DMX REFERENCE

KL Par IP Compact OPS

Elation

Manufacturer	Elation
GDTF file	Elation_KL_Par_IP_Compact_OPS_136604.gdtf
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1 About this manual

This document describes the KL Par IP Compact OPS by Elation. It was compiled from the GDTF file Elation_KL_Par_IP_Compact_OPS_136604.gdtf from the GDTF-Share library.

File revision: “26-01-04 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	5.5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Dim 1Ch	1	512	1, 2, 3, 4, ...
Dimmer/ CCT 4CH	4	128	1, 5, 9, 13, ...
Dim Color 6Ch	6	85	1, 7, 13, 19, ...
RGBMA 10CH	10	51	1, 11, 21, 31, ...
Std 11Ch	11	46	1, 12, 23, 34, ...
Extended 19CH	19	26	1, 20, 39, 58, ...
CMY 9Ch	14	36	1, 15, 29, 43, ...
CMY Extended 15CH	15	34	1, 16, 31, 46, ...



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ CAUTION

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

⚠ CAUTION

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

⚠ CAUTION

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

4 Product description

Description in the GDTF file

“Compact, powerful, and versatile, the KL PAR IP COMPACT delivers exceptional lighting performance in a small, rugged package. Designed for any environment, this IP65-rated LED fixture offers precise color temperature control, full-spectrum rendering, and consistent wash coverage, powered by a highly efficient RGBMA engine that provides up to 5,474 lumens.”

5 Installation

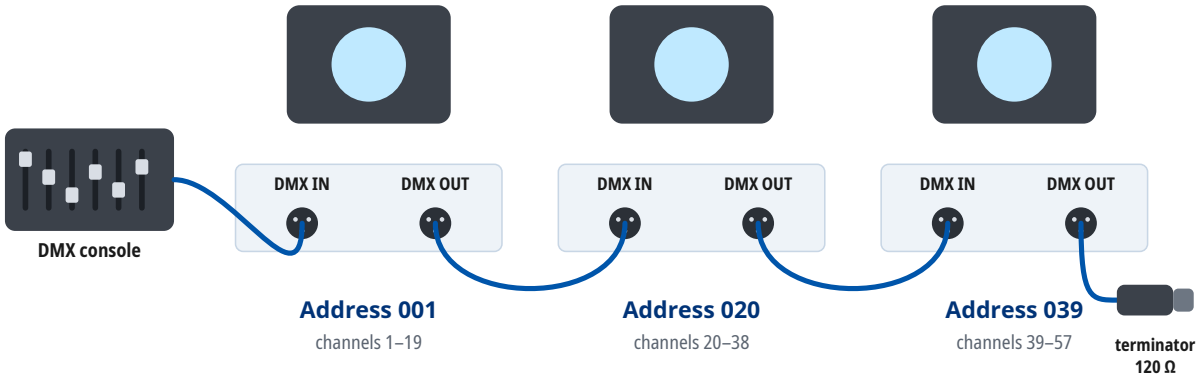
⚠ **WARNING**

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

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended 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

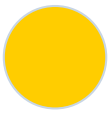
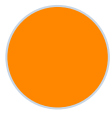
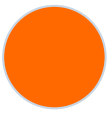
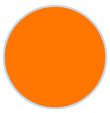
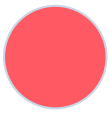
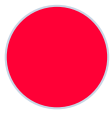
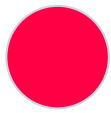
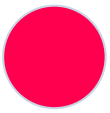
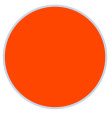
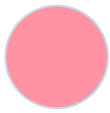
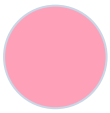
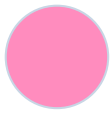
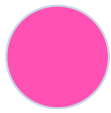
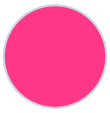
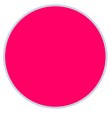
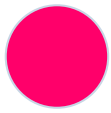
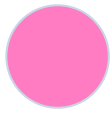
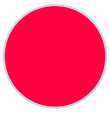
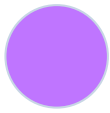
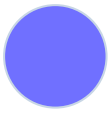
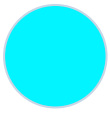
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended 19CH”: 19.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Extended 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	Dimmer/ CCT 4CH 4 channels	Dim Color 6Ch 6 channels	RGBMA 10CH 10 channels	Std 11Ch 11 channels	Extended 19CH 19 channels	CMY 9Ch 14 channels	CMY Extended 15CH 15 channels
Dimmer	1	1	1	✓	1	1	1	1
Dimmer resolution	8 bit	16 bit	16 bit		16 bit	16 bit	16 bit	16 bit
Shutter / strobe			3		3	3	3	3
Color mixing				5× (1–9)	4–8	5× (4–12)	4, 6, 8	4, 6, 8
Color temperature		3				14		10
Color wheel			4, 5		9, 10	17	10, 11	12

