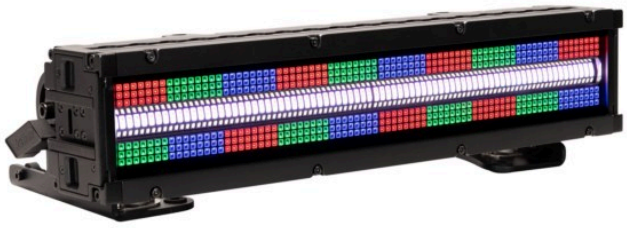
DMX REFERENCE

Pulse Bar S

Elation



Manufacturer	Elation
GDTF file	Elation_Pulse_Bar_S_161660.gdtf
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1 About this manual

This document describes the Pulse Bar S by Elation. It was compiled from the GDTF file Elation_Pulse_Bar_S_161660.gdtf from the GDTF-Share library.

File revision: “26-22-09 Release”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Elation; product names and trademarks belong to their owners.

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

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

2 Quick reference

Parameter	Value
Weight	7.2 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Xenon Strobe 3CH	3	170	1, 4, 7, 10, ...
Simple Strobe 11CH	11	46	1, 12, 23, 34, ...
Strobe FX 22CH	22	23	1, 23, 45, 67, ...
Large Pixels 34CH	34	15	1, 35, 69, 103, ...
Simple Pixel 52CH	52	9	1, 53, 105, 157, ...
Basic Full Control 77CH	77	6	1, 78, 155, 232, ...
Raw Mode 110CH	110	4	1, 111, 221, 331
Pixel Focus 124CH	124	4	1, 125, 249, 373
Full Control 132CH	132	3	1, 133, 265



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

⚠ CAUTION

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

4 Product description

Description in the GDTF file

“The PULSE BAR S Includes a library of customizable RGB and CW strobe effects along with variable dimming modes and curves for quick programming. Wrapped in a durable, fully IP65-rated housing, the PULSE BAR S is suitable for any environment, indoors or outdoors, and its marine grade coating adds additional protection for harsher environments- even coastal locations.”

5 Installation

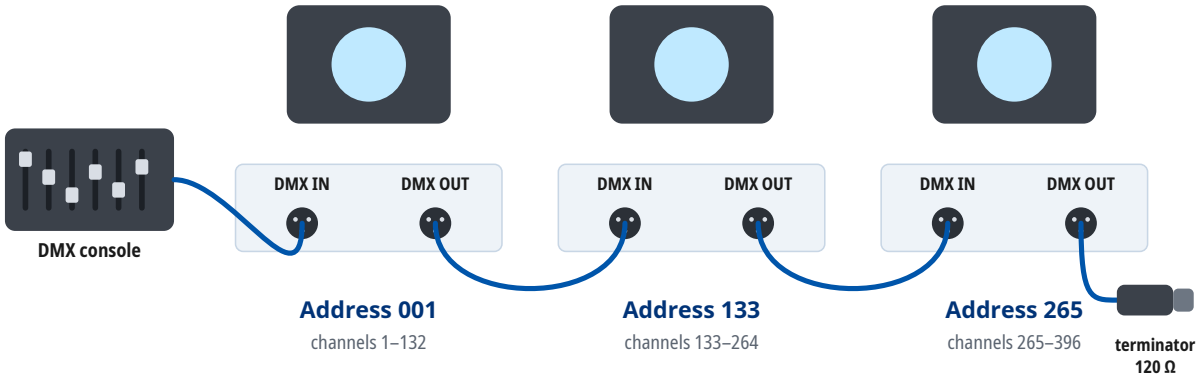
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 7.2 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

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

DMX line



Mode Full Control 132CH: every unit occupies 132 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

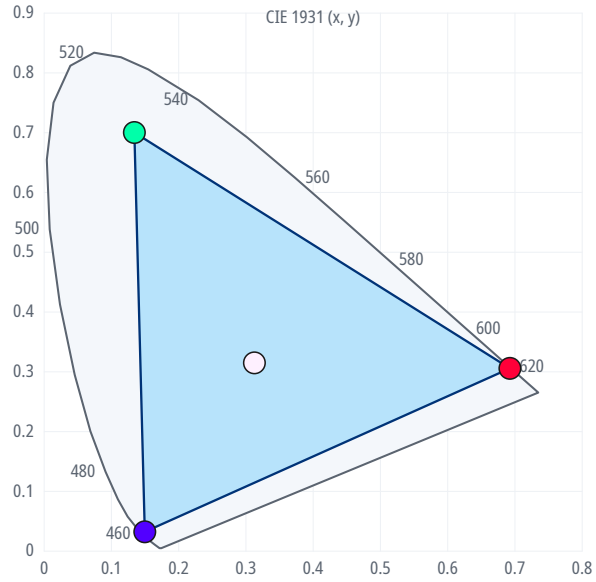
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Full Control 132CH”: 132.
- Choose start addresses so that the channels of individual devices do not overlap and the 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 “Full Control 132CH”, you can use, for example, the start addresses 1, 133, 265.
- 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

	Xenon Strobe 3CH 3 channels	Simple Strobe 11CH 11 channels	Strobe FX 22CH 22 channels	Large Pixels 34CH 34 channels	Simple Pixel 52CH 52 channels	Basic Full Control 77CH 77 channels	Raw Mode 110CH 110 channels	Pixel Focus 124CH 124 channels
Dimmer	1	1, 5	1, 2, 6	1, 2, 6	1, 5	1, 2, 6	✓	1, 2, 6
Shutter / strobe	2, 3	2–4, 6–8	3–5, 7–9	3–5, 7–9	2–4, 6–8	3–5, 7–9		3–5, 7–9
Color mixing		9–11	10–12	10–12, 15–34	9–11, 13–52	10–12, 23–77	1–132	1–132
Effects / macros			13–20			13–20		
Pixel control				✓	10 + 10 cells	10 + 10 cells		20 + 20 + 10 cells

LED colors and the colors they mix



LED	x	y	nm
Red	0.693	0.306	623
Green	0.134	0.700	448
Blue	0.150	0.032	463
CW	0.313	0.315	

