DMX REFERENCE

KL Par FC

Elation



Manufacturer	Elation
GDTF file	Elation_KL_Par_FC_168778.gdtf
GDTF revision	26-10-11 Release · 2026-11-10
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1 About this manual

This document describes the KL Par FC by Elation. It was compiled from the GDTF file Elation_KL_Par_FC_168778.gdtf from the GDTF-Share library.

File revision: “26-10-11 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 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Dim 1Ch	1	512	1, 2, 3, 4, ...
Dim Color 6Ch	6	85	1, 7, 13, 19, ...
Std 11Ch	11	46	1, 12, 23, 34, ...
Leg Ext 18Ch	18	28	1, 19, 37, 55, ...
Ext 19Ch	19	26	1, 20, 39, 58, ...
CMY 9Ch	9	56	1, 10, 19, 28, ...
Leg CMY Ext 14Ch	14	36	1, 15, 29, 43, ...
CMY Ext 15Ch	15	34	1, 16, 31, 46, ...
RGB 6Ch	6	85	1, 7, 13, 19, ...
RGBMA 10Ch	10	51	1, 11, 21, 31, ...



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 KL PAR FC™ is a compact full-color-spectrum LED fixture that provides high output, precise color temperature control, full-spectrum color rendering, and even wash coverage. Offering powerful color intensity and a wide array of saturated and pastel colors from its efficient RGBMA engine, it is also

optimized for the tunable white light requirements of Film and Television.”

5 Installation

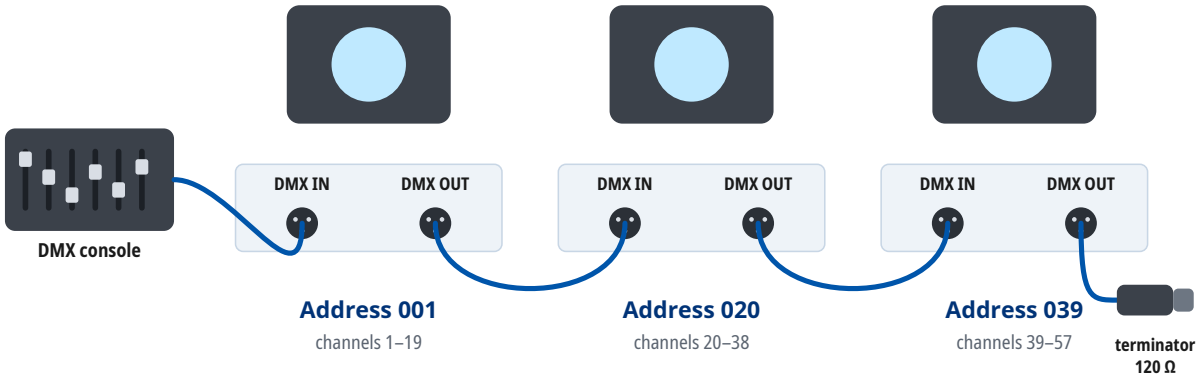
⚠ **WARNING**

- 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 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 Ext 19Ch: every unit occupies 19 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

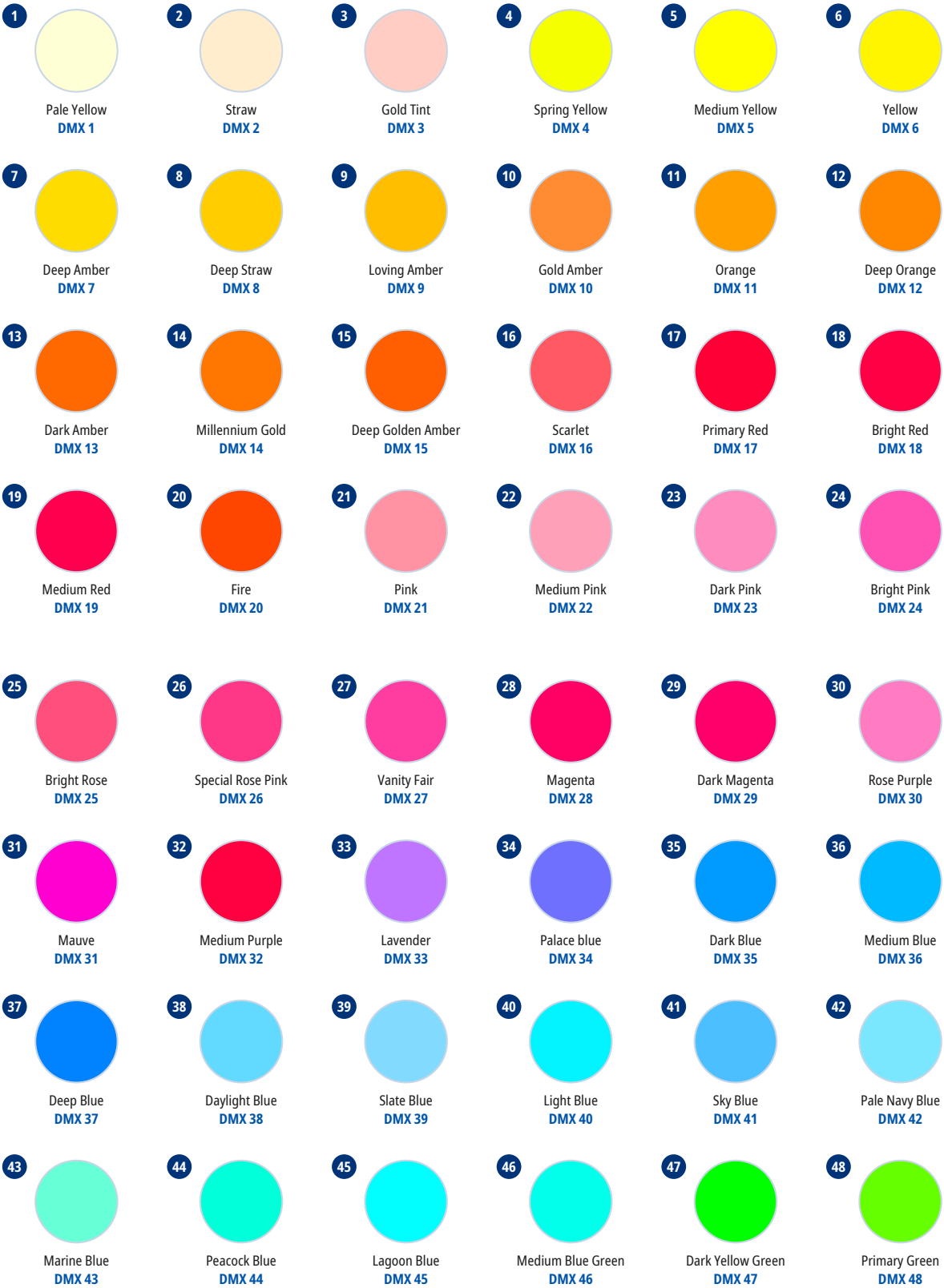
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Ext 19Ch”: 19.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Ext 19Ch”, you can use, for example, the start addresses 1, 20, 39, 58.
- 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

