DMX REFERENCE

# SIX plus BAR S

SIX+ BAR S

Elation



| | |
|---|---|
| **Manufacturer** | Elation |
| **GDTF file** | Elation_SIX_plus_BAR_S_68947.gdtf |
| **GDTF revision** | 24-24-07 Release · 2024-07-24 |
| **Generated** | 2026-11-24 |

# Contents

**1 About this manual** 2
**2 Quick reference** 3
**3 Safety instructions** 4
**4 Product description** 5
**5 Installation** 5
**6 Connections** 5
**7 Operation** 6
**8 Functions at a glance** 6
**9 DMX channels** 12
Mode 43CH 14
Mode 39CH 21
Mode 36CH 24
Mode 18CH 26
Mode 13CH 27
Mode 11CH 28
Mode 7CH 29
Mode 6CH 29
Mode Dimmer 1CH 30
Mode RGB 3CH 30
Mode Color 6CH 31
Mode Color and Dimmer 9CH 33
Mode CMY 13CH 34
Mode CMY Extended 16CH 41
Mode Standard 16CH 42
Mode Extended 22CH 43
Mode 2 Cell Standard 22CH 45
Mode 2 Cell Extended 34CH 49
Mode Raw 6 Cell 36CH 52
Mode 6 Cell Standard 46CH 55
Mode 6 Cell Extended 82CH 58
**10 Technical specifications** 62
**11 Maintenance and cleaning** 62
**12 Troubleshooting** 63
**13 Disposal** 63

# 1 About this manual

This document describes the SIX+ BAR S by Elation. It was compiled from the GDTF file Elation_SIX_plus_BAR_S_68947.gdtf from the GDTF-Share library.

File revision: “24-24-07 Release”.

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

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

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

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

# 2 Quick reference

| Parameter | Value |
|---|---|
| Weight | 6.8 kg |

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| 43CH | 43 | 11 | 1, 44, 87, 130, ... |
| 39CH | 39 | 13 | 1, 40, 79, 118, ... |
| 36CH | 36 | 14 | 1, 37, 73, 109, ... |
| 18CH | 18 | 28 | 1, 19, 37, 55, ... |
| 13CH | 13 | 39 | 1, 14, 27, 40, ... |
| 11CH | 11 | 46 | 1, 12, 23, 34, ... |
| 7CH | 7 | 73 | 1, 8, 15, 22, ... |
| 6CH | 6 | 85 | 1, 7, 13, 19, ... |
| Dimmer 1CH | 1 | 512 | 1, 2, 3, 4, ... |
| RGB 3CH | 3 | 170 | 1, 4, 7, 10, ... |
| Color 6CH | 6 | 85 | 1, 7, 13, 19, ... |
| Color and Dimmer 9CH | 9 | 56 | 1, 10, 19, 28, ... |
| CMY 13CH | 13 | 39 | 1, 14, 27, 40, ... |
| CMY Extended 16CH | 16 | 32 | 1, 17, 33, 49, ... |
| Standard 16CH | 16 | 32 | 1, 17, 33, 49, ... |
| Extended 22CH | 22 | 23 | 1, 23, 45, 67, ... |
| 2 Cell Standard 22CH | 22 | 23 | 1, 23, 45, 67, ... |
| 2 Cell Extended 34CH | 34 | 15 | 1, 35, 69, 103, ... |
| Raw 6 Cell 36CH | 36 | 14 | 1, 37, 73, 109, ... |
| 6 Cell Standard 46CH | 46 | 11 | 1, 47, 93, 139, ... |
| 6 Cell Extended 82CH | 82 | 6 | 1, 83, 165, 247, ... |



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.

**⚠ WARNING**

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

**⚠ 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**

“Unleash the full potential of LED batten lighting and ignite your creative spark with the new SIX+ BAR S! The SIX+ BAR S represents an innovative line of creative LED batten solutions that harmonizes the latest in LED color technology with versatile design for greater artistic expression. An upgrade of Elation’s beloved SixBar 500, the SIX+ BAR S raises the bar with more output, a broader color spectrum and an overall superior quality of light. Equipped with 20W RGB+Lime+Amber+UV LEDs and boasting an impressive CRI of 93, the SIX+ BAR S offers a stunning array of colors, ensuring a beautifully homogenized wash of light with high-quality color reproduction. Its meticulously engineered optical system ensures even light distribution, and the proprietary RGBLA+UV engine delivers high-fidelity whites and intense primaries with no color fringing. Extra-large 50 mm lenses make it ideal for direct view applications and individual cell control opens up for a myriad of design possibilities.”

# 5 Installation

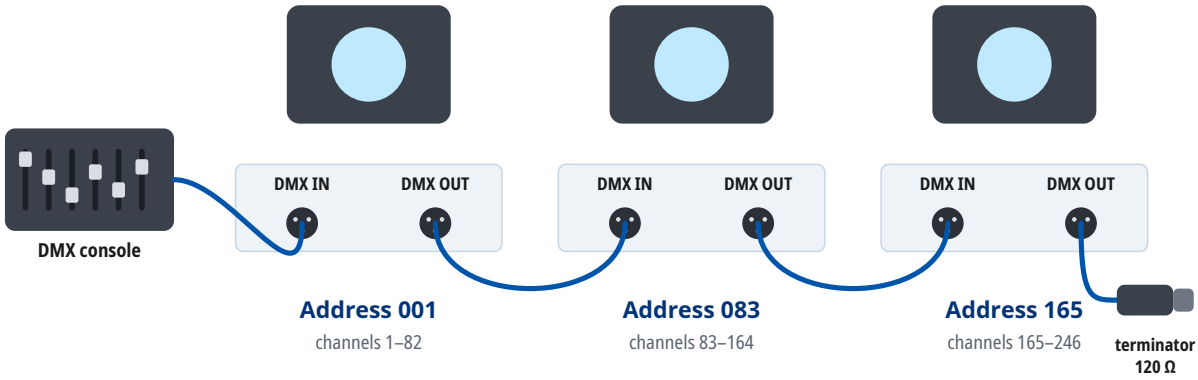
⚠ **WARNING**

- 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: 6.75 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 6 Cell Extended 82CH: every unit occupies 82 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 “6 Cell Extended 82CH”: 82.
- 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 “6 Cell Extended 82CH”, you can use, for example, the start addresses 1, 83, 165, 247.
- 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

| | 43CH<br>43 channels | 39CH<br>39 channels | 36CH<br>36 channels | 18CH<br>18 channels | 13CH<br>13 channels | 11CH<br>11 channels | 7CH<br>7 channels | 6CH<br>6 channels |
|---|---|---|---|---|---|---|---|---|
| Dimmer | 37 | 37 | | | 7 | 7 | 7 | |
| Shutter / strobe | 38 | 38 | | | 8 | 8 | | |
| Color mixing | 1–36 | 1–36 | 1–36 | 1–18 | 1–6 | 1–6 | 1–6 | 1–6 |
| Color wheel | 39 | | | | 9 | | | |
| Effects / macros | 40–42 | | | | 10–12 | 9–11 | | |
| Pixel control | ✓ | ✓ | ✓ | | | | | |

## Color wheel 1

1 OFF
2 RED
3 GREEN
4 BLUE
5 WHITE
6 AMBER
7 UV
8 RED + GREEN
9 RED + BLUE
10 RED + WHITE
11 RED + AMBER
12 RED + UV
13 GREEN + BLUE
14 GREEN + WHITE
15 GREEN + AMBER
16 GREEN + UV
17 BLUE + WHITE
18 BLUE + AMBER
19 BLUE + UV
20 WHITE + AMBER
21 WHITE + UV
22 AMBER + UV
23 RED + GREEN + BLUE
24 RED + GREEN + WHITE
25 RED + GREEN + AMBER
26 RED + GREEN + UV
27 RED + BLUE + WHITE
28 RED + BLUE + AMBER
29 RED + BLUE + UV
30 RED + WHITE + AMBER
31 RED + WHITE + UV
32 RED + AMBER + UV
33 GREEN + BLUE + WHITE
34 GREEN + BLUE + AMBER
35 GREEN + BLUE + UV
36 GREEN + WHITE + AMBER
37 GREEN + WHITE + UV
38 GREEN + AMBER + UV
39 BLUE + WHITE + AMBER
40 BLUE + WHITE + UV
41 BLUE + AMBER + UV
42 WHITE + AMBER + UV
43 RED + GREEN + BLUE + WHITE
44 RED + GREEN + BLUE + AMBER
45 RED + GREEN + BLUE + UV
46 RED + GREEN +WHITE + AMBER
47 RED + GREEN + WHITE + UV
48 RED + GREEN + AMBER + UV

49 RED + BLUE + WHITE + AMBER

50 RED + BLUE + WHITE + UV

51 RED + BLUE + AMBER + UV

52 RED + WHITE + AMBER + UV

53 GREEN + BLUE + WHITE + AMBER

54 GREEN + BLUE + WHITE + UV

55 GREEN + BLUE + AMBER + UV

56 GREEN + WHITE + AMBER + UV

57 BLUE + WHITE + AMBER + UV

58 RED + GREEN + BLUE + WHITE + AMBER

59 RED + GREEN + BLUE + WHITE + UV

60 RED + GREEN + BLUE + AMBER + UV

61 RED + GREEN + WHITE + AMBER + UV

62 RED + BLUE + WHITE + AMBER + UV

63 GREEN +BLUE + WHITE + AMBER + UV

64 RED + GREEN + BLUE + WHITE + AMBER + UV

## Color wheel 2

1 Open
**DMX 0–24**

2 2400 K
**DMX 24**

3 2500 K
**DMX 25**

4 2600 K
**DMX 26**

5 2700 K
**DMX 27**

6 2800 K
**DMX 28**

7 2900 K
**DMX 29**

8 3000 K
**DMX 30**

9 3100 K
**DMX 31**

10 3200 K
**DMX 32**

11 3300 K
**DMX 33**

12 3400 K
**DMX 34**

13 3500 K
**DMX 35**

14 3600 K
**DMX 36**

15 3700 K
**DMX 37**

16 3800 K
**DMX 38**

17 3900 K
**DMX 39**

18 4000 K
**DMX 40**

19 4100 K
**DMX 41**

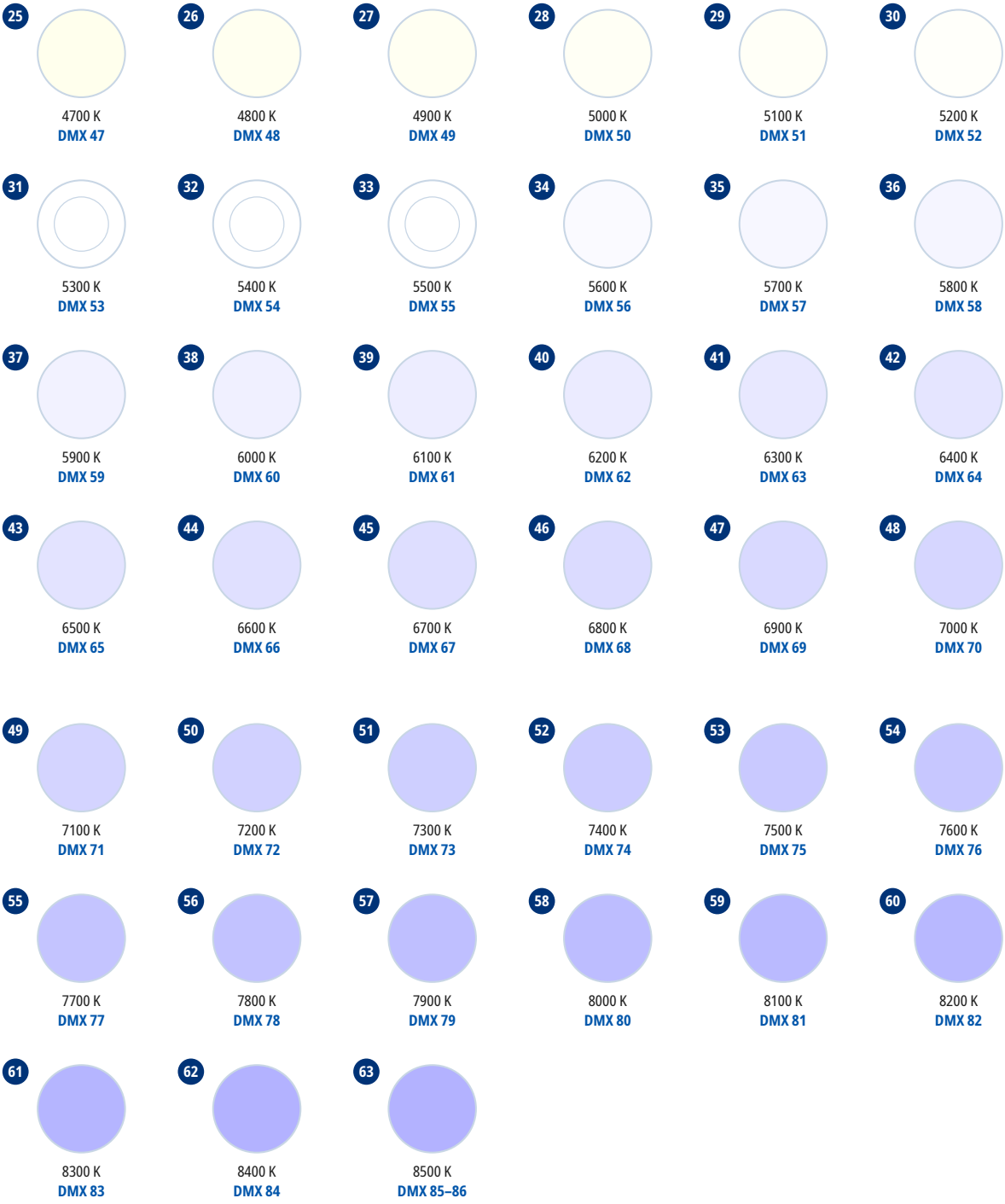
20 4200 K
**DMX 42**

21 4300 K
**DMX 43**

22 4400 K
**DMX 44**

23 4500 K
**DMX 45**

24 4600 K
**DMX 46**


25
4700 K
DMX 47
26
4800 K
DMX 48
27
4900 K
DMX 49
28
5000 K
DMX 50
29
5100 K
DMX 51
30
5200 K
DMX 52
31
5300 K
DMX 53
32
5400 K
DMX 54
33
5500 K
DMX 55
34
5600 K
DMX 56
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6100 K
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6200 K
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7600 K
DMX 76
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7700 K
DMX 77
56
7800 K
DMX 78
57
7900 K
DMX 79
58
8000 K
DMX 80
59
8100 K
DMX 81
60
8200 K
DMX 82
61
8300 K
DMX 83
62
8400 K
DMX 84
63
8500 K
DMX 85–86

## Color wheel 3

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

49 Fern Green **DMX 49**

50 Moss Green **DMX 50**

51 Dark Green **DMX 51**

52 Lime Green **DMX 52**

53 Pale Green **DMX 53**

54 Quarter CT Blue **DMX 54**

55 Half CT Blue **DMX 55**

56 Full CT Blue **DMX 56**

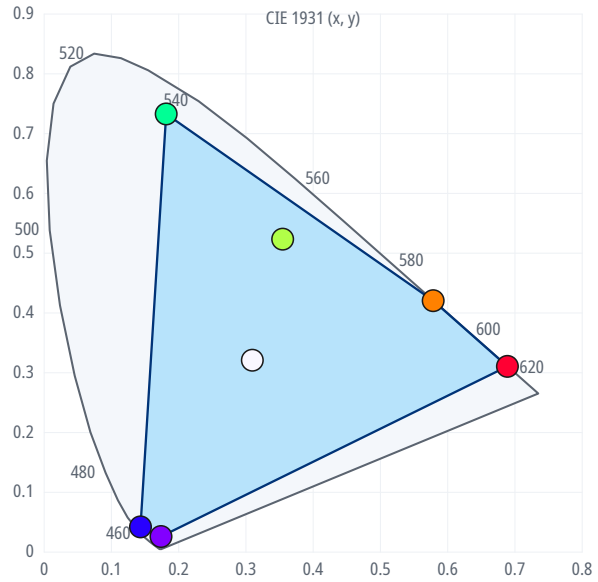
57 Double CT Blue **DMX 57**

58 Quarter CT Orange **DMX 58**

59 Half CT Orange **DMX 59**

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

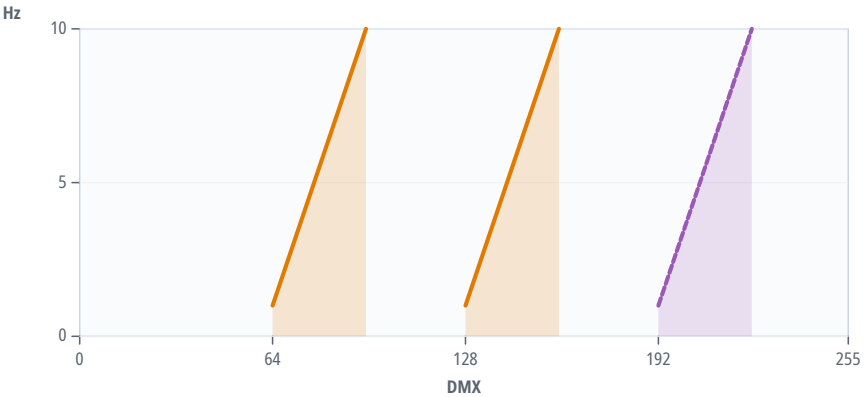
## LED colors and the colors they mix




| LED | x | y | nm |
|---|---|---|---|
| Red | 0.689 | 0.311 | 457 |
| Green | 0.181 | 0.733 | 457 |
| Blue | 0.143 | 0.042 | 457 |
| White | 0.309 | 0.321 | |
| Amber | 0.578 | 0.421 | 457 |
| UV | 0.174 | 0.026 | 457 |
| Lime | 0.355 | 0.523 | |

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

## Strobe rate




**CH 3 · 6 Cell Standard 46CH**

64–95: 1–10 Hz
Strobe Effect Slow to Fast

128–159: 1–10 Hz
Pulse-Effect in Sequences

192–223: 1–10 Hz
Random Strobe Effect Slow to Fast

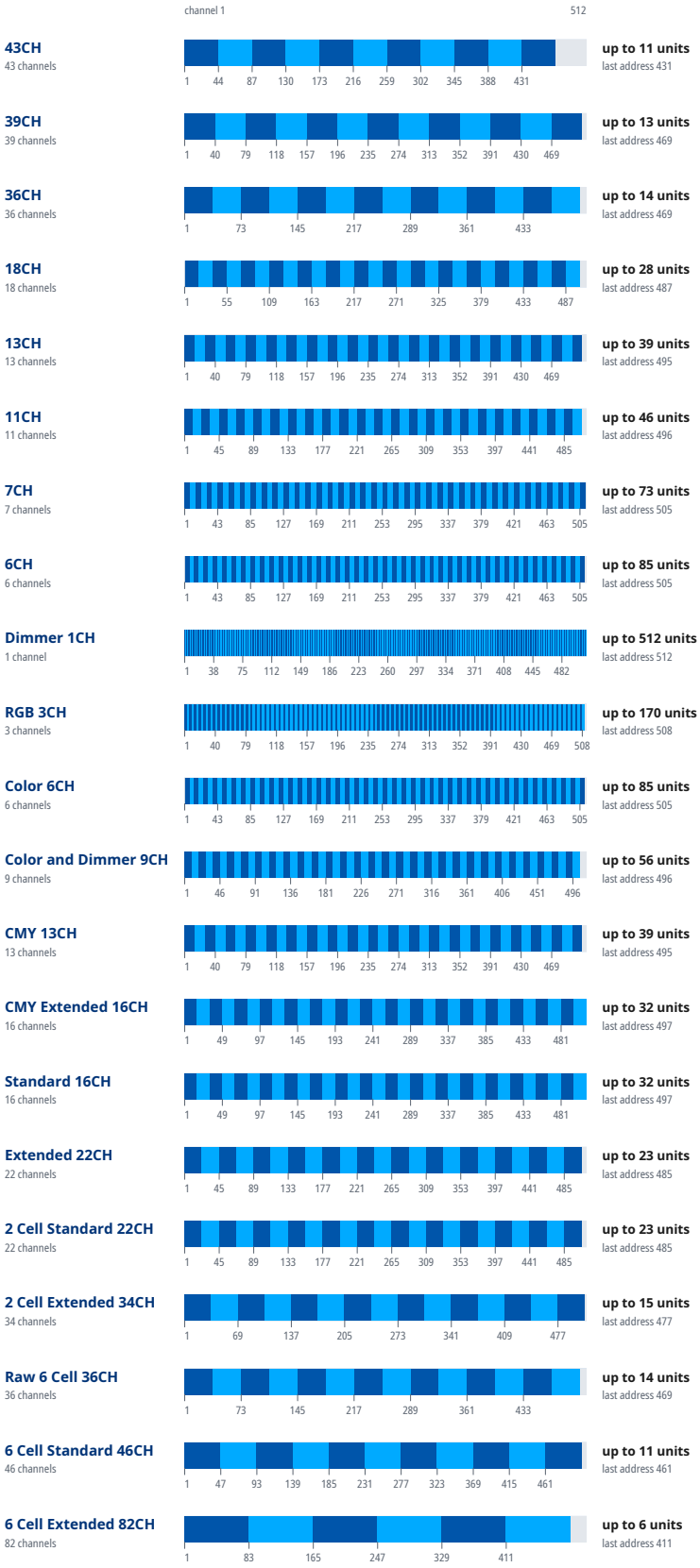
## Cells (pixels)

| 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|
| CH 34 | CH 28 | CH 22 | CH 16 | CH 10 | CH 4 |

6 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “6 Cell Standard 46CH”.