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

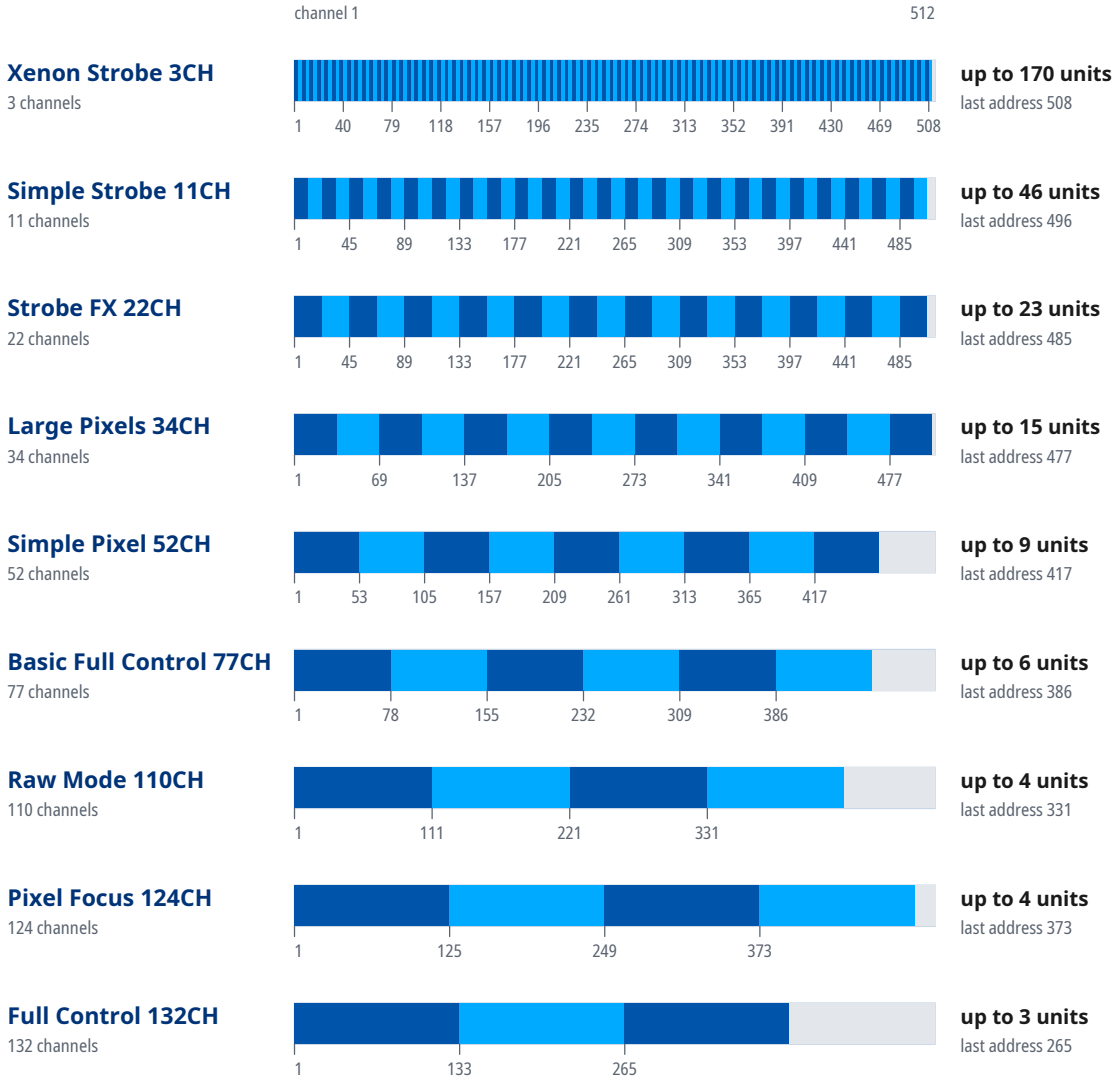
Cells (pixels)

11 CH 31	**12** CH 34	**13** CH 37	**14** CH 40	**15** CH 43	**16** CH 46	**17** CH 49	**18** CH 52	**19** CH 55	**20** CH 58
1 CH 1	**2** CH 4	**3** CH 7	**4** CH 10	**5** CH 13	**6** CH 16	**7** CH 19	**8** CH 22	**9** CH 25	**10** CH 28

20 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Basic Full Control 77CH”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Full Control 132CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 265	11	U4 · 133	16	U6 · 1
2	133	7	U3 · 1	12	U4 · 265	17	U6 · 133
3	265	8	U3 · 133	13	U5 · 1	18	U6 · 265
4	U2 · 1	9	U3 · 265	14	U5 · 133	19	U7 · 1
5	U2 · 133	10	U4 · 1	15	U5 · 265	20	U7 · 133

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

RDM personalities

Mode	Channels	RDM personality
Xenon Strobe 3CH	3	1
Simple Strobe 11CH	11	2
Strobe FX 22CH	22	3
Large Pixels 34CH	34	4
Simple Pixel 52CH	52	5
Basic Full Control 77CH	77	6
Raw Mode 110CH	110	7
Pixel Focus 124CH	124	8
Full Control 132CH	132	9

Mode Xenon Strobe 3CH

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

CH	Function	DMX	Description
1	Dimmer	0	0 % Master
		1–62	0 % Master … 25 % Master
		63	25 % Master
		64–126	25 % Master … 50 % Master
		127	50 % Master
		128–190	50 % Master … 75 % Master
		191	75 % Master
		192–254	75 % Master … 100 % Master
		255	100 % Master
2	Strobe Duration	0–255	Min to Max CW (0–5 s)
3	Strobe Speed		Strobe Rate
		0–255	Fast to Slow CW (5–0 Hz)

Mode Simple Strobe 11CH

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Strobe 1 255, CH 5 Dimmer 2 255, CH 8 Strobe 2 255, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255.

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

CH	Function	DMX	Description
1	Dimmer 1 (continued)	255	100 % CW
2	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
3	Strobe Speed 1		Strobe Rate
		0–255	Fast to Slow CW (5–0 Hz)
4	Strobe 1	0–31	Single Strobe/Standard Mode CW
		32–63	Ramp Up CW
		64–95	Ramp Down CW
		96–127	Ramp Up to Ramp Down CW
		128–159	Random CW
		160–191	Double Flash CW
		192–223	Triple Flash CW
		224–255	No Effect CW
5	Dimmer 2	0	0 % RGB
		1–62	0 % RGB … 25 % RGB
		63	25 % RGB
		64–126	25 % RGB … 50 % RGB
		127	50 % RGB
		128–190	50 % RGB … 75 % RGB
		191	75 % RGB
		192–254	75 % RGB … 100 % RGB
		255	100 % RGB
6	Strobe Duration 2	0–255	Min to Max (0–5 s)
7	Strobe Speed 2		Strobe Rate
		0–255	Fast to Slow (5–0 Hz)
8	Strobe 2	0–31	Single Strobe/Standard Mode
		32–63	Ramp Up
		64–95	Ramp Down
		96–127	Ramp Up to Ramp Down
		128–159	Random
		160–191	Double Flash
		192–223	Triple Flash
		224–255	No Effect
9	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
10	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 %
11	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 Strobe FX 22CH

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 5 Strobe 1 255, CH 6 Dimmer 3 255, CH 9 Strobe 2 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255.