	Dim 1Ch 1 channel	Dim Color 6Ch 6 channels	Std 11Ch 11 channels	Leg Ext 18Ch 18 channels	Ext 19Ch 19 channels	CMY 9Ch 9 channels	Leg CMY Ext 14Ch 14 channels	CMY Ext 15Ch 15 channels
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe		3	3	3	3	3	3	3
Color mixing			4–8	5× (4–12)	5× (4–12)	4–6	4, 6, 8	4, 6, 8
Color temperature		4	9	14	14	7	10	10
Color wheel		5	10	15	17	8	11	13

Color wheel 1



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 0–24**

2 2400 K **DMX 24**

3 2500 K **DMX 25**

4 2600 K **DMX 26**

5 2700 K **DMX 27**

6 2800 K **DMX 28**

7 2900 K **DMX 29**

8 3000 K **DMX 30**

9 3100 K **DMX 31**

10 3200 K **DMX 32**

11 3300 K **DMX 33**

12 3400 K **DMX 34**

13 3500 K **DMX 35**

14 3600 K **DMX 36**

15 3700 K **DMX 37**

16 3800 K **DMX 38**

17 3900 K **DMX 39**

18 4000 K **DMX 40**

19 4100 K **DMX 41**

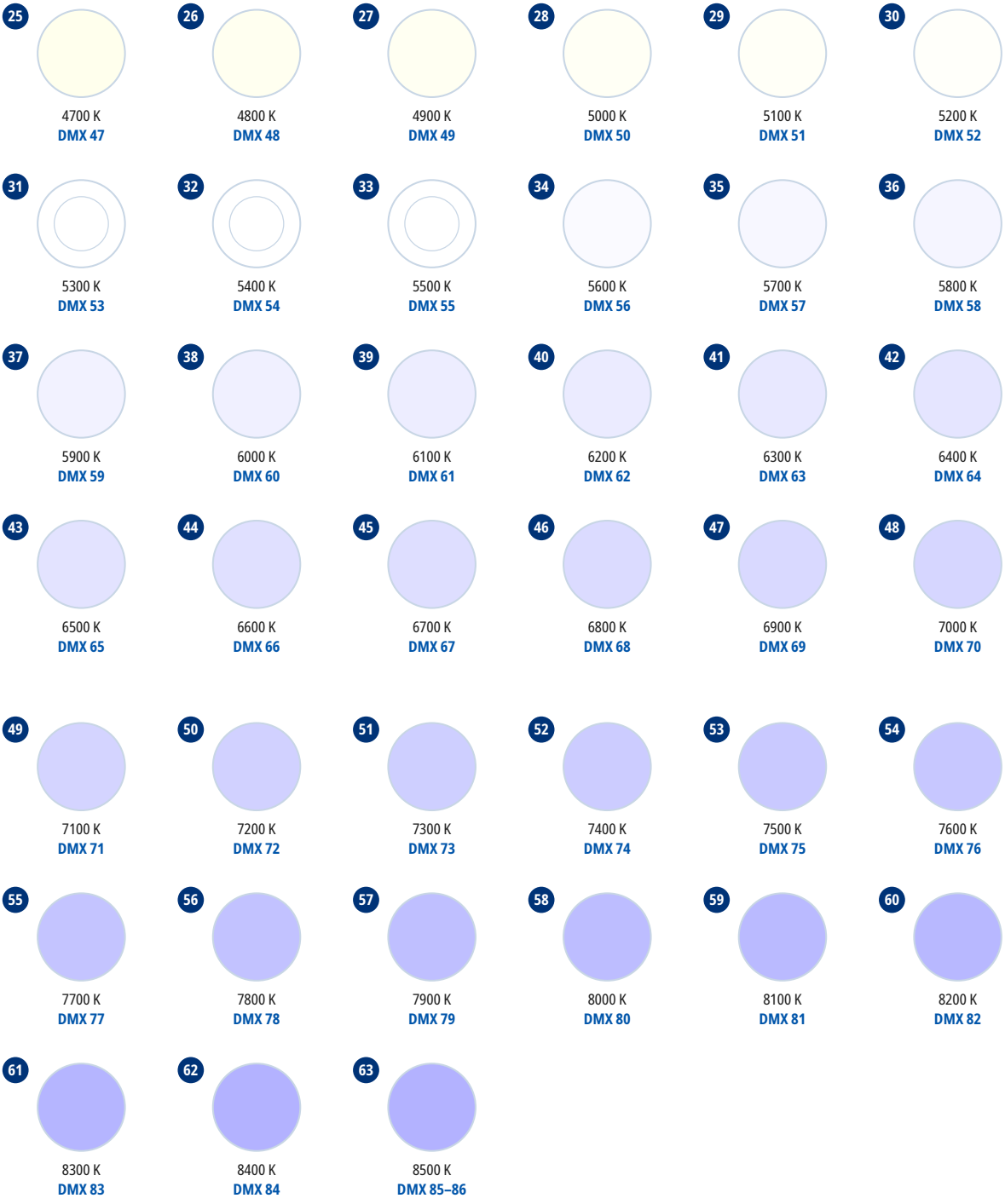
20 4200 K **DMX 42**

21 4300 K **DMX 43**

22 4400 K **DMX 44**

23 4500 K **DMX 45**

24 4600 K **DMX 46**


25
4700 K
DMX 47
26
4800 K
DMX 48
27
4900 K
DMX 49
28
5000 K
DMX 50
29
5100 K
DMX 51
30
5200 K
DMX 52
31
5300 K
DMX 53
32
5400 K
DMX 54
33
5500 K
DMX 55
34
5600 K
DMX 56
35
5700 K
DMX 57
36
5800 K
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37