# 9 DMX channels

## Units in one DMX universe



**Start addresses of 20 units in the mode “6 Cell Extended 82CH”**

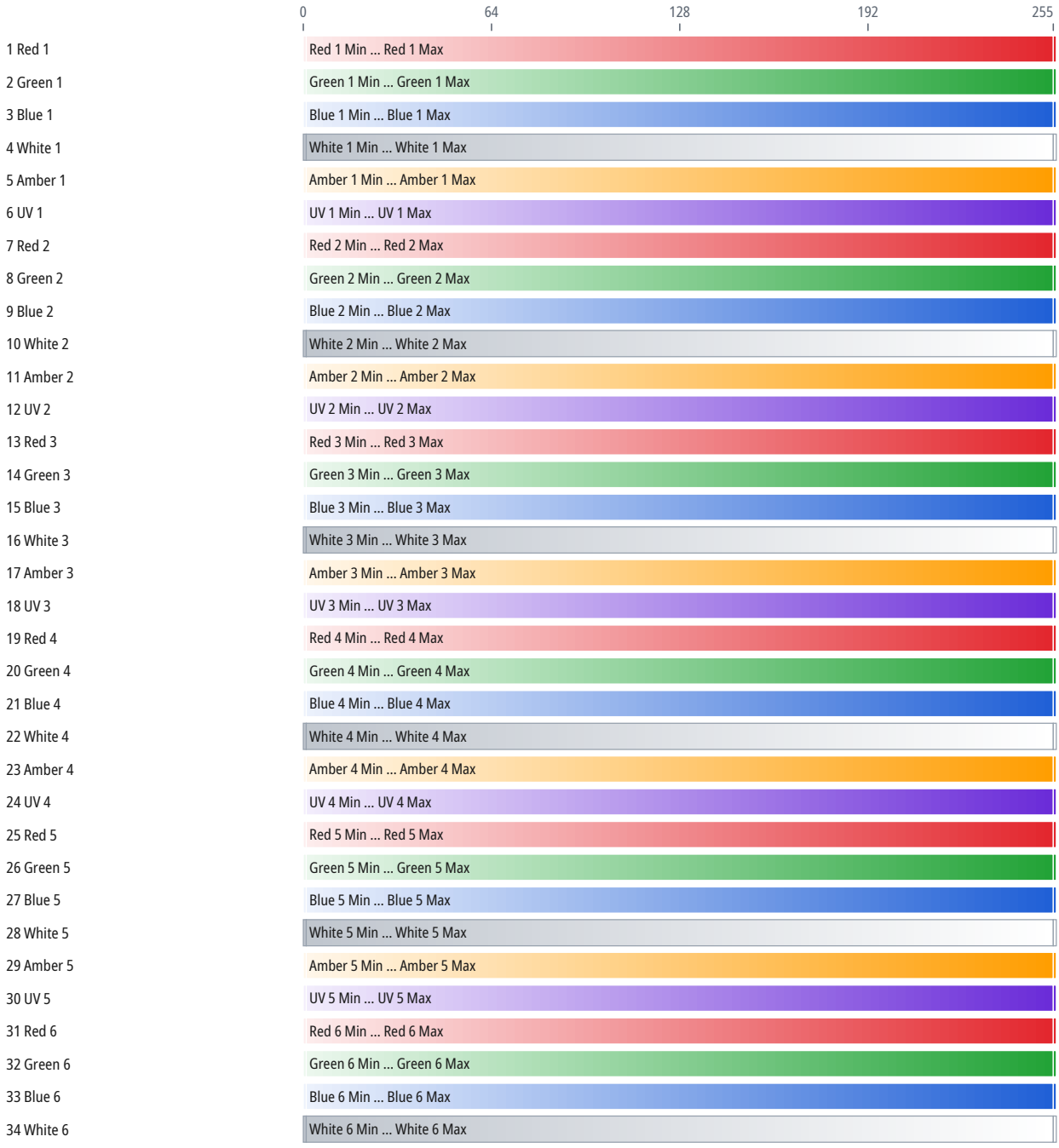
| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | 411 | 11 | U2 · 329 | 16 | U3 · 247 |
| 2 | 83 | 7 | U2 · 1 | 12 | U2 · 411 | 17 | U3 · 329 |
| 3 | 165 | 8 | U2 · 83 | 13 | U3 · 1 | 18 | U3 · 411 |
| 4 | 247 | 9 | U2 · 165 | 14 | U3 · 83 | 19 | U4 · 1 |
| 5 | 329 | 10 | U2 · 247 | 15 | U3 · 165 | 20 | U4 · 83 |

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.

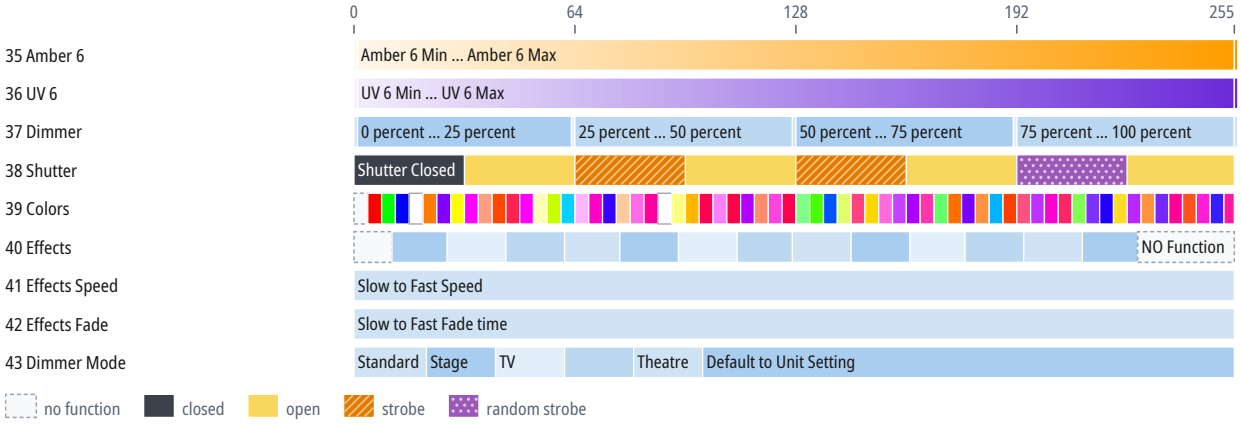
## Mode 43CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Amber 1 255, CH 6 UV 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 255, CH 11 Amber 2 255, CH 12 UV 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 White 3 255, CH 17 Amber 3 255, CH 18 UV 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 White 4 255, CH 23 Amber 4 255, CH 24 UV 4 255, CH 25 Red 5 255, CH 26 Green 5 255, CH 27 Blue 5 255, CH 28 White 5 255, CH 29 Amber 5 255, CH 30 UV 5 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 White 6 255, CH 35 Amber 6 255, CH 36 UV 6 255, CH 37 Dimmer 255, CH 38 Shutter 47.

### Channel functions at a glance



## Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0 | Red 1 Min |
| | | 1–254 | Red 1 Min ... Red 1 Max |
| | | 255 | Red 1 Max |
| **2** | Green 1 | 0 | Green 1 Min |
| | | 1–254 | Green 1 Min ... Green 1 Max |
| | | 255 | Green 1 Max |
| **3** | Blue 1 | 0 | Blue 1 Min |
| | | 1–254 | Blue 1 Min ... Blue 1 Max |
| | | 255 | Blue 1 Max |
| **4** | White 1 | 0 | White 1 Min |
| | | 1–254 | White 1 Min ... White 1 Max |
| | | 255 | White 1 Max |
| **5** | Amber 1 | 0 | Amber 1 Min |
| | | 1–254 | Amber 1 Min ... Amber 1 Max |
| | | 255 | Amber 1 Max |
| **6** | UV 1 | 0 | UV 1 Min |
| | | 1–254 | UV 1 Min ... UV 1 Max |
| | | 255 | UV 1 Max |
| **7** | Red 2 | 0 | Red 2 Min |
| | | 1–254 | Red 2 Min ... Red 2 Max |
| | | 255 | Red 2 Max |
| **8** | Green 2 | 0 | Green 2 Min |
| | | 1–254 | Green 2 Min ... Green 2 Max |
| | | 255 | Green 2 Max |
| **9** | Blue 2 | 0 | Blue 2 Min |
| | | 1–254 | Blue 2 Min ... Blue 2 Max |
| | | 255 | Blue 2 Max |
| **10** | White 2 | 0 | White 2 Min |
| | | 1–254 | White 2 Min ... White 2 Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **10** | White 2 (continued) | 255 | White 2 Max |
| **11** | Amber 2 | 0 | Amber 2 Min |
| | | 1–254 | Amber 2 Min … Amber 2 Max |
| | | 255 | Amber 2 Max |
| **12** | UV 2 | 0 | UV 2 Min |
| | | 1–254 | UV 2 Min … UV 2 Max |
| | | 255 | UV 2 Max |
| **13** | Red 3 | 0 | Red 3 Min |
| | | 1–254 | Red 3 Min … Red 3 Max |
| | | 255 | Red 3 Max |
| **14** | Green 3 | 0 | Green 3 Min |
| | | 1–254 | Green 3 Min … Green 3 Max |
| | | 255 | Green 3 Max |
| **15** | Blue 3 | 0 | Blue 3 Min |
| | | 1–254 | Blue 3 Min … Blue 3 Max |
| | | 255 | Blue 3 Max |
| **16** | White 3 | 0 | White 3 Min |
| | | 1–254 | White 3 Min … White 3 Max |
| | | 255 | White 3 Max |
| **17** | Amber 3 | 0 | Amber 3 Min |
| | | 1–254 | Amber 3 Min … Amber 3 Max |
| | | 255 | Amber 3 Max |
| **18** | UV 3 | 0 | UV 3 Min |
| | | 1–254 | UV 3 Min … UV 3 Max |
| | | 255 | UV 3 Max |
| **19** | Red 4 | 0 | Red 4 Min |
| | | 1–254 | Red 4 Min … Red 4 Max |
| | | 255 | Red 4 Max |
| **20** | Green 4 | 0 | Green 4 Min |
| | | 1–254 | Green 4 Min … Green 4 Max |
| | | 255 | Green 4 Max |
| **21** | Blue 4 | 0 | Blue 4 Min |
| | | 1–254 | Blue 4 Min … Blue 4 Max |
| | | 255 | Blue 4 Max |
| **22** | White 4 | 0 | White 4 Min |
| | | 1–254 | White 4 Min … White 4 Max |
| | | 255 | White 4 Max |
| **23** | Amber 4 | 0 | Amber 4 Min |
| | | 1–254 | Amber 4 Min … Amber 4 Max |
| | | 255 | Amber 4 Max |
| **24** | UV 4 | 0 | UV 4 Min |

| CH | Function | DMX | Description |
|---|---|---|---|
| **24** | UV 4 (continued) | 1–254 | UV 4 Min … UV 4 Max |
| | | 255 | UV 4 Max |
| **25** | Red 5 | 0 | Red 5 Min |
| | | 1–254 | Red 5 Min … Red 5 Max |
| | | 255 | Red 5 Max |
| **26** | Green 5 | 0 | Green 5 Min |
| | | 1–254 | Green 5 Min … Green 5 Max |
| | | 255 | Green 5 Max |
| **27** | Blue 5 | 0 | Blue 5 Min |
| | | 1–254 | Blue 5 Min … Blue 5 Max |
| | | 255 | Blue 5 Max |
| **28** | White 5 | 0 | White 5 Min |
| | | 1–254 | White 5 Min … White 5 Max |
| | | 255 | White 5 Max |
| **29** | Amber 5 | 0 | Amber 5 Min |
| | | 1–254 | Amber 5 Min … Amber 5 Max |
| | | 255 | Amber 5 Max |
| **30** | UV 5 | 0 | UV 5 Min |
| | | 1–254 | UV 5 Min … UV 5 Max |
| | | 255 | UV 5 Max |
| **31** | Red 6 | 0 | Red 6 Min |
| | | 1–254 | Red 6 Min … Red 6 Max |
| | | 255 | Red 6 Max |
| **32** | Green 6 | 0 | Green 6 Min |
| | | 1–254 | Green 6 Min … Green 6 Max |
| | | 255 | Green 6 Max |
| **33** | Blue 6 | 0 | Blue 6 Min |
| | | 1–254 | Blue 6 Min … Blue 6 Max |
| | | 255 | Blue 6 Max |
| **34** | White 6 | 0 | White 6 Min |
| | | 1–254 | White 6 Min … White 6 Max |
| | | 255 | White 6 Max |
| **35** | Amber 6 | 0 | Amber 6 Min |
| | | 1–254 | Amber 6 Min … Amber 6 Max |
| | | 255 | Amber 6 Max |
| **36** | UV 6 | 0 | UV 6 Min |
| | | 1–254 | UV 6 Min … UV 6 Max |
| | | 255 | UV 6 Max |
| **37** | Dimmer | 0 | 0 percent |
| | | 1–62 | 0 percent … 25 percent |
| | | 63 | 25 percent |

| CH | Function | DMX | Description |
|---|---|---|---|
| **37** | Dimmer (continued) | 64–126 | 25 percent ... 50 percent |
| | | 127 | 50 percent |
| | | 128–190 | 50 percent ... 75 percent |
| | | 191 | 75 percent |
| | | 192–254 | 75 percent ... 100 percent |
| | | 255 | 100 percent |
| **38** | Shutter | 0–31 | Shutter Closed |
| | | 32–63 | No Function (Shutter Open) |
| | | 64–95 | Strobe Effect Slow to Fast (1–10 Hz) |
| | | 96–127 | No Function (Shutter Open) |
| | | 128–159 | Pulse-Effect in Sequences (1–10 Hz) |
| | | 160–191 | No Function (Shutter Open) |
| | | 192–223 | Random Strobe Effect Slow to Fast (1–10 Hz) |
| | | 224–255 | No Function (Shutter Open) |
| **39** | Colors | | Color Macro |
| | | 0–3 | NO Function |
| | | 4–7 | Color Macro 1 |
| | | 8–11 | Color Macro 2 |
| | | 12–15 | Color Macro 3 |
| | | 16–19 | Color Macro 4 |
| | | 20–23 | Color Macro 5 |
| | | 24–27 | Color Macro 6 |
| | | 28–31 | Color Macro 7 |
| | | 32–35 | Color Macro 8 |
| | | 36–39 | Color Macro 9 |
| | | 40–43 | Color Macro 10 |
| | | 44–47 | Color Macro 11 |
| | | 48–51 | Color Macro 12 |
| | | 52–55 | Color Macro 13 |
| | | 56–59 | Color Macro 14 |
| | | 60–63 | Color Macro 15 |
| | | 64–67 | Color Macro 16 |
| | | 68–71 | Color Macro 17 |
| | | 72–75 | Color Macro 18 |
| | | 76–79 | Color Macro 19 |
| | | 80–83 | Color Macro 20 |
| | | 84–87 | Color Macro 21 |
| | | 88–91 | Color Macro 22 |
| | | 92–95 | Color Macro 23 |
| | | 96–99 | Color Macro 24 |
| | | 100–103 | Color Macro 25 |
| | | 104–107 | Color Macro 26 |

