255, CH 12 Dimmer 4 255.

CH	Function	DMX	Description
1	Hue 1		Same as CH 1 in the mode “HSI 2 Cell 6CH” (p. 29)
2	Saturation 1		Same as CH 2 in the mode “HSI 2 Cell 6CH” (p. 30)
3	Dimmer 1		Same as CH 3 in the mode “HSI 2 Cell 6CH” (p. 30)
4	Hue 2		Same as CH 4 in the mode “HSI 2 Cell 6CH” (p. 30)
5	Saturation 2		Same as CH 5 in the mode “HSI 2 Cell 6CH” (p. 30)
6	Dimmer 2		Same as CH 6 in the mode “HSI 2 Cell 6CH” (p. 30)
7	Hue 3	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %

CH	Function	DMX	Description
7	Hue 3 (continued)	127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
8	Saturation 3	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 %
9	Dimmer 3	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 %
10	Hue 4	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 %
11	Saturation 4	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 %
12	Dimmer 4	0	0 %

CH	Function	DMX	Description
12	Dimmer 4 (continued)	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 RGBMA 4 Cell 40CH

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 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 Lime 1 255, CH 9 Amber 1 255, CH 11 Red 2 255, CH 13 Green 2 255, CH 15 Blue 2 255, CH 17 Lime 2 255, CH 19 Amber 2 255, CH 21 Red 3 255, CH 23 Green 3 255, CH 25 Blue 3 255, CH 27 Lime 3 255, CH 29 Amber 3 255, CH 31 Red 4 255, CH 33 Green 4 255, CH 35 Blue 4 255, CH 37 Lime 4 255, CH 39 Amber 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBMA 2 Cell 20CH” (p. 31)
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1		Same as CH 3 in the mode “RGBMA 2 Cell 20CH” (p. 31)
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1		Same as CH 5 in the mode “RGBMA 2 Cell 20CH” (p. 31)
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	Lime 1		Same as CH 7 in the mode “RGBMA 2 Cell 20CH” (p. 31)
8	Lime 1 Fine	0–255	Fine adjustment of CH 7
9	Amber 1		Same as CH 9 in the mode “RGBMA 2 Cell 20CH” (p. 31)
10	Amber 1 Fine	0–255	Fine adjustment of CH 9
11	Red 2		Same as CH 11 in the mode “RGBMA 2 Cell 20CH” (p. 32)
12	Red 2 Fine	0–255	Fine adjustment of CH 11
13	Green 2		Same as CH 13 in the mode “RGBMA 2 Cell 20CH” (p. 32)
14	Green 2 Fine	0–255	Fine adjustment of CH 13
15	Blue 2		Same as CH 15 in the mode “RGBMA 2 Cell 20CH” (p. 32)
16	Blue 2 Fine	0–255	Fine adjustment of CH 15
17	Lime 2		Same as CH 17 in the mode “RGBMA 2 Cell 20CH” (p. 32)
18	Lime 2 Fine	0–255	Fine adjustment of CH 17
19	Amber 2		Same as CH 19 in the mode “RGBMA 2 Cell 20CH” (p. 32)
20	Amber 2 Fine	0–255	Fine adjustment of CH 19
21	Red 3	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
22	Red 3 Fine	0–255	Fine adjustment of CH 21

CH	Function	DMX	Description
23	Green 3	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
24	Green 3 Fine	0–255	Fine adjustment of CH 23
25	Blue 3	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
26	Blue 3 Fine	0–255	Fine adjustment of CH 25
27	Lime 3	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
28	Lime 3 Fine	0–255	Fine adjustment of CH 27
29	Amber 3	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
30	Amber 3 Fine	0–255	Fine adjustment of CH 29
31	Red 4	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
32	Red 4 Fine	0–255	Fine adjustment of CH 31
33	Green 4	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
34	Green 4 Fine	0–255	Fine adjustment of CH 33
35	Blue 4	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
36	Blue 4 Fine	0–255	Fine adjustment of CH 35

