DMX REFERENCE

Pulse Panel

Elation



Manufacturer	Elation
GDTF file	Elation_Pulse_Panel_86628.gdtf
GDTF revision	25-17-02 Release · 2025-02-17
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1 About this manual

This document describes the Pulse Panel by Elation. It was compiled from the GDTF file Elation_Pulse_Panel_86628.gdtf from the GDTF-Share library.

File revision: “25-17-02 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	13 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
3CH	3	170	1, 4, 7, 10, ...
12CH	12	42	1, 13, 25, 37, ...
22CH	22	23	1, 23, 45, 67, ...
45CH	45	11	1, 46, 91, 136, ...
60CH	60	8	1, 61, 121, 181, ...
170CH	170	3	1, 171, 341
88CH	88	5	1, 89, 177, 265, ...
178CH	178	2	1, 179
156CH	156	3	1, 157, 313


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 PULSE PANEL features the same LED layout found on the Pulse Panel FX. 1,152 1.5W RGB LEDs spread across 24 zones around its perimeter, arranged in a grid of 6 zones wide and 4 zones tall. In addition to this, it includes a central strobe line comprising 288 5W cool-white LEDs organized into 24

zones, with 12 zones across and 2 zones tall. These are separated by a line of 96 1.5W RGB LEDs divided into 12 zones. Furthermore, there are 144 additional 5W cool-white LEDs divided into 24 zones, with 12 zones at the top and 12 at the bottom of the fixture's face. These outer LEDs utilize a linear prismatic lens similar to those used in our Rayzor Blade fixtures. When combined, these components deliver an astonishing output exceeding 100,000 total lumens.”

5 Installation

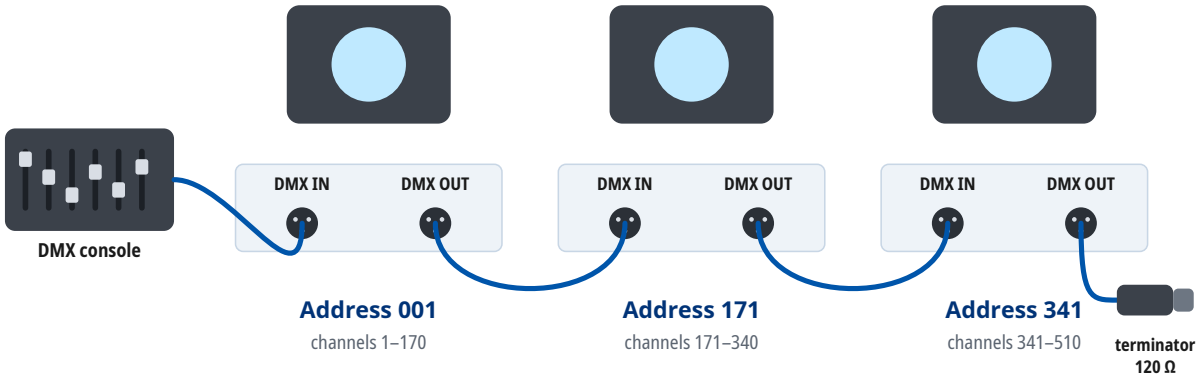
⚠ **WARNING**

- 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: 13 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 170CH: every unit occupies 170 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

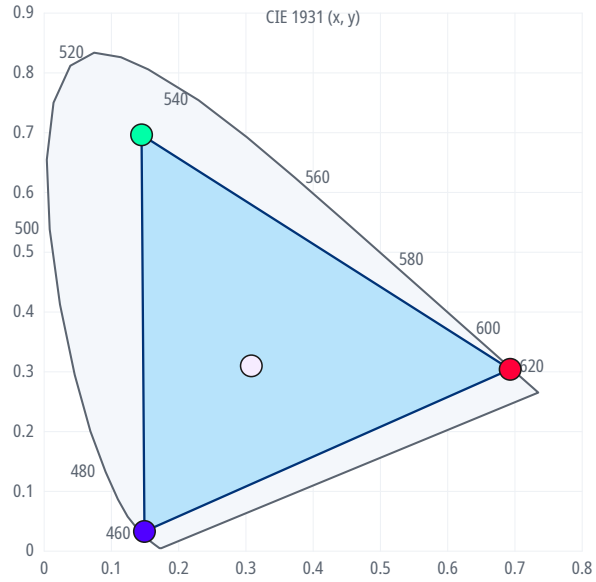
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “178CH”: 178.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “178CH”, you can use, for example, the start addresses 1, 179.
- 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

	3CH 3 channels	12CH 12 channels	22CH 22 channels	45CH 45 channels	60CH 60 channels	170CH 170 channels	88CH 88 channels	178CH 178 channels
Dimmer	1	1, 2, 6	1, 2, 6	1, 2, 6, 33–36	1, 5, 49–60	1, 2, 6, 73–142	1, 2, 6, 59–70	1, 2, 6, 73–142
Shutter / strobe	2, 3	3–5, 7–9	3–5, 7–9	3–5, 7–9	2–4, 6–8	3–5, 7–9	3–5, 7–9	3–5, 7–9
Color mixing		10–12	10–12	10–12, 15–32, 37–45	9–11, 13–58	1–94, 121–178	10–58, 71–90	1–94, 121–178
Effects / macros			13–20		12		13–20	13–20
Pixel control				✓	12 + 12 cells	24 + 48 + 12 cells	12 + 12 cells	24 + 48 + 12 cells