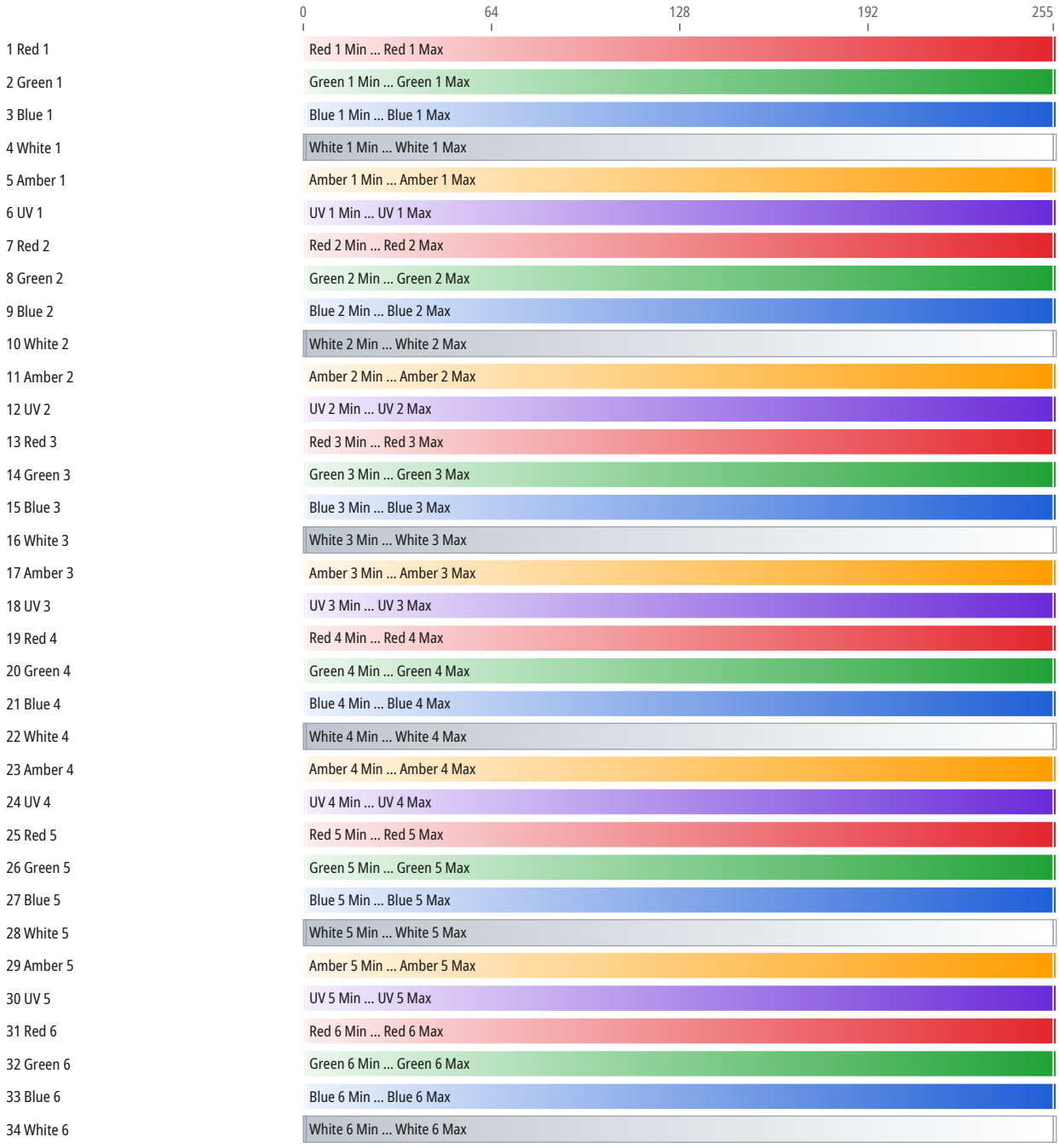
| CH | Function | DMX | Description |
|---|---|---|---|
| **39** | Colors (continued) | 108–111 | Color Macro 27 |
| | | 112–115 | Color Macro 28 |
| | | 116–119 | Color Macro 29 |
| | | 120–123 | Color Macro 30 |
| | | 124–127 | Color Macro 31 |
| | | 128–131 | Color Macro 32 |
| | | 132–135 | Color Macro 33 |
| | | 136–139 | Color Macro 34 |
| | | 140–143 | Color Macro 35 |
| | | 144–147 | Color Macro 36 |
| | | 148–151 | Color Macro 37 |
| | | 152–155 | Color Macro 38 |
| | | 156–159 | Color Macro 39 |
| | | 160–163 | Color Macro 40 |
| | | 164–167 | Color Macro 41 |
| | | 168–171 | Color Macro 42 |
| | | 172–175 | Color Macro 43 |
| | | 176–179 | Color Macro 44 |
| | | 180–183 | Color Macro 45 |
| | | 184–187 | Color Macro 46 |
| | | 188–191 | Color Macro 47 |
| | | 192–195 | Color Macro 48 |
| | | 196–199 | Color Macro 49 |
| | | 200–203 | Color Macro 50 |
| | | 204–207 | Color Macro 51 |
| | | 208–211 | Color Macro 52 |
| | | 212–215 | Color Macro 53 |
| | | 216–219 | Color Macro 54 |
| | | 220–223 | Color Macro 55 |
| | | 224–227 | Color Macro 56 |
| | | 228–231 | Color Macro 57 |
| | | 232–235 | Color Macro 58 |
| | | 236–239 | Color Macro 59 |
| | | 240–243 | Color Macro 60 |
| | | 244–247 | Color Macro 61 |
| | | 248–251 | Color Macro 62 |
| | | 252–255 | Color Macro 63 |
| **40** | Effects | | Auto Programs |
| | | 0–10 | NO Function |
| | | 11–26 | Program 01 - DREAM |
| | | 27–43 | Program 02 - METEOR |
| | | 44–60 | Program 03 - FADE |

| CH | Function | DMX | Description |
|---|---|---|---|
| **40** | Effects (continued) | 61–76 | Program 04 - CHANGE |
| | | 77–93 | Program 05 - FLOW 1 |
| | | 94–110 | Program 06 - FLOW 2 |
| | | 111–126 | Program 07 - FLOW 3 |
| | | 127–143 | Program 08 - FLOW 4 |
| | | 144–160 | Program 09 - FLOW 5 |
| | | 161–176 | Program 10 - FLOW 6 |
| | | 177–193 | Program 11 - FLOW 7 |
| | | 194–210 | Program 12 - FLOW 8 |
| | | 211–226 | Program 13 - FLOW 9 |
| | | 227–255 | NO Function |
| **41** | Effects Speed | | Auto Program Speed |
| | | 0–255 | Slow to Fast Speed |
| **42** | Effects Fade | | Auto Program Fade |
| | | 0–255 | Slow to Fast Fade time |
| **43** | Dimmer Mode | 0–20 | Standard |
| | | 21–40 | Stage |
| | | 41–60 | TV |
| | | 61–80 | Architectural |
| | | 81–100 | Theatre |
| | | 101–255 | Default to Unit Setting |

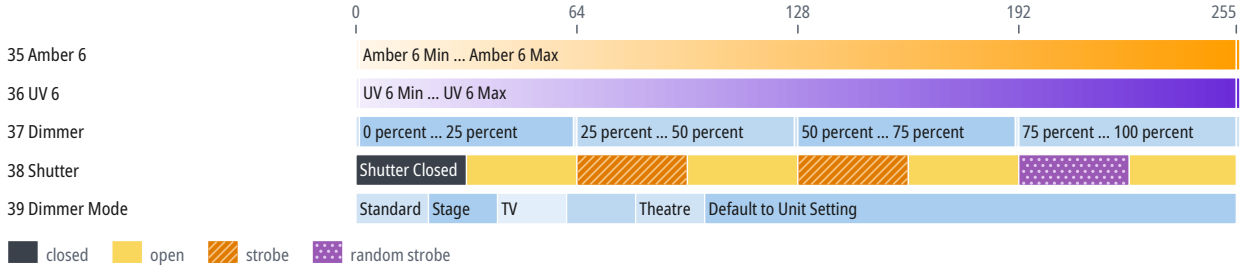
## Mode 39CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Amber 1 255, CH 6 UV 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 255, CH 11 Amber 2 255, CH 12 UV 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 White 3 255, CH 17 Amber 3 255, CH 18 UV 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 White 4 255, CH 23 Amber 4 255, CH 24 UV 4 255, CH 25 Red 5 255, CH 26 Green 5 255, CH 27 Blue 5 255, CH 28 White 5 255, CH 29 Amber 5 255, CH 30 UV 5 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 White 6 255, CH 35 Amber 6 255, CH 36 UV 6 255, CH 37 Dimmer 255, CH 38 Shutter 47.

### Channel functions at a glance



## Channel functions at a glance



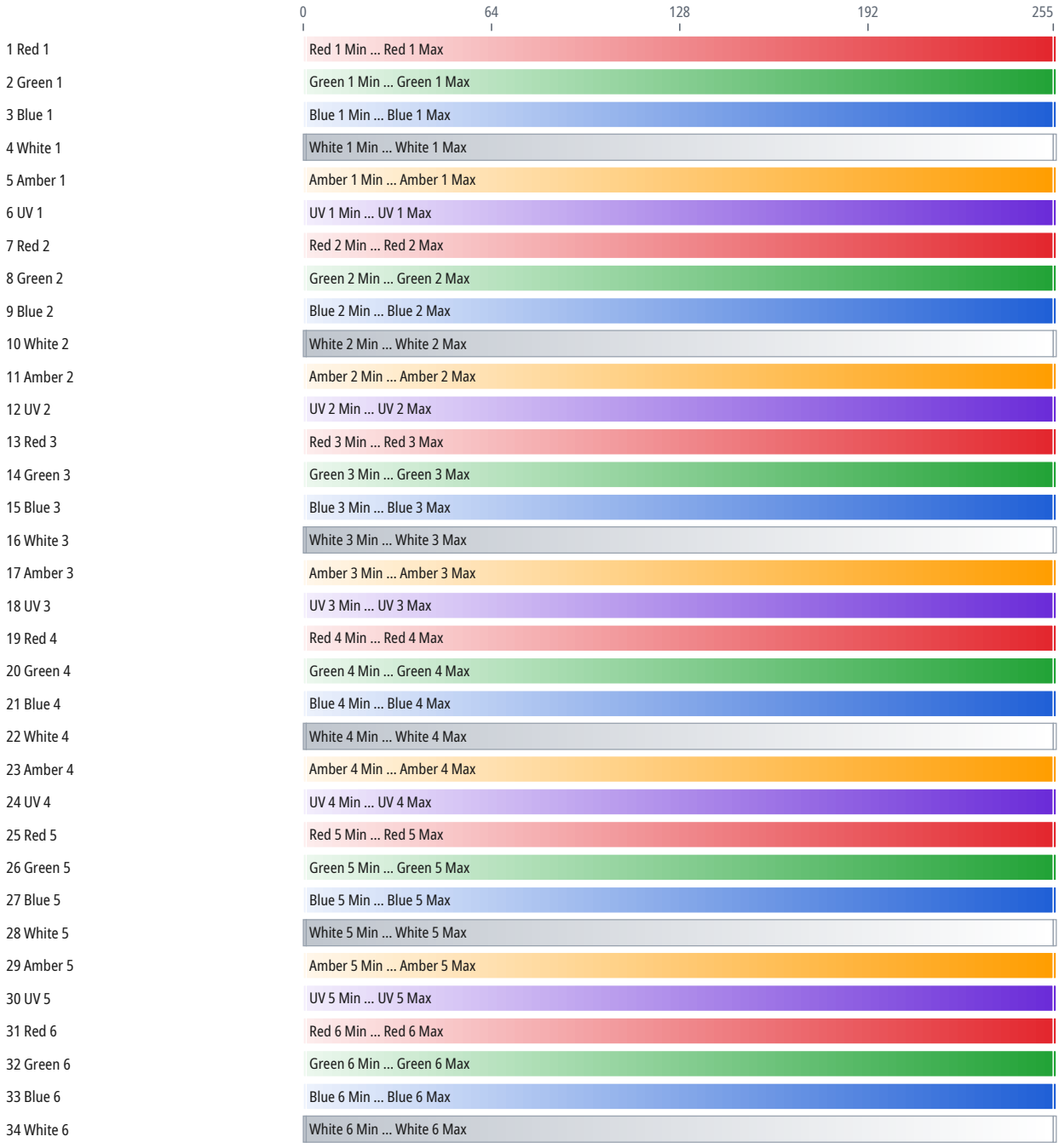

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | | Same as CH 1 in the mode “43CH” (p. 15) |
| **2** | Green 1 | | Same as CH 2 in the mode “43CH” (p. 15) |
| **3** | Blue 1 | | Same as CH 3 in the mode “43CH” (p. 15) |
| **4** | White 1 | | Same as CH 4 in the mode “43CH” (p. 15) |
| **5** | Amber 1 | | Same as CH 5 in the mode “43CH” (p. 15) |
| **6** | UV 1 | | Same as CH 6 in the mode “43CH” (p. 15) |
| **7** | Red 2 | | Same as CH 7 in the mode “43CH” (p. 15) |
| **8** | Green 2 | | Same as CH 8 in the mode “43CH” (p. 15) |
| **9** | Blue 2 | | Same as CH 9 in the mode “43CH” (p. 15) |
| **10** | White 2 | | Same as CH 10 in the mode “43CH” (p. 15) |
| **11** | Amber 2 | | Same as CH 11 in the mode “43CH” (p. 16) |
| **12** | UV 2 | | Same as CH 12 in the mode “43CH” (p. 16) |
| **13** | Red 3 | | Same as CH 13 in the mode “43CH” (p. 16) |
| **14** | Green 3 | | Same as CH 14 in the mode “43CH” (p. 16) |
| **15** | Blue 3 | | Same as CH 15 in the mode “43CH” (p. 16) |
| **16** | White 3 | | Same as CH 16 in the mode “43CH” (p. 16) |
| **17** | Amber 3 | | Same as CH 17 in the mode “43CH” (p. 16) |
| **18** | UV 3 | | Same as CH 18 in the mode “43CH” (p. 16) |
| **19** | Red 4 | | Same as CH 19 in the mode “43CH” (p. 16) |
| **20** | Green 4 | | Same as CH 20 in the mode “43CH” (p. 16) |
| **21** | Blue 4 | | Same as CH 21 in the mode “43CH” (p. 16) |
| **22** | White 4 | | Same as CH 22 in the mode “43CH” (p. 16) |
| **23** | Amber 4 | | Same as CH 23 in the mode “43CH” (p. 16) |
| **24** | UV 4 | | Same as CH 24 in the mode “43CH” (p. 16) |
| **25** | Red 5 | | Same as CH 25 in the mode “43CH” (p. 17) |
| **26** | Green 5 | | Same as CH 26 in the mode “43CH” (p. 17) |
| **27** | Blue 5 | | Same as CH 27 in the mode “43CH” (p. 17) |
| **28** | White 5 | | Same as CH 28 in the mode “43CH” (p. 17) |
| **29** | Amber 5 | | Same as CH 29 in the mode “43CH” (p. 17) |
| **30** | UV 5 | | Same as CH 30 in the mode “43CH” (p. 17) |
| **31** | Red 6 | | Same as CH 31 in the mode “43CH” (p. 17) |
| **32** | Green 6 | | Same as CH 32 in the mode “43CH” (p. 17) |
| **33** | Blue 6 | | Same as CH 33 in the mode “43CH” (p. 17) |

| CH | Function | DMX | Description |
|---|---|---|---|
| **34** | White 6 | | Same as CH 34 in the mode “43CH” (p. 17) |
| **35** | Amber 6 | | Same as CH 35 in the mode “43CH” (p. 17) |
| **36** | UV 6 | | Same as CH 36 in the mode “43CH” (p. 17) |
| **37** | Dimmer | | Same as CH 37 in the mode “43CH” (p. 17) |
| **38** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **39** | Dimmer Mode | | Same as CH 43 in the mode “43CH” (p. 20) |

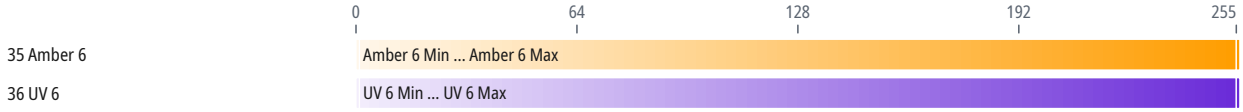
## Mode 36CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Amber 1 255, CH 6 UV 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 255, CH 11 Amber 2 255, CH 12 UV 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 White 3 255, CH 17 Amber 3 255, CH 18 UV 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 White 4 255, CH 23 Amber 4 255, CH 24 UV 4 255, CH 25 Red 5 255, CH 26 Green 5 255, CH 27 Blue 5 255, CH 28 White 5 255, CH 29 Amber 5 255, CH 30 UV 5 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 White 6 255, CH 35 Amber 6 255, CH 36 UV 6 255.

### Channel functions at a glance



## Channel functions at a glance

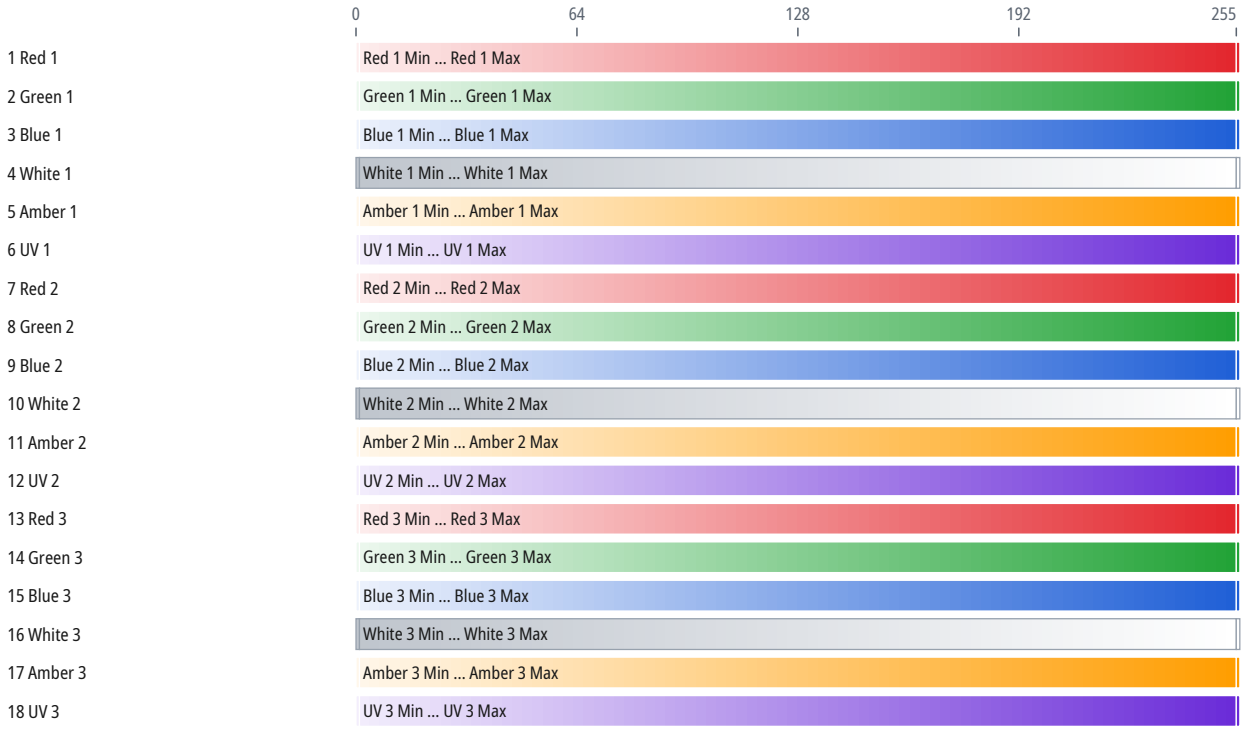



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | | Same as CH 1 in the mode “43CH” (p. 15) |
| **2** | Green 1 | | Same as CH 2 in the mode “43CH” (p. 15) |
| **3** | Blue 1 | | Same as CH 3 in the mode “43CH” (p. 15) |
| **4** | White 1 | | Same as CH 4 in the mode “43CH” (p. 15) |
| **5** | Amber 1 | | Same as CH 5 in the mode “43CH” (p. 15) |
| **6** | UV 1 | | Same as CH 6 in the mode “43CH” (p. 15) |
| **7** | Red 2 | | Same as CH 7 in the mode “43CH” (p. 15) |
| **8** | Green 2 | | Same as CH 8 in the mode “43CH” (p. 15) |
| **9** | Blue 2 | | Same as CH 9 in the mode “43CH” (p. 15) |
| **10** | White 2 | | Same as CH 10 in the mode “43CH” (p. 15) |
| **11** | Amber 2 | | Same as CH 11 in the mode “43CH” (p. 16) |
| **12** | UV 2 | | Same as CH 12 in the mode “43CH” (p. 16) |
| **13** | Red 3 | | Same as CH 13 in the mode “43CH” (p. 16) |
| **14** | Green 3 | | Same as CH 14 in the mode “43CH” (p. 16) |
| **15** | Blue 3 | | Same as CH 15 in the mode “43CH” (p. 16) |
| **16** | White 3 | | Same as CH 16 in the mode “43CH” (p. 16) |
| **17** | Amber 3 | | Same as CH 17 in the mode “43CH” (p. 16) |
| **18** | UV 3 | | Same as CH 18 in the mode “43CH” (p. 16) |
| **19** | Red 4 | | Same as CH 19 in the mode “43CH” (p. 16) |
| **20** | Green 4 | | Same as CH 20 in the mode “43CH” (p. 16) |
| **21** | Blue 4 | | Same as CH 21 in the mode “43CH” (p. 16) |
| **22** | White 4 | | Same as CH 22 in the mode “43CH” (p. 16) |
| **23** | Amber 4 | | Same as CH 23 in the mode “43CH” (p. 16) |
| **24** | UV 4 | | Same as CH 24 in the mode “43CH” (p. 16) |
| **25** | Red 5 | | Same as CH 25 in the mode “43CH” (p. 17) |
| **26** | Green 5 | | Same as CH 26 in the mode “43CH” (p. 17) |
| **27** | Blue 5 | | Same as CH 27 in the mode “43CH” (p. 17) |
| **28** | White 5 | | Same as CH 28 in the mode “43CH” (p. 17) |
| **29** | Amber 5 | | Same as CH 29 in the mode “43CH” (p. 17) |
| **30** | UV 5 | | Same as CH 30 in the mode “43CH” (p. 17) |
| **31** | Red 6 | | Same as CH 31 in the mode “43CH” (p. 17) |
| **32** | Green 6 | | Same as CH 32 in the mode “43CH” (p. 17) |
| **33** | Blue 6 | | Same as CH 33 in the mode “43CH” (p. 17) |
| **34** | White 6 | | Same as CH 34 in the mode “43CH” (p. 17) |
| **35** | Amber 6 | | Same as CH 35 in the mode “43CH” (p. 17) |
| **36** | UV 6 | | Same as CH 36 in the mode “43CH” (p. 17) |

## Mode 18CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Amber 1 255, CH 6 UV 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 255, CH 11 Amber 2 255, CH 12 UV 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 White 3 255, CH 17 Amber 3 255, CH 18 UV 3 255.