5900 K
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38
6000 K
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39
6100 K
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6200 K
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6700 K
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6800 K
DMX 68
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6900 K
DMX 69
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7000 K
DMX 70
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7100 K
DMX 71
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7200 K
DMX 72
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7300 K
DMX 73
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7400 K
DMX 74
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DMX 75
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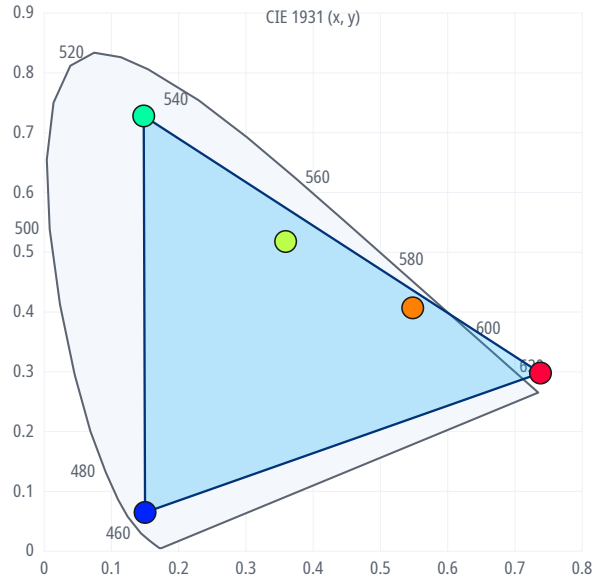
7600 K
DMX 76
55
7700 K
DMX 77
56
7800 K
DMX 78
57
7900 K
DMX 79
58
8000 K
DMX 80
59
8100 K
DMX 81
60
8200 K
DMX 82
61
8300 K
DMX 83
62
8400 K
DMX 84
63
8500 K
DMX 85–86

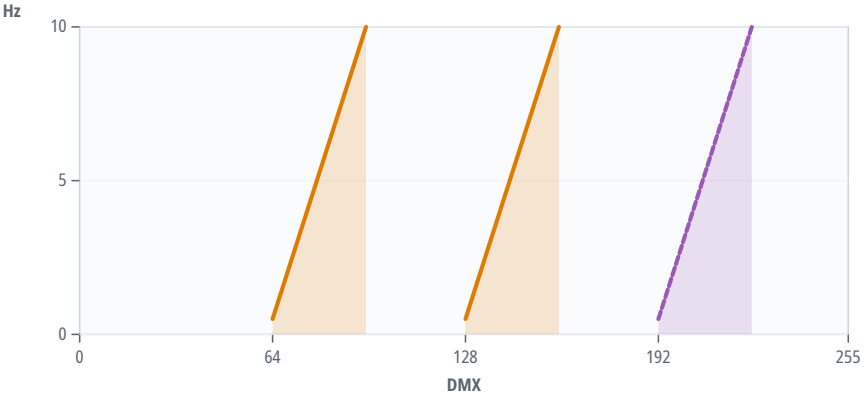
LED colors and the colors they mix



LED	x	y	nm
Red	0.738	0.298	624
Green	0.148	0.728	524
Blue	0.150	0.065	456
Mint	0.359	0.518	561
Amber	0.548	0.407	591