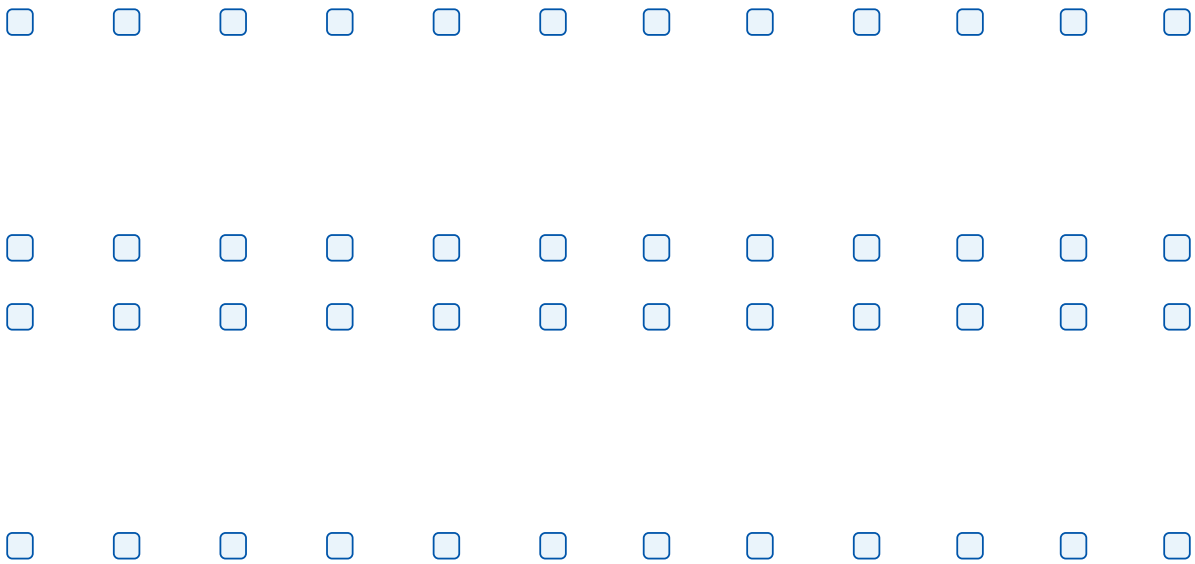
LED colors and the colors they mix



LED	x	y	nm
Red	0.693	0.304	623
Green	0.145	0.696	448
Blue	0.149	0.033	463
CW	0.308	0.310	

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

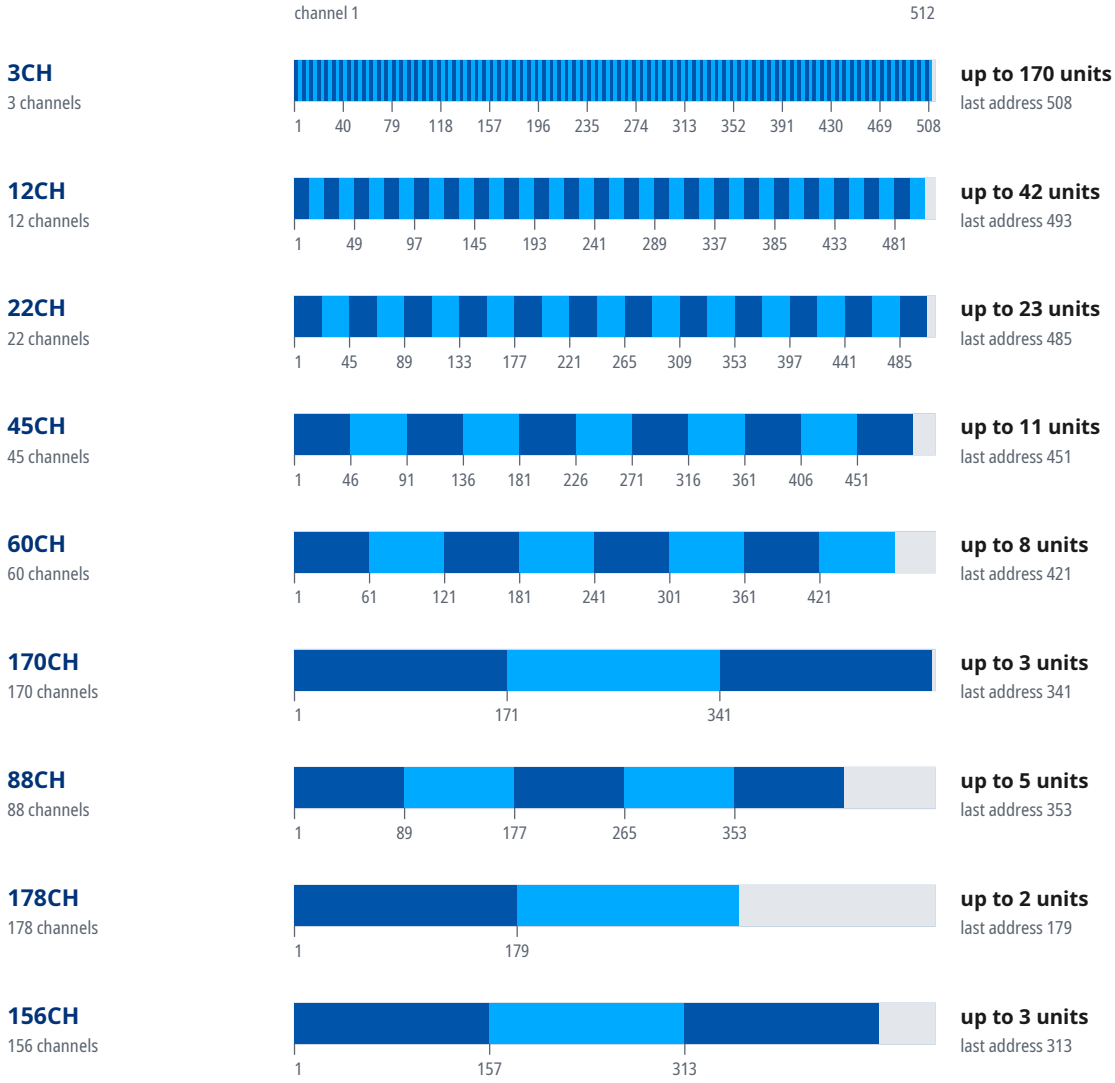
Cells (pixels)