### Channel functions at a glance

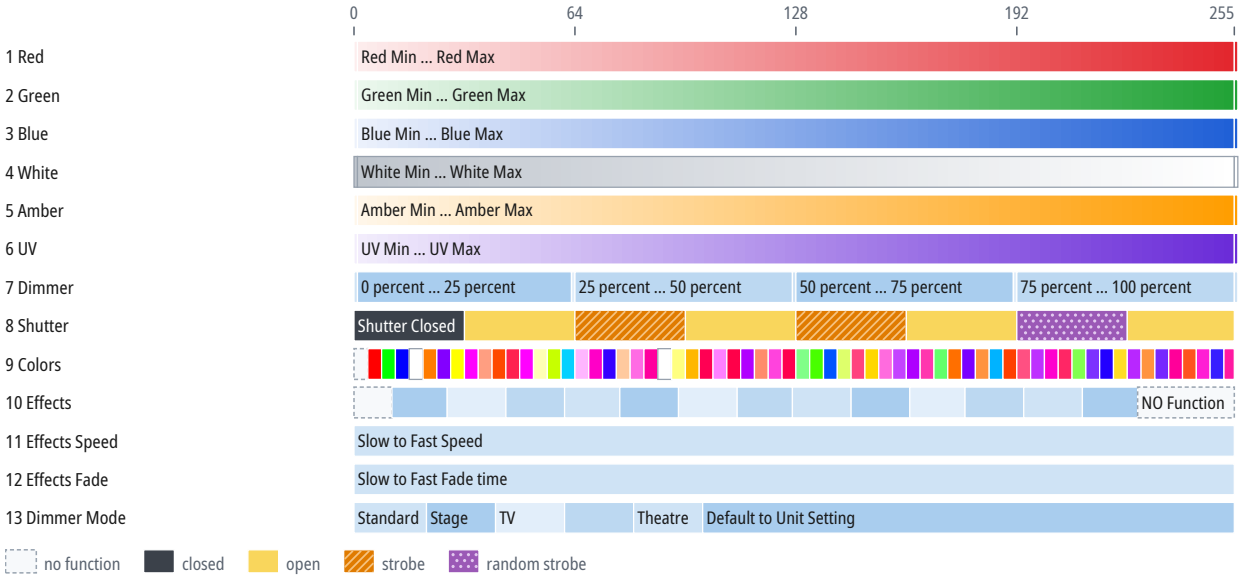



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | | Same as CH 1 in the mode “43CH” (p. 15) |
| **2** | Green 1 | | Same as CH 2 in the mode “43CH” (p. 15) |
| **3** | Blue 1 | | Same as CH 3 in the mode “43CH” (p. 15) |
| **4** | White 1 | | Same as CH 4 in the mode “43CH” (p. 15) |
| **5** | Amber 1 | | Same as CH 5 in the mode “43CH” (p. 15) |
| **6** | UV 1 | | Same as CH 6 in the mode “43CH” (p. 15) |
| **7** | Red 2 | | Same as CH 7 in the mode “43CH” (p. 15) |
| **8** | Green 2 | | Same as CH 8 in the mode “43CH” (p. 15) |
| **9** | Blue 2 | | Same as CH 9 in the mode “43CH” (p. 15) |
| **10** | White 2 | | Same as CH 10 in the mode “43CH” (p. 15) |
| **11** | Amber 2 | | Same as CH 11 in the mode “43CH” (p. 16) |
| **12** | UV 2 | | Same as CH 12 in the mode “43CH” (p. 16) |
| **13** | Red 3 | | Same as CH 13 in the mode “43CH” (p. 16) |
| **14** | Green 3 | | Same as CH 14 in the mode “43CH” (p. 16) |
| **15** | Blue 3 | | Same as CH 15 in the mode “43CH” (p. 16) |
| **16** | White 3 | | Same as CH 16 in the mode “43CH” (p. 16) |
| **17** | Amber 3 | | Same as CH 17 in the mode “43CH” (p. 16) |
| **18** | UV 3 | | Same as CH 18 in the mode “43CH” (p. 16) |

## Mode 13CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 5 Amber 255, CH 6 UV 255, CH 7 Dimmer 255, CH 8 Shutter 47.

### Channel functions at a glance



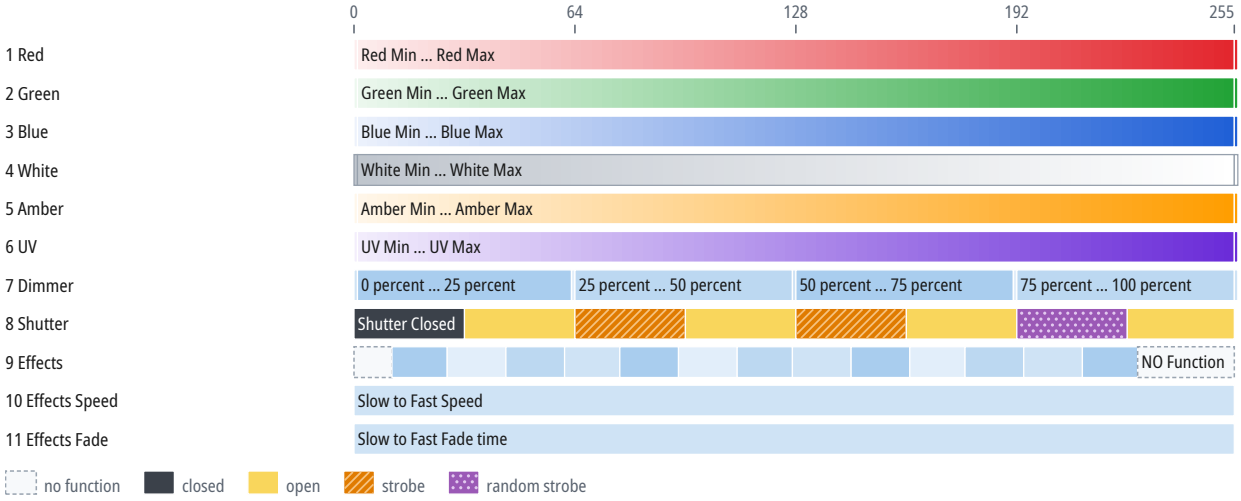

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0 | Red Min |
| | | 1–254 | Red Min ... Red Max |
| | | 255 | Red Max |
| **2** | Green | 0 | Green Min |
| | | 1–254 | Green Min ... Green Max |
| | | 255 | Green Max |
| **3** | Blue | | Blue 1 |
| | | 0 | Blue Min |
| | | 1–254 | Blue Min ... Blue Max |
| | | 255 | Blue Max |
| **4** | White | | White 1 |
| | | 0 | White Min |
| | | 1–254 | White Min ... White Max |
| | | 255 | White Max |
| **5** | Amber | 0 | Amber Min |
| | | 1–254 | Amber Min ... Amber Max |
| | | 255 | Amber Max |
| **6** | UV | 0 | UV Min |
| | | 1–254 | UV Min ... UV Max |
| | | 255 | UV Max |
| **7** | Dimmer | | Same as CH 37 in the mode “43CH” (p. 17) |
| **8** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **9** | Colors | | Same as CH 39 in the mode “43CH” (p. 18) |

| CH | Function | DMX | Description |
|---|---|---|---|
| **10** | Effects | | Same as CH 40 in the mode “43CH” (p. 19) |
| **11** | Effects Speed | | Same as CH 41 in the mode “43CH” (p. 20) |
| **12** | Effects Fade | | Same as CH 42 in the mode “43CH” (p. 20) |
| **13** | Dimmer Mode | | Same as CH 43 in the mode “43CH” (p. 20) |

## Mode 11CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 5 Amber 255, CH 6 UV 255, CH 7 Dimmer 255, CH 8 Shutter 47.

### Channel functions at a glance

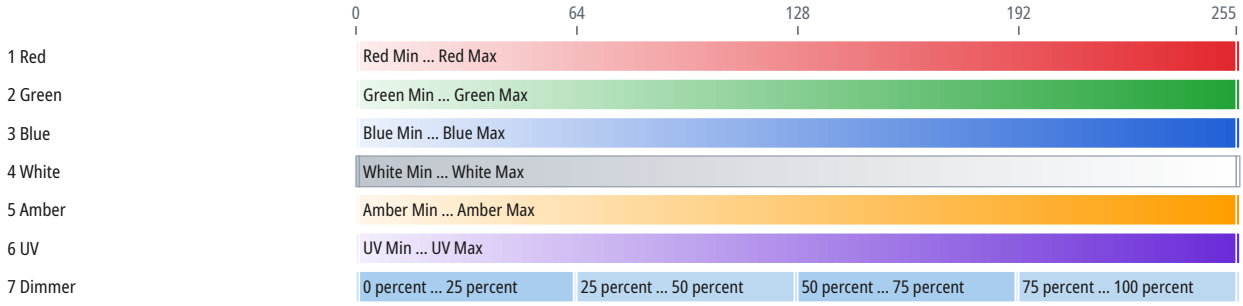



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Same as CH 1 in the mode “13CH” (p. 27) |
| **2** | Green | | Same as CH 2 in the mode “13CH” (p. 27) |
| **3** | Blue | | Same as CH 3 in the mode “13CH” (p. 27) |
| **4** | White | | Same as CH 4 in the mode “13CH” (p. 27) |
| **5** | Amber | | Same as CH 5 in the mode “13CH” (p. 27) |
| **6** | UV | | Same as CH 6 in the mode “13CH” (p. 27) |
| **7** | Dimmer | | Same as CH 37 in the mode “43CH” (p. 17) |
| **8** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **9** | Effects | | Same as CH 40 in the mode “43CH” (p. 19) |
| **10** | Effects Speed | | Same as CH 41 in the mode “43CH” (p. 20) |
| **11** | Effects Fade | | Same as CH 42 in the mode “43CH” (p. 20) |

## Mode 7CH

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

### Channel functions at a glance

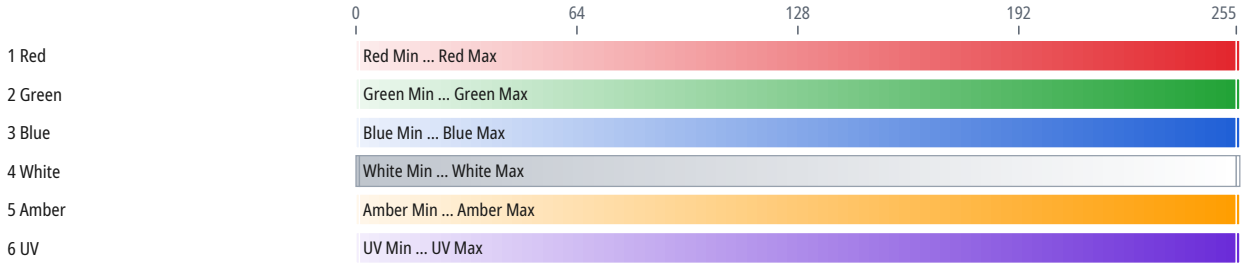



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Same as CH 1 in the mode “13CH” (p. 27) |
| **2** | Green | | Same as CH 2 in the mode “13CH” (p. 27) |
| **3** | Blue | | Same as CH 3 in the mode “13CH” (p. 27) |
| **4** | White | | Same as CH 4 in the mode “13CH” (p. 27) |
| **5** | Amber | | Same as CH 5 in the mode “13CH” (p. 27) |
| **6** | UV | | Same as CH 6 in the mode “13CH” (p. 27) |
| **7** | Dimmer | | Same as CH 37 in the mode “43CH” (p. 17) |

## Mode 6CH

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

### Channel functions at a glance

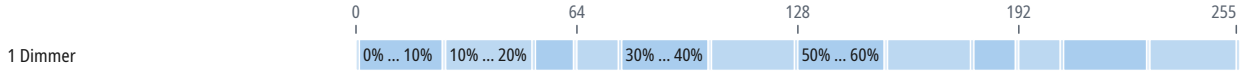



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Same as CH 1 in the mode “13CH” (p. 27) |
| **2** | Green | | Same as CH 2 in the mode “13CH” (p. 27) |
| **3** | Blue | | Same as CH 3 in the mode “13CH” (p. 27) |
| **4** | White | | Same as CH 4 in the mode “13CH” (p. 27) |
| **5** | Amber | | Same as CH 5 in the mode “13CH” (p. 27) |
| **6** | UV | | Same as CH 6 in the mode “13CH” (p. 27) |

## Mode Dimmer 1CH

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

### Channel functions at a glance

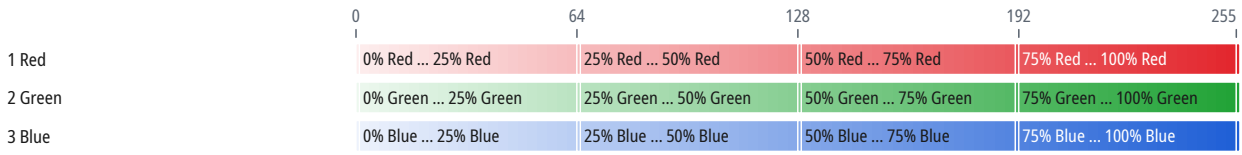



| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | 0 | 0% |
| | | 1–24 | 0% ... 10% |
| | | 25 | 10% |
| | | 26–50 | 10% ... 20% |
| | | 51 | 20% |
| | | 52–62 | 20% ... 25% |
| | | 63 | 25% |
| | | 64–75 | 25% ... 30% |
| | | 76 | 30% |
| | | 77–101 | 30% ... 40% |
| | | 102 | 40% |
| | | 103–126 | 40% ... 50% |
| | | 127 | 50% |
| | | 128–152 | 50% ... 60% |
| | | 153 | 60% |
| | | 154–177 | 60% ... 70% |
| | | 178 | 70% |
| | | 179–190 | 70% ... 75% |
| | | 191 | 75% |
| | | 192–203 | 75% ... 80% |
| | | 204 | 80% |
| | | 205–228 | 80% ... 90% |
| | | 229 | 90% |
| | | 230–254 | 90% ... 100% |
| | | 255 | 100% |

## Mode RGB 3CH

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

### Channel functions at a glance

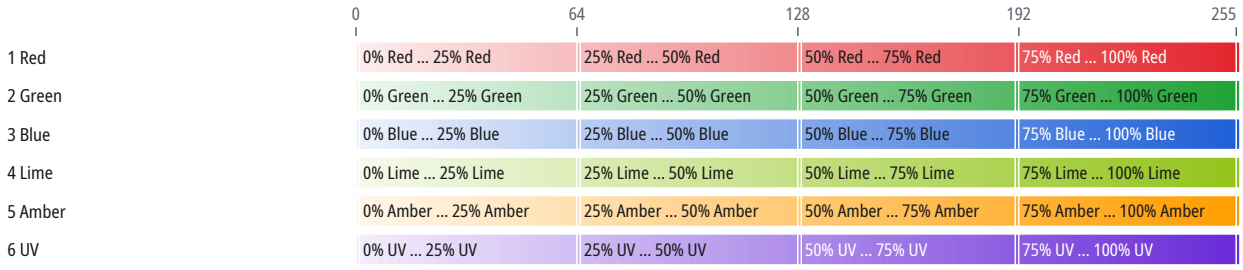


| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0 | 0% Red |
| | | 1–63 | 0% Red … 25% Red |
| | | 64 | 25% Red |
| | | 65–127 | 25% Red … 50% Red |
| | | 128 | 50% Red |
| | | 129–190 | 50% Red … 75% Red |
| | | 191 | 75% Red |
| | | 192–254 | 75% Red … 100% Red |
| | | 255 | 100% Red |
| **2** | Green | 0 | 0% Green |
| | | 1–63 | 0% Green … 25% Green |
| | | 64 | 25% Green |
| | | 65–127 | 25% Green … 50% Green |
| | | 128 | 50% Green |
| | | 129–190 | 50% Green … 75% Green |
| | | 191 | 75% Green |
| | | 192–254 | 75% Green … 100% Green |
| | | 255 | 100% Green |
| **3** | Blue | 0 | 0% Blue |
| | | 1–63 | 0% Blue … 25% Blue |
| | | 64 | 25% Blue |
| | | 65–127 | 25% Blue … 50% Blue |
| | | 128 | 50% Blue |
| | | 129–190 | 50% Blue … 75% Blue |
| | | 191 | 75% Blue |
| | | 192–254 | 75% Blue … 100% Blue |
| | | 255 | 100% Blue |

## Mode Color 6CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Lime 0, CH 5 Amber 0, CH 6 UV 0.

### Channel functions at a glance



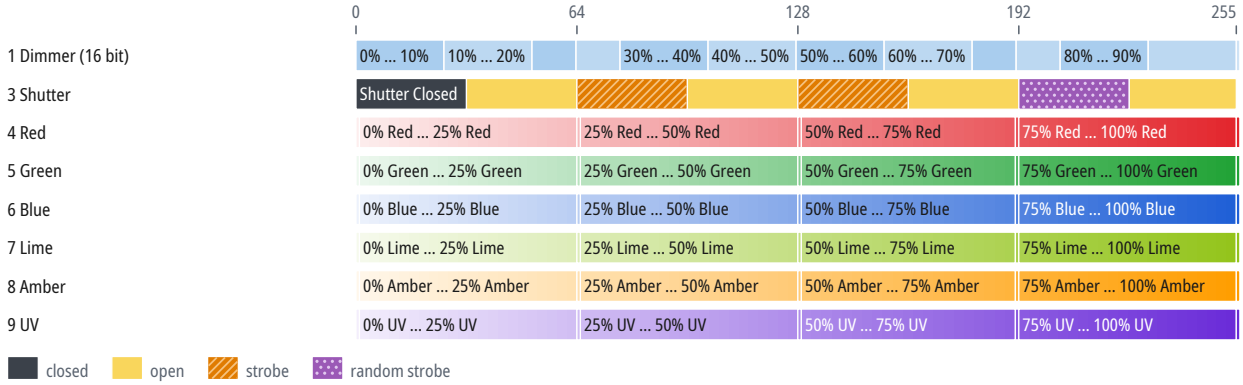
| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Same as CH 1 in the mode “RGB 3CH” (p. 31) |
| **2** | Green | | Same as CH 2 in the mode “RGB 3CH” (p. 31) |
| **3** | Blue | | Same as CH 3 in the mode “RGB 3CH” (p. 31) |
| **4** | Lime | 0 | 0% Lime |
| | | 1–63 | 0% Lime ... 25% Lime |
| | | 64 | 25% Lime |
| | | 65–127 | 25% Lime ... 50% Lime |
| | | 128 | 50% Lime |
| | | 129–190 | 50% Lime ... 75% Lime |
| | | 191 | 75% Lime |
| | | 192–254 | 75% Lime ... 100% Lime |
| | | 255 | 100% Lime |
| **5** | Amber | 0 | 0% Amber |
| | | 1–63 | 0% Amber ... 25% Amber |
| | | 64 | 25% Amber |
| | | 65–127 | 25% Amber ... 50% Amber |
| | | 128 | 50% Amber |
| | | 129–190 | 50% Amber ... 75% Amber |
| | | 191 | 75% Amber |
| | | 192–254 | 75% Amber ... 100% Amber |
| | | 255 | 100% Amber |
| **6** | UV | 0 | 0% UV |
| | | 1–63 | 0% UV ... 25% UV |
| | | 64 | 25% UV |
| | | 65–127 | 25% UV ... 50% UV |
| | | 128 | 50% UV |
| | | 129–190 | 50% UV ... 75% UV |
| | | 191 | 75% UV |
| | | 192–254 | 75% UV ... 100% UV |
| | | 255 | 100% UV |