CH	Function	DMX	Description
1	Dimmer 1	0	0 % Master
		1–62	0 % Master … 25 % Master
		63	25 % Master
		64–126	25 % Master … 50 % Master
		127	50 % Master
		128–190	50 % Master … 75 % Master
		191	75 % Master
		192–254	75 % Master … 100 % Master
		255	100 % Master
2	Dimmer 2	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW
		191	75 % CW
		192–254	75 % CW … 100 % CW

CH	Function	DMX	Description
2	Dimmer 2 (continued)	255	100 % CW
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
5	Strobe 1		Same as CH 4 in the mode “Simple Strobe 11CH” (p. 10)
6	Dimmer 3	0	0 % RGB
		1–62	0 % RGB … 25 % RGB
		63	25 % RGB
		64–126	25 % RGB … 50 % RGB
		127	50 % RGB
		128–190	50 % RGB … 75 % RGB
		191	75 % RGB
		192–254	75 % RGB … 100 % RGB
		255	100 % RGB
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
10	Red		Same as CH 9 in the mode “Simple Strobe 11CH” (p. 10)
11	Green		Same as CH 10 in the mode “Simple Strobe 11CH” (p. 11)
12	Blue		Same as CH 11 in the mode “Simple Strobe 11CH” (p. 11)
13	Effects 1		CW Strobe Effect Selection
		0–255	FX Selection 1 to 255 CW
14	Effects Speed 1		CW Strobe Effect Speed
		0–126	Slow to Fast CW (1–5 Hz)
		127–128	Stop CW
		129–255	Rev Fast to Slow CW (5–1 Hz)
15	Effects Adjust 1 1		CW Strobe Effect Size
		0–50	Idle
		51–60	1 Zone CW
		61–70	2 Zone CW
		71–80	4 Zone CW
		81–90	8 Zone CW
		91–100	10 Zone CW
		101–110	20 Zone CW
		111–120	40 Zone CW
		121–255	Idle CW
16	Effects Fade 1		CW Strobe Effect Offset
		0	Idle
		1	Fixture Offset 10 CW
		2	Fixture Offset 20 CW
		3	Fixture Offset 30 CW
		4	Fixture Offset 40 CW

CH	Function	DMX	Description
16	Effects Fade 1 (continued)	5	Fixture Offset 50 CW
		6	Fixture Offset 60 CW
		7	Fixture Offset 70 CW
		8	Fixture Offset 80 CW
		9	Fixture Offset 90 CW
		10	Fixture Offset 100 CW
		11	Fixture Offset 110 CW
		12	Fixture Offset 120 CW
		13	Fixture Offset 130 CW
		14	Fixture Offset 140 CW
		15	Fixture Offset 150 CW
		16	Fixture Offset 160 CW
		17	Fixture Offset 170 CW
		18	Fixture Offset 180 CW
		19	Fixture Offset 190 CW
		20	Fixture Offset 200 CW
		21	Fixture Offset 210 CW
		22	Fixture Offset 220 CW
		23	Fixture Offset 230 CW
		24	Fixture Offset 240 CW
		25	Fixture Offset 250 CW
		26	Fixture Offset 260 CW
		27	Fixture Offset 270 CW
		28	Fixture Offset 280 CW
		29	Fixture Offset 290 CW
		30	Fixture Offset 300 CW
		31	Fixture Offset 310 CW
		32	Fixture Offset 320 CW
		33	Fixture Offset 330 CW
		34	Fixture Offset 340 CW
		35	Fixture Offset 350 CW
		36	Syncronized CW
		37–49	Random Fixture Offset CW
		50–59	Random Pixel Order CW
		60–69	Random Steps CW
		70–79	Idle CW
		80–89	Sinewave- Cross CW
		90–99	Sinewave- Full CW
		100–109	Sawtooth- Cross CW
		110–119	Sawtooth- Full
		120–129	Ramp Up
		130–139	Ramp Down

CH	Function	DMX	Description
16	Effects Fade 1 (continued)	140–149	Steps CW
		150–255	Idle
17	Effects 2		RGB Effect Selelection
		0–255	FX Selection 1-255
18	Effects Speed 2		RGB Effect Speed
		0–126	Slow to Fast RGB (1–5 Hz)
		127–128	Stop RGB
		129–255	Rev Fast to Slow RGB (5–1 Hz)
19	Effects Adjust 1 2		CW Strobe Effect Size
		0–50	Idle
		51–60	1 Zone RGB
		61–70	2 Zone RGB
		71–80	3 Zone RGB
		81–90	6 Zone RGB
		91–100	10 Zone RGB
		101–110	15 Zone RGB
		111–120	20 Zone RGB
		121–130	40 Zone RGB
		131–140	60 Zone RGB
		141–255	Idle
20	Effects Fade 2		RGB Effect Offset
		0	Idle
		1	Fixture Offset 10 RGB
		2	Fixture Offset 20 RGB
		3	Fixture Offset 30 RGB
		4	Fixture Offset 40 RGB
		5	Fixture Offset 50 RGB
		6	Fixture Offset 60 RGB
		7	Fixture Offset 70 RGB
		8	Fixture Offset 80 RGB
		9	Fixture Offset 90 RGB
		10	Fixture Offset 100 RGB
		11	Fixture Offset 110 RGB
		12	Fixture Offset 120 RGB
		13	Fixture Offset 130 RGB
		14	Fixture Offset 140 RGB
		15	Fixture Offset 150 RGB
		16	Fixture Offset 160 RGB
		17	Fixture Offset 170 RGB
		18	Fixture Offset 180 RGB
		19	Fixture Offset 190 RGB
		20	Fixture Offset 200 RGB

CH	Function	DMX	Description
20	Effects Fade 2 (continued)	21	Fixture Offset 210 RGB
		22	Fixture Offset 220 RGB
		23	Fixture Offset 230 RGB
		24	Fixture Offset 240 RGB
		25	Fixture Offset 250 RGB
		26	Fixture Offset 260 RGB
		27	Fixture Offset 270 RGB
		28	Fixture Offset 280 RGB
		29	Fixture Offset 290 RGB
		30	Fixture Offset 300 RGB
		31	Fixture Offset 310 RGB
		32	Fixture Offset 320 RGB
		33	Fixture Offset 330 RGB
		34	Fixture Offset 340 RGB
		35	Fixture Offset 350 RGB
		36	Syncronized RGB
		37–49	Random Fixture Offset RGB
		50–59	Random Pixel Order RGB
		60–69	Random Steps RGB
		70–79	Idle
		80–89	Sinewave- Cross RGB
		90–99	Sinewave- Full RGB
		100–109	Sawtooth- Cross RGB
		110–119	Sawtooth- Full RGB
		120–129	Ramp Up RGB
		130–139	Ramp Down RGB
		140–149	Steps RGB
		150–255	Idle
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