Cells where the GDTF file places them (seen from above), 48 in all in the mode “45CH”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “178CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 179	11	U6 · 1	16	U8 · 179
2	179	7	U4 · 1	12	U6 · 179	17	U9 · 1
3	U2 · 1	8	U4 · 179	13	U7 · 1	18	U9 · 179
4	U2 · 179	9	U5 · 1	14	U7 · 179	19	U10 · 1
5	U3 · 1	10	U5 · 179	15	U8 · 1	20	U10 · 179

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

Mode 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 (0–5 s)
3	Strobe Speed		Strobe Rate
		0–255	Fast to Slow (5–0 Hz)

Mode 12CH

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 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
		255	100 % CW
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Strobe Rate
		0–255	Fast to Slow CW (5–0 Hz)

CH	Function	DMX	Description
5	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
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 RGB (0–5 s)
8	Strobe Speed 2		Strobe Rate
		0–255	Fast to Slow RGB (5–0 Hz)
9	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
10	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 %
11	Green	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %

CH	Function	DMX	Description
11	Green (continued)	128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
12	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 22CH

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 255, CH 11 Green 255, CH 12 Blue 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “12CH” (p. 9)
2	Dimmer 2		Same as CH 2 in the mode “12CH” (p. 9)
3	Strobe Duration 1	0–255	Min to Max (0–5 s)
4	Strobe Speed 1		Strobe Rate
		0–255	Fast to Slow (5–0 Hz)
5	Strobe 1	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
6	Dimmer 3		Same as CH 6 in the mode “12CH” (p. 10)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Strobe Rate
		0–255	Fast to Slow (5–0 Hz)
9	Strobe 2		Same as CH 9 in the mode “12CH” (p. 10)
10	Red		Same as CH 10 in the mode “12CH” (p. 10)
11	Green		Same as CH 11 in the mode “12CH” (p. 10)
12	Blue		Same as CH 12 in the mode “12CH” (p. 11)
13	Effects 1		CW Strobe Effect Selection
		0	Idle CW

CH	Function	DMX	Description
13	Effects 1 (continued)	1–40	FX Selection CW
		41–127	Idle CW
		128–167	FX Selection CW
		168–255	Idle 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	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		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
		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

CH	Function	DMX	Description
16	Effects Fade 1 (continued)	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
		140–149	Steps CW
		150–255	Idle
17	Effects 2		RGB Effect Selelection
		0	Idle
		1–30	FX Selection 1 to 30
		31–100	Idle
		101–131	FX Selection 1 to 30
		132–200	Idle
		201–211	RGB Effects 1 to 10
		212–255	Idle
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

CH	Function	DMX	Description
19	Effects Adjust 1 2 (continued)	51–60	1 Zone RGB
		61–70	2 Zone RGB
		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		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
		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

CH	Function	DMX	Description
20	Effects Fade 2 (continued)	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
		129	0*8s
		130	0*9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–255	Idle
22	Function	0–29	Function: Idle
		30–39	Fan Mode: Auto
		40–49	Fan Mode: Silent
		50–59	Fan Mode: High
		60–99	Fan Mode: Idle

CH	Function	DMX	Description
22	Function (continued)	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
		135	1250
		136	1260
		137	1270
		138	1280
		139	1290
		140	1300
		141	1310

CH	Function	DMX	Description
22	Function (continued)	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	Zone: Idle
		180–181	Zones to Default
		182–183	Top and Bottom CW Strobe Link to Center
		184–185	Top and Bottom CW Strobe Inactive
		186–187	RGB StrobeLine Link to Top Center CW Strobe
		188–189	RGB StrobeLine Link to Top RGB
		190–191	RGB StrobeLine to Bottom RGB
		192–193	RGB StrobeLine Inactive
		194–200	Zone: Idle
		201–210	Dimmer Curve: Linear (Default)