## Mode Color and Dimmer 9CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 8 Amber 255, CH 9 UV 0.

### Channel functions at a glance



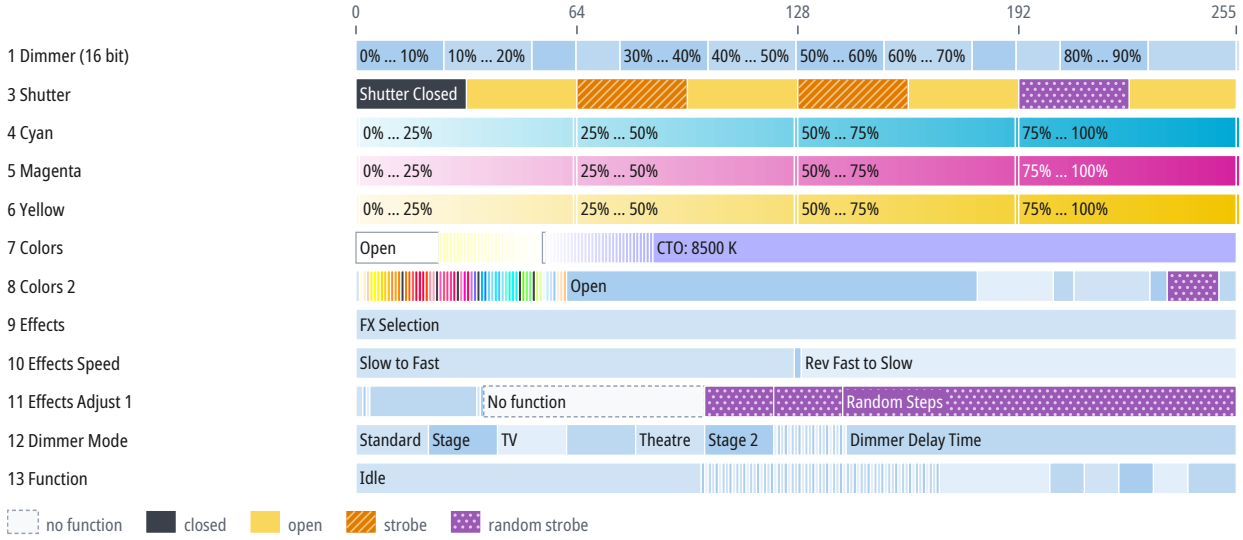

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | 0–25 | 0% … 10% |
| | | 25–51 | 10% … 20% |
| | | 51–63 | 20% … 25% |
| | | 64–76 | 25% … 30% |
| | | 76–102 | 30% … 40% |
| | | 102–127 | 40% … 50% |
| | | 128–153 | 50% … 60% |
| | | 153–179 | 60% … 70% |
| | | 179–191 | 70% … 75% |
| | | 191 | 75% |
| | | 192–204 | 75% … 80% |
| | | 204–230 | 80% … 90% |
| | | 230–255 | 90% … 100% |
| | | 255 | 100% |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red | | Same as CH 1 in the mode “RGB 3CH” (p. 31) |
| **5** | Green | | Same as CH 2 in the mode “RGB 3CH” (p. 31) |
| **6** | Blue | | Same as CH 3 in the mode “RGB 3CH” (p. 31) |
| **7** | Lime | | Same as CH 4 in the mode “Color 6CH” (p. 32) |
| **8** | Amber | | Same as CH 5 in the mode “Color 6CH” (p. 32) |
| **9** | UV | | Same as CH 6 in the mode “Color 6CH” (p. 32) |

## Mode CMY 13CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 Colors 0, CH 8 Colors 2 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Cyan | 0 | 0% |
| | | 1–62 | 0% ... 25% |
| | | 63 | 25% |
| | | 64–126 | 25% ... 50% |
| | | 127 | 50% |
| | | 128–190 | 50% ... 75% |
| | | 191 | 75% |
| | | 192–254 | 75% ... 100% |
| | | 255 | 100% |
| **5** | Magenta | 0 | 0% |
| | | 1–62 | 0% ... 25% |
| | | 63 | 25% |
| | | 64–126 | 25% ... 50% |
| | | 127 | 50% |
| | | 128–190 | 50% ... 75% |
| | | 191 | 75% |
| | | 192–254 | 75% ... 100% |
| | | 255 | 100% |
| **6** | Yellow | 0 | 0% |

| CH | Function | DMX | Description |
|---|---|---|---|
| **6** | Yellow (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% |
| **7** | Colors | 0–23 | Open |
| | | 24 | 2400 K |
| | | 25 | 2500 K |
| | | 26 | 2600 K |
| | | 27 | 2700 K |
| | | 28 | 2800 K |
| | | 29 | 2900 K |
| | | 30 | 3000 K |
| | | 31 | 3100 K |
| | | 32 | 3200 K |
| | | 33 | 3300 K |
| | | 34 | 3400 K |
| | | 35 | 3500 K |
| | | 36 | 3600 K |
| | | 37 | 3700 K |
| | | 38 | 3800 K |
| | | 39 | 3900 K |
| | | 40 | 4000 K |
| | | 41 | 4100 K |
| | | 42 | 4200 K |
| | | 43 | 4300 K |
| | | 44 | 4400 K |
| | | 45 | 4500 K |
| | | 46 | 4600 K |
| | | 47 | 4700 K |
| | | 48 | 4800 K |
| | | 49 | 4900 K |
| | | 50 | 5000 K |
| | | 51 | 5100 K |
| | | 52 | 5200 K |
| | | 53 | 5300 K |
| | | 54 | 5400 K |
| | | 55 | 5500 K |

| CH | Function | DMX | Description |
|---|---|---|---|
| **7** | Colors (continued) | 56 | 5600 K |
| | | 57 | 5700 K |
| | | 58 | 5800 K |
| | | 59 | 5900 K |
| | | 60 | 6000 K |
| | | 61 | 6100 K |
| | | 62 | 6200 K |
| | | 63 | 6300 K |
| | | 64 | 6400 K |
| | | 65 | 6500 K |
| | | 66 | 6600 K |
| | | 67 | 6700 K |
| | | 68 | 6800 K |
| | | 69 | 6900 K |
| | | 70 | 7000 K |
| | | 71 | 7100 K |
| | | 72 | 7200 K |
| | | 73 | 7300 K |
| | | 74 | 7400 K |
| | | 75 | 7500 K |
| | | 76 | 7600 K |
| | | 77 | 7700 K |
| | | 78 | 7800 K |
| | | 79 | 7900 K |
| | | 80 | 8000 K |
| | | 81 | 8100 K |
| | | 82 | 8200 K |
| | | 83 | 8300 K |
| | | 84 | 8400 K |
| | | 85 | 2400 K to: 8500 K |
| | | 86–255 | CTO: 8500 K |
| **8** | Colors 2 | 0 | Open |
| | | 1 | Pale Yellow |
| | | 2 | Straw |
| | | 3 | Gold Tint |
| | | 4 | Spring Yellow |
| | | 5 | Medium Yellow |
| | | 6 | Yellow |
| | | 7 | Deep Amber |
| | | 8 | Deep Straw |
| | | 9 | Loving Amber |

| CH | Function | DMX | Description |
|---|---|---|---|
| **8** | Colors 2 (continued) | 10 | Gold Amber |
| | | 11 | Orange |
| | | 12 | Deep Orange |
| | | 13 | Dark Amber |
| | | 14 | Millennium Gold |
| | | 15 | Deep Golden Amber |
| | | 16 | Scarlet |
| | | 17 | Primary Red |
| | | 18 | Bright Red |
| | | 19 | Medium Red |
| | | 20 | Fire |
| | | 21 | Pink |
| | | 22 | Medium Pink |
| | | 23 | Dark Pink |
| | | 24 | Bright Pink |
| | | 25 | Bright Rose |
| | | 26 | Special Rose Pink |
| | | 27 | Vanity Fair |
| | | 28 | Magenta |
| | | 29 | Dark Magenta |
| | | 30 | Rose Purple |
| | | 31 | Mauve |
| | | 32 | Medium Purple |
| | | 33 | Lavender |
| | | 34 | Palace blue |
| | | 35 | Dark Blue |
| | | 36 | Medium Blue |
| | | 37 | Deep Blue |
| | | 38 | Daylight Blue |
| | | 39 | Slate Blue |
| | | 40 | Light Blue |
| | | 41 | Sky Blue |
| | | 42 | Pale Navy Blue |
| | | 43 | Marine Blue |
| | | 44 | Peacock Blue |
| | | 45 | Lagoon Blue |
| | | 46 | Medium Blue Green |
| | | 47 | Dark Yellow Green |
| | | 48 | Primary Green |
| | | 49 | Fern Green |
| | | 50 | Moss Green |

| CH | Function | DMX | Description |
|---|---|---|---|
| **8** | Colors 2 (continued) | 51 | Dark Green |
| | | 52 | Lime Green |
| | | 53 | Pale Green |
| | | 54 | Quarter CT Blue |
| | | 55 | Half CT Blue |
| | | 56 | Full CT Blue |
| | | 57 | Double CT Blue |
| | | 58 | Quarter CT Orange |
| | | 59 | Half CT Orange |
| | | 60 | Full CT Orange |
| | | 61–179 | Open |
| | | 180–201 | CCW fast to slow (360–10 °/s) |
| | | 202–207 | Color Wheel spin: Stop |
| | | 208–229 | CCW slow to fast (10–360 °/s) |
| | | 230–234 | Open |
| | | 235–249 | Random Fast to Slow |
| | | 250–255 | Open |
| **9** | Effects | | FX Selection |
| | | 0–255 | FX Selection |
| **10** | Effects Speed | | Position Effect Rate 1 |
| | | 0–126 | Slow to Fast (1–10 Hz) |
| | | 127–128 | Stop |
| | | 129–255 | Rev Fast to Slow (10–1 Hz) |
| **11** | Effects Adjust 1 | 0–1 | Idle |
| | | 2–3 | Fixture Offset 10 Degree |
| | | 4–34 | Fixture Offse 20-340 Degree |
| | | 35 | Fixture Offset 350 Degree |
| | | 36 | Syncronized |
| | | 37–100 | No function |
| | | 101–120 | Random Fixture Offset |
| | | 121–140 | Random Pixel Order |
| | | 141–255 | Random Steps |
| **12** | Dimmer Mode | 0–20 | Standard |
| | | 21–40 | Stage |
| | | 41–60 | TV |
| | | 61–80 | Architectural |
| | | 81–100 | Theatre |
| | | 101–120 | Stage 2 |
| | | 121 | 0s Delay |
| | | 122 | 0/1s Delay |
| | | 123 | 0/2s Delay |

| CH | Function | DMX | Description |
|---|---|---|---|
| **12** | Dimmer Mode (continued) | 124 | 0/3s Delay |
| | | 125 | 0/4s Delay |
| | | 126 | 0/5s Delay |
| | | 127 | 0/6s Delay |
| | | 128 | 0/7s Delay |
| | | 129 | 0/8s Delay |
| | | 130 | 0/9s Delay |
| | | 131 | 1s Delay |
| | | 132 | 1/5s Delay |
| | | 133–141 | 2...10s Delay |
| | | 142–255 | Dimmer Delay Time |
| **13** | Function | 0–99 | Idle |
| | | 100 | 900 Hz |
| | | 101 | 910 Hz |
| | | 102 | 920 Hz |
| | | 103 | 930 Hz |
| | | 104 | 940 Hz |
| | | 105 | 950 Hz |
| | | 106 | 960 Hz |
| | | 107 | 970 Hz |
| | | 108 | 980 Hz |
| | | 109 | 990 Hz |
| | | 110 | 1000 Hz |
| | | 111 | 1010 Hz |
| | | 112–113 | 1020 Hz (1020–1030 Hz) |
| | | 114 | 1040 Hz |
| | | 115 | 1050 Hz |
| | | 116 | 1060 Hz |
| | | 117 | 1070 Hz |
| | | 118 | 1080 Hz |
| | | 119 | 1090 Hz |
| | | 120 | 1100 Hz |
| | | 121 | 1110 Hz |
| | | 122 | 1120 Hz |
| | | 123 | 1130 Hz |
| | | 124 | 1140 Hz |
| | | 125 | 1150 Hz |
| | | 126 | 1160 Hz |
| | | 127 | 1170 Hz |
| | | 128 | 1180 Hz |
| | | 129 | 1190 Hz |

| CH | Function | DMX | Description |
|---|---|---|---|
| **13** | Function (continued) | 130 | 1200 Hz |
| | | 131 | 1210 Hz |
| | | 132 | 1220 Hz |
| | | 133 | 1230 Hz |
| | | 134 | 1240 Hz |
| | | 135 | 1250 Hz |
| | | 136 | 1260 Hz |
| | | 137 | 1270 Hz |
| | | 138 | 1280 Hz |
| | | 139 | 1290 Hz |
| | | 140 | 1300 Hz |
| | | 141 | 1310 Hz |
| | | 142 | 1320 Hz |
| | | 143 | 1330 Hz |
| | | 144 | 1340 Hz |
| | | 145 | 1350 Hz |
| | | 146 | 1360 Hz |
| | | 147 | 1370 Hz |
| | | 148 | 1380 Hz |
| | | 149 | 1390 Hz |
| | | 150 | 1400 Hz |
| | | 151 | 1410 Hz |
| | | 152 | 1420 Hz |
| | | 153 | 1430 Hz |
| | | 154 | 1440 Hz |
| | | 155 | 1450 Hz |
| | | 156 | 1460 Hz |
| | | 157 | 1470 Hz |
| | | 158 | 1480 Hz |
| | | 159 | 1490 Hz |
| | | 160 | 1500 Hz |
| | | 161 | 2500 Hz |
| | | 162 | 4000 Hz |
| | | 163 | 5000 Hz |
| | | 164 | 6000 Hz |
| | | 165 | 10000 Hz |
| | | 166 | 15000 Hz |
| | | 167 | 20000 Hz |
| | | 168 | 25000 Hz |
| | | 169–200 | Dimmer Curve: Idle |
| | | 201–210 | Curve Linear (default) |

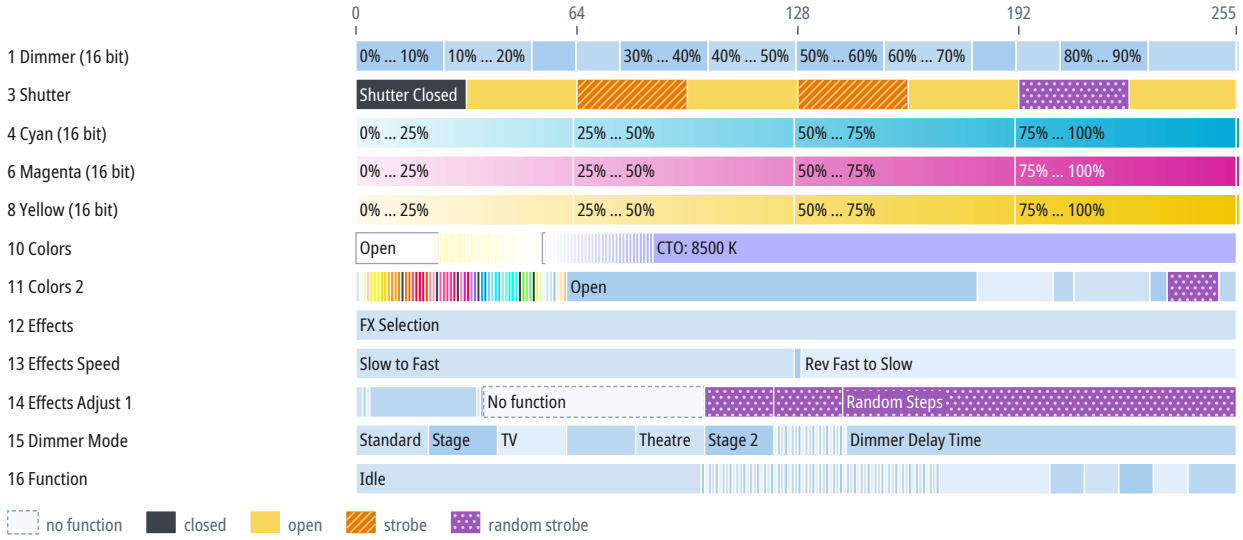
| CH | Function | DMX | Description |
|---|---|---|---|
| **13** | Function (continued) | 211–220 | Curve Square |
| | | 221–230 | Curve Inverse Square |
| | | 231–240 | Curve S-Curve |
| | | 241–255 | Idle (4) |

## Mode CMY Extended 16CH

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

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

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Cyan | 0–63 | 0% … 25% |
| | | 63–127 | 25% … 50% |
| | | 127–191 | 50% … 75% |
| | | 191–255 | 75% … 100% |
| | | 255 | 100% |
| **5** | Cyan Fine | 0–255 | Fine adjustment of CH 4 |
| **6** | Magenta | 0–63 | 0% … 25% |
| | | 63–127 | 25% … 50% |
| | | 127–191 | 50% … 75% |
| | | 191–255 | 75% … 100% |
| | | 255 | 100% |
| **7** | Magenta Fine | 0–255 | Fine adjustment of CH 6 |
| **8** | Yellow | 0–63 | 0% … 25% |
| | | 63–127 | 25% … 50% |

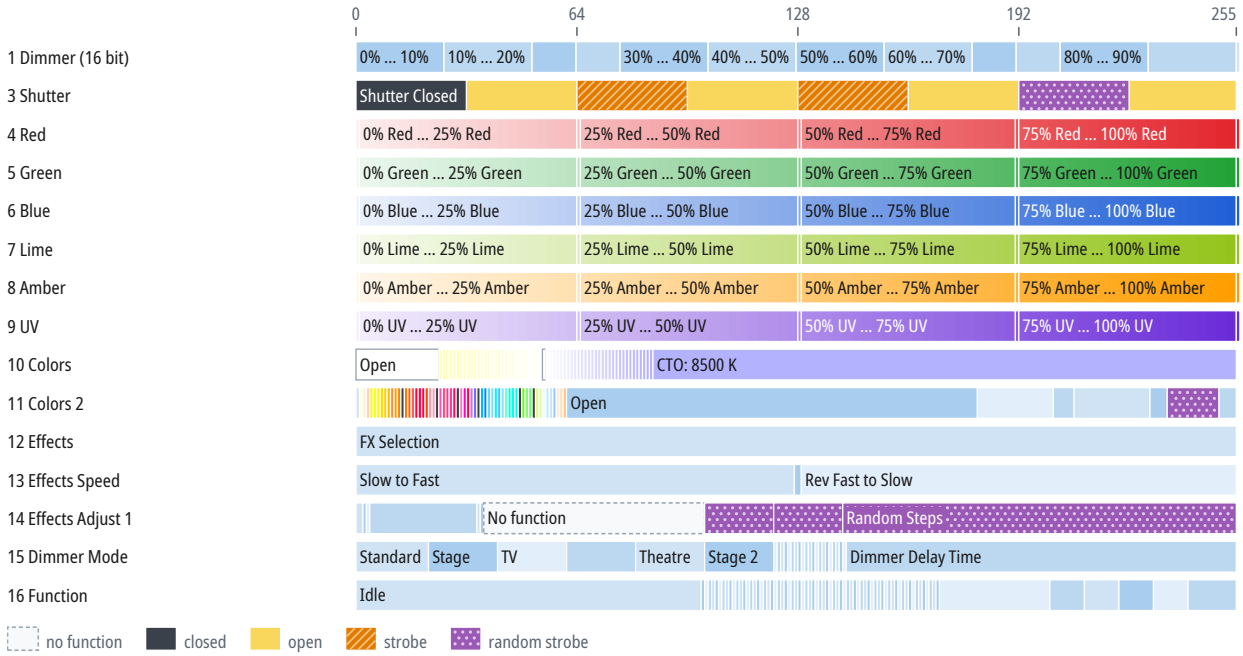
| CH | Function | DMX | Description |
|---|---|---|---|
| **8** | Yellow (continued) | 127–191 | 50% ... 75% |
| | | 191–255 | 75% ... 100% |
| | | 255 | 100% |
| **9** | Yellow Fine | 0–255 | Fine adjustment of CH 8 |
| **10** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **11** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **12** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **13** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **14** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **15** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **16** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