CH	Function	DMX	Description
37	Lime 4	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
38	Lime 4 Fine	0–255	Fine adjustment of CH 37
39	Amber 4	0–63	0 % … 25 %
		63–127	25 % … 50 %
		127–191	50 % … 75 %
		191–255	75 % … 100 %
		255	100 %
40	Amber 4 Fine	0–255	Fine adjustment of CH 39

Mode Standard 4 Cell 32CH

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 Shutter 47, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 Lime 1 255, CH 8 Amber 1 255, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 Lime 2 255, CH 13 Amber 2 255, CH 14 Red 3 255, CH 15 Green 3 255, CH 16 Blue 3 255, CH 17 Lime 3 255, CH 18 Amber 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 Lime 4 255, CH 23 Amber 4 255, CH 24 Color Temperature 1 0, CH 25 Color Temperature 2 0, CH 26 Color Temperature 3 0, CH 27 Color Temperature 4 0, CH 28 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)
4	Red 1		Same as CH 1 in the mode “RGB 2 Cell 6CH” (p. 27)
5	Green 1		Same as CH 2 in the mode “RGB 2 Cell 6CH” (p. 27)
6	Blue 1		Same as CH 3 in the mode “RGB 2 Cell 6CH” (p. 27)
7	Lime 1		Same as CH 7 in the mode “Standard 2 Cell 20CH” (p. 33)
8	Amber 1		Same as CH 4 in the mode “RGBA 2 Cell 8CH” (p. 29)
9	Red 2		Same as CH 4 in the mode “RGB 2 Cell 6CH” (p. 28)
10	Green 2		Same as CH 5 in the mode “RGB 2 Cell 6CH” (p. 28)
11	Blue 2		Same as CH 6 in the mode “RGB 2 Cell 6CH” (p. 28)
12	Lime 2		Same as CH 12 in the mode “Standard 2 Cell 20CH” (p. 33)
13	Amber 2		Same as CH 8 in the mode “RGBA 2 Cell 8CH” (p. 29)
14	Red 3		Same as CH 7 in the mode “RGB 4 Cell 12CH” (p. 38)
15	Green 3		Same as CH 8 in the mode “RGB 4 Cell 12CH” (p. 38)
16	Blue 3		Same as CH 9 in the mode “RGB 4 Cell 12CH” (p. 38)
17	Lime 3	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %

CH	Function	DMX	Description
17	Lime 3 (continued)	128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
18	Amber 3		Same as CH 12 in the mode “RGBA 4 Cell 16CH” (p. 40)
19	Red 4		Same as CH 10 in the mode “RGB 4 Cell 12CH” (p. 39)
20	Green 4		Same as CH 11 in the mode “RGB 4 Cell 12CH” (p. 39)
21	Blue 4		Same as CH 12 in the mode “RGB 4 Cell 12CH” (p. 39)
22	Lime 4	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 %
23	Amber 4		Same as CH 16 in the mode “RGBA 4 Cell 16CH” (p. 40)
24	Color Temperature 1	0–23	CTO Open: Open
		24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K
		34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K
		38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K
		43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K

CH	Function	DMX	Description
24	Color Temperature 1 (continued)	47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K
		56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K
		66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K
		76	7600 K
		77	7700 K
		78	7800 K
		79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K
		84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
25	Color Temperature 2		Same as CH 15 in the mode “Standard 2 Cell 20CH” (p. 35)
26	Color Temperature 3	0–23	CTO Open: Open

CH	Function	DMX	Description
26	Color Temperature 3 (continued)	24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K
		34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K
		38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K
		43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K
		47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K
		56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K

CH	Function	DMX	Description
26	Color Temperature 3 (continued)	66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K
		76	7600 K
		77	7700 K
		78	7800 K
		79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K
		84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
27	Color Temperature 4	0–23	CTO Open: Open
		24	2400 K
		25	2500 K
		26	2600 K
		27	2700 K
		28	2800 K
		29	2900 K
		30	3000 K
		31	3100 K
		32	3200 K
		33	3300 K
		34	3400 K
		35	3500 K
		36	3600 K
		37	3700 K
		38	3800 K
		39	3900 K
		40	4000 K
		41	4100 K
		42	4200 K

