DMX REFERENCE

SOL I Blinder

SŌL I Blinder

Elation



Manufacturer	Elation
GDTF file	Elation_SOL_I_Blinder_135614.gdtf
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1 About this manual

This document describes the SŌL I Blinder by Elation. It was compiled from the GDTF file Elation_SOL_I_Blinder_135614.gdtf from the GDTF-Share library.

File revision: “26-26-03 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	3 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Dimmer 1CH	1	512	1, 2, 3, 4, ...
Dimmer and CCT 2CH	2	256	1, 3, 5, 7, ...
Dimmer/ Strobe/CCT 3CH	3	170	1, 4, 7, 10, ...
IRGB 4CH	4	128	1, 5, 9, 13, ...
Raw Color 6CH	6	85	1, 7, 13, 19, ...
Std 13CH	13	39	1, 14, 27, 40, ...
Ext 21CH	21	24	1, 22, 43, 64, ...
RGB 10CH	10	51	1, 11, 21, 31, ...
RGB ext 15CH	15	34	1, 16, 31, 46, ...
CMY 10CH	10	51	1, 11, 21, 31, ...
CMY Ext 15CH	15	34	1, 16, 31, 46, ...
Dim/CCT/Color Picker 7CH	7	73	1, 8, 15, 22, ...


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.

⚠ WARNING

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

4 Product description

Description in the GDTF file

“Inspired by the radiant sun, the SŌL I Blinder is the first in a new groundbreaking series of creative LED blinder and effects solutions that seamlessly marries cutting-edge technology with artistic ingenuity. With its sleek and modern aesthetic, SŌL I Blinder seamlessly integrates into any stage or event setting, offering limitless creative potential. What sets SŌL apart is its ingenious modular design, offering endless possibilities for configuration and arrangement. Using simple fixture interconnects, threaded adapters, mounts and yoke accessories, designers can effortlessly link SŌL I Blinder to other fixtures or devices, exponentially expanding creative options for unique shapes and arrays. Use it as a single-cell, 2- or 4-cell blinder or connect even more fixtures together for a versatile effects panel that is perfect for eye-candy looks. Create linear blinder arrays, single or multi-unit pendants, custom shapes, and more. The possibilities are endless! Multiple lens options, coupled with a host of accessories, enhance the fixture's potential even further. An optional Bowens mount adaptor ring allows for a number of Bowens mount accessories to be attached to the front of the fixture for even more aesthetic options and creative impact. Add to that a variety of mounting options and designers are empowered with the flexibility to craft unique visual experiences tailored to each performance or event. The SŌL I Blinder boasts a remarkable spectrum of colors from a 250W RGB+Lime+Amber+White LED engine with 93+ CRI for high-quality color reproduction. The proprietary RGBLAW engine delivers exceptionally bright, high-fidelity whites while offering a full color range that takes LED blinder color to the next level.”

5 Installation

⚠ **WARNING**

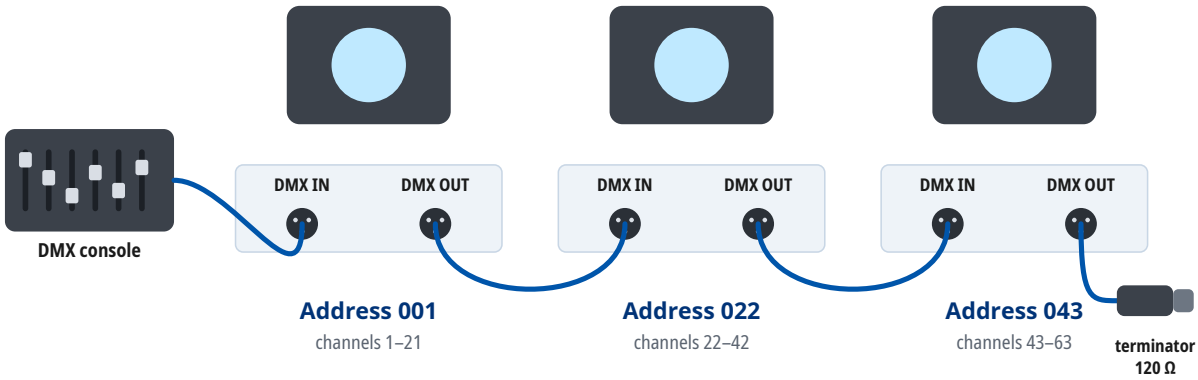
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 3 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.

- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Ext 21CH: every unit occupies 21 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Ext 21CH”: 21.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Ext 21CH”, you can use, for example, the start addresses 1, 22, 43, 64.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Dimmer 1CH 1 channel	Dimmer and CCT 2CH 2 channels	Dimmer/ Strobe/CCT 3CH 3 channels	IRGB 4CH 4 channels	Raw Color 6CH 6 channels	Std 13CH 13 channels	Ext 21CH 21 channels	RGB 10CH 10 channels
Dimmer	1	1	1	1	✓	1	1	1
Dimmer resolution	8 bit	8 bit	8 bit	8 bit		16 bit	16 bit	16 bit
Shutter / strobe			2			3	3	3
Color mixing				2–4	1–6	4–9	6× (4–14)	4–6
Color temperature		2	3				16	7
Color wheel						10, 12	19	9

Color wheel 1

1
LEE 007 - Pale Yellow
DMX 1

2
LEE 103 - Straw
DMX 2

3
LEE 151 - Gold Tint
DMX 3

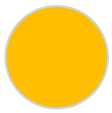
4
LEE 100 - Spring Yellow
DMX 4

5
LEE 010 - Medium Yellow
DMX 5

6
LEE 101 - Yellow
DMX 6

7
LEE 104 - Deep Amber
DMX 7

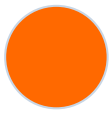
8 
LEE 015 - Deep Straw
DMX 8

9 
LEE 179 - Chrome Orange
DMX 9

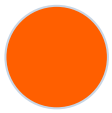
10 
LEE 021 - Gold Amber
DMX 10

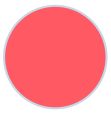
11 
LEE 105 - Orange
DMX 11

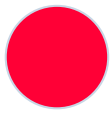
12 
LEE 158 - Deep Orange
DMX 12

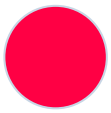
13 
LEE 022 - Dark Amber
DMX 13

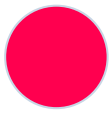
14 
LEE 778 - Millenium Gold
DMX 14

15 
LEE 135 - Deep Gold Amber
DMX 15