## Mode Standard 16CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 0, CH 8 Amber 0, CH 9 UV 0, CH 10 Colors 0, CH 11 Colors 2 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red | | Same as CH 1 in the mode “RGB 3CH” (p. 31) |
| **5** | Green | | Same as CH 2 in the mode “RGB 3CH” (p. 31) |
| **6** | Blue | | Same as CH 3 in the mode “RGB 3CH” (p. 31) |

| CH | Function | DMX | Description |
|---|---|---|---|
| **7** | Lime | | Same as CH 4 in the mode “Color 6CH” (p. 32) |
| **8** | Amber | | Same as CH 5 in the mode “Color 6CH” (p. 32) |
| **9** | UV | | Same as CH 6 in the mode “Color 6CH” (p. 32) |
| **10** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **11** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **12** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **13** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **14** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **15** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **16** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

## Mode Extended 22CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Lime 0, CH 12 Amber 0, CH 14 UV 0, CH 16 Colors 0, CH 17 Colors 2 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red | 0–64 | 0% Red … 25% Red |
| | | 64–128 | 25% Red … 50% Red |
| | | 128–191 | 50% Red … 75% Red |
| | | 191–255 | 75% Red … 100% Red |

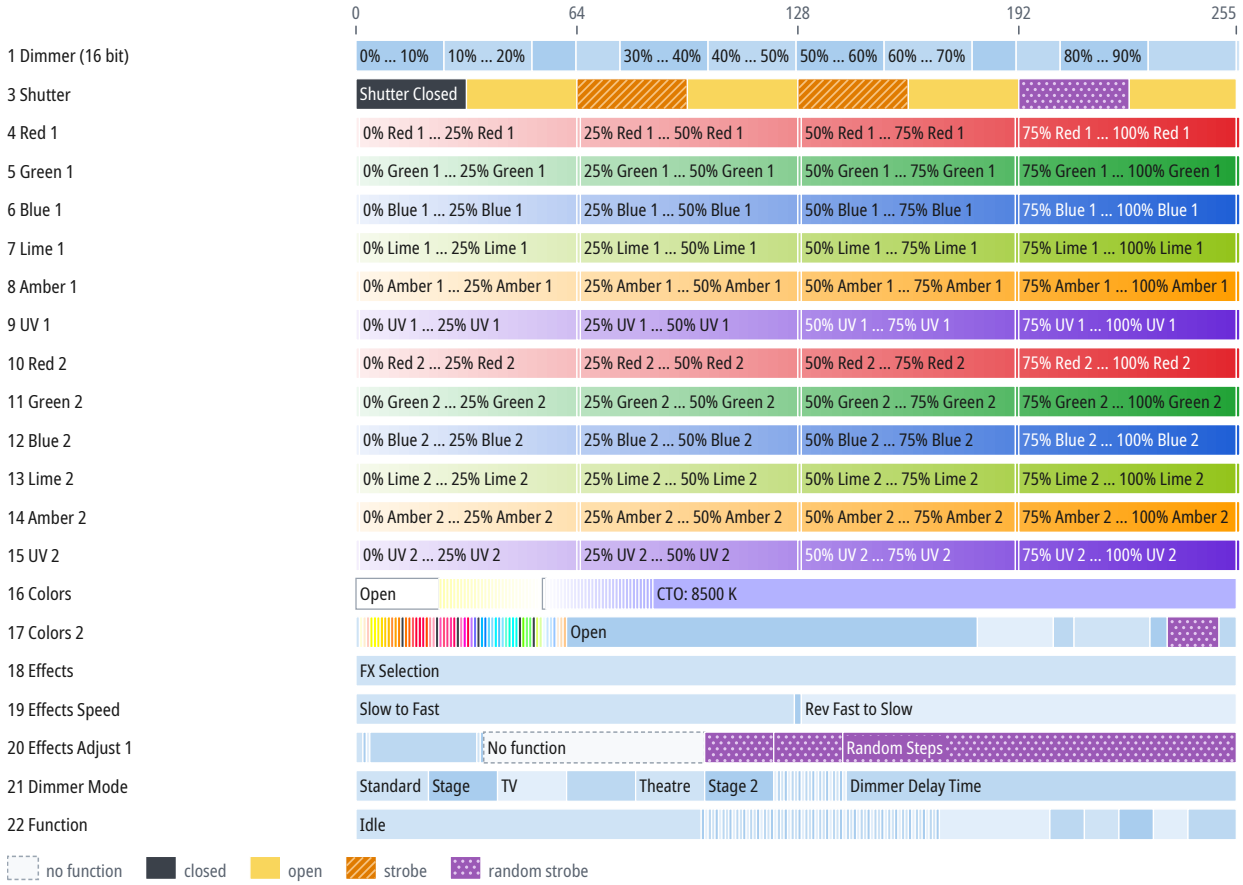
| CH | Function | DMX | Description |
|---|---|---|---|
| **4** | Red (continued) | 255 | 100% Red |
| **5** | Red Fine | 0–255 | Fine adjustment of CH 4 |
| **6** | Green | 0–64 | 0% Green ... 25% Green |
| | | 64–128 | 25% Green ... 50% Green |
| | | 128–191 | 50% Green ... 75% Green |
| | | 191–255 | 75% Green ... 100% Green |
| | | 255 | 100% Green |
| **7** | Green Fine | 0–255 | Fine adjustment of CH 6 |
| **8** | Blue | 0–64 | 0% Blue ... 25% Blue |
| | | 64–128 | 25% Blue ... 50% Blue |
| | | 128–191 | 50% Blue ... 75% Blue |
| | | 191–255 | 75% Blue ... 100% Blue |
| | | 255 | 100% Blue |
| **9** | Blue Fine | 0–255 | Fine adjustment of CH 8 |
| **10** | Lime | 0–64 | 0% Lime ... 25% Lime |
| | | 64–128 | 25% Lime ... 50% Lime |
| | | 128–191 | 50% Lime ... 75% Lime |
| | | 191–255 | 75% Lime ... 100% Lime |
| | | 255 | 100% Lime |
| **11** | Lime Fine | 0–255 | Fine adjustment of CH 10 |
| **12** | Amber | 0–64 | 0% Amber ... 25% Amber |
| | | 64–128 | 25% Amber ... 50% Amber |
| | | 128–191 | 50% Amber ... 75% Amber |
| | | 191–255 | 75% Amber ... 100% Amber |
| | | 255 | 100% Amber |
| **13** | Amber Fine | 0–255 | Fine adjustment of CH 12 |
| **14** | UV | 0–64 | 0% UV ... 25% UV |
| | | 64–128 | 25% UV ... 50% UV |
| | | 128–191 | 50% UV ... 75% UV |
| | | 191–255 | 75% UV ... 100% UV |
| | | 255 | 100% UV |
| **15** | UV Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **17** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **18** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **19** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **20** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **21** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **22** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

## Mode 2 Cell Standard 22CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 Lime 1 0, CH 8 Amber 1 0, CH 9 UV 1 0, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 Lime 2 0, CH 14 Amber 2 0, CH 15 UV 2 0, CH 16 Colors 0, CH 17 Colors 2 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red 1 | 0 | 0% Red 1 |
| | | 1–63 | 0% Red 1 … 25% Red 1 |
| | | 64 | 25% Red 1 |
| | | 65–127 | 25% Red 1 … 50% Red 1 |
| | | 128 | 50% Red 1 |
| | | 129–190 | 50% Red 1 … 75% Red 1 |
| | | 191 | 75% Red 1 |
| | | 192–254 | 75% Red 1 … 100% Red 1 |
| | | 255 | 100% Red 1 |
| **5** | Green 1 | 0 | 0% Green 1 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **5** | Green 1 (continued) | 1–63 | 0% Green 1 … 25% Green 1 |
| | | 64 | 25% Green 1 |
| | | 65–127 | 25% Green 1 … 50% Green 1 |
| | | 128 | 50% Green 1 |
| | | 129–190 | 50% Green 1 … 75% Green 1 |
| | | 191 | 75% Green 1 |
| | | 192–254 | 75% Green 1 … 100% Green 1 |
| | | 255 | 100% Green 1 |
| **6** | Blue 1 | 0 | 0% Blue 1 |
| | | 1–63 | 0% Blue 1 … 25% Blue 1 |
| | | 64 | 25% Blue 1 |
| | | 65–127 | 25% Blue 1 … 50% Blue 1 |
| | | 128 | 50% Blue 1 |
| | | 129–190 | 50% Blue 1 … 75% Blue 1 |
| | | 191 | 75% Blue 1 |
| | | 192–254 | 75% Blue 1 … 100% Blue 1 |
| | | 255 | 100% Blue 1 |
| **7** | Lime 1 | 0 | 0% Lime 1 |
| | | 1–63 | 0% Lime 1 … 25% Lime 1 |
| | | 64 | 25% Lime 1 |
| | | 65–127 | 25% Lime 1 … 50% Lime 1 |
| | | 128 | 50% Lime 1 |
| | | 129–190 | 50% Lime 1 … 75% Lime 1 |
| | | 191 | 75% Lime 1 |
| | | 192–254 | 75% Lime 1 … 100% Lime 1 |
| | | 255 | 100% Lime 1 |
| **8** | Amber 1 | 0 | 0% Amber 1 |
| | | 1–63 | 0% Amber 1 … 25% Amber 1 |
| | | 64 | 25% Amber 1 |
| | | 65–127 | 25% Amber 1 … 50% Amber 1 |
| | | 128 | 50% Amber 1 |
| | | 129–190 | 50% Amber 1 … 75% Amber 1 |
| | | 191 | 75% Amber 1 |
| | | 192–254 | 75% Amber 1 … 100% Amber 1 |
| | | 255 | 100% Amber 1 |
| **9** | UV 1 | 0 | 0% UV 1 |
| | | 1–63 | 0% UV 1 … 25% UV 1 |
| | | 64 | 25% UV 1 |
| | | 65–127 | 25% UV 1 … 50% UV 1 |
| | | 128 | 50% UV 1 |
| | | 129–190 | 50% UV 1 … 75% UV 1 |
| | | 191 | 75% UV 1 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **9** | UV 1 (continued) | 192–254 | 75% UV 1 … 100% UV 1 |
| | | 255 | 100% UV 1 |
| **10** | Red 2 | 0 | 0% Red 2 |
| | | 1–63 | 0% Red 2 … 25% Red 2 |
| | | 64 | 25% Red 2 |
| | | 65–127 | 25% Red 2 … 50% Red 2 |
| | | 128 | 50% Red 2 |
| | | 129–190 | 50% Red 2 … 75% Red 2 |
| | | 191 | 75% Red 2 |
| | | 192–254 | 75% Red 2 … 100% Red 2 |
| | | 255 | 100% Red 2 |
| **11** | Green 2 | 0 | 0% Green 2 |
| | | 1–63 | 0% Green 2 … 25% Green 2 |
| | | 64 | 25% Green 2 |
| | | 65–127 | 25% Green 2 … 50% Green 2 |
| | | 128 | 50% Green 2 |
| | | 129–190 | 50% Green 2 … 75% Green 2 |
| | | 191 | 75% Green 2 |
| | | 192–254 | 75% Green 2 … 100% Green 2 |
| | | 255 | 100% Green 2 |
| **12** | Blue 2 | 0 | 0% Blue 2 |
| | | 1–63 | 0% Blue 2 … 25% Blue 2 |
| | | 64 | 25% Blue 2 |
| | | 65–127 | 25% Blue 2 … 50% Blue 2 |
| | | 128 | 50% Blue 2 |
| | | 129–190 | 50% Blue 2 … 75% Blue 2 |
| | | 191 | 75% Blue 2 |
| | | 192–254 | 75% Blue 2 … 100% Blue 2 |
| | | 255 | 100% Blue 2 |
| **13** | Lime 2 | 0 | 0% Lime 2 |
| | | 1–63 | 0% Lime 2 … 25% Lime 2 |
| | | 64 | 25% Lime 2 |
| | | 65–127 | 25% Lime 2 … 50% Lime 2 |
| | | 128 | 50% Lime 2 |
| | | 129–190 | 50% Lime 2 … 75% Lime 2 |
| | | 191 | 75% Lime 2 |
| | | 192–254 | 75% Lime 2 … 100% Lime 2 |
| | | 255 | 100% Lime 2 |
| **14** | Amber 2 | 0 | 0% Amber 2 |
| | | 1–63 | 0% Amber 2 … 25% Amber 2 |
| | | 64 | 25% Amber 2 |
| | | 65–127 | 25% Amber 2 … 50% Amber 2 |

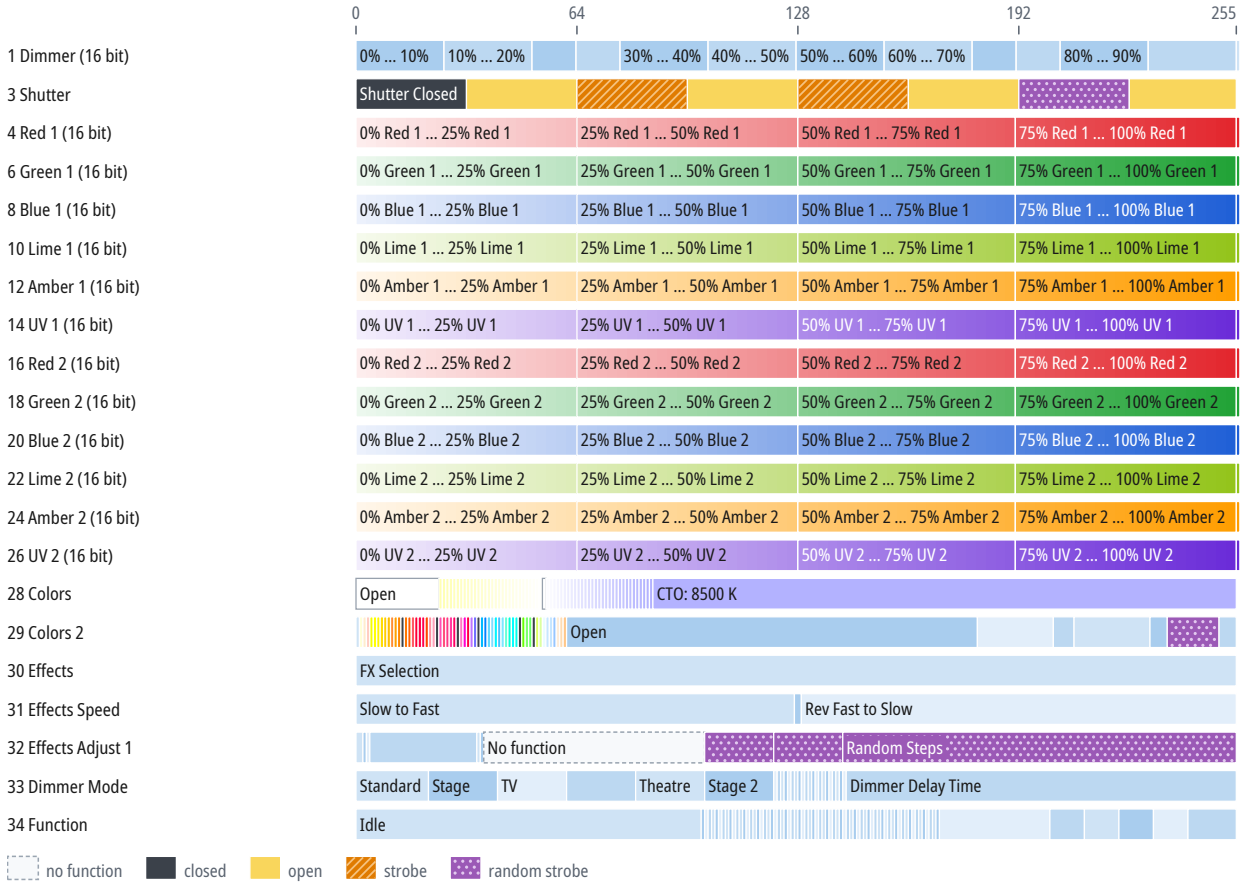
| CH | Function | DMX | Description |
|---|---|---|---|
| **14** | Amber 2 (continued) | 128 | 50% Amber 2 |
| | | 129–190 | 50% Amber 2 ... 75% Amber 2 |
| | | 191 | 75% Amber 2 |
| | | 192–254 | 75% Amber 2 ... 100% Amber 2 |
| | | 255 | 100% Amber 2 |
| **15** | UV 2 | 0 | 0% UV 2 |
| | | 1–63 | 0% UV 2 ... 25% UV 2 |
| | | 64 | 25% UV 2 |
| | | 65–127 | 25% UV 2 ... 50% UV 2 |
| | | 128 | 50% UV 2 |
| | | 129–190 | 50% UV 2 ... 75% UV 2 |
| | | 191 | 75% UV 2 |
| | | 192–254 | 75% UV 2 ... 100% UV 2 |
| | | 255 | 100% UV 2 |
| **16** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **17** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **18** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **19** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **20** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **21** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **22** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

## Mode 2 Cell Extended 34CH

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

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Lime 1 0, CH 12 Amber 1 0, CH 14 UV 1 0, CH 16 Red 2 255, CH 18 Green 2 255, CH 20 Blue 2 255, CH 22 Lime 2 0, CH 24 Amber 2 0, CH 26 UV 2 0, CH 28 Colors 0, CH 29 Colors 2 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red 1 | 0–64 | 0% Red 1 … 25% Red 1 |
| | | 64–128 | 25% Red 1 … 50% Red 1 |
| | | 128–191 | 50% Red 1 … 75% Red 1 |
| | | 191–255 | 75% Red 1 … 100% Red 1 |
| | | 255 | 100% Red 1 |
| **5** | Red 1 Fine | 0–255 | Fine adjustment of CH 4 |
| **6** | Green 1 | 0–64 | 0% Green 1 … 25% Green 1 |
| | | 64–128 | 25% Green 1 … 50% Green 1 |
| | | 128–191 | 50% Green 1 … 75% Green 1 |
| | | 191–255 | 75% Green 1 … 100% Green 1 |