CH	Function	DMX	Description
21	Dimmer Mode (continued)	129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
22	Function	0–99	Idle
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010
		112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		130	1200
		131	1210
		132	1220
		133	1230
		134	1240

CH	Function	DMX	Description
22	Function (continued)	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
		169–170	LEDFrequency: Idle
		171–172	Default Zone Arrangement
		173–174	Flip Zones Horizontally
		175–176	Flip Zones Vertically
		177–178	Flip Zones Horizontally and Vertically
		179–183	Zone: Idle
		184–185	RGB Strobeline to Default
		186–187	RGB StrobeLine Link to Top Center CW Strobe

CH	Function	DMX	Description
22	Function (continued)	188–189	RGB StrobeLine Link to Top RGB
		190–193	RGB StrobeLine Inactive
		194–200	Zone: 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 Large Pixels 34CH

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 5 Strobe 1 255, CH 6 Dimmer 3 255, CH 9 Strobe 2 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 15 Red 2 255, CH 16 Green 2 255, CH 17 Blue 2 255, CH 18 Red 3 255, CH 19 Green 3 255, CH 20 Blue 3 255, CH 21 Red 4 255, CH 22 Green 4 255, CH 23 Blue 4 255, CH 24 Red 5 255, CH 25 Green 5 255, CH 26 Blue 5 255, CH 27 Cool White 1 255, CH 28 Cool White 2 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Strobe FX 22CH” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “Strobe FX 22CH” (p. 11)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
5	Strobe 1		Same as CH 4 in the mode “Simple Strobe 11CH” (p. 10)
6	Dimmer 3		Same as CH 6 in the mode “Strobe FX 22CH” (p. 12)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
10	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 %
11	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 %

CH	Function	DMX	Description
11	Green 1 (continued)	255	100 %
12	Blue 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 %
13	Dimmer Mode		Same as CH 21 in the mode “Strobe FX 22CH” (p. 15)
14	Function		Same as CH 22 in the mode “Strobe FX 22CH” (p. 16)
15	Red 2	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R
		127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
16	Green 2	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
17	Blue 2	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
18	Red 3	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R

CH	Function	DMX	Description
18	Red 3 (continued)	64–126	25 % R … 50 % R
		127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
19	Green 3	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
20	Blue 3	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
21	Red 4	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R
		127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
22	Green 4	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G

CH	Function	DMX	Description
23	Blue 4	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
24	Red 5	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R
		127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
25	Green 5	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
26	Blue 5	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
27	Cool White 1	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW

CH	Function	DMX	Description
27	Cool White 1 (continued)	191	75 % CW
		192–254	75 % CW ... 100 % CW
		255	100 % CW
28	Cool White 2	0	0 % CW
		1–62	0 % CW ... 25 % CW
		63	25 % CW
		64–126	25 % CW ... 50 % CW
		127	50 % CW
		128–190	50 % CW ... 75 % CW
		191	75 % CW
		192–254	75 % CW ... 100 % CW
		255	100 % CW
29	Red 6	0	0 % StrobeR
		1–62	0 % StrobeR ... 25 % StrobeR
		63	25 % StrobeR
		64–126	25 % StrobeR ... 50 % StrobeR
		127	50 % StrobeR
		128–190	50 % StrobeR ... 75 % StrobeR
		191	75 % StrobeR
		192–254	75 % StrobeR ... 100 % StrobeR
		255	100 % StrobeR
30	Green 6	0	0 % StrobeG
		1–62	0 % StrobeG ... 25 % StrobeG
		63	25 % StrobeG
		64–126	25 % StrobeG ... 50 % StrobeG
		127	50 % StrobeG
		128–190	50 % StrobeG ... 75 % StrobeG
		191	75 % StrobeG
		192–254	75 % StrobeG ... 100 % StrobeG
		255	100 % StrobeG
31	Blue 6	0	0 % StrobeB
		1–62	0 % StrobeB ... 25 % StrobeB
		63	25 % StrobeB
		64–126	25 % StrobeB ... 50 % StrobeB
		127	50 % StrobeB
		128–190	50 % StrobeB ... 75 % StrobeB
		191	75 % StrobeB
		192–254	75 % StrobeB ... 100 % StrobeB
		255	100 % StrobeB
32	Red 7	0	0 % StrobeR
		1–62	0 % StrobeR ... 25 % StrobeR
		63	25 % StrobeR

CH	Function	DMX	Description
32	Red 7 (continued)	64–126	25 % StrobeR … 50 % StrobeR
		127	50 % StrobeR
		128–190	50 % StrobeR … 75 % StrobeR
		191	75 % StrobeR
		192–254	75 % StrobeR … 100 % StrobeR
		255	100 % StrobeR
33	Green 7	0	0 % StrobeG
		1–62	0 % StrobeG … 25 % StrobeG
		63	25 % StrobeG
		64–126	25 % StrobeG … 50 % StrobeG
		127	50 % StrobeG
		128–190	50 % StrobeG … 75 % StrobeG
		191	75 % StrobeG
		192–254	75 % StrobeG … 100 % StrobeG
		255	100 % StrobeG
34	Blue 7	0	0 % StrobeB
		1–62	0 % StrobeB … 25 % StrobeB
		63	25 % StrobeB
		64–126	25 % StrobeB … 50 % StrobeB
		127	50 % StrobeB
		128–190	50 % StrobeB … 75 % StrobeB
		191	75 % StrobeB
		192–254	75 % StrobeB … 100 % StrobeB
		255	100 % StrobeB

Mode Simple Pixel 52CH

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Strobe 1 at 224–255 “No Effect”; CH 8 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Strobe 1 255, CH 5 Dimmer 2 255, CH 8 Strobe 2 255, CH 9 Red 1 255, CH 10 Green 1 255, CH 11 Blue 1 255, CH 13 Red 255 (the same in each of the 10 cells), CH 14 Green 255 (the same in each of the 10 cells), CH 15 Blue 255 (the same in each of the 10 cells), CH 43 Cool White 255 (the same in each of the 10 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Simple Strobe 11CH” (p. 9)
2	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
3	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
4	Strobe 1	0–31	Single Strobe/Standard Mode CW
		32–63	Ramp Up CW
		64–95	Ramp Down CW
		96–127	Ramp Up to Ramp Down CW
		128–159	Random CW
		160–191	Double Flash CW
		192–223	Triple Flash CW