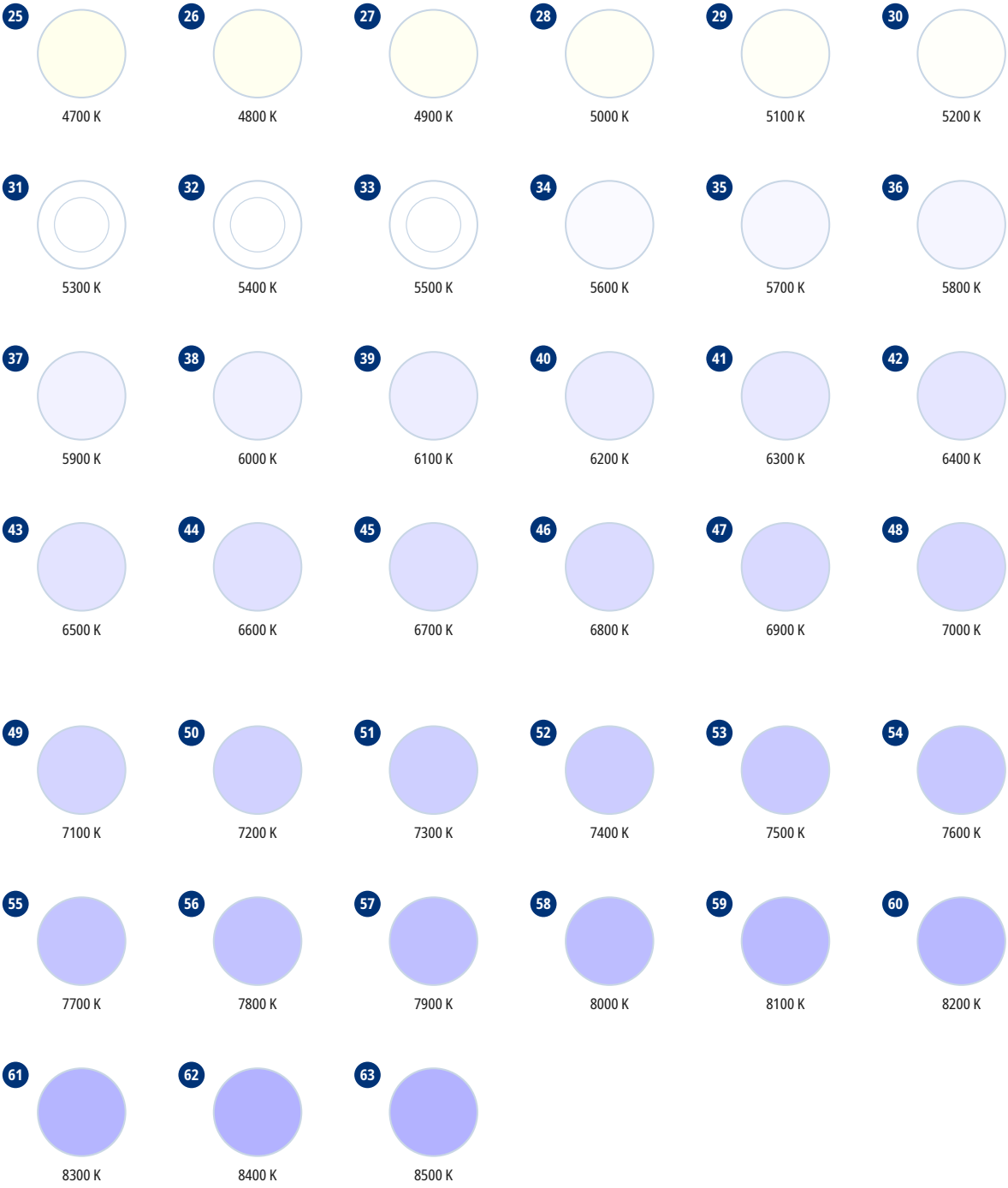
Color wheel 1

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

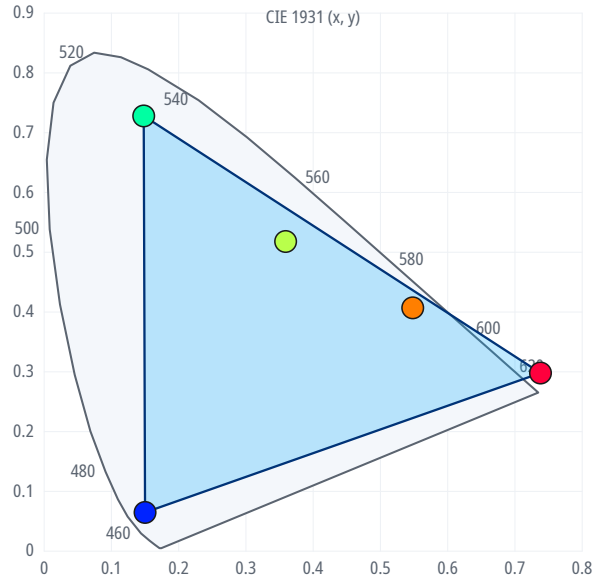
49 Fern Green DMX 49
50 Moss Green DMX 50
51 Dark Green DMX 51
52 Lime Green DMX 52
53 Pale Green DMX 53
54 Quarter CT Blue DMX 54
55 Half CT Blue DMX 55
56 Full CT Blue DMX 56
57 Double CT Blue DMX 57
58 Quarter CT Orange DMX 58
59 Half CT Orange DMX 59
60 LEE 204 - Full C T Orange DMX 60–61
61 Open DMX 0–1

Color wheel 2

1 Open
2 2400 K
3 2500 K
4 2600 K
5 2700 K
6 2800 K
7 2900 K
8 3000 K
9 3100 K
10 3200 K
11 3300 K
12 3400 K
13 3500 K
14 3600 K
15 3700 K
16 3800 K
17 3900 K
18 4000 K
19 4100 K
20 4200 K
21 4300 K
22 4400 K
23 4500 K
24 4600 K


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8400 K
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8500 K