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

Strobe rate



CH 3 · Leg Ext 18Ch

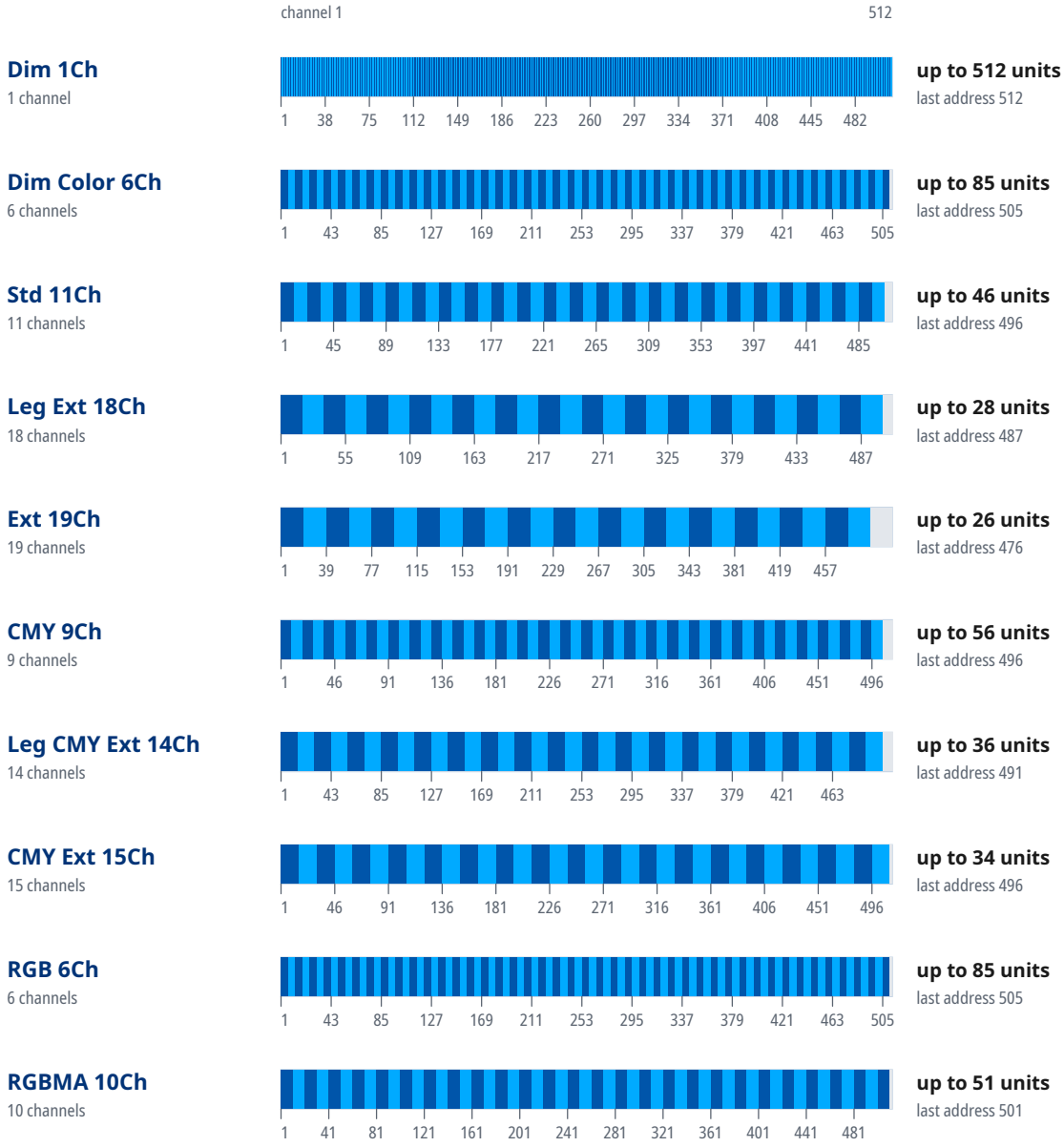
64–95: 0.5–10 Hz
Strobe Min to Max

128–159: 0.5–10 Hz
Strobe Pulse Min to Max

192–223: 0.5–10 Hz
Random Strobe Min to Max

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Ext 19Ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	96	11	191	16	286
2	20	7	115	12	210	17	305
3	39	8	134	13	229	18	324
4	58	9	153	14	248	19	343
5	77	10	172	15	267	20	362

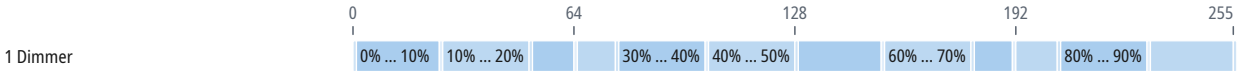
RDM personalities

Mode	Channels	RDM personality
Dim 1Ch	1	1
Dim Color 6Ch	6	2
Std 11Ch	11	3
Leg Ext 18Ch	18	4
Ext 19Ch	19	5
CMY 9Ch	9	5
Leg CMY Ext 14Ch	14	6
CMY Ext 15Ch	15	7
RGB 6Ch	6	8
RGBMA 10Ch	10	9

Mode Dim 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%
		1–24	0% ... 10%
		25	10%
		26–50	10% ... 20%
		51	20%
		52–63	20% ... 25%
		64	25%
		65–75	25% ... 30%
		76	30%
		77–101	30% ... 40%
		102	40%
		103–127	40% ... 50%
		128	50%
		129–152	50% ... 60%
		153	60%
		154–178	60% ... 70%
		179	70%
		180–190	70% ... 75%
		191	75%
		192–203	75% ... 80%
		204	80%

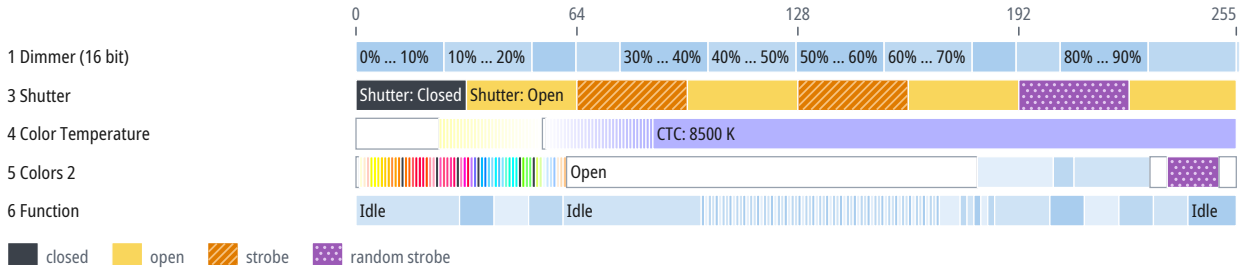
CH	Function	DMX	Description
1	Dimmer (continued)	205–229	80% … 90%
		230	90%
		231–254	90% … 100%
		255	100%

Mode Dim Color 6Ch

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 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Color Temperature 0, CH 5 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–25	0% … 10%
		25–51	10% … 20%
		51–63	20% … 25%
		64–76	25% … 30%
		76–102	30% … 40%
		102–127	40% … 50%
		128–153	50% … 60%
		153–179	60% … 70%
		179–191	70% … 75%
		191	75%
		192–204	75% … 80%
		204–230	80% … 90%
		230–255	90% … 100%
		255	100%
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64–95	Strobe Min to Max (0.5–10 Hz)
		96–127	Shutter Open: Open
		128–159	Strobe Pulse Min to Max (0.5–10 Hz)
		160–191	Shutter Open_: Open
		192–223	Random Strobe Min to Max (0.5–10 Hz)

CH	Function	DMX	Description
3	Shutter (continued)	224–255	Shutter Open__: Open
4	Color Temperature	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
		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

CH	Function	DMX	Description
4	Color Temperature (continued)	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	CTC continuous: 8500 K
		86–255	CTC: 8500 K
5	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