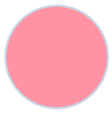
16 
LEE 024 - Scarlet
DMX 16

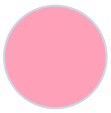
17 
LEE 106 - Primary Red
DMX 17

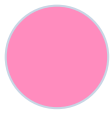
18 
LEE 026 - Bright Red
DMX 18

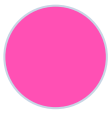
19 
LEE 027 - Medium Red
DMX 19

20 
LEE 019 - Fire
DMX 20

21 
LEE 157 - Pink
DMX 21

22 
LEE 036 - Medium Pink
DMX 22

23 
LEE 111 - Dark Pink
DMX 23

24 
LEE 128 - Bright Pink
DMX 24

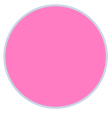
25 
LEE 148 - Bright Rose
DMX 25

26 
LEE 332 - Special Rose Pink
DMX 26

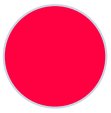
27 
LEE 793 - Vanity Fair
DMX 27

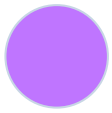
28 
LEE 113 - Magenta
DMX 28

29 
LEE 046 - Dark Magenta
DMX 29

30 
LEE 048 - Rose Purple
DMX 30

31 
LEE 126 - Mauve
DMX 31

32 
LEE 049 - Medium Purple
DMX 32

33 
LEE 058 - Lavender
DMX 33

34 
LEE 197 - Alice Blue
DMX 34

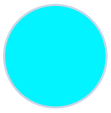
35 
LEE 119 - Dark Blue
DMX 35

36 
LEE 132 - Medium Blue
DMX 36

37 
LEE 120 - Deep Blue
DMX 37

38 
LEE 165 - Daylight Blue
DMX 38

39 
LEE 161 - Slate Blue
DMX 39

40 
LEE 118 - Light Blue
DMX 40

41
LEE 068 - Sky Blue
DMX 41

42
LEE 143 - Pale Navy Blue
DMX 42

43
LEE 131 - Marine Blue
DMX 43

44
LEE 115 - Peacock Blue
DMX 44

45
LEE 172 - Lagoon Blue
DMX 45

46
LEE 116 - Medium Blue Green
DMX 46

47
LEE 090 - Dark Yellow Green
DMX 47

48
LEE 139 - Primary Green
DMX 48

49 LEE 122 - Fern Green
DMX 49

50 LEE 089 - Moss Green
DMX 50

51 LEE 124 - Dark Green
DMX 51

52 LEE 088 - Lime Green