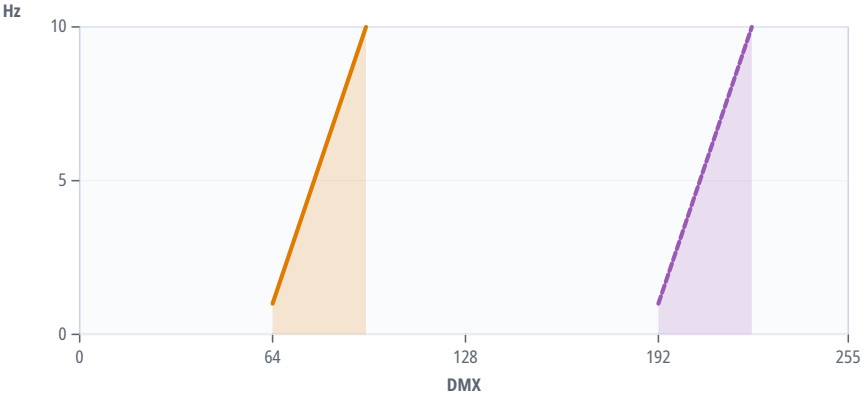
LED colors and the colors they mix



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



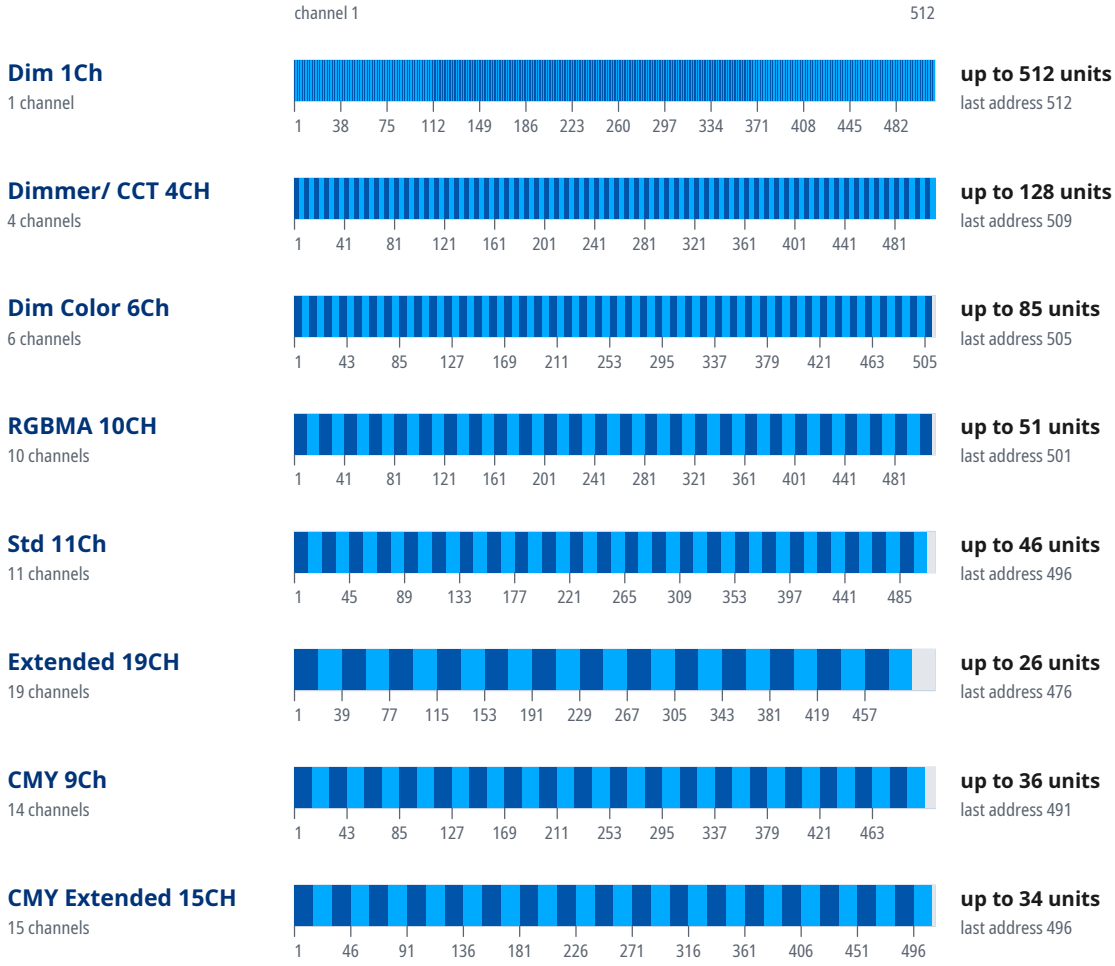
CH 3 · Extended 19CH

64–95: 1–10 Hz
Strobe effect - slow to fast

192–223: 1–10 Hz
Random strobe effect - slow to fast

9 DMX channels

Units in one DMX universe



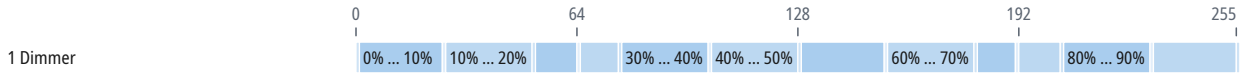
Start addresses of 20 units in the mode “Extended 19CH”

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

Mode Dim 1Ch

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

Channel functions at a glance



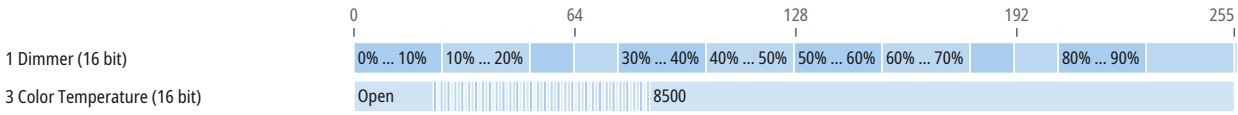
CH	Function	DMX	Description
1	Dimmer	0	0%
		1–24	0% … 10%
		25	10%
		26–50	10% … 20%
		51	20%
		52–63	20% … 25%
		64	25%
		65–75	25% … 30%
		76	30%
		77–101	30% … 40%
		102	40%
		103–127	40% … 50%
		128	50%
		129–152	50% … 60%
		153	60%
		154–178	60% … 70%
		179	70%
		180–190	70% … 75%
		191	75%
		192–203	75% … 80%
		204	80%
		205–229	80% … 90%
		230	90%
		231–254	90% … 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.