CH	Function	DMX	Description
22	Function (continued)	211–220	Dimmer Curve: Square
		221–230	Dimmer Curve: Inverse Square
		231–240	Dimmer Curve: S-Curve
		241–255	Dimmer Curve: Idle

Mode 45CH

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 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 Red 6 255, CH 28 Green 6 255, CH 29 Blue 6 255, CH 30 Red 7 255, CH 31 Green 7 255, CH 32 Blue 7 255, CH 33 Dimmer 4 255, CH 34 Dimmer 5 255, CH 35 Dimmer 6 255, CH 36 Dimmer 7 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “12CH” (p. 9)
2	Dimmer 2		Same as CH 2 in the mode “12CH” (p. 9)
3	Strobe Duration 1	0–255	Min to Max (0–5 s)
4	Strobe Speed 1		Same as CH 4 in the mode “22CH” (p. 11)
5	Strobe 1		Same as CH 5 in the mode “22CH” (p. 11)
6	Dimmer 3		Same as CH 6 in the mode “12CH” (p. 10)
7	Strobe Duration 2	0–255	Min to Max (0–5 s)
8	Strobe Speed 2		Same as CH 8 in the mode “22CH” (p. 11)
9	Strobe 2		Same as CH 9 in the mode “12CH” (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 %
		255	100 %
12	Blue 1	0	0 %

CH	Function	DMX	Description
12	Blue 1 (continued)	1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
13	Dimmer Mode		Same as CH 21 in the mode “22CH” (p. 15)
14	Function		Same as CH 22 in the mode “22CH” (p. 15)
15	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
16	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
17	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
18	Red 3	0	0 % R2
		1–62	0 % R2 … 25 % R2
		63	25 % R2
		64–126	25 % R2 … 50 % R2
		127	50 % R2

CH	Function	DMX	Description
18	Red 3 (continued)	128–190	50 % R2 … 75 % R2
		191	75 % R2
		192–254	75 % R2 … 100 % R2
		255	100 % R2
19	Green 3	0	0 % G2
		1–62	0 % G2 … 25 % G2
		63	25 % G2
		64–126	25 % G2 … 50 % G2
		127	50 % G2
		128–190	50 % G2 … 75 % G2
		191	75 % G2
		192–254	75 % G2 … 100 % G2
		255	100 % G2
20	Blue 3	0	0 % B2
		1–62	0 % B2 … 25 % B2
		63	25 % B2
		64–126	25 % B2 … 50 % B2
		127	50 % B2
		128–190	50 % B2 … 75 % B2
		191	75 % B2
		192–254	75 % B2 … 100 % B2
		255	100 % B2
21	Red 4	0	0 % R3
		1–62	0 % R3 … 25 % R3
		63	25 % R3
		64–126	25 % R3 … 50 % R3
		127	50 % R3
		128–190	50 % R3 … 75 % R3
		191	75 % R3
		192–254	75 % R3 … 100 % R3
		255	100 % R3
22	Green 4	0	0 % G3
		1–62	0 % G3 … 25 % G3
		63	25 % G3
		64–126	25 % G3 … 50 % G3
		127	50 % G3
		128–190	50 % G3 … 75 % G3
		191	75 % G3
		192–254	75 % G3 … 100 % G3
		255	100 % G3
23	Blue 4	0	0 % B3
		1–62	0 % B3 … 25 % B3

CH	Function	DMX	Description
23	Blue 4 (continued)	63	25 % B3
		64–126	25 % B3 … 50 % B3
		127	50 % B3
		128–190	50 % B3 … 75 % B3
		191	75 % B3
		192–254	75 % B3 … 100 % B3
		255	100 % B3
24	Red 5	0	0 % R4
		1–62	0 % R4 … 25 % R4
		63	25 % R4
		64–126	25 % R4 … 50 % R4
		127	50 % R4
		128–190	50 % R4 … 75 % R4
		191	75 % R4
		192–254	75 % R4 … 100 % R4
		255	100 % R4
25	Green 5	0	0 % G4
		1–62	0 % G4 … 25 % G4
		63	25 % G4
		64–126	25 % G4 … 50 % G4
		127	50 % G4
		128–190	50 % G4 … 75 % G4
		191	75 % G4
		192–254	75 % G4 … 100 % G4
		255	100 % G4
26	Blue 5	0	0 % B4
		1–62	0 % B4 … 25 % B4
		63	25 % B4
		64–126	25 % B4 … 50 % B4
		127	50 % B4
		128–190	50 % B4 … 75 % B4
		191	75 % B4
		192–254	75 % B4 … 100 % B4
		255	100 % B4
27	Red 6	0	0 % R5
		1–62	0 % R5 … 25 % R5
		63	25 % R5
		64–126	25 % R5 … 50 % R5
		127	50 % R5
		128–190	50 % R5 … 75 % R5
		191	75 % R5
		192–254	75 % R5 … 100 % R5