CH	Function	DMX	Description
27	Color Temperature 4 (continued)	43	4300 K
		44	4400 K
		45	4500 K
		46	4600 K
		47	4700 K
		48	4800 K
		49	4900 K
		50	5000 K
		51	5100 K
		52	5200 K
		53	5300 K
		54	5400 K
		55	5500 K
		56	5600 K
		57	5700 K
		58	5800 K
		59	5900 K
		60	6000 K
		61	6100 K
		62	6200 K
		63	6300 K
		64	6400 K
		65	6500 K
		66	6600 K
		67	6700 K
		68	6800 K
		69	6900 K
		70	7000 K
		71	7100 K
		72	7200 K
		73	7300 K
		74	7400 K
		75	7500 K
		76	7600 K
		77	7700 K
		78	7800 K
		79	7900 K
		80	8000 K
		81	8100 K
		82	8200 K
		83	8300 K

CH	Function	DMX	Description
27	Color Temperature 4 (continued)	84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
28	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
29	Effects	0–255	FX Selection 1 to 255
30	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)
31	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
32	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

Mode Extended 4 Cell 61CH

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 Shutter 47, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Lime 1 255, CH 12 Amber 1 255, CH 14 Red 2 255, CH 16 Green 2 255, CH 18 Blue 2 255, CH 20 Lime 2 255, CH 22 Amber 2 255, CH 24 Red 3 255, CH 26 Green 3 255, CH 28 Blue 3 255, CH 30 Lime 3 255, CH 32 Amber 3 255, CH 34 Red 4 255, CH 36 Green 4 255, CH 38 Blue 4 255, CH 40 Lime 4 255, CH 42 Amber 4 255, CH 56 Colors 2 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 15)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Standard 14ch” (p. 18)
4	Red 1		Same as CH 1 in the mode “RGBMA 2 Cell 20CH” (p. 31)
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1		Same as CH 3 in the mode “RGBMA 2 Cell 20CH” (p. 31)
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1		Same as CH 5 in the mode “RGBMA 2 Cell 20CH” (p. 31)
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Lime 1		Same as CH 7 in the mode “RGBMA 2 Cell 20CH” (p. 31)
11	Lime 1 Fine	0–255	Fine adjustment of CH 10
12	Amber 1		Same as CH 9 in the mode “RGBMA 2 Cell 20CH” (p. 31)
13	Amber 1 Fine	0–255	Fine adjustment of CH 12
14	Red 2		Same as CH 11 in the mode “RGBMA 2 Cell 20CH” (p. 32)
15	Red 2 Fine	0–255	Fine adjustment of CH 14
16	Green 2		Same as CH 13 in the mode “RGBMA 2 Cell 20CH” (p. 32)
17	Green 2 Fine	0–255	Fine adjustment of CH 16
18	Blue 2		Same as CH 15 in the mode “RGBMA 2 Cell 20CH” (p. 32)
19	Blue 2 Fine	0–255	Fine adjustment of CH 18
20	Lime 2		Same as CH 17 in the mode “RGBMA 2 Cell 20CH” (p. 32)
21	Lime 2 Fine	0–255	Fine adjustment of CH 20
22	Amber 2		Same as CH 19 in the mode “RGBMA 2 Cell 20CH” (p. 32)
23	Amber 2 Fine	0–255	Fine adjustment of CH 22
24	Red 3		Same as CH 21 in the mode “RGBMA 4 Cell 40CH” (p. 42)
25	Red 3 Fine	0–255	Fine adjustment of CH 24