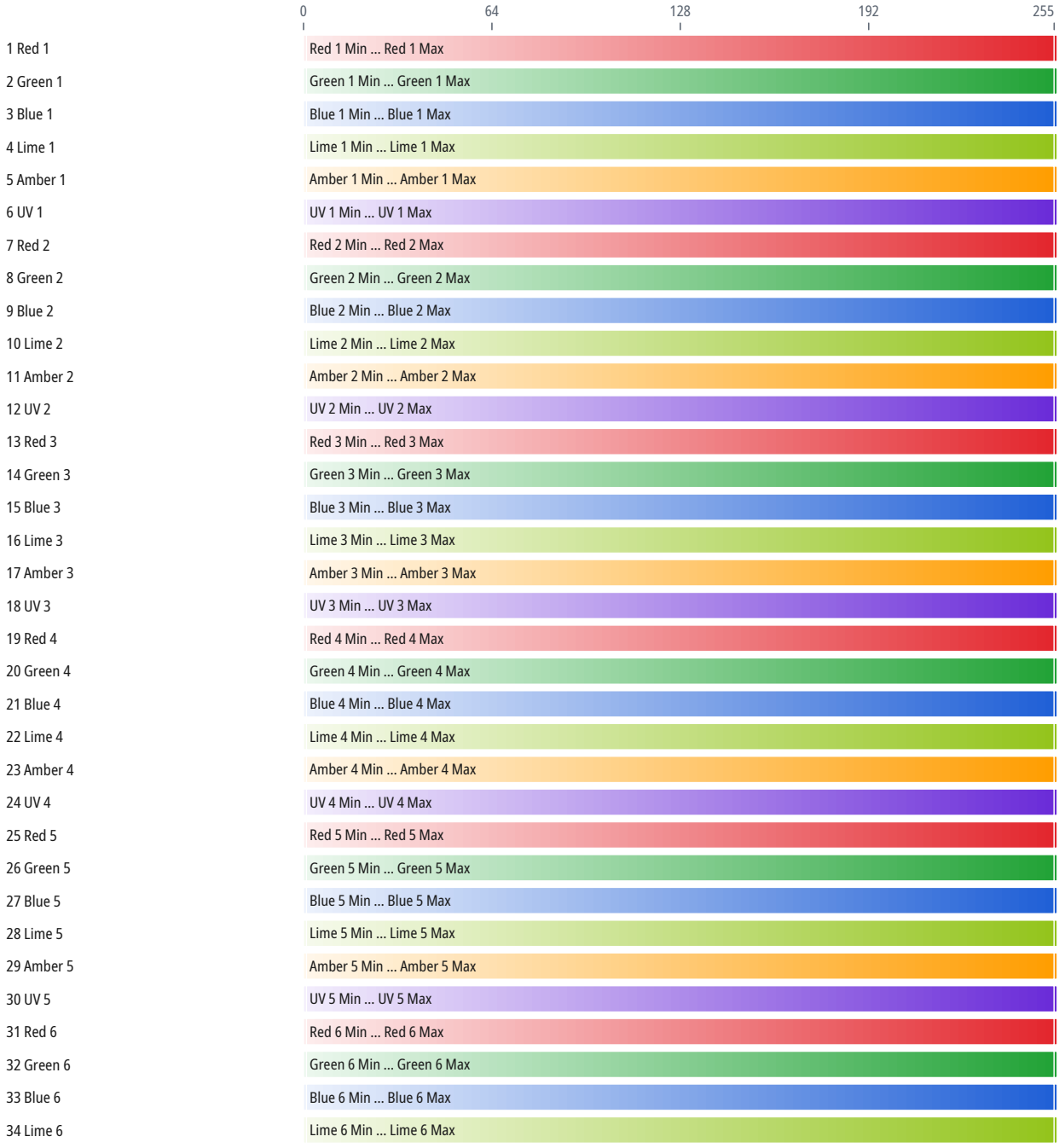
| CH | Function | DMX | Description |
|---|---|---|---|
| **6** | Green 1 (continued) | 255 | 100% Green 1 |
| **7** | Green 1 Fine | 0–255 | Fine adjustment of CH 6 |
| **8** | Blue 1 | 0–64 | 0% Blue 1 … 25% Blue 1 |
| | | 64–128 | 25% Blue 1 … 50% Blue 1 |
| | | 128–191 | 50% Blue 1 … 75% Blue 1 |
| | | 191–255 | 75% Blue 1 … 100% Blue 1 |
| | | 255 | 100% Blue 1 |
| **9** | Blue 1 Fine | 0–255 | Fine adjustment of CH 8 |
| **10** | Lime 1 | 0–64 | 0% Lime 1 … 25% Lime 1 |
| | | 64–128 | 25% Lime 1 … 50% Lime 1 |
| | | 128–191 | 50% Lime 1 … 75% Lime 1 |
| | | 191–255 | 75% Lime 1 … 100% Lime 1 |
| | | 255 | 100% Lime 1 |
| **11** | Lime 1 Fine | 0–255 | Fine adjustment of CH 10 |
| **12** | Amber 1 | 0–64 | 0% Amber 1 … 25% Amber 1 |
| | | 64–128 | 25% Amber 1 … 50% Amber 1 |
| | | 128–191 | 50% Amber 1 … 75% Amber 1 |
| | | 191–255 | 75% Amber 1 … 100% Amber 1 |
| | | 255 | 100% Amber 1 |
| **13** | Amber 1 Fine | 0–255 | Fine adjustment of CH 12 |
| **14** | UV 1 | 0–64 | 0% UV 1 … 25% UV 1 |
| | | 64–128 | 25% UV 1 … 50% UV 1 |
| | | 128–191 | 50% UV 1 … 75% UV 1 |
| | | 191–255 | 75% UV 1 … 100% UV 1 |
| | | 255 | 100% UV 1 |
| **15** | UV 1 Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Red 2 | 0–64 | 0% Red 2 … 25% Red 2 |
| | | 64–128 | 25% Red 2 … 50% Red 2 |
| | | 128–191 | 50% Red 2 … 75% Red 2 |
| | | 191–255 | 75% Red 2 … 100% Red 2 |
| | | 255 | 100% Red 2 |
| **17** | Red 2 Fine | 0–255 | Fine adjustment of CH 16 |
| **18** | Green 2 | 0–64 | 0% Green 2 … 25% Green 2 |
| | | 64–128 | 25% Green 2 … 50% Green 2 |
| | | 128–191 | 50% Green 2 … 75% Green 2 |
| | | 191–255 | 75% Green 2 … 100% Green 2 |
| | | 255 | 100% Green 2 |
| **19** | Green 2 Fine | 0–255 | Fine adjustment of CH 18 |
| **20** | Blue 2 | 0–64 | 0% Blue 2 … 25% Blue 2 |
| | | 64–128 | 25% Blue 2 … 50% Blue 2 |
| | | 128–191 | 50% Blue 2 … 75% Blue 2 |
| | | 191–255 | 75% Blue 2 … 100% Blue 2 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **20** | Blue 2 (continued) | 255 | 100% Blue 2 |
| **21** | Blue 2 Fine | 0–255 | Fine adjustment of CH 20 |
| **22** | Lime 2 | 0–64 | 0% Lime 2 ... 25% Lime 2 |
| | | 64–128 | 25% Lime 2 ... 50% Lime 2 |
| | | 128–191 | 50% Lime 2 ... 75% Lime 2 |
| | | 191–255 | 75% Lime 2 ... 100% Lime 2 |
| | | 255 | 100% Lime 2 |
| **23** | Lime 2 Fine | 0–255 | Fine adjustment of CH 22 |
| **24** | Amber 2 | 0–64 | 0% Amber 2 ... 25% Amber 2 |
| | | 64–128 | 25% Amber 2 ... 50% Amber 2 |
| | | 128–191 | 50% Amber 2 ... 75% Amber 2 |
| | | 191–255 | 75% Amber 2 ... 100% Amber 2 |
| | | 255 | 100% Amber 2 |
| **25** | Amber 2 Fine | 0–255 | Fine adjustment of CH 24 |
| **26** | UV 2 | 0–64 | 0% UV 2 ... 25% UV 2 |
| | | 64–128 | 25% UV 2 ... 50% UV 2 |
| | | 128–191 | 50% UV 2 ... 75% UV 2 |
| | | 191–255 | 75% UV 2 ... 100% UV 2 |
| | | 255 | 100% UV 2 |
| **27** | UV 2 Fine | 0–255 | Fine adjustment of CH 26 |
| **28** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **29** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **30** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **31** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **32** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **33** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **34** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

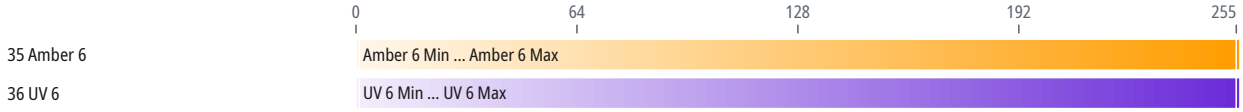
## Mode Raw 6 Cell 36CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Lime 1 255, CH 5 Amber 1 255, CH 6 UV 1 255, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 Lime 2 255, CH 11 Amber 2 255, CH 12 UV 2 255, CH 13 Red 3 255, CH 14 Green 3 255, CH 15 Blue 3 255, CH 16 Lime 3 255, CH 17 Amber 3 255, CH 18 UV 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 Lime 4 255, CH 23 Amber 4 255, CH 24 UV 4 255, CH 25 Red 5 255, CH 26 Green 5 255, CH 27 Blue 5 255, CH 28 Lime 5 255, CH 29 Amber 5 255, CH 30 UV 5 255, CH 31 Red 6 255, CH 32 Green 6 255, CH 33 Blue 6 255, CH 34 Lime 6 255, CH 35 Amber 6 255, CH 36 UV 6 255.

### Channel functions at a glance



## Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | | Same as CH 1 in the mode “43CH” (p. 15) |
| **2** | Green 1 | | Same as CH 2 in the mode “43CH” (p. 15) |
| **3** | Blue 1 | | Same as CH 3 in the mode “43CH” (p. 15) |
| **4** | Lime 1 | 0 | Lime 1 Min |
| | | 1–254 | Lime 1 Min ... Lime 1 Max |
| | | 255 | Lime 1 Max |
| **5** | Amber 1 | | Same as CH 5 in the mode “43CH” (p. 15) |
| **6** | UV 1 | | Same as CH 6 in the mode “43CH” (p. 15) |
| **7** | Red 2 | | Same as CH 7 in the mode “43CH” (p. 15) |
| **8** | Green 2 | | Same as CH 8 in the mode “43CH” (p. 15) |
| **9** | Blue 2 | | Same as CH 9 in the mode “43CH” (p. 15) |
| **10** | Lime 2 | 0 | Lime 2 Min |
| | | 1–254 | Lime 2 Min ... Lime 2 Max |
| | | 255 | Lime 2 Max |
| **11** | Amber 2 | | Same as CH 11 in the mode “43CH” (p. 16) |
| **12** | UV 2 | | Same as CH 12 in the mode “43CH” (p. 16) |
| **13** | Red 3 | | Same as CH 13 in the mode “43CH” (p. 16) |
| **14** | Green 3 | | Same as CH 14 in the mode “43CH” (p. 16) |
| **15** | Blue 3 | | Same as CH 15 in the mode “43CH” (p. 16) |
| **16** | Lime 3 | 0 | Lime 3 Min |
| | | 1–254 | Lime 3 Min ... Lime 3 Max |
| | | 255 | Lime 3 Max |
| **17** | Amber 3 | | Same as CH 17 in the mode “43CH” (p. 16) |
| **18** | UV 3 | | Same as CH 18 in the mode “43CH” (p. 16) |
| **19** | Red 4 | | Same as CH 19 in the mode “43CH” (p. 16) |
| **20** | Green 4 | | Same as CH 20 in the mode “43CH” (p. 16) |
| **21** | Blue 4 | | Same as CH 21 in the mode “43CH” (p. 16) |
| **22** | Lime 4 | 0 | Lime 4 Min |
| | | 1–254 | Lime 4 Min ... Lime 4 Max |
| | | 255 | Lime 4 Max |
| **23** | Amber 4 | | Same as CH 23 in the mode “43CH” (p. 16) |
| **24** | UV 4 | | Same as CH 24 in the mode “43CH” (p. 16) |
| **25** | Red 5 | | Same as CH 25 in the mode “43CH” (p. 17) |
| **26** | Green 5 | | Same as CH 26 in the mode “43CH” (p. 17) |
| **27** | Blue 5 | | Same as CH 27 in the mode “43CH” (p. 17) |
| **28** | Lime 5 | 0 | Lime 5 Min |
| | | 1–254 | Lime 5 Min ... Lime 5 Max |

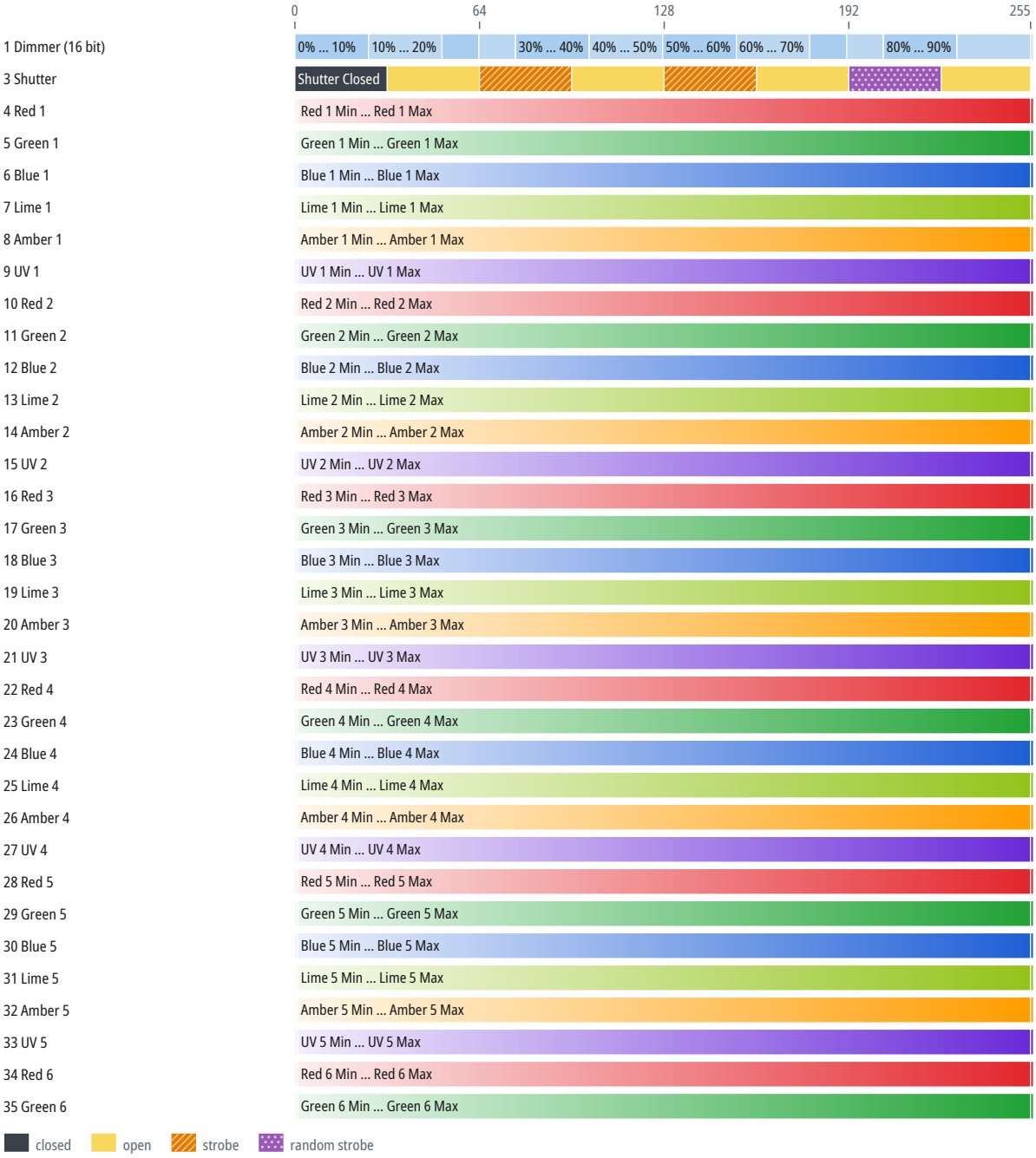
| CH | Function | DMX | Description |
|---|---|---|---|
| **28** | Lime 5 (continued) | 255 | Lime 5 Max |
| **29** | Amber 5 | | Same as CH 29 in the mode “43CH” (p. 17) |
| **30** | UV 5 | | Same as CH 30 in the mode “43CH” (p. 17) |
| **31** | Red 6 | | Same as CH 31 in the mode “43CH” (p. 17) |
| **32** | Green 6 | | Same as CH 32 in the mode “43CH” (p. 17) |
| **33** | Blue 6 | | Same as CH 33 in the mode “43CH” (p. 17) |
| **34** | Lime 6 | 0 | Lime 6 Min |
| | | 1–254 | Lime 6 Min … Lime 6 Max |
| | | 255 | Lime 6 Max |
| **35** | Amber 6 | | Same as CH 35 in the mode “43CH” (p. 17) |
| **36** | UV 6 | | Same as CH 36 in the mode “43CH” (p. 17) |

## Mode 6 Cell Standard 46CH

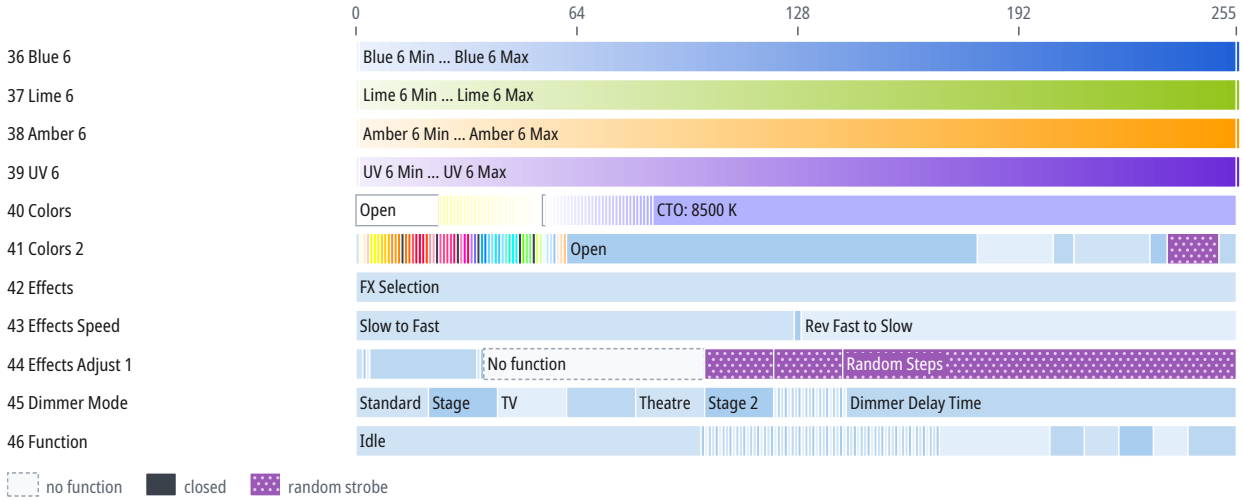
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 Lime 1 255, CH 8 Amber 1 255, CH 9 UV 1 255, CH 10 Red 2 255, CH 11 Green 2 255, CH 12 Blue 2 255, CH 13 Lime 2 255, CH 14 Amber 2 255, CH 15 UV 2 255, CH 16 Red 3 255, CH 17 Green 3 255, CH 18 Blue 3 255, CH 19 Lime 3 255, CH 20 Amber 3 255, CH 21 UV 3 255, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 Lime 4 255, CH 26 Amber 4 255, CH 27 UV 4 255, CH 28 Red 5 255, CH 29 Green 5 255, CH 30 Blue 5 255, CH 31 Lime 5 255, CH 32 Amber 5 255, CH 33 UV 5 255, CH 34 Red 6 255, CH 35 Green 6 255, CH 36 Blue 6 255, CH 37 Lime 6 255, CH 38 Amber 6 255, CH 39 UV 6 255, CH 40 Colors 0, CH 41 Colors 2 0.