CH	Function	DMX	Description
27	Red 6 (continued)	255	100 % R5
28	Green 6	0	0 % G5
		1–62	0 % G5 … 25 % G5
		63	25 % G5
		64–126	25 % G5 … 50 % G5
		127	50 % G5
		128–190	50 % G5 … 75 % G5
		191	75 % G5
		192–254	75 % G5 … 100 % G5
		255	100 % G5
29	Blue 6	0	0 % B5
		1–62	0 % B5 … 25 % B5
		63	25 % B5
		64–126	25 % B5 … 50 % B5
		127	50 % B5
		128–190	50 % B5 … 75 % B5
		191	75 % B5
		192–254	75 % B5 … 100 % B5
		255	100 % B5
30	Red 7	0	0 % R6
		1–62	0 % R6 … 25 % R6
		63	25 % R6
		64–126	25 % R6 … 50 % R6
		127	50 % R6
		128–190	50 % R6 … 75 % R6
		191	75 % R6
		192–254	75 % R6 … 100 % R6
		255	100 % R6
31	Green 7	0	0 % G6
		1–62	0 % G6 … 25 % G6
		63	25 % G6
		64–126	25 % G6 … 50 % G6
		127	50 % G6
		128–190	50 % G6 … 75 % G6
		191	75 % G6
		192–254	75 % G6 … 100 % G6
		255	100 % G6
32	Blue 7	0	0 % B6
		1–62	0 % B6 … 25 % B6
		63	25 % B6
		64–126	25 % B6 … 50 % B6
		127	50 % B6

CH	Function	DMX	Description
32	Blue 7 (continued)	128–190	50 % B6 … 75 % B6
		191	75 % B6
		192–254	75 % B6 … 100 % B6
		255	100 % B6
33	Dimmer 4		Color Add_CW 1
		0	0 % CW1
		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
34	Dimmer 5		Color Add_CW 1
		0	0 % CW2
		1–62	0 % CW2 … 25 % CW2
		63	25 % CW2
		64–126	25 % CW2 … 50 % CW2
		127	50 % CW2
		128–190	50 % CW2 … 75 % CW2
		191	75 % CW2
		192–254	75 % CW2 … 100 % CW2
		255	100 % CW2
35	Dimmer 6		Color Add_CW 1
		0	0 % CW3
		1–62	0 % CW3 … 25 % CW3
		63	25 % CW3
		64–126	25 % CW3 … 50 % CW3
		127	50 % CW3
		128–190	50 % CW3 … 75 % CW3
		191	75 % CW3
		192–254	75 % CW3 … 100 % CW3
		255	100 % CW3
36	Dimmer 7		Color Add_CW 1
		0	0 % CW4
		1–62	0 % CW4 … 25 % CW4
		63	25 % CW4
		64–126	25 % CW4 … 50 % CW4
		127	50 % CW4
		128–190	50 % CW4 … 75 % CW4
		191	75 % CW4

CH	Function	DMX	Description
36	Dimmer 7 (continued)	192–254	75 % CW4 … 100 % CW4
		255	100 % CW4
37	Red 8	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
38	Green 8	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
39	Blue 8	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
40	Red 9	0	0 % StrobeR2
		1–62	0 % StrobeR2 … 25 % StrobeR2
		63	25 % StrobeR2
		64–126	25 % StrobeR2 … 50 % StrobeR2
		127	50 % StrobeR2
		128–190	50 % StrobeR2 … 75 % StrobeR2
		191	75 % StrobeR2
		192–254	75 % StrobeR2 … 100 % StrobeR2
		255	100 % StrobeR2
41	Green 9	0	0 % StrobeG2
		1–62	0 % StrobeG2 … 25 % StrobeG2
		63	25 % StrobeG2
		64–126	25 % StrobeG2 … 50 % StrobeG2

CH	Function	DMX	Description
41	Green 9 (continued)	127	50 % StrobeG2
		128–190	50 % StrobeG2 … 75 % StrobeG2
		191	75 % StrobeG2
		192–254	75 % StrobeG2 … 100 % StrobeG2
		255	100 % StrobeG2
42	Blue 9	0	0 % StrobeB2
		1–62	0 % StrobeB2 … 25 % StrobeB2
		63	25 % StrobeB2
		64–126	25 % StrobeB2 … 50 % StrobeB2
		127	50 % StrobeB2
		128–190	50 % StrobeB2 … 75 % StrobeB2
		191	75 % StrobeB2
		192–254	75 % StrobeB2 … 100 % StrobeB2
		255	100 % StrobeB2
43	Red 10	0	0 % StrobeR3
		1–62	0 % StrobeR3 … 25 % StrobeR3
		63	25 % StrobeR3
		64–126	25 % StrobeR3 … 50 % StrobeR3
		127	50 % StrobeR3
		128–190	50 % StrobeR3 … 75 % StrobeR3
		191	75 % StrobeR3
		192–254	75 % StrobeR3 … 100 % StrobeR3
		255	100 % StrobeR3
44	Green 10	0	0 % StrobeG3
		1–62	0 % StrobeG3 … 25 % StrobeG3
		63	25 % StrobeG3
		64–126	25 % StrobeG3 … 50 % StrobeG3
		127	50 % StrobeG3
		128–190	50 % StrobeG3 … 75 % StrobeG3
		191	75 % StrobeG3
		192–254	75 % StrobeG3 … 100 % StrobeG3
		255	100 % StrobeG3
45	Blue 10	0	0 % StrobeB3
		1–62	0 % StrobeB3 … 25 % StrobeB3
		63	25 % StrobeB3
		64–126	25 % StrobeB3 … 50 % StrobeB3
		127	50 % StrobeB3
		128–190	50 % StrobeB3 … 75 % StrobeB3
		191	75 % StrobeB3
		192–254	75 % StrobeB3 … 100 % StrobeB3
		255	100 % StrobeB3

Mode 60CH

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 12 cells), CH 14 Green 255 (the same in each of the 12 cells), CH 15 Blue 255 (the same in each of the 12 cells), CH 49 Dimmer 255 (the same in each of the 12 cells).