CH	Function	DMX	Description
5	Colors 2 (continued)	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
		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

CH	Function	DMX	Description
5	Colors 2 (continued)	61–179	Open
		180–201	CCW fast to slow (360–10 °/s)
		202–207	Color 1 Wheel Spin: Stop
		208–229	CCW slow to fast (10–360 °/s)
		230–234	Open
		235–249	Random Fast to Slow
		250–255	Open
6	Function	0–29	Idle
		30–39	Fan Mode Auto
		40–49	Fan Mode Silent
		50–59	Fan Mode High
		60–99	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
6	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
		169–174	Color tuning/ Output Balance: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity

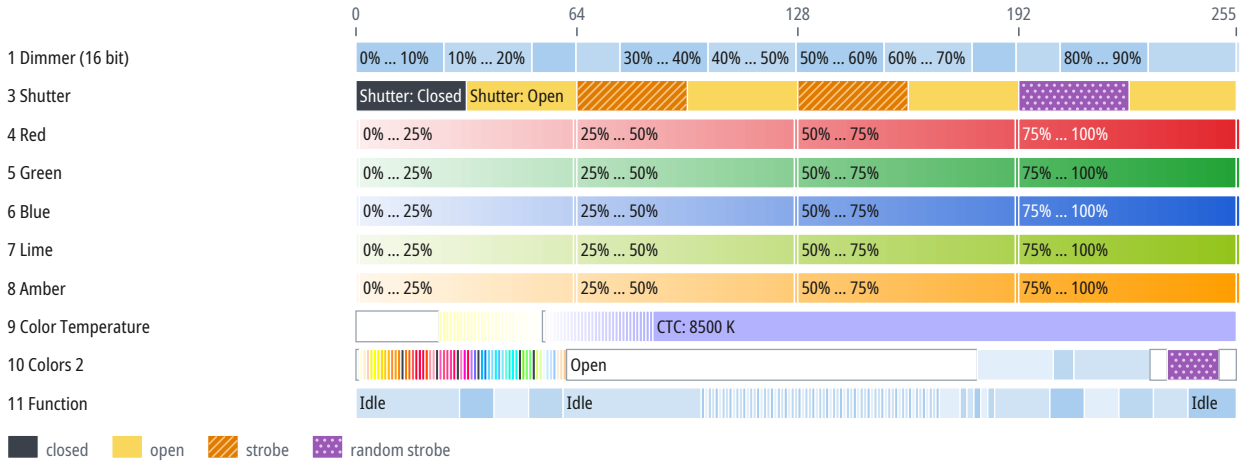
CH	Function	DMX	Description
6	Function (continued)	179–180	Highest Output (Default)
		181–182	Bright (Highest Output Default)
		183–184	Uniform (Elation Full Spectrum Match)
		185–200	Color tuning/ Output Balance: Idle
		201–210	Dimmer Curve Linear (Default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–255	Idle

Mode Std 11Ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 8 Amber 255, CH 9 Color Temperature 0, CH 10 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	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%

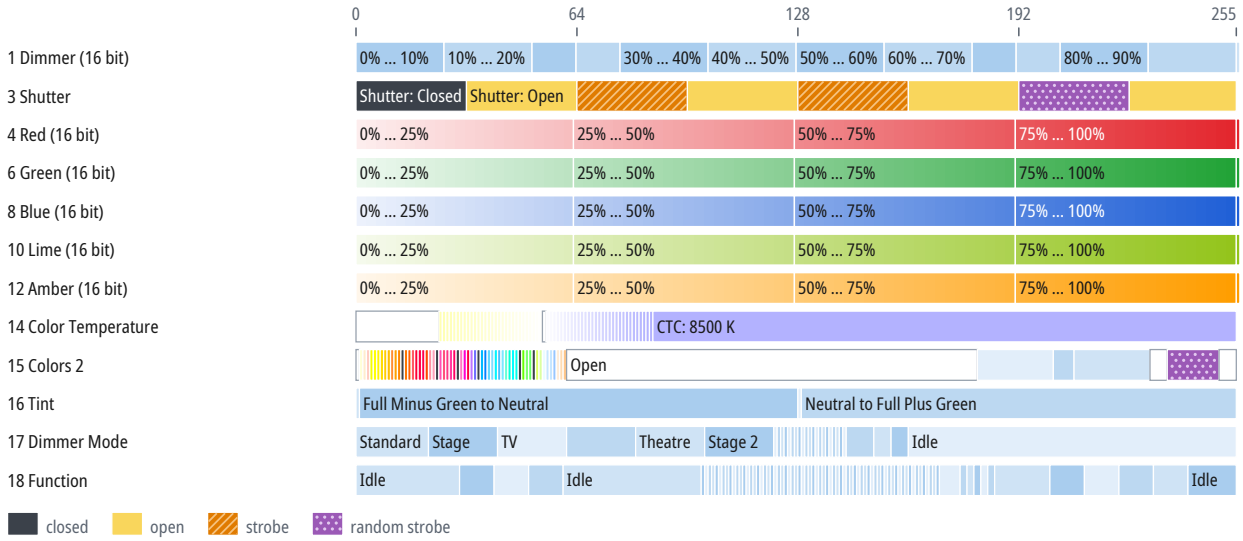
CH	Function	DMX	Description
5	Green	0	0%
		1–62	0% … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
6	Blue	0	0%
		1–62	0% … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
7	Lime	0	0%
		1–62	0% … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
8	Amber	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	Color Temperature		Same as CH 4 in the mode “Dim Color 6Ch” (p. 14)
10	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
11	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 17)

Mode Leg Ext 18Ch

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 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Lime 255, CH 12 Amber 255, CH 14 Color Temperature 0, CH 15 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	Red	0–63	0% ... 25%
		63–127	25% ... 50%
		127–191	50% ... 75%
		191–255	75% ... 100%
		255	100%
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–63	0% ... 25%
		63–127	25% ... 50%
		127–191	50% ... 75%
		191–255	75% ... 100%
		255	100%
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–63	0% ... 25%
		63–127	25% ... 50%
		127–191	50% ... 75%
		191–255	75% ... 100%
		255	100%
9	Blue Fine	0–255	Fine adjustment of CH 8