### Channel functions at a glance



## Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red 1 | | Same as CH 1 in the mode “43CH” (p. 15) |
| **5** | Green 1 | | Same as CH 2 in the mode “43CH” (p. 15) |
| **6** | Blue 1 | | Same as CH 3 in the mode “43CH” (p. 15) |
| **7** | Lime 1 | | Same as CH 4 in the mode “Raw 6 Cell 36CH” (p. 53) |
| **8** | Amber 1 | | Same as CH 5 in the mode “43CH” (p. 15) |
| **9** | UV 1 | | Same as CH 6 in the mode “43CH” (p. 15) |
| **10** | Red 2 | | Same as CH 7 in the mode “43CH” (p. 15) |
| **11** | Green 2 | | Same as CH 8 in the mode “43CH” (p. 15) |
| **12** | Blue 2 | | Same as CH 9 in the mode “43CH” (p. 15) |
| **13** | Lime 2 | | Same as CH 10 in the mode “Raw 6 Cell 36CH” (p. 53) |
| **14** | Amber 2 | | Same as CH 11 in the mode “43CH” (p. 16) |
| **15** | UV 2 | | Same as CH 12 in the mode “43CH” (p. 16) |
| **16** | Red 3 | | Same as CH 13 in the mode “43CH” (p. 16) |
| **17** | Green 3 | | Same as CH 14 in the mode “43CH” (p. 16) |
| **18** | Blue 3 | | Same as CH 15 in the mode “43CH” (p. 16) |
| **19** | Lime 3 | | Same as CH 16 in the mode “Raw 6 Cell 36CH” (p. 53) |
| **20** | Amber 3 | | Same as CH 17 in the mode “43CH” (p. 16) |
| **21** | UV 3 | | Same as CH 18 in the mode “43CH” (p. 16) |
| **22** | Red 4 | | Same as CH 19 in the mode “43CH” (p. 16) |
| **23** | Green 4 | | Same as CH 20 in the mode “43CH” (p. 16) |
| **24** | Blue 4 | | Same as CH 21 in the mode “43CH” (p. 16) |
| **25** | Lime 4 | | Same as CH 22 in the mode “Raw 6 Cell 36CH” (p. 53) |
| **26** | Amber 4 | | Same as CH 23 in the mode “43CH” (p. 16) |
| **27** | UV 4 | | Same as CH 24 in the mode “43CH” (p. 16) |
| **28** | Red 5 | | Same as CH 25 in the mode “43CH” (p. 17) |

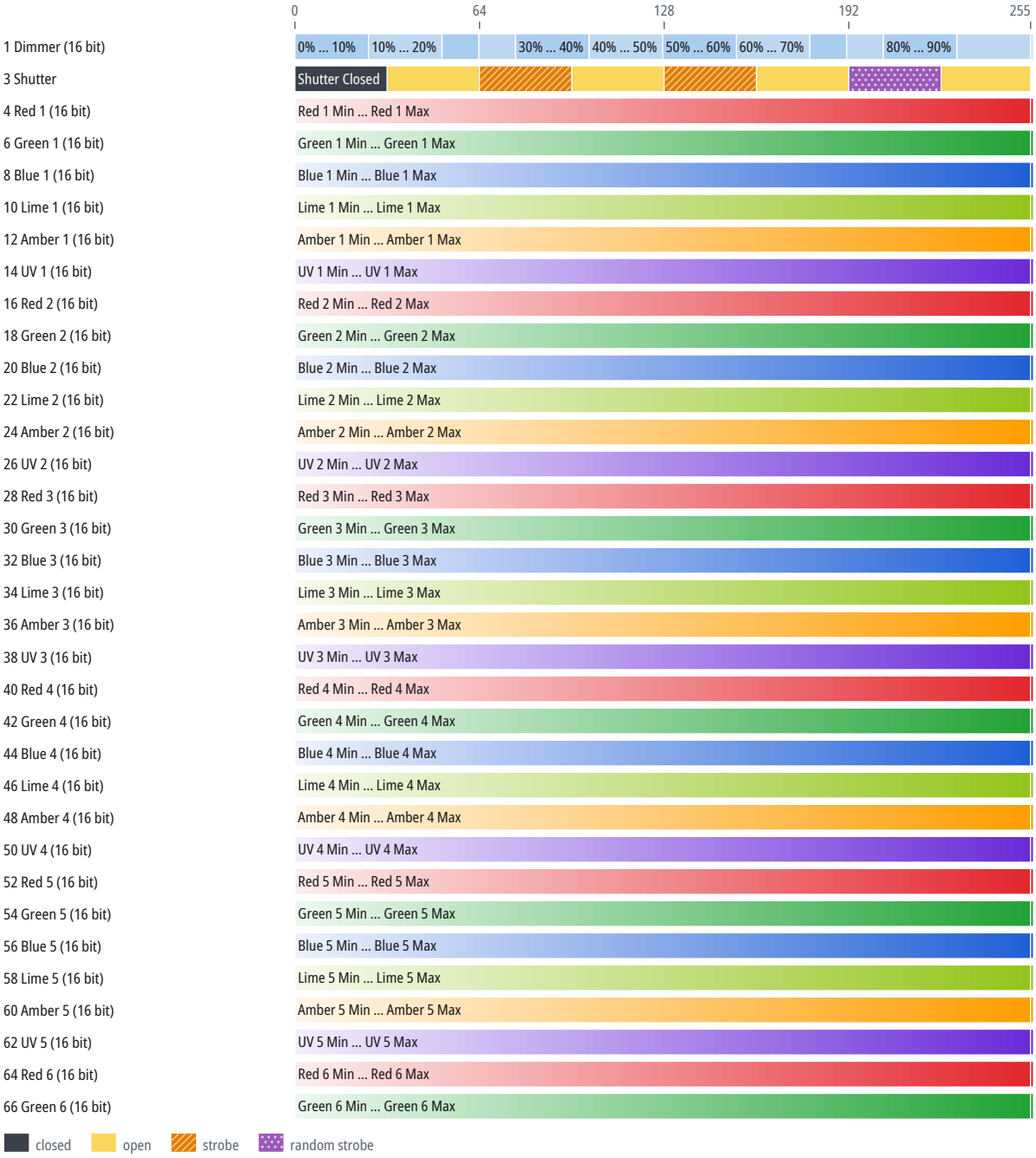
| CH | Function | DMX | Description |
|---|---|---|---|
| **29** | Green 5 | | Same as CH 26 in the mode “43CH” (p. 17) |
| **30** | Blue 5 | | Same as CH 27 in the mode “43CH” (p. 17) |
| **31** | Lime 5 | | Same as CH 28 in the mode “Raw 6 Cell 36CH” (p. 53) |
| **32** | Amber 5 | | Same as CH 29 in the mode “43CH” (p. 17) |
| **33** | UV 5 | | Same as CH 30 in the mode “43CH” (p. 17) |
| **34** | Red 6 | | Same as CH 31 in the mode “43CH” (p. 17) |
| **35** | Green 6 | | Same as CH 32 in the mode “43CH” (p. 17) |
| **36** | Blue 6 | | Same as CH 33 in the mode “43CH” (p. 17) |
| **37** | Lime 6 | | Same as CH 34 in the mode “Raw 6 Cell 36CH” (p. 54) |
| **38** | Amber 6 | | Same as CH 35 in the mode “43CH” (p. 17) |
| **39** | UV 6 | | Same as CH 36 in the mode “43CH” (p. 17) |
| **40** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |
| **41** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **42** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **43** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **44** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **45** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **46** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

## Mode 6 Cell Extended 82CH

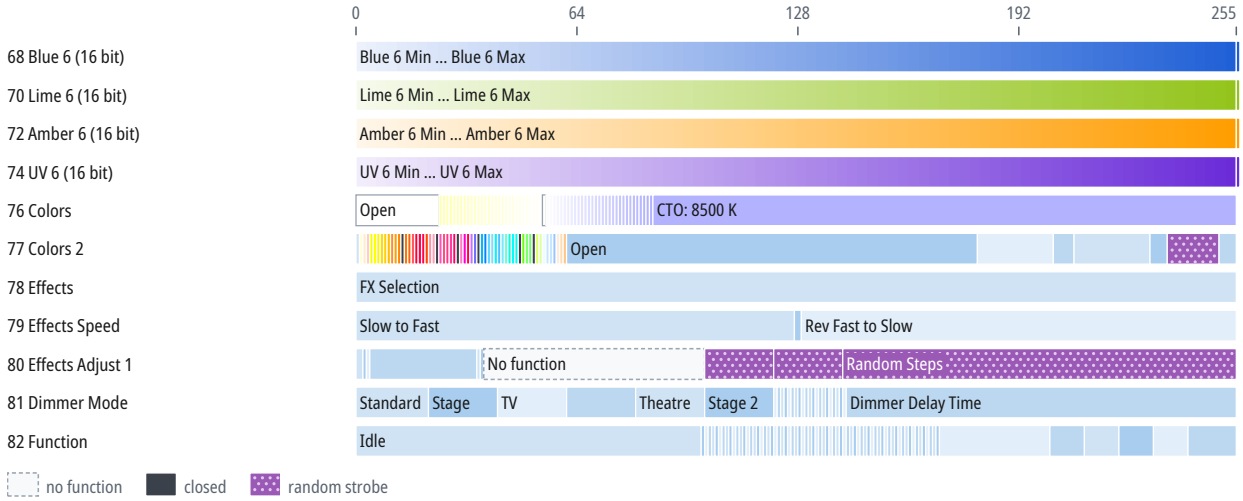
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 47, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Lime 1 255, CH 12 Amber 1 255, CH 14 UV 1 255, CH 16 Red 2 255, CH 18 Green 2 255, CH 20 Blue 2 255, CH 22 Lime 2 255, CH 24 Amber 2 255, CH 26 UV 2 255, CH 28 Red 3 255, CH 30 Green 3 255, CH 32 Blue 3 255, CH 34 Lime 3 255, CH 36 Amber 3 255, CH 38 UV 3 255, CH 40 Red 4 255, CH 42 Green 4 255, CH 44 Blue 4 255, CH 46 Lime 4 255, CH 48 Amber 4 255, CH 50 UV 4 255, CH 52 Red 5 255, CH 54 Green 5 255, CH 56 Blue 5 255, CH 58 Lime 5 255, CH 60 Amber 5 255, CH 62 UV 5 255, CH 64 Red 6 255, CH 66 Green 6 255, CH 68 Blue 6 255, CH 70 Lime 6 255, CH 72 Amber 6 255, CH 74 UV 6 255, CH 76 Colors 0, CH 77 Colors 2 0.

### Channel functions at a glance



## Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Dimmer | | Same as CH 1 in the mode “Color and Dimmer 9CH” (p. 33) |
| **2** | Dimmer Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Shutter | | Same as CH 38 in the mode “43CH” (p. 18) |
| **4** | Red 1 | 0–255 | Red 1 Min ... Red 1 Max |
| | | 255 | Red 1 Max |
| **5** | Red 1 Fine | 0–255 | Fine adjustment of CH 4 |
| **6** | Green 1 | 0–255 | Green 1 Min ... Green 1 Max |
| | | 255 | Green 1 Max |
| **7** | Green 1 Fine | 0–255 | Fine adjustment of CH 6 |
| **8** | Blue 1 | 0–255 | Blue 1 Min ... Blue 1 Max |
| | | 255 | Blue 1 Max |
| **9** | Blue 1 Fine | 0–255 | Fine adjustment of CH 8 |
| **10** | Lime 1 | 0–255 | Lime 1 Min ... Lime 1 Max |
| | | 255 | Lime 1 Max |
| **11** | Lime 1 Fine | 0–255 | Fine adjustment of CH 10 |
| **12** | Amber 1 | 0–255 | Amber 1 Min ... Amber 1 Max |
| | | 255 | Amber 1 Max |
| **13** | Amber 1 Fine | 0–255 | Fine adjustment of CH 12 |
| **14** | UV 1 | 0–255 | UV 1 Min ... UV 1 Max |
| | | 255 | UV 1 Max |
| **15** | UV 1 Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Red 2 | 0–255 | Red 2 Min ... Red 2 Max |
| | | 255 | Red 2 Max |
| **17** | Red 2 Fine | 0–255 | Fine adjustment of CH 16 |
| **18** | Green 2 | 0–255 | Green 2 Min ... Green 2 Max |
| | | 255 | Green 2 Max |
| **19** | Green 2 Fine | 0–255 | Fine adjustment of CH 18 |
| **20** | Blue 2 | 0–255 | Blue 2 Min ... Blue 2 Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **20** | Blue 2 (continued) | 255 | Blue 2 Max |
| **21** | Blue 2 Fine | 0–255 | Fine adjustment of CH 20 |
| **22** | Lime 2 | 0–255 | Lime 2 Min … Lime 2 Max |
| | | 255 | Lime 2 Max |
| **23** | Lime 2 Fine | 0–255 | Fine adjustment of CH 22 |
| **24** | Amber 2 | 0–255 | Amber 2 Min … Amber 2 Max |
| | | 255 | Amber 2 Max |
| **25** | Amber 2 Fine | 0–255 | Fine adjustment of CH 24 |
| **26** | UV 2 | 0–255 | UV 2 Min … UV 2 Max |
| | | 255 | UV 2 Max |
| **27** | UV 2 Fine | 0–255 | Fine adjustment of CH 26 |
| **28** | Red 3 | 0–255 | Red 3 Min … Red 3 Max |
| | | 255 | Red 3 Max |
| **29** | Red 3 Fine | 0–255 | Fine adjustment of CH 28 |
| **30** | Green 3 | 0–255 | Green 3 Min … Green 3 Max |
| | | 255 | Green 3 Max |
| **31** | Green 3 Fine | 0–255 | Fine adjustment of CH 30 |
| **32** | Blue 3 | 0–255 | Blue 3 Min … Blue 3 Max |
| | | 255 | Blue 3 Max |
| **33** | Blue 3 Fine | 0–255 | Fine adjustment of CH 32 |
| **34** | Lime 3 | 0–255 | Lime 3 Min … Lime 3 Max |
| | | 255 | Lime 3 Max |
| **35** | Lime 3 Fine | 0–255 | Fine adjustment of CH 34 |
| **36** | Amber 3 | 0–255 | Amber 3 Min … Amber 3 Max |
| | | 255 | Amber 3 Max |
| **37** | Amber 3 Fine | 0–255 | Fine adjustment of CH 36 |
| **38** | UV 3 | 0–255 | UV 3 Min … UV 3 Max |
| | | 255 | UV 3 Max |
| **39** | UV 3 Fine | 0–255 | Fine adjustment of CH 38 |
| **40** | Red 4 | 0–255 | Red 4 Min … Red 4 Max |
| | | 255 | Red 4 Max |
| **41** | Red 4 Fine | 0–255 | Fine adjustment of CH 40 |
| **42** | Green 4 | 0–255 | Green 4 Min … Green 4 Max |
| | | 255 | Green 4 Max |
| **43** | Green 4 Fine | 0–255 | Fine adjustment of CH 42 |
| **44** | Blue 4 | 0–255 | Blue 4 Min … Blue 4 Max |
| | | 255 | Blue 4 Max |
| **45** | Blue 4 Fine | 0–255 | Fine adjustment of CH 44 |
| **46** | Lime 4 | 0–255 | Lime 4 Min … Lime 4 Max |
| | | 255 | Lime 4 Max |
| **47** | Lime 4 Fine | 0–255 | Fine adjustment of CH 46 |
| **48** | Amber 4 | 0–255 | Amber 4 Min … Amber 4 Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **48** | Amber 4 (continued) | 255 | Amber 4 Max |
| **49** | Amber 4 Fine | 0–255 | Fine adjustment of CH 48 |
| **50** | UV 4 | 0–255 | UV 4 Min … UV 4 Max |
| | | 255 | UV 4 Max |
| **51** | UV 4 Fine | 0–255 | Fine adjustment of CH 50 |
| **52** | Red 5 | 0–255 | Red 5 Min … Red 5 Max |
| | | 255 | Red 5 Max |
| **53** | Red 5 Fine | 0–255 | Fine adjustment of CH 52 |
| **54** | Green 5 | 0–255 | Green 5 Min … Green 5 Max |
| | | 255 | Green 5 Max |
| **55** | Green 5 Fine | 0–255 | Fine adjustment of CH 54 |
| **56** | Blue 5 | 0–255 | Blue 5 Min … Blue 5 Max |
| | | 255 | Blue 5 Max |
| **57** | Blue 5 Fine | 0–255 | Fine adjustment of CH 56 |
| **58** | Lime 5 | 0–255 | Lime 5 Min … Lime 5 Max |
| | | 255 | Lime 5 Max |
| **59** | Lime 5 Fine | 0–255 | Fine adjustment of CH 58 |
| **60** | Amber 5 | 0–255 | Amber 5 Min … Amber 5 Max |
| | | 255 | Amber 5 Max |
| **61** | Amber 5 Fine | 0–255 | Fine adjustment of CH 60 |
| **62** | UV 5 | 0–255 | UV 5 Min … UV 5 Max |
| | | 255 | UV 5 Max |
| **63** | UV 5 Fine | 0–255 | Fine adjustment of CH 62 |
| **64** | Red 6 | 0–255 | Red 6 Min … Red 6 Max |
| | | 255 | Red 6 Max |
| **65** | Red 6 Fine | 0–255 | Fine adjustment of CH 64 |
| **66** | Green 6 | 0–255 | Green 6 Min … Green 6 Max |
| | | 255 | Green 6 Max |
| **67** | Green 6 Fine | 0–255 | Fine adjustment of CH 66 |
| **68** | Blue 6 | 0–255 | Blue 6 Min … Blue 6 Max |
| | | 255 | Blue 6 Max |
| **69** | Blue 6 Fine | 0–255 | Fine adjustment of CH 68 |
| **70** | Lime 6 | 0–255 | Lime 6 Min … Lime 6 Max |
| | | 255 | Lime 6 Max |
| **71** | Lime 6 Fine | 0–255 | Fine adjustment of CH 70 |
| **72** | Amber 6 | 0–255 | Amber 6 Min … Amber 6 Max |
| | | 255 | Amber 6 Max |
| **73** | Amber 6 Fine | 0–255 | Fine adjustment of CH 72 |
| **74** | UV 6 | 0–255 | UV 6 Min … UV 6 Max |
| | | 255 | UV 6 Max |
| **75** | UV 6 Fine | 0–255 | Fine adjustment of CH 74 |
| **76** | Colors | | Same as CH 7 in the mode “CMY 13CH” (p. 35) |

| CH | Function | DMX | Description |
|---|---|---|---|
| **77** | Colors 2 | | Same as CH 8 in the mode “CMY 13CH” (p. 36) |
| **78** | Effects | | Same as CH 9 in the mode “CMY 13CH” (p. 38) |
| **79** | Effects Speed | | Same as CH 10 in the mode “CMY 13CH” (p. 38) |
| **80** | Effects Adjust 1 | | Same as CH 11 in the mode “CMY 13CH” (p. 38) |
| **81** | Dimmer Mode | | Same as CH 12 in the mode “CMY 13CH” (p. 38) |
| **82** | Function | | Same as CH 13 in the mode “CMY 13CH” (p. 39) |

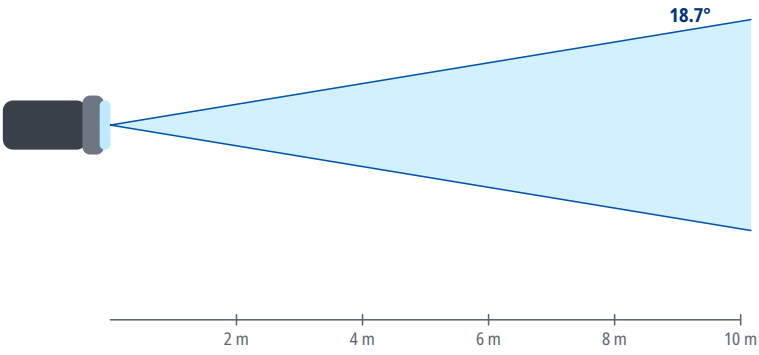
# 10 Technical specifications

| Parameter | Value |
|---|---|
| Light source | LED |
| RDM | yes (manufacturer ID 0x22A6, device model ID 0x0049) |
| Weight | 6.8 kg |
| Operating temperature | -15 to 40 °C |

### Speeds and ranges

| Parameter | Value |
|---|---|
| Strobe frequency | 1–10 Hz |
| LED frequency | 900–25000 Hz |
| Color wheel 3 rotation | up to 7200 °/s (1200 rpm) |

### Spot diameter




| Distance | Ø 18.7° |
|---|---|
| 2 m | 0.66 m |
| 4 m | 1.3 m |
| 6 m | 2 m |
| 8 m | 2.6 m |
| 10 m | 3.3 m |
| 15 m | 4.9 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.