CH	Function	DMX	Description
4	Strobe 1 (continued)	224–255	No Effect
5	Dimmer 2		Same as CH 5 in the mode “Simple Strobe 11CH” (p. 10)
6	Strobe Duration 2	0–255	Min to Max (0–5 s)
7	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
8	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
9	Red 1	0	0 % ALL LED
		1–62	0 % ALL LED ... 25 % ALL LED
		63	25 % ALL LED
		64–126	25 % ALL LED ... 50 % ALL LED
		127	50 % ALL LED
		128–190	50 % ALL LED ... 75 % ALL LED
		191	75 % ALL LED
		192–254	75 % ALL LED ... 100 % ALL LED
		255	100 % ALL LED
10	Green 1	0	0 % ALL LED
		1–62	0 % ALL LED ... 25 % ALL LED
		63	25 % ALL LED
		64–126	25 % ALL LED ... 50 % ALL LED
		127	50 % ALL LED
		128–190	50 % ALL LED ... 75 % ALL LED
		191	75 % ALL LED
		192–254	75 % ALL LED ... 100 % ALL LED
		255	100 % ALL LED
11	Blue 1	0	0 % ALL LED
		1–62	0 % ALL LED ... 25 % ALL LED
		63	25 % ALL LED
		64–126	25 % ALL LED ... 50 % ALL LED
		127	50 % ALL LED
		128–190	50 % ALL LED ... 75 % ALL LED
		191	75 % ALL LED
		192–254	75 % ALL LED ... 100 % ALL LED
		255	100 % ALL LED
12	Function		Same as CH 22 in the mode “Strobe FX 22CH” (p. 16)
13	Red 2	0	0 % R
		1–62	0 % R ... 25 % R
		63	25 % R
		64–126	25 % R ... 50 % R
		127	50 % R
		128–190	50 % R ... 75 % R
		191	75 % R
		192–254	75 % R ... 100 % R
		255	100 % R

CH	Function	DMX	Description
14	Green 2	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
15	Blue 2	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
43	Cool White 1	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW
		191	75 % CW
		192–254	75 % CW … 100 % CW
		255	100 % CW

CH 13–42: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 13–15); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	13	14	15	2	16	17	18	3	19	20	21
4	22	23	24	5	25	26	27	6	28	29	30
7	31	32	33	8	34	35	36	9	37	38	39
10	40	41	42								

CH 43–52: 10 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 43); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	43	2	44	3	45	4	46	5	47	6	48
7	49	8	50	9	51	10	52				

Mode Basic Full Control 77CH

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Strobe 1 at 224–255 “No Effect”; CH 9 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 5 Strobe 1 255, CH 6 Dimmer 3 255, CH 9 Strobe 2 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 23 Red 255 (the same in each of the 10 cells), CH 24 Green 255 (the same in each of the 10 cells), CH 25 Blue 255 (the same in each of the 10 cells), CH 53 Cool White 255 (the same in each of the 10 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Strobe FX 22CH” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “Strobe FX 22CH” (p. 11)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
5	Strobe 1		Same as CH 4 in the mode “Simple Pixel 52CH” (p. 23)
6	Dimmer 3		Same as CH 6 in the mode “Strobe FX 22CH” (p. 12)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
10	Red 1		Same as CH 10 in the mode “Large Pixels 34CH” (p. 18)
11	Green 1		Same as CH 11 in the mode “Large Pixels 34CH” (p. 18)
12	Blue 1		Same as CH 12 in the mode “Large Pixels 34CH” (p. 19)
13	Effects 1		Same as CH 13 in the mode “Strobe FX 22CH” (p. 12)
14	Effects Speed 1		Same as CH 14 in the mode “Strobe FX 22CH” (p. 12)
15	Effects Adjust 1 1		CW Strobe Effect Size
		0–50	Idle
		51–60	1 Zone CW
		61–70	2 Zone CW
		71–80	4 Zone CW
		81–90	6 Zone CW
		91–100	8 Zone CW
		101–110	12 Zone CW
		111–120	16 Zone CW
		121–130	24 Zone CW
		131–140	48 Zone CW
		141–255	Idle CW
16	Effects Fade 1		Same as CH 16 in the mode “Strobe FX 22CH” (p. 12)
17	Effects 2		RGB Effect Selelection
		0–255	FX Selection 1 to 255
18	Effects Speed 2		Same as CH 18 in the mode “Strobe FX 22CH” (p. 14)
19	Effects Adjust 1 2		CW Strobe Effect Size
		0–50	Idle
		51–60	1 Zone RGB
		61–70	2 Zone RGB

CH	Function	DMX	Description
19	Effects Adjust 1 2 (continued)	71–80	3 Zone RGB
		81–90	6 Zone RGB
		91–100	9 Zone RGB
		101–110	15 Zone RGB
		111–120	18 Zone RGB
		121–130	36 Zone RGB
		131–255	Idle
20	Effects Fade 2		Same as CH 20 in the mode “Strobe FX 22CH” (p. 14)
21	Dimmer Mode	0–99	Idle
		100	900
		101	910
		102	920
		103	930
		104	940
		105	950
		106	960
		107	970
		108	980
		109	990
		110	1000
		111	1010
		112	1020
		113	1030
		114	1040
		115	1050
		116	1060
		117	1070
		118	1080
		119	1090
		120	1100
		121	1110
		122	1120
		123	1130
		124	1140
		125	1150
		126	1160
		127	1170
		128	1180
		129	1190
		130	1200
		131	1210

CH	Function	DMX	Description
21	Dimmer Mode (continued)	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
		169–170	LEDFrequency: Idle
		171–172	Default Zone Arrangement
		173–174	Flip Zones Horizontally
		175–176	Flip Zones Vertically

CH	Function	DMX	Description
21	Dimmer Mode (continued)	177–178	Flip Zones Horizontally and Vertically
		179–183	Zone: Idle
		184–185	RGB Strobeline to Default
		186–187	RGB StrobeLine Link to Top Center CW Strobe
		188–189	RGB StrobeLine Link to Top RGB
		190–193	RGB StrobeLine Inactive
		194–200	Zone: 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
22	Function		Same as CH 22 in the mode “Strobe FX 22CH” (p. 16)
23	Red 2	0	0 % R1
		1–62	0 % R1 … 25 % R1
		63	25 % R1
		64–126	25 % R1 … 50 % R1
		127	50 % R1
		128–190	50 % R1 … 75 % R1
		191	75 % R1
		192–254	75 % R1 … 100 % R1
		255	100 % R1
24	Green 2	0	0 % G1
		1–62	0 % G1 … 25 % G1
		63	25 % G1
		64–126	25 % G1 … 50 % G1
		127	50 % G1
		128–190	50 % G1 … 75 % G1
		191	75 % G1
		192–254	75 % G1 … 100 % G1
		255	100 % G1
25	Blue 2	0	0 % B1
		1–62	0 % B1 … 25 % B1
		63	25 % B1
		64–126	25 % B1 … 50 % B1
		127	50 % B1
		128–190	50 % B1 … 75 % B1
		191	75 % B1
		192–254	75 % B1 … 100 % B1
		255	100 % B1
53	Cool White 1	0	0 % CW1