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
		255	100 % CW
2	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
3	Strobe Speed 1		Same as CH 4 in the mode “12CH” (p. 9)
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 RGB (0–5 s)
7	Strobe Speed 2		Same as CH 8 in the mode “12CH” (p. 10)
8	Strobe 2	0–31	Single Strobe/Standard Mode RGB
		32–63	Ramp Up RGB
		64–95	Ramp Down RGB
		96–127	Ramp Up to Ramp Down RGB
		128–159	Random RGB
		160–191	Double Flash RGB
		192–223	Triple Flash RGB

CH	Function	DMX	Description
8	Strobe 2 (continued)	224–255	No Effect RGB
9	Red 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
10	Green 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
11	Blue 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
12	Effects		CW Strobe Effect Selection
		0	Idle CW
		1–40	FX Selection CW
		41–127	Idle CW
		128–167	FX Selection CW
		168–255	Idle CW
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

CH	Function	DMX	Description
13	Red 2 (continued)	192–254	75 % R … 100 % R
		255	100 % R
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
49	Dimmer 3		CW 1
		0	0 % CW1
		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

CH 13–48: 12 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	11	43	44	45	12	46	47	48

CH 49–60: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 49); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	49	2	50	3	51	4	52	5	53	6	54
7	55	8	56	9	57	10	58	11	59	12	60

Mode 170CH

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 24 cells), CH 16 Green 255 (the same in each of the 24 cells), CH 17 Blue 255 (the same in each of the 24 cells), CH 87 Dimmer 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “12CH” (p. 9)
2	Dimmer 2		Same as CH 2 in the mode “12CH” (p. 9)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 4 in the mode “12CH” (p. 9)
5	Strobe 1		Same as CH 4 in the mode “60CH” (p. 26)
6	Dimmer 3		Same as CH 6 in the mode “12CH” (p. 10)
7	Strobe Duration 2	0–255	Min to Max RGB (0–5 s)
8	Strobe Speed 2		Same as CH 8 in the mode “12CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “60CH” (p. 26)
10	Red 1		Same as CH 9 in the mode “60CH” (p. 27)
11	Green 1		Same as CH 10 in the mode “60CH” (p. 27)
12	Blue 1		Same as CH 11 in the mode “60CH” (p. 27)
13	Dimmer Mode		Same as CH 21 in the mode “22CH” (p. 15)
14	Function		Same as CH 22 in the mode “22CH” (p. 15)
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

CH	Function	DMX	Description
16	Green 2 (continued)	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
87	Dimmer 4		Color Add_W 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
135	Red 26		Strob Line Red
		0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
136	Green 26		Strob Line Green
		0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
137	Blue 26		Strob Line Blue

CH	Function	DMX	Description
137	Blue 26 (continued)	0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB
		127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB

CH 15–86: 24 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	21	75	76	77
22	78	79	80	23	81	82	83	24	84	85	86

CH 87–134: 48 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 87); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	87	2	88	3	89	4	90	5	91	6	92
7	93	8	94	9	95	10	96	11	97	12	98
13	99	14	100	15	101	16	102	17	103	18	104
19	105	20	106	21	107	22	108	23	109	24	110
25	111	26	112	27	113	28	114	29	115	30	116
31	117	32	118	33	119	34	120	35	121	36	122
37	123	38	124	39	125	40	126	41	127	42	128
43	129	44	130	45	131	46	132	47	133	48	134

CH 135–170: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 135–137); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	135	136	137	2	138	139	140	3	141	142	143
4	144	145	146	5	147	148	149	6	150	151	152
7	153	154	155	8	156	157	158	9	159	160	161
10	162	163	164	11	165	166	167	12	168	169	170

Mode 88CH

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 12 cells), CH 24 Green 255 (the same in each of the 12 cells), CH 25 Blue 255 (the same in each of the 12 cells), CH 59 Dimmer 255 (the same in each of the 12 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “12CH” (p. 9)
2	Dimmer 2		Same as CH 2 in the mode “12CH” (p. 9)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 4 in the mode “12CH” (p. 9)
5	Strobe 1		Same as CH 4 in the mode “60CH” (p. 26)
6	Dimmer 3		Same as CH 6 in the mode “12CH” (p. 10)
7	Strobe Duration 2	0–255	Min to Max RGB (0–5 s)
8	Strobe Speed 2		Same as CH 8 in the mode “12CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “60CH” (p. 26)
10	Red 1		Same as CH 9 in the mode “60CH” (p. 27)
11	Green 1		Same as CH 10 in the mode “60CH” (p. 27)
12	Blue 1		Same as CH 11 in the mode “60CH” (p. 27)
13	Effects 1		Same as CH 13 in the mode “22CH” (p. 11)
14	Effects Speed 1		Same as CH 14 in the mode “22CH” (p. 12)
15	Effects Adjust 1 1		Same as CH 15 in the mode “22CH” (p. 12)
16	Effects Fade 1		Same as CH 16 in the mode “22CH” (p. 12)
17	Effects 2		Same as CH 17 in the mode “22CH” (p. 13)
18	Effects Speed 2		Same as CH 18 in the mode “22CH” (p. 13)
19	Effects Adjust 1 2		Same as CH 19 in the mode “22CH” (p. 13)
20	Effects Fade 2		Same as CH 20 in the mode “22CH” (p. 14)
21	Dimmer Mode		Same as CH 21 in the mode “22CH” (p. 15)
22	Function		Same as CH 22 in the mode “22CH” (p. 15)
23	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
24	Green 2	0	0 % G
		1–62	0 % G … 25 % G
		63	25 % G
		64–126	25 % G … 50 % G
		127	50 % G