DMX 52

53 LEE 138 - Pale Green
DMX 53

54 LEE 203 - Quarter C T Blue
DMX 54

55 LEE 202 - Half C T Blue
DMX 55

56 LEE 201 - Full C T Blue
DMX 56

57 LEE 200 - Double C T Blue
DMX 57

58 LEE 206 - Quarter C T Orange
DMX 58

59 LEE 205 - Half C T Orange
DMX 59

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

61 Open
DMX 0–1

Color wheel 2

1 CCT Preset Open: Open
DMX 0–22

2 1600K

3 1700K

4 1800K

5 1900K

6 2000K

7 2100K

8 2200K

9 2300K

10 2400K

11 2500K

12 2600K

13 2700K

14 2800K

15 2900K

16 3000K

17 3100K

18 3200K

19 3300K

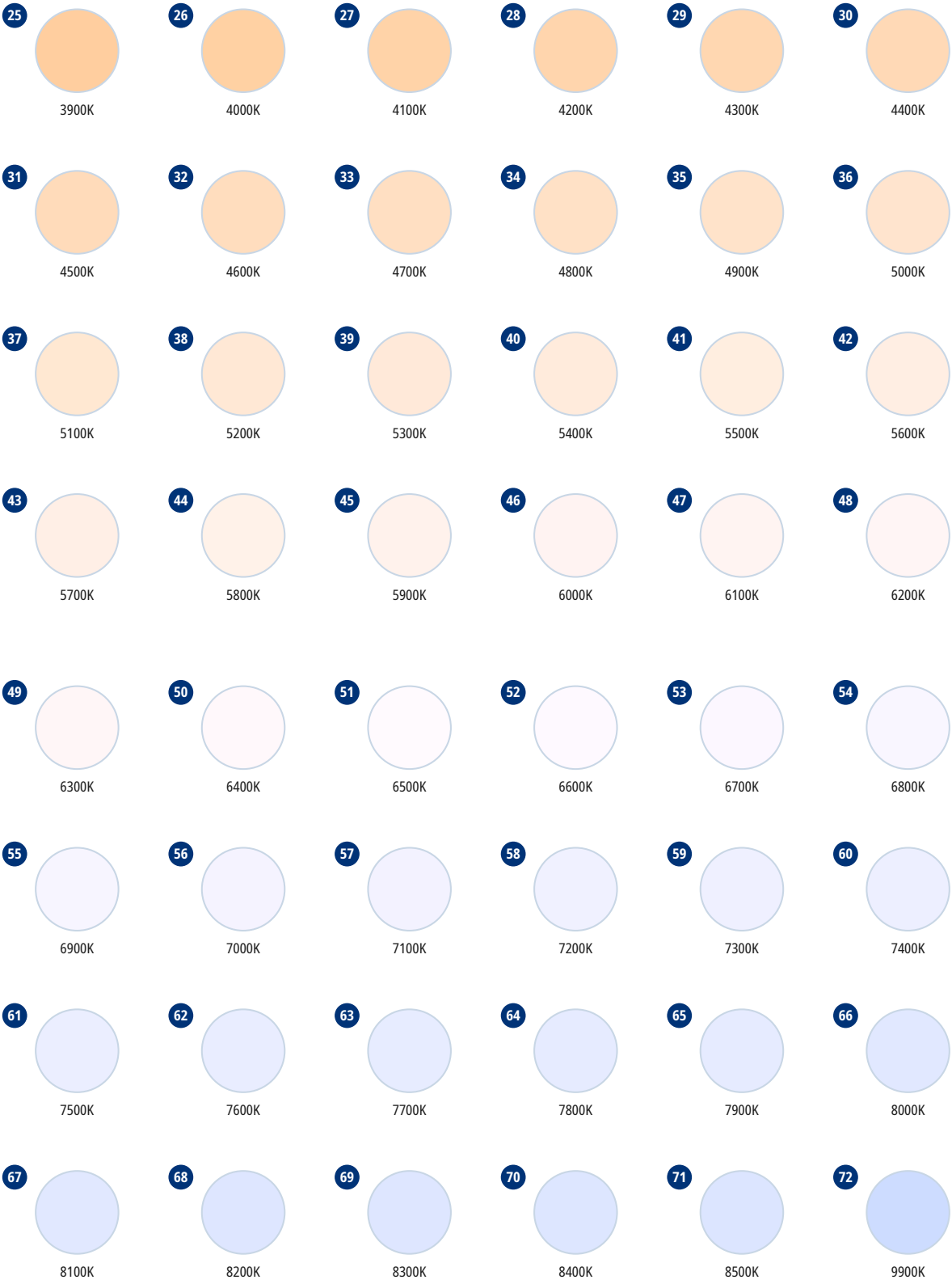
20 3400K

21 3500K

22 3600K

23 3700K

24 3800K


25
3900K
26
4000K
27
4100K
28
4200K
29
4300K
30
4400K
31
4500K
32
4600K
33
4700K
34
4800K
35
4900K
36
5000K
37
5100K
38
5200K
39
5300K
40
5400K
41
5500K
42
5600K
43
5700K
44
5800K
45
5900K
46
6000K
47
6100K
48
6200K
49
6300K
50
6400K
51
6500K
52
6600K
53
6700K
54
6800K
55
6900K
56
7000K
57
7100K
58
7200K
59
7300K
60
7400K
61
7500K
62
7600K
63
7700K
64
7800K
65
7900K
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8000K
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8100K
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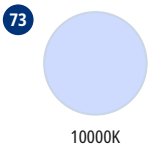
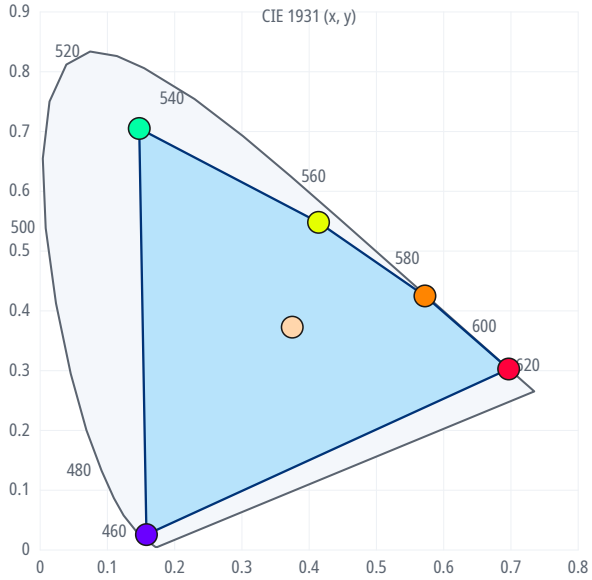
8200K
69
8300K
70
8400K
71
8500K
72
9900K



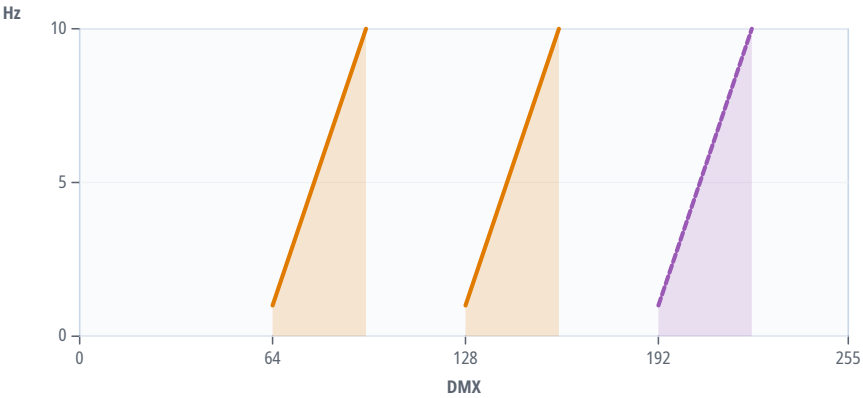
LED colors and the colors they mix



LED	x	y	nm
Red	0.697	0.303	624
Green	0.147	0.705	524
Blue	0.158	0.026	456
Lime	0.414	0.548	561
Amber	0.572	0.425	591
White	0.375	0.373	