CH	Function	DMX	Description
53	Cool White 1 (continued)	1–62	0 % CW1 … 25 % CW1
		63	25 % CW1
		64–126	25 % CW1 … 50 % CW1
		127	50 % CW1
		128–190	50 % CW1 … 75 % CW1
		191	75 % CW1
		192–254	75 % CW1 … 100 % CW1
		255	100 % CW1
63	Red 12	0	0 % StrobeR1
		1–62	0 % StrobeR1 … 25 % StrobeR1
		63	25 % StrobeR1
		64–126	25 % StrobeR1 … 50 % StrobeR1
		127	50 % StrobeR1
		128–190	50 % StrobeR1 … 75 % StrobeR1
		191	75 % StrobeR1
		192–254	75 % StrobeR1 … 100 % StrobeR1
		255	100 % StrobeR1
64	Green 12	0	0 % StrobeG1
		1–62	0 % StrobeG1 … 25 % StrobeG1
		63	25 % StrobeG1
		64–126	25 % StrobeG1 … 50 % StrobeG1
		127	50 % StrobeG1
		128–190	50 % StrobeG1 … 75 % StrobeG1
		191	75 % StrobeG1
		192–254	75 % StrobeG1 … 100 % StrobeG1
		255	100 % StrobeG1
65	Blue 12	0	0 % StrobeB1
		1–62	0 % StrobeB1 … 25 % StrobeB1
		63	25 % StrobeB1
		64–126	25 % StrobeB1 … 50 % StrobeB1
		127	50 % StrobeB1
		128–190	50 % StrobeB1 … 75 % StrobeB1
		191	75 % StrobeB1
		192–254	75 % StrobeB1 … 100 % StrobeB1
		255	100 % StrobeB1
66	Red 13	0	0 % StrobeR1
		1–62	0 % StrobeR1 … 25 % StrobeR1
		63	25 % StrobeR1
		64–126	25 % StrobeR1 … 50 % StrobeR1
		127	50 % StrobeR1
		128–190	50 % StrobeR1 … 75 % StrobeR1
		191	75 % StrobeR1

CH	Function	DMX	Description
66	Red 13 (continued)	192–254	75 % StrobeR1 … 100 % StrobeR1
		255	100 % StrobeR1
67	Green 13	0	0 % StrobeG1
		1–62	0 % StrobeG1 … 25 % StrobeG1
		63	25 % StrobeG1
		64–126	25 % StrobeG1 … 50 % StrobeG1
		127	50 % StrobeG1
		128–190	50 % StrobeG1 … 75 % StrobeG1
		191	75 % StrobeG1
		192–254	75 % StrobeG1 … 100 % StrobeG1
		255	100 % StrobeG1
68	Blue 13	0	0 % StrobeB1
		1–62	0 % StrobeB1 … 25 % StrobeB1
		63	25 % StrobeB1
		64–126	25 % StrobeB1 … 50 % StrobeB1
		127	50 % StrobeB1
		128–190	50 % StrobeB1 … 75 % StrobeB1
		191	75 % StrobeB1
		192–254	75 % StrobeB1 … 100 % StrobeB1
		255	100 % StrobeB1
69	Red 14	0	0 % StrobeR1
		1–62	0 % StrobeR1 … 25 % StrobeR1
		63	25 % StrobeR1
		64–126	25 % StrobeR1 … 50 % StrobeR1
		127	50 % StrobeR1
		128–190	50 % StrobeR1 … 75 % StrobeR1
		191	75 % StrobeR1
		192–254	75 % StrobeR1 … 100 % StrobeR1
		255	100 % StrobeR1
70	Green 14	0	0 % StrobeG1
		1–62	0 % StrobeG1 … 25 % StrobeG1
		63	25 % StrobeG1
		64–126	25 % StrobeG1 … 50 % StrobeG1
		127	50 % StrobeG1
		128–190	50 % StrobeG1 … 75 % StrobeG1
		191	75 % StrobeG1
		192–254	75 % StrobeG1 … 100 % StrobeG1
		255	100 % StrobeG1
71	Blue 14	0	0 % StrobeB1
		1–62	0 % StrobeB1 … 25 % StrobeB1
		63	25 % StrobeB1
		64–126	25 % StrobeB1 … 50 % StrobeB1

CH	Function	DMX	Description
71	Blue 14 (continued)	127	50 % StrobeB1
		128–190	50 % StrobeB1 … 75 % StrobeB1
		191	75 % StrobeB1
		192–254	75 % StrobeB1 … 100 % StrobeB1
		255	100 % StrobeB1
72	Red 15	0	0 % StrobeR1
		1–62	0 % StrobeR1 … 25 % StrobeR1
		63	25 % StrobeR1
		64–126	25 % StrobeR1 … 50 % StrobeR1
		127	50 % StrobeR1
		128–190	50 % StrobeR1 … 75 % StrobeR1
		191	75 % StrobeR1
		192–254	75 % StrobeR1 … 100 % StrobeR1
		255	100 % StrobeR1
73	Green 15	0	0 % StrobeG1
		1–62	0 % StrobeG1 … 25 % StrobeG1
		63	25 % StrobeG1
		64–126	25 % StrobeG1 … 50 % StrobeG1
		127	50 % StrobeG1
		128–190	50 % StrobeG1 … 75 % StrobeG1
		191	75 % StrobeG1
		192–254	75 % StrobeG1 … 100 % StrobeG1
		255	100 % StrobeG1
74	Blue 15	0	0 % StrobeB1
		1–62	0 % StrobeB1 … 25 % StrobeB1
		63	25 % StrobeB1
		64–126	25 % StrobeB1 … 50 % StrobeB1
		127	50 % StrobeB1
		128–190	50 % StrobeB1 … 75 % StrobeB1
		191	75 % StrobeB1
		192–254	75 % StrobeB1 … 100 % StrobeB1
		255	100 % StrobeB1
75	Red 16	0	0 % StrobeR1
		1–62	0 % StrobeR1 … 25 % StrobeR1
		63	25 % StrobeR1
		64–126	25 % StrobeR1 … 50 % StrobeR1
		127	50 % StrobeR1
		128–190	50 % StrobeR1 … 75 % StrobeR1
		191	75 % StrobeR1
		192–254	75 % StrobeR1 … 100 % StrobeR1
		255	100 % StrobeR1
76	Green 16	0	0 % StrobeG1

CH	Function	DMX	Description
76	Green 16 (continued)	1–62	0 % StrobeG1 … 25 % StrobeG1
		63	25 % StrobeG1
		64–126	25 % StrobeG1 … 50 % StrobeG1
		127	50 % StrobeG1
		128–190	50 % StrobeG1 … 75 % StrobeG1
		191	75 % StrobeG1
		192–254	75 % StrobeG1 … 100 % StrobeG1
		255	100 % StrobeG1
77	Blue 16	0	0 % StrobeB1
		1–62	0 % StrobeB1 … 25 % StrobeB1
		63	25 % StrobeB1
		64–126	25 % StrobeB1 … 50 % StrobeB1
		127	50 % StrobeB1
		128–190	50 % StrobeB1 … 75 % StrobeB1
		191	75 % StrobeB1
		192–254	75 % StrobeB1 … 100 % StrobeB1
		255	100 % StrobeB1

CH 23–52: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 23–25); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	23	24	25	2	26	27	28	3	29	30	31
4	32	33	34	5	35	36	37	6	38	39	40
7	41	42	43	8	44	45	46	9	47	48	49
10	50	51	52								

CH 53–62: 10 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 53); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	53	2	54	3	55	4	56	5	57	6	58
7	59	8	60	9	61	10	62				

Mode Raw Mode 110CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 20 cells), CH 2 Green 255 (the same in each of the 20 cells), CH 3 Blue 255 (the same in each of the 20 cells), CH 61 Cool White 255 (the same in each of the 20 cells).