CH	Function	DMX	Description
24	Green 2 (continued)	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
59	Dimmer 4		CW 1
		0	0 % CW1
		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
71	Red 14	0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
72	Green 14	0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
73	Blue 14	0	0 % StrobLineB

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

CH	Function	DMX	Description
77	Red 16 (continued)	192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
78	Green 16	0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
79	Blue 16	0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB
		127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB
80	Red 17	0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
81	Green 17	0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
82	Blue 17	0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB

CH	Function	DMX	Description
82	Blue 17 (continued)	127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB
83	Red 18	0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
84	Green 18	0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
85	Blue 18	0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB
		127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB
86	Red 19	0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR
87	Green 19	0	0 % StrobLineG

CH	Function	DMX	Description
87	Green 19 (continued)	1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
88	Blue 19	0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB
		127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB

CH 23–58: 12 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

CH 59–70: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 59); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	59	2	60	3	61	4	62	5	63	6	64
7	65	8	66	9	67	10	68	11	69	12	70

Mode 178CH

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 95 Dimmer 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “12CH” (p. 9)
2	Dimmer 2		Same as CH 2 in the mode “12CH” (p. 9)
3	Strobe Duration 1	0–255	Min to Max CW (0–5 s)
4	Strobe Speed 1		Same as CH 4 in the mode “12CH” (p. 9)
5	Strobe 1		Same as CH 4 in the mode “60CH” (p. 26)
6	Dimmer 3		Same as CH 6 in the mode “12CH” (p. 10)
7	Strobe Duration 2	0–255	Min to Max RGB (0–5 s)

CH	Function	DMX	Description
8	Strobe Speed 2		Same as CH 8 in the mode “12CH” (p. 10)
9	Strobe 2		Same as CH 8 in the mode “60CH” (p. 26)
10	Red 1		Same as CH 9 in the mode “60CH” (p. 27)
11	Green 1		Same as CH 10 in the mode “60CH” (p. 27)
12	Blue 1		Same as CH 11 in the mode “60CH” (p. 27)
13	Effects 1		Same as CH 13 in the mode “22CH” (p. 11)
14	Effects Speed 1		Same as CH 14 in the mode “22CH” (p. 12)
15	Effects Adjust 1 1		Same as CH 15 in the mode “22CH” (p. 12)
16	Effects Fade 1		Same as CH 16 in the mode “22CH” (p. 12)
17	Effects 2		Same as CH 17 in the mode “22CH” (p. 13)
18	Effects Speed 2		Same as CH 18 in the mode “22CH” (p. 13)
19	Effects Adjust 1 2		Same as CH 19 in the mode “22CH” (p. 13)
20	Effects Fade 2		Same as CH 20 in the mode “22CH” (p. 14)
21	Dimmer Mode		Same as CH 21 in the mode “22CH” (p. 15)
22	Function		Same as CH 22 in the mode “22CH” (p. 15)
23	Red 2	0	Red 0 %
		1–62	Red 0 % … Red 25 %
		63	Red 25 %
		64–126	Red 25 % … Red 50 %
		127	Red 50 %
		128–190	Red 50 % … Red 75%
		191	Red 75%
		192–254	Red 75% … Red 100 %
		255	Red 100 %
24	Green 2	0	Green 0 %
		1–62	Green 0 % … Green 25 %
		63	Green 25 %
		64–126	Green 25 % … Green 50 %
		127	Green 50 %
		128–190	Green 50 % … Green 75 %
		191	Green 75 %
		192–254	Green 75 % … Green 100 %
		255	Green 100 %
25	Blue 2	0	Blue 0 %
		1–62	Blue 0 % … Blue 25%
		63	Blue 25%
		64–126	Blue 25% … Blue 50 %
		127	Blue 50 %
		128–190	Blue 50 % … Blue 75 %
		191	Blue 75 %
		192–254	Blue 75 % … Blue 100 %
		255	Blue 100 %