CH	Function	DMX	Description
26	Green 3		Same as CH 23 in the mode “RGBMA 4 Cell 40CH” (p. 43)
27	Green 3 Fine	0–255	Fine adjustment of CH 26
28	Blue 3		Same as CH 25 in the mode “RGBMA 4 Cell 40CH” (p. 43)
29	Blue 3 Fine	0–255	Fine adjustment of CH 28
30	Lime 3		Same as CH 27 in the mode “RGBMA 4 Cell 40CH” (p. 43)
31	Lime 3 Fine	0–255	Fine adjustment of CH 30
32	Amber 3		Same as CH 29 in the mode “RGBMA 4 Cell 40CH” (p. 43)
33	Amber 3 Fine	0–255	Fine adjustment of CH 32
34	Red 4		Same as CH 31 in the mode “RGBMA 4 Cell 40CH” (p. 43)
35	Red 4 Fine	0–255	Fine adjustment of CH 34
36	Green 4		Same as CH 33 in the mode “RGBMA 4 Cell 40CH” (p. 43)
37	Green 4 Fine	0–255	Fine adjustment of CH 36
38	Blue 4		Same as CH 35 in the mode “RGBMA 4 Cell 40CH” (p. 43)
39	Blue 4 Fine	0–255	Fine adjustment of CH 38
40	Lime 4		Same as CH 37 in the mode “RGBMA 4 Cell 40CH” (p. 44)
41	Lime 4 Fine	0–255	Fine adjustment of CH 40
42	Amber 4		Same as CH 39 in the mode “RGBMA 4 Cell 40CH” (p. 44)
43	Amber 4 Fine	0–255	Fine adjustment of CH 42
44	Color Temperature 1		Same as CH 24 in the mode “Extended 2 Cell 35CH” (p. 37)
45	Color Temperature 1 Fine	0–255	Fine adjustment of CH 44
46	Color Temperature 2		Same as CH 26 in the mode “Extended 2 Cell 35CH” (p. 37)
47	Color Temperature 2 Fine	0–255	Fine adjustment of CH 46
48	Color Temperature 3	0–24	Open
		24–255	2400k to 8500k (2400–8500 K)
49	Color Temperature 3 Fine	0–255	Fine adjustment of CH 48
50	Color Temperature 4	0–24	Open
		24–255	2400k to 8500k (2400–8500 K)
51	Color Temperature 4 Fine	0–255	Fine adjustment of CH 50
52	Tint 1		Same as CH 28 in the mode “Extended 2 Cell 35CH” (p. 37)
53	Tint 2		Same as CH 29 in the mode “Extended 2 Cell 35CH” (p. 37)
54	Tint 3	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
55	Tint 4	0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
56	Colors 2		Same as CH 10 in the mode “Standard 14ch” (p. 20)
57	Effects	0–255	FX Selection 1 to 255
58	Effects Speed		Same as CH 12 in the mode “Standard 14ch” (p. 21)

CH	Function	DMX	Description
59	Effects Adjust 1		Same as CH 13 in the mode “Standard 14ch” (p. 22)
60	Dimmer Mode		Same as CH 21 in the mode “Extended 22ch” (p. 26)
61	Function		Same as CH 14 in the mode “Standard 14ch” (p. 23)

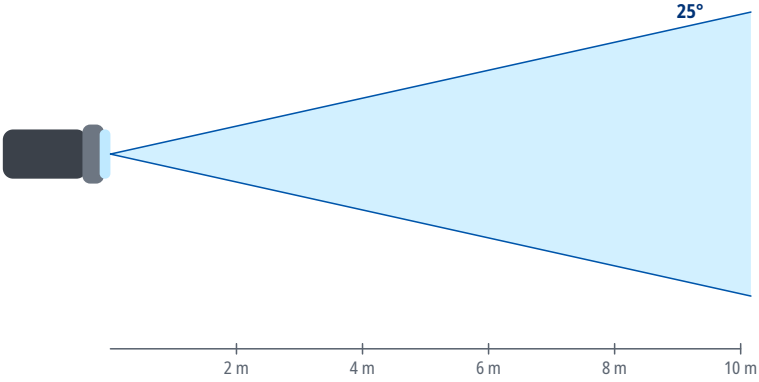
9 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x22A6, device model ID 0x006C)
Power connectors	powerCON TRUE1 IN, powerCONTRUE1TOP OUT
Weight	6.7 kg
Operating temperature	-15 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	1–10 Hz
LED frequency	900–25000 Hz
Color wheel 2 rotation	up to 7200 °/s (1200 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.

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.