CH	Function	DMX	Description
1	Red 1	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R
		127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
2	Green 1	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
3	Blue 1	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
61	Cool White 1	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW
		191	75 % CW
		192–254	75 % CW … 100 % CW
		255	100 % CW

CH	Function	DMX	Description
81	Red 21	0	0 % RStrobLine
		1–62	0 % RStrobLine … 25 % RStrobLine
		63	25 % RStrobLine
		64–126	25 % RStrobLine … 50 % RStrobLine
		127	50 % RStrobLine
		128–190	50 % RStrobLine … 75 % RStrobLine
		191	75 % RStrobLine
		192–254	75 % RStrobLine … 100 % RStrobLine
		255	100 % RStrobLine
82	Green 21	0	0 % GStrobLine
		1–62	0 % GStrobLine … 25 % GStrobLine
		63	25 % GStrobLine
		64–126	25 % GStrobLine … 50 % GStrobLine
		127	50 % GStrobLine
		128–190	50 % GStrobLine … 75 % GStrobLine
		191	75 % GStrobLine
		192–254	75 % GStrobLine … 100 % GStrobLine
		255	100 % GStrobLine
83	Blue 21	0	0 % BStrobLine
		1–62	0 % BStrobLine … 25 % BStrobLine
		63	25 % BStrobLine
		64–126	25 % BStrobLine … 50 % BStrobLine
		127	50 % BStrobLine
		128–190	50 % BStrobLine … 75 % BStrobLine
		191	75 % BStrobLine
		192–254	75 % BStrobLine … 100 % BStrobLine
		255	100 % BStrobLine

CH 1–60: 20 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

CH 61–80: 20 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 61); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	61	2	62	3	63	4	64	5	65	6	66
7	67	8	68	9	69	10	70	11	71	12	72
13	73	14	74	15	75	16	76	17	77	18	78
19	79	20	80								

CH 81–110: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 81–83); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	81	82	83	2	84	85	86	3	87	88	89
4	90	91	92	5	93	94	95	6	96	97	98
7	99	100	101	8	102	103	104	9	105	106	107
10	108	109	110								

Mode Pixel Focus 124CH

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 5 Strobe 1 255, CH 6 Dimmer 3 255, CH 9 Strobe 2 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 15 Red 255 (the same in each of the 20 cells), CH 16 Green 255 (the same in each of the 20 cells), CH 17 Blue 255 (the same in each of the 20 cells), CH 75 Cool White 255 (the same in each of the 20 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Strobe FX 22CH” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “Strobe FX 22CH” (p. 11)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
5	Strobe 1		Same as CH 4 in the mode “Simple Strobe 11CH” (p. 10)
6	Dimmer 3		Same as CH 6 in the mode “Strobe FX 22CH” (p. 12)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
10	Red 1		Same as CH 10 in the mode “Large Pixels 34CH” (p. 18)
11	Green 1		Same as CH 11 in the mode “Large Pixels 34CH” (p. 18)
12	Blue 1		Same as CH 12 in the mode “Large Pixels 34CH” (p. 19)
13	Dimmer Mode		Same as CH 21 in the mode “Strobe FX 22CH” (p. 15)
14	Function		Same as CH 22 in the mode “Strobe FX 22CH” (p. 16)
15	Red 2	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R
		127	50 % R

CH	Function	DMX	Description
15	Red 2 (continued)	128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
16	Green 2	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
17	Blue 2	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
75	Cool White 1	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW
		191	75 % CW
		192–254	75 % CW … 100 % CW
		255	100 % CW
95	Red 22	0	0 % RStrobLine
		1–62	0 % RStrobLine … 25 % RStrobLine
		63	25 % RStrobLine
		64–126	25 % RStrobLine … 50 % RStrobLine
		127	50 % RStrobLine
		128–190	50 % RStrobLine … 75 % RStrobLine
		191	75 % RStrobLine
		192–254	75 % RStrobLine … 100 % RStrobLine
		255	100 % RStrobLine
96	Green 22	0	0 % GStrobLine

CH	Function	DMX	Description
96	Green 22 (continued)	1–62	0 % GStrobLine … 25 % GStrobLine
		63	25 % GStrobLine
		64–126	25 % GStrobLine … 50 % GStrobLine
		127	50 % GStrobLine
		128–190	50 % GStrobLine … 75 % GStrobLine
		191	75 % GStrobLine
		192–254	75 % GStrobLine … 100 % GStrobLine
		255	100 % GStrobLine
97	Blue 22	0	0 % BStrobLine
		1–62	0 % BStrobLine … 25 % BStrobLine
		63	25 % BStrobLine
		64–126	25 % BStrobLine … 50 % BStrobLine
		127	50 % BStrobLine
		128–190	50 % BStrobLine … 75 % BStrobLine
		191	75 % BStrobLine
		192–254	75 % BStrobLine … 100 % BStrobLine
		255	100 % BStrobLine

CH 15–74: 20 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 15–17); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	15	16	17	2	18	19	20	3	21	22	23
4	24	25	26	5	27	28	29	6	30	31	32
7	33	34	35	8	36	37	38	9	39	40	41
10	42	43	44	11	45	46	47	12	48	49	50
13	51	52	53	14	54	55	56	15	57	58	59
16	60	61	62	17	63	64	65	18	66	67	68
19	69	70	71	20	72	73	74				

CH 75–94: 20 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 75); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	75	2	76	3	77	4	78	5	79	6	80
7	81	8	82	9	83	10	84	11	85	12	86
13	87	14	88	15	89	16	90	17	91	18	92
19	93	20	94								

CH 95–124: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 95–97); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	95	96	97	2	98	99	100	3	101	102	103
4	104	105	106	5	107	108	109	6	110	111	112
7	113	114	115	8	116	117	118	9	119	120	121
10	122	123	124								