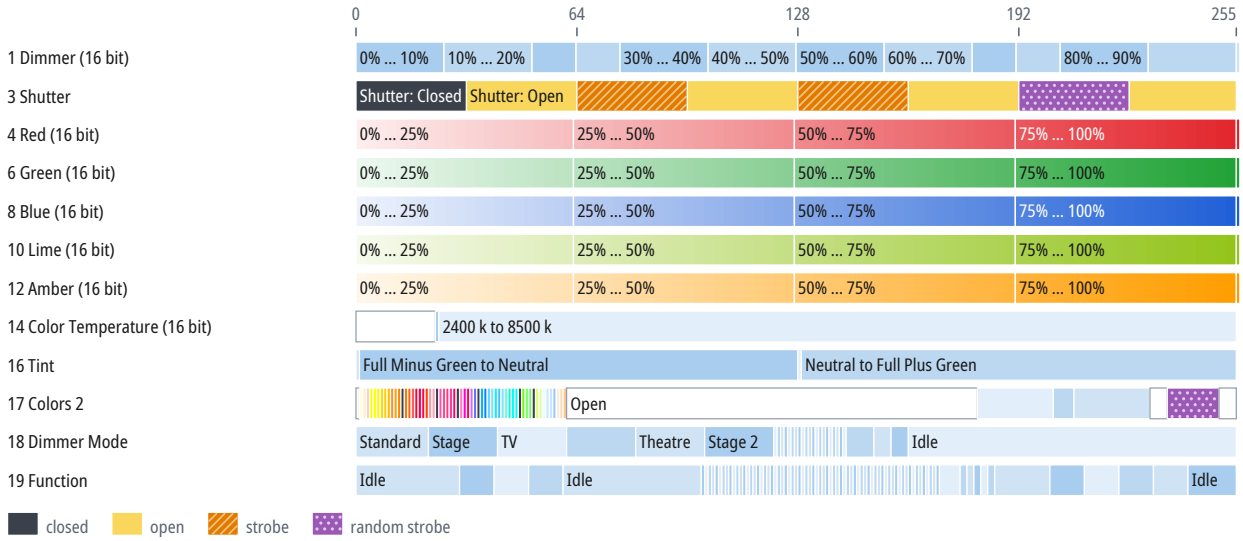
CH	Function	DMX	Description
10	Lime	0–63	0% ... 25%
		63–127	25% ... 50%
		127–191	50% ... 75%
		191–255	75% ... 100%
		255	100%
11	Lime Fine	0–255	Fine adjustment of CH 10
12	Amber	0–63	0% ... 25%
		63–127	25% ... 50%
		127–191	50% ... 75%
		191–255	75% ... 100%
		255	100%
13	Amber Fine	0–255	Fine adjustment of CH 12
14	Color Temperature		Same as CH 4 in the mode “Dim Color 6Ch” (p. 14)
15	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
16	Tint		Green Shift
		0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
17	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121–130	0...9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–149	Idle
		150–154	DTW ON
		155–159	DTW OFF
		160–255	Idle
18	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 17)

Mode Ext 19Ch

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 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Lime 255, CH 12 Amber 255, CH 14 Color Temperature 0, CH 17 Colors 2 0.

Channel functions at a glance



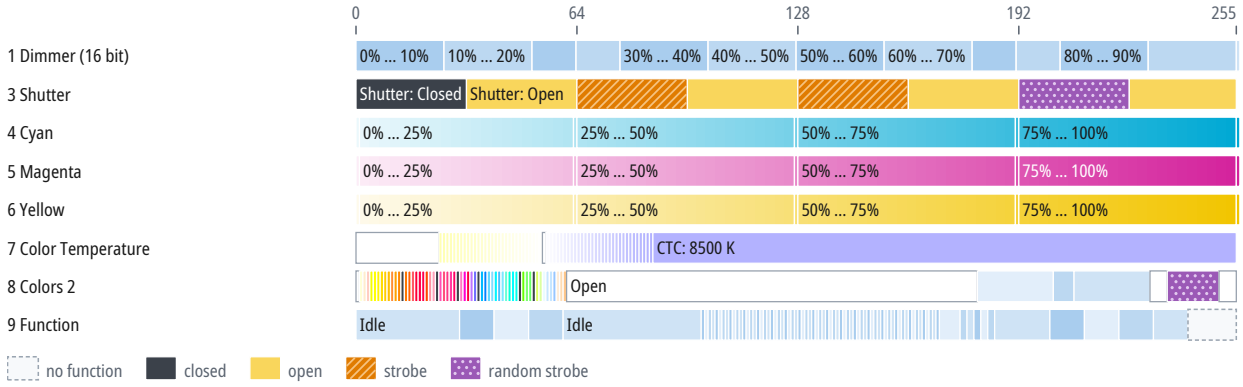
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	Red		Same as CH 4 in the mode “Leg Ext 18Ch” (p. 21)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “Leg Ext 18Ch” (p. 21)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “Leg Ext 18Ch” (p. 21)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Lime		Same as CH 10 in the mode “Leg Ext 18Ch” (p. 22)
11	Lime Fine	0–255	Fine adjustment of CH 10
12	Amber		Same as CH 12 in the mode “Leg Ext 18Ch” (p. 22)
13	Amber Fine	0–255	Fine adjustment of CH 12
14	Color Temperature	0–23	CTC Open: Open
		23–24	CTC Open
		24–255	2400 k to 8500 k (2400–8500 K)
15	Color Temperature Fine	0–255	Fine adjustment of CH 14
16	Tint		Same as CH 16 in the mode “Leg Ext 18Ch” (p. 22)
17	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
18	Dimmer Mode		Same as CH 17 in the mode “Leg Ext 18Ch” (p. 22)
19	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 17)