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%

CH	Function	DMX	Description
1	Dimmer (continued)	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	Color Temperature	0–24	Open
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900
		30	3000
		31	3100
		32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200
		43	4300
		44	4400
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200
		53	5300

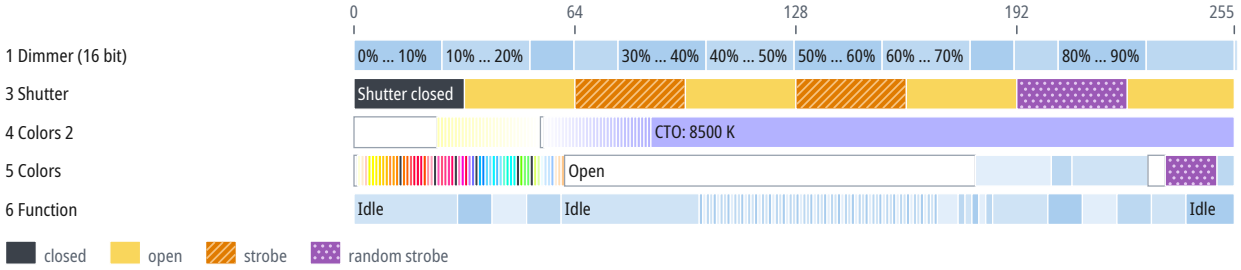
CH	Function	DMX	Description
3	Color Temperature (continued)	54	5400
		55	5500
		56	5600
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000
		71	7100
		72	7200
		73	7300
		74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83	8300
		84	8400
		85–255	8500
4	Color Temperature Fine	0–255	Fine adjustment of CH 3

Mode Dim Color 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 Dimmer 255, CH 3 Shutter 47, CH 4 Colors 2 0, CH 5 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 12)
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 sequence) (1–10 Hz)
		160–191	No function (shutter open)
		192–223	Random strobe effect - slow to fast (1–10 Hz)
		224–255	No function (shutter open)
4	Colors 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

CH	Function	DMX	Description
4	Colors 2 (continued)	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
		79	7900 K
		80	8000 K
		81	8100 K

CH	Function	DMX	Description
4	Colors 2 (continued)	82	8200 K
		83	8300 K
		84	8400 K
		85	CTO continuous: 8500 K
		86–255	CTO: 8500 K
5	Colors	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
		31	Mauve
		32	Medium Purple
		33	Lavender
		34	Palace blue
		35	Dark Blue

CH	Function	DMX	Description
5	Colors (continued)	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	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

CH	Function	DMX	Description
6	Function (continued)	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
		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

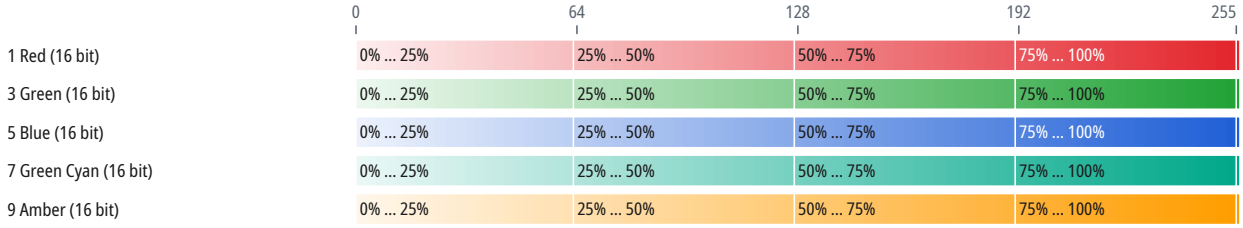
CH	Function	DMX	Description
6	Function (continued)	145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430
		154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–174	Color tuning/ Output Balance: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity
		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 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 Green Cyan 255, CH 9 Amber 255.