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

Strobe rate

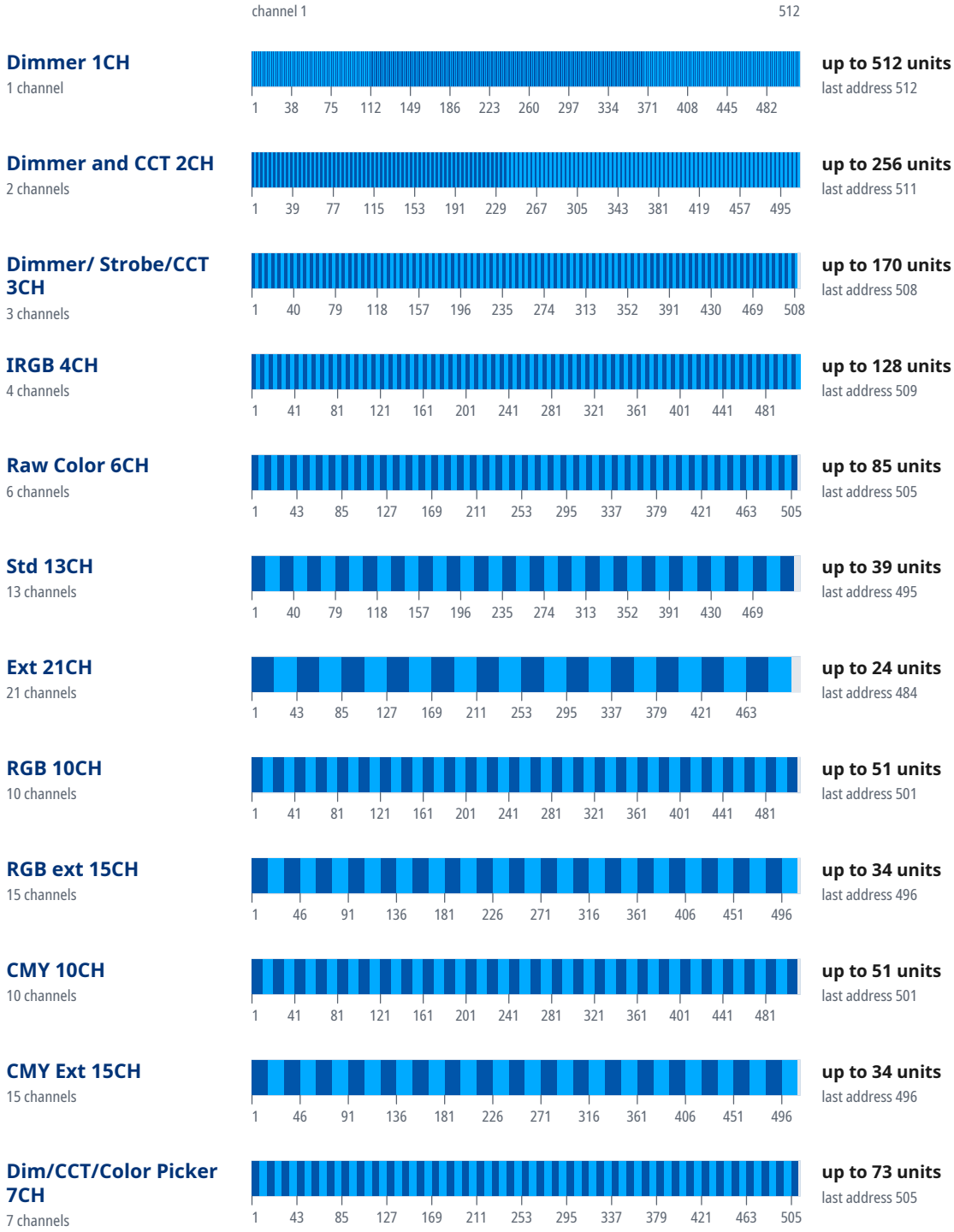


CH 3 · Ext 21CH

- 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

9 DMX channels

Units in one DMX universe



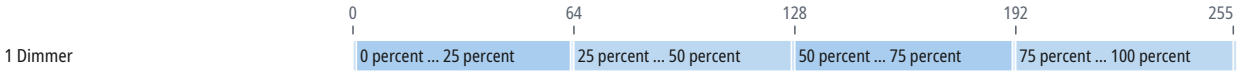
Start addresses of 20 units in the mode “Ext 21CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	106	11	211	16	316
2	22	7	127	12	232	17	337
3	43	8	148	13	253	18	358
4	64	9	169	14	274	19	379
5	85	10	190	15	295	20	400

Mode Dimmer 1CH

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

Channel functions at a glance

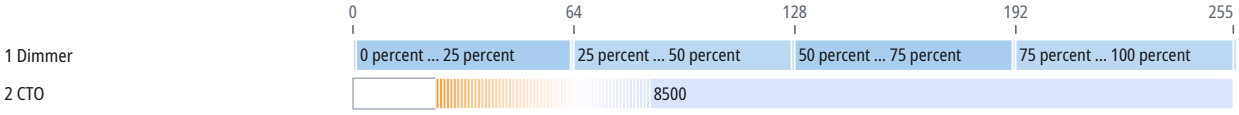


CH	Function	DMX	Description
1	Dimmer	0	0 percent
		1–62	0 percent ... 25 percent
		63	25 percent
		64–126	25 percent ... 50 percent
		127	50 percent
		128–190	50 percent ... 75 percent
		191	75 percent
		192–254	75 percent ... 100 percent
		255	100 percent

Mode Dimmer and CCT 2CH