Mode CMY 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 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 Color Temperature 0, CH 8 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	Cyan	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	Magenta	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	Yellow	0	0%
		1–62	0% ... 25%
		63	25%
		64–126	25% ... 50%

CH	Function	DMX	Description
6	Yellow (continued)	127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
7	Color Temperature		Same as CH 4 in the mode “Dim Color 6Ch” (p. 14)
8	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
9	Function	0–29	Idle
		30–39	Fan Mode Auto
		40–49	Fan Mode Silent
		50–59	Fan Mode High
		60–99	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
9	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
		169–174	Color tuning/ Output Balance: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity

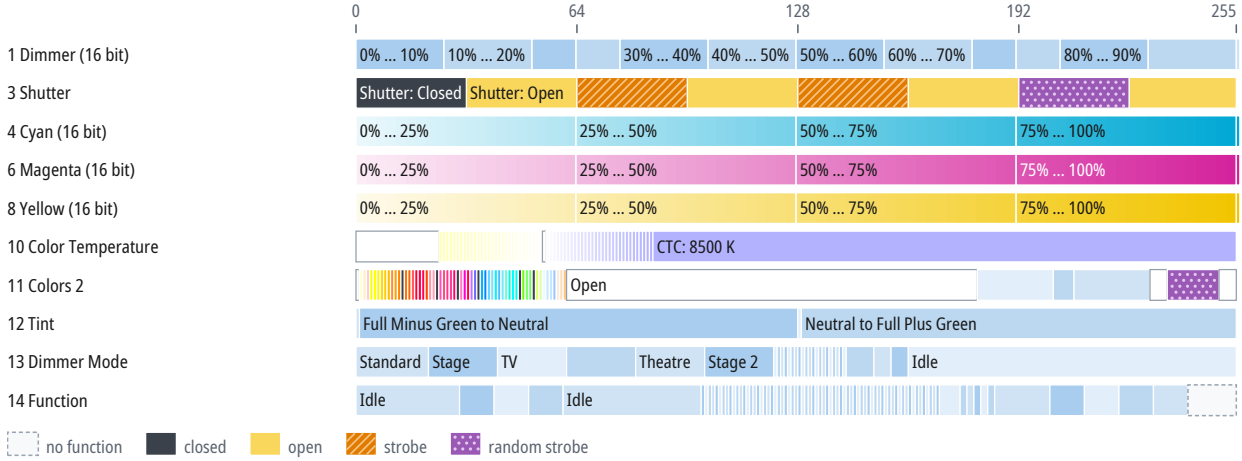
CH	Function	DMX	Description
9	Function (continued)	179–180	Highest Output (Default)
		181–182	Bright (Highest Output Default)
		183–184	Uniform (Elation Full Spectrum Match)
		185–200	Color tuning/ Output Balance: Idle
		201–210	Dimmer Curve Linear (Default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–255	No Feature: Idle

Mode Leg CMY Ext 14Ch

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 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Cyan 0, CH 6 Magenta 0, CH 8 Yellow 0, CH 10 Color Temperature 0, CH 11 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	Cyan	0–63	0% … 25%
		63	25%
		64–127	25% … 50%
		127	50%
		128–191	50% … 75%
		191	75%
		192–255	75% … 100%
		255	100%
5	Cyan Fine	0–255	Fine adjustment of CH 4

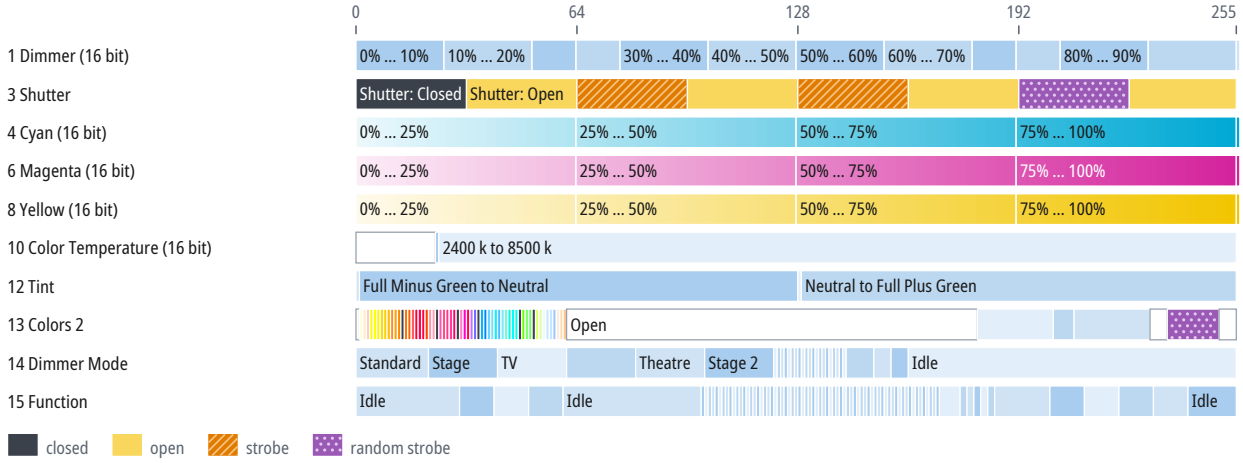
CH	Function	DMX	Description
6	Magenta	0–63	0% … 25%
		63	25%
		64–127	25% … 50%
		127	50%
		128–191	50% … 75%
		191	75%
		192–255	75% … 100%
		255	100%
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow	0–63	0% … 25%
		63	25%
		64–127	25% … 50%
		127	50%
		128–191	50% … 75%
		191	75%
		192–255	75% … 100%
		255	100%
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	Color Temperature		Same as CH 4 in the mode “Dim Color 6Ch” (p. 14)
11	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
12	Tint		Same as CH 16 in the mode “Leg Ext 18Ch” (p. 22)
13	Dimmer Mode		Same as CH 17 in the mode “Leg Ext 18Ch” (p. 22)
14	Function		Same as CH 9 in the mode “CMY 9Ch” (p. 25)

Mode CMY Ext 15Ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Cyan 0, CH 6 Magenta 0, CH 8 Yellow 0, CH 10 Color Temperature 0, CH 13 Colors 2 0.