Channel functions at a glance



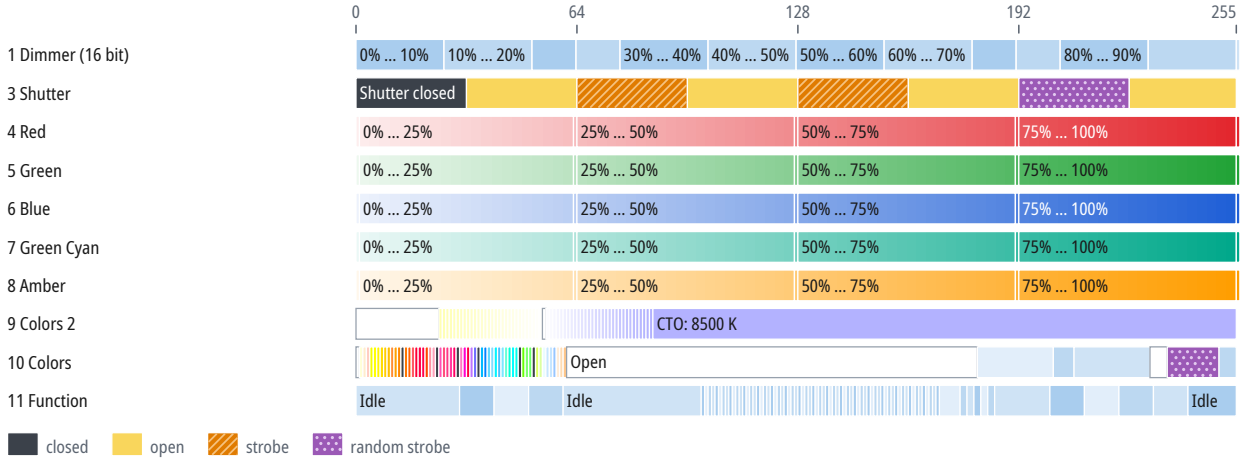
CH	Function	DMX	Description
1	Red	0–63	0% … 25%
		63–127	25% … 50%
		127–191	50% … 75%
		191–255	75% … 100%
		255	100%
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–63	0% … 25%
		63–127	25% … 50%
		127–191	50% … 75%
		191–255	75% … 100%
		255	100%
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	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	Green Cyan	0–63	0% … 25%
		63–127	25% … 50%
		127–191	50% … 75%
		191–255	75% … 100%
		255	100%
8	Green Cyan 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 Std 11Ch

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 Green Cyan 255, CH 8 Amber 255, CH 9 Colors 2 0, CH 10 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 15)
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%
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%

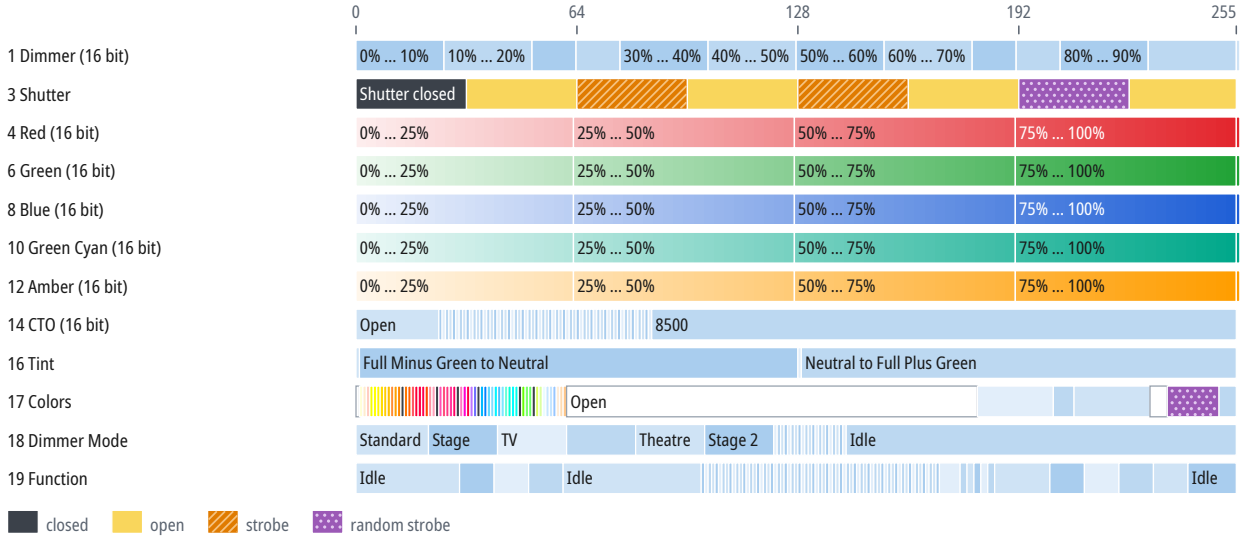
CH	Function	DMX	Description
6	Blue (continued)	63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
7	Green Cyan	0	0%
		1–62	0% … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
8	Amber	0	0%
		1–62	0% … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
9	Colors 2		Same as CH 4 in the mode “Dim Color 6Ch” (p. 15)
10	Colors		Same as CH 5 in the mode “Dim Color 6Ch” (p. 17)
11	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 18)