Mode Full Control 132CH

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Strobe 2 at 224–255 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 5 Strobe 1 255, CH 6 Dimmer 3 255, CH 9 Strobe 2 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 23 Red 255 (the same in each of the 20 cells), CH 24 Green 255 (the same in each of the 20 cells), CH 25 Blue 255 (the same in each of the 20 cells), CH 83 Cool White 255 (the same in each of the 20 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Strobe FX 22CH” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “Strobe FX 22CH” (p. 11)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 3 in the mode “Simple Strobe 11CH” (p. 10)
5	Strobe 1		Same as CH 4 in the mode “Simple Strobe 11CH” (p. 10)
6	Dimmer 3		Same as CH 6 in the mode “Strobe FX 22CH” (p. 12)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 7 in the mode “Simple Strobe 11CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “Simple Strobe 11CH” (p. 10)
10	Red 1		Same as CH 10 in the mode “Large Pixels 34CH” (p. 18)
11	Green 1		Same as CH 11 in the mode “Large Pixels 34CH” (p. 18)
12	Blue 1		Same as CH 12 in the mode “Large Pixels 34CH” (p. 19)
13	Effects 1		Same as CH 13 in the mode “Strobe FX 22CH” (p. 12)
14	Effects Speed 1		Same as CH 14 in the mode “Strobe FX 22CH” (p. 12)
15	Effects Adjust 1 1		Same as CH 15 in the mode “Strobe FX 22CH” (p. 12)
16	Effects Fade 1		Same as CH 16 in the mode “Strobe FX 22CH” (p. 12)
17	Effects 2		Same as CH 17 in the mode “Strobe FX 22CH” (p. 14)
18	Effects Speed 2		Same as CH 18 in the mode “Strobe FX 22CH” (p. 14)
19	Effects Adjust 1 2		Same as CH 19 in the mode “Strobe FX 22CH” (p. 14)
20	Effects Fade 2		Same as CH 20 in the mode “Strobe FX 22CH” (p. 14)
21	Dimmer Mode		Same as CH 21 in the mode “Strobe FX 22CH” (p. 15)
22	Function		Same as CH 22 in the mode “Strobe FX 22CH” (p. 16)
23	Red 2	0	0 % R
		1–62	0 % R … 25 % R
		63	25 % R
		64–126	25 % R … 50 % R

CH	Function	DMX	Description
23	Red 2 (continued)	127	50 % R
		128–190	50 % R … 75 % R
		191	75 % R
		192–254	75 % R … 100 % R
		255	100 % R
24	Green 2	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G
		128–190	50 % G … 75 % G
		191	75 % G
		192–254	75 % G … 100 % G
		255	100 % G
25	Blue 2	0	0 % B
		1–62	0 % B … 25 % B
		63	25 % B
		64–126	25 % B … 50 % B
		127	50 % B
		128–190	50 % B … 75 % B
		191	75 % B
		192–254	75 % B … 100 % B
		255	100 % B
83	Cool White 1	0	0 % CW
		1–62	0 % CW … 25 % CW
		63	25 % CW
		64–126	25 % CW … 50 % CW
		127	50 % CW
		128–190	50 % CW … 75 % CW
		191	75 % CW
		192–254	75 % CW … 100 % CW
		255	100 % CW
103	Red 22	0	0 % RStrobLine
		1–62	0 % RStrobLine … 25 % RStrobLine
		63	25 % RStrobLine
		64–126	25 % RStrobLine … 50 % RStrobLine
		127	50 % RStrobLine
		128–190	50 % RStrobLine … 75 % RStrobLine
		191	75 % RStrobLine
		192–254	75 % RStrobLine … 100 % RStrobLine
		255	100 % RStrobLine

CH	Function	DMX	Description
104	Green 22	0	0 % GStrobLine
		1–62	0 % GStrobLine … 25 % GStrobLine
		63	25 % GStrobLine
		64–126	25 % GStrobLine … 50 % GStrobLine
		127	50 % GStrobLine
		128–190	50 % GStrobLine … 75 % GStrobLine
		191	75 % GStrobLine
		192–254	75 % GStrobLine … 100 % GStrobLine
		255	100 % GStrobLine
105	Blue 22	0	0 % BStrobLine
		1–62	0 % BStrobLine … 25 % BStrobLine
		63	25 % BStrobLine
		64–126	25 % BStrobLine … 50 % BStrobLine
		127	50 % BStrobLine
		128–190	50 % BStrobLine … 75 % BStrobLine
		191	75 % BStrobLine
		192–254	75 % BStrobLine … 100 % BStrobLine
		255	100 % BStrobLine

CH 23–82: 20 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 23–25); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	23	24	25	2	26	27	28	3	29	30	31
4	32	33	34	5	35	36	37	6	38	39	40
7	41	42	43	8	44	45	46	9	47	48	49
10	50	51	52	11	53	54	55	12	56	57	58
13	59	60	61	14	62	63	64	15	65	66	67
16	68	69	70	17	71	72	73	18	74	75	76
19	77	78	79	20	80	81	82				

CH 83–102: 20 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 83); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	83	2	84	3	85	4	86	5	87	6	88
7	89	8	90	9	91	10	92	11	93	12	94
13	95	14	96	15	97	16	98	17	99	18	100
19	101	20	102								

CH 103–132: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 103–105); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	103	104	105	2	106	107	108	3	109	110	111
4	112	113	114	5	115	116	117	6	118	119	120
7	121	122	123	8	124	125	126	9	127	128	129
10	130	131	132								

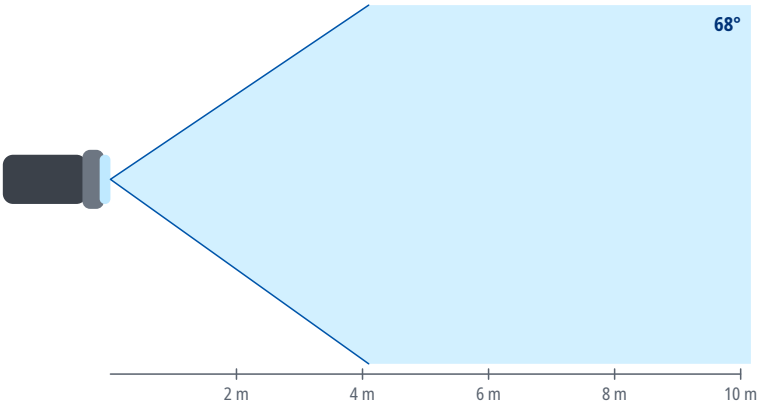
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x22A6, device model ID 0x0047)
Weight	7.2 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–5 Hz
Strobe flash duration	0–5 s
LED frequency	900–25000 Hz

Spot diameter



Distance	Ø 68°
2 m	2.7 m
4 m	5.4 m
6 m	8.1 m
8 m	10.8 m
10 m	13.5 m
15 m	20.2 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.