Channel functions at a glance



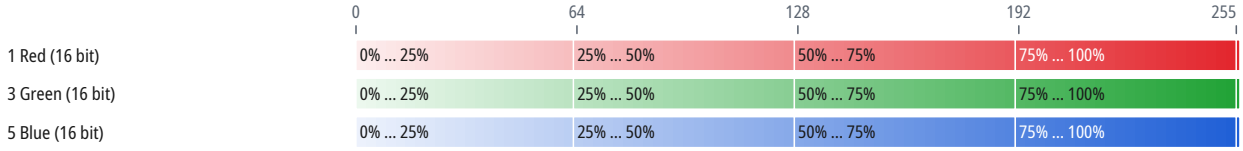
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dim Color 6Ch” (p. 13)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 13)
4	Cyan		Same as CH 4 in the mode “Leg CMY Ext 14Ch” (p. 27)
5	Cyan Fine	0–255	Fine adjustment of CH 4
6	Magenta		Same as CH 6 in the mode “Leg CMY Ext 14Ch” (p. 28)
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow		Same as CH 8 in the mode “Leg CMY Ext 14Ch” (p. 28)
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	Color Temperature		Same as CH 14 in the mode “Ext 19Ch” (p. 23)
11	Color Temperature Fine	0–255	Fine adjustment of CH 10
12	Tint		Same as CH 16 in the mode “Leg Ext 18Ch” (p. 22)
13	Colors 2		Same as CH 5 in the mode “Dim Color 6Ch” (p. 15)
14	Dimmer Mode		Same as CH 17 in the mode “Leg Ext 18Ch” (p. 22)
15	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 17)

Mode RGB 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 1 Red 255, CH 3 Green 255, CH 5 Blue 255.

Channel functions at a glance



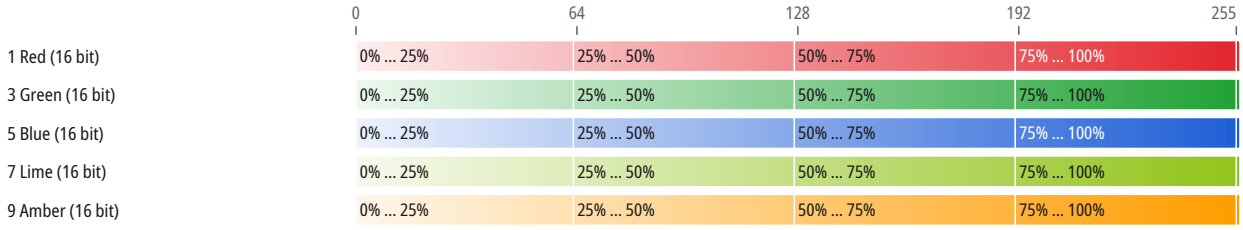
CH	Function	DMX	Description
1	Red		Same as CH 4 in the mode “Leg Ext 18Ch” (p. 21)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 6 in the mode “Leg Ext 18Ch” (p. 21)
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 8 in the mode “Leg Ext 18Ch” (p. 21)
6	Blue Fine	0–255	Fine adjustment of CH 5

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 4 in the mode “Leg Ext 18Ch” (p. 21)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 6 in the mode “Leg Ext 18Ch” (p. 21)
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 8 in the mode “Leg Ext 18Ch” (p. 21)
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime		Same as CH 10 in the mode “Leg Ext 18Ch” (p. 22)
8	Lime Fine	0–255	Fine adjustment of CH 7
9	Amber		Same as CH 12 in the mode “Leg Ext 18Ch” (p. 22)
10	Amber Fine	0–255	Fine adjustment of CH 9

10 Technical specifications

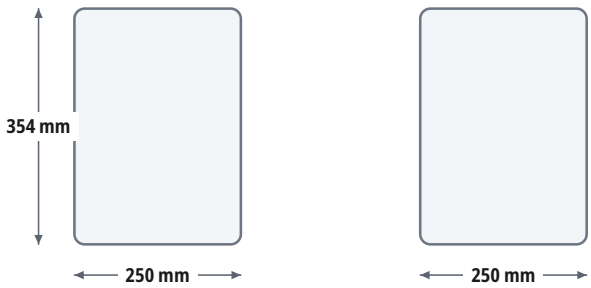
Parameter	Value
Light	
Light source	LED
LED power	280 W
Luminous flux	11,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	92
Optics	
Beam angle	22°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x001E)
Dimensions and construction	
Weight	7 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

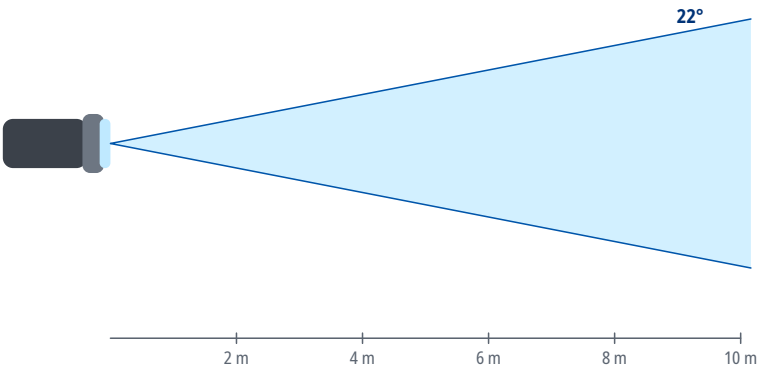
Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	0.5–10 Hz
LED frequency	900–25000 Hz
Color wheel 1 rotation	up to 7200 °/s (1200 rpm)

Dimensions

weight 7 kg



Spot diameter



Distance	Ø 22°
2 m	0.78 m
4 m	1.6 m
6 m	2.3 m
8 m	3.1 m
10 m	3.9 m
15 m	5.8 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.