Mode Extended 19CH

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 Green Cyan 255, CH 12 Amber 255, CH 17 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 15)
4	Red		Same as CH 1 in the mode “RGBMA 10CH” (p. 21)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 3 in the mode “RGBMA 10CH” (p. 21)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 5 in the mode “RGBMA 10CH” (p. 21)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Green Cyan		Same as CH 7 in the mode “RGBMA 10CH” (p. 21)
11	Green Cyan Fine	0–255	Fine adjustment of CH 10
12	Amber		Same as CH 9 in the mode “RGBMA 10CH” (p. 21)
13	Amber Fine	0–255	Fine adjustment of CH 12
14	CTO	0–24	Open
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900
		30	3000
		31	3100

CH	Function	DMX	Description
14	CTO (continued)	32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200
		43	4300
		44	4400
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200
		53	5300
		54	5400
		55	5500
		56	5600
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000
		71	7100
		72	7200
		73	7300

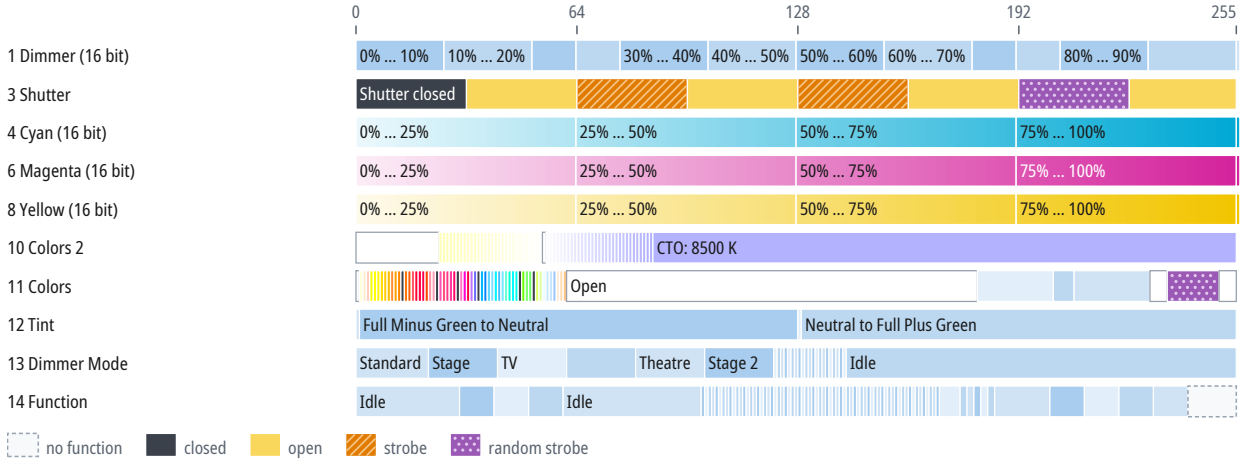
CH	Function	DMX	Description
14	CTO (continued)	74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83	8300
		84	8400
		85–255	8500
15	CTO Fine	0–255	Fine adjustment of CH 14
16	Tint		Green Shift
		0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
17	Colors		Same as CH 5 in the mode “Dim Color 6Ch” (p. 17)
18	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
		142–255	Idle
19	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 18)

Mode CMY 9Ch

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Cyan 0, CH 6 Magenta 0, CH 8 Yellow 0, CH 10 Colors 2 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 15)
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
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%

CH	Function	DMX	Description
8	Yellow (continued)	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	Colors 2		Same as CH 4 in the mode “Dim Color 6Ch” (p. 15)
11	Colors		Same as CH 5 in the mode “Dim Color 6Ch” (p. 17)
12	Tint		Same as CH 16 in the mode “Extended 19CH” (p. 26)
13	Dimmer Mode		Same as CH 18 in the mode “Extended 19CH” (p. 26)
14	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

CH	Function	DMX	Description
14	Function (continued)	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
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000