CH	Function	DMX	Description
95	Dimmer 4		Color Add_W 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
143	Red 26	0	Red Strob 0 %
		1–62	Red Strob 0 % … Red Strob 25 %
		63	Red Strob 25 %
		64–126	Red Strob 25 % … Red Strob 50 %
		127	Red Strob 50 %
		128–190	Red Strob 50 % … Red Strob 75 %
		191	Red Strob 75 %
		192–254	Red Strob 75 % … Red Strob 100 %
		255	Red Strob 100 %
144	Green 26	0	Green Strob 0 %
		1–62	Green Strob 0 % … Green Strob 25 %
		63	Green Strob 25 %
		64–126	Green Strob 25 % … Green Strob 50 %
		127	Green Strob 50 %
		128–190	Green Strob 50 % … Green Strob 75 %
		191	Green Strob 75 %
		192–254	Green Strob 75 % … Green Strob 100 %
		255	Green Strob 100 %
145	Blue 26	0	Blue Strob 0%
		1–62	Blue Strob 0% … Blue Strob 25%
		63	Blue Strob 25%
		64–126	Blue Strob 25% … Blue Strob 50%
		127	Blue Strob 50%
		128–190	Blue Strob 50% … Blue Strob 75%
		191	Blue Strob 75%
		192–254	Blue Strob 75% … Blue Strob 100%
		255	Blue Strob 100%

CH 23–94: 24 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	21	83	84	85
22	86	87	88	23	89	90	91	24	92	93	94

CH 95–142: 48 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 95); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	95	2	96	3	97	4	98	5	99	6	100
7	101	8	102	9	103	10	104	11	105	12	106
13	107	14	108	15	109	16	110	17	111	18	112
19	113	20	114	21	115	22	116	23	117	24	118
25	119	26	120	27	121	28	122	29	123	30	124
31	125	32	126	33	127	34	128	35	129	36	130
37	131	38	132	39	133	40	134	41	135	42	136
43	137	44	138	45	139	46	140	47	141	48	142

CH 143–178: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 143–145); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	143	144	145	2	146	147	148	3	149	150	151
4	152	153	154	5	155	156	157	6	158	159	160
7	161	162	163	8	164	165	166	9	167	168	169
10	170	171	172	11	173	174	175	12	176	177	178

Mode 156CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells), CH 73 Dimmer 255 (the same in each of the 48 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

CH	Function	DMX	Description
1	Red 1 (continued)	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
73	Dimmer 1		Color Add_W 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
121	Red 25		Strob Line Red
		0	0 % StrobLineR
		1–62	0 % StrobLineR … 25 % StrobLineR
		63	25 % StrobLineR
		64–126	25 % StrobLineR … 50 % StrobLineR
		127	50 % StrobLineR
		128–190	50 % StrobLineR … 75 % StrobLineR
		191	75 % StrobLineR
		192–254	75 % StrobLineR … 100 % StrobLineR
		255	100 % StrobLineR

CH	Function	DMX	Description
122	Green 25		Strob Line Green
		0	0 % StrobLineG
		1–62	0 % StrobLineG … 25 % StrobLineG
		63	25 % StrobLineG
		64–126	25 % StrobLineG … 50 % StrobLineG
		127	50 % StrobLineG
		128–190	50 % StrobLineG … 75 % StrobLineG
		191	75 % StrobLineG
		192–254	75 % StrobLineG … 100 % StrobLineG
		255	100 % StrobLineG
123	Blue 25		Strob Line Blue
		0	0 % StrobLineB
		1–62	0 % StrobLineB … 25 % StrobLineB
		63	25 % StrobLineB
		64–126	25 % StrobLineB … 50 % StrobLineB
		127	50 % StrobLineB
		128–190	50 % StrobLineB … 75 % StrobLineB
		191	75 % StrobLineB
		192–254	75 % StrobLineB … 100 % StrobLineB
		255	100 % StrobLineB

CH 1–72: 24 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	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72

CH 73–120: 48 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 73); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	73	2	74	3	75	4	76	5	77	6	78
7	79	8	80	9	81	10	82	11	83	12	84
13	85	14	86	15	87	16	88	17	89	18	90
19	91	20	92	21	93	22	94	23	95	24	96
25	97	26	98	27	99	28	100	29	101	30	102
31	103	32	104	33	105	34	106	35	107	36	108
37	109	38	110	39	111	40	112	41	113	42	114
43	115	44	116	45	117	46	118	47	119	48	120

CH 121–156: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 121–123); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	121	122	123	2	124	125	126	3	127	128	129
4	130	131	132	5	133	134	135	6	136	137	138
7	139	140	141	8	142	143	144	9	145	146	147
10	148	149	150	11	151	152	153	12	154	155	156

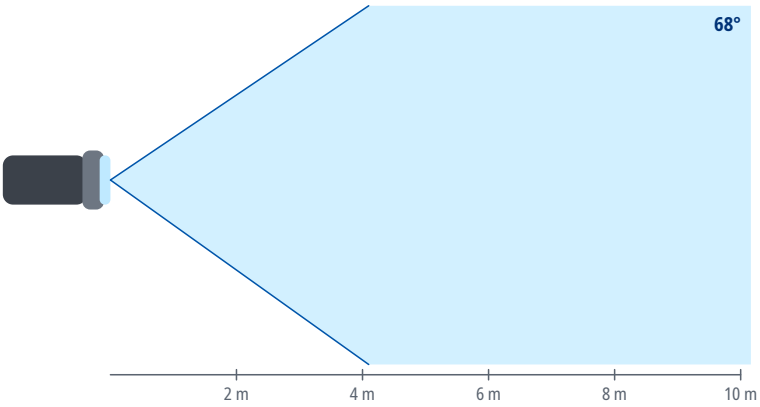
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x22A6, device model ID 0x004B)
Weight	13 kg
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.