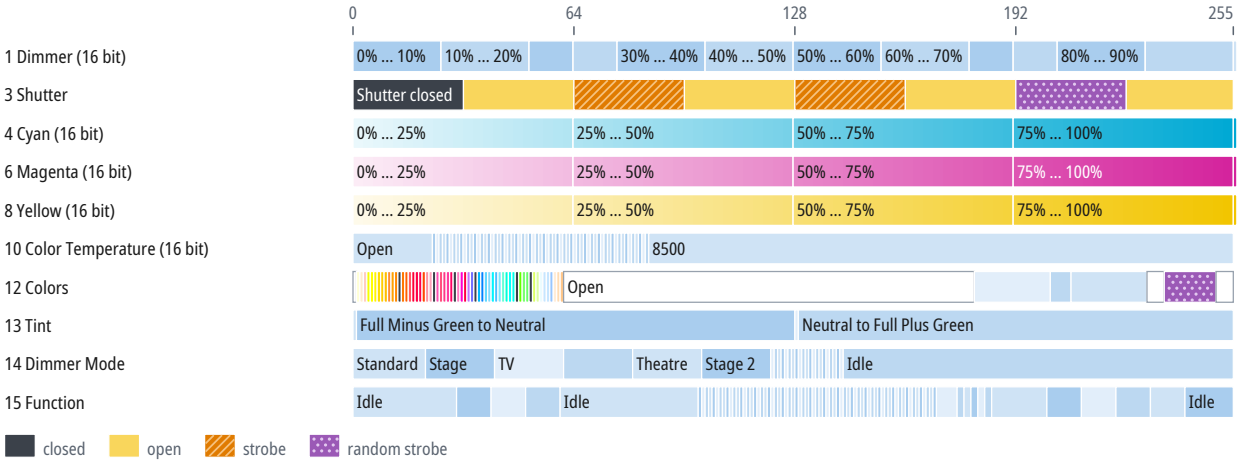
CH	Function	DMX	Description
14	Function (continued)	169–174	Color tuning/ Output Balance: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity
		179–180	Highest Output (Default)
		181–182	Bright (Highest Output Default)
		183–184	Uniform (Elation Full Spectrum Match)
		185–200	Color 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	No Feature: Idle

Mode CMY Extended 15CH

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 Cyan 0, CH 6 Magenta 0, CH 8 Yellow 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer/ CCT 4CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Dim Color 6Ch” (p. 15)
4	Cyan		Same as CH 4 in the mode “CMY 9Ch” (p. 27)
5	Cyan Fine	0–255	Fine adjustment of CH 4
6	Magenta		Same as CH 6 in the mode “CMY 9Ch” (p. 27)
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow		Same as CH 8 in the mode “CMY 9Ch” (p. 27)
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	Color Temperature		Same as CH 3 in the mode “Dimmer/ CCT 4CH” (p. 13)
11	Color Temperature Fine	0–255	Fine adjustment of CH 10

CH	Function	DMX	Description
12	Colors		Same as CH 5 in the mode “Dim Color 6Ch” (p. 17)
13	Tint		Same as CH 16 in the mode “Extended 19CH” (p. 26)
14	Dimmer Mode		Same as CH 18 in the mode “Extended 19CH” (p. 26)
15	Function		Same as CH 6 in the mode “Dim Color 6Ch” (p. 18)

10 Technical specifications

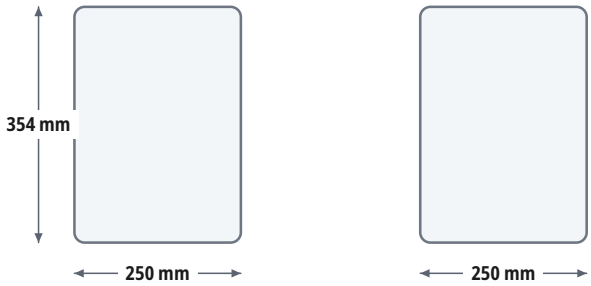
Parameter	Value
Light	
Light source	LED
LED power	150 W
Luminous flux	5,700 lm
Color temperature	6,000 K
Color rendering index (CRI)	94
Optics	
Beam angle	22°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x4706)
Dimensions and construction	
Weight	5.5 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

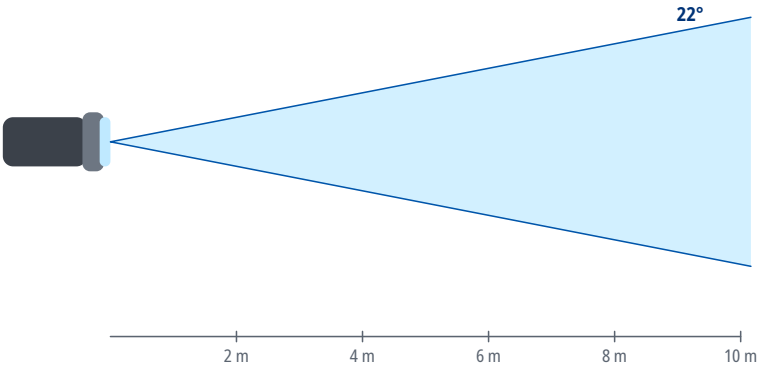
Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	1–10 Hz
LED frequency	900–25000 Hz
Color wheel 1 rotation	up to 7200 °/s (1200 rpm)

Dimensions

weight 5.5 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.