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		Same as CH 1 in the mode “Dimmer 1CH” (p. 12)
2	CTO	0–23	CCT Preset Open: Open
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900

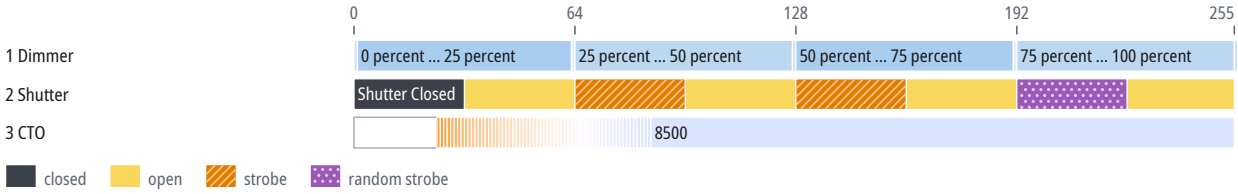
CH	Function	DMX	Description
2	CTO (continued)	30	3000
		31	3100
		32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200
		43	4300
		44	4400
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200
		53	5300
		54	5400
		55	5500
		56	5600
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000

CH	Function	DMX	Description
2	CTO (continued)	71	7100
		72	7200
		73	7300
		74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83	8300
		84	8400
		85–255	8500

Mode Dimmer/ Strobe/CCT 3CH

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 47.

Channel functions at a glance

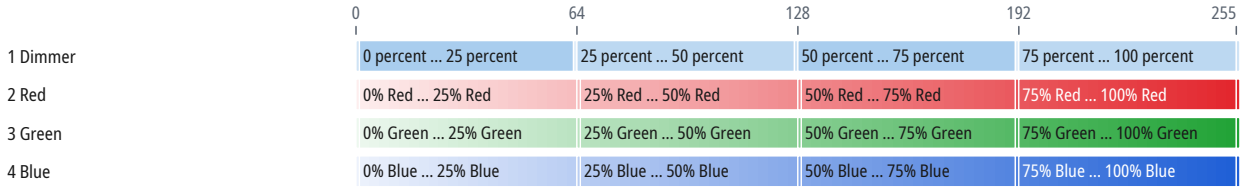


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer 1CH” (p. 12)
2	Shutter	0–31	Shutter Closed
		32–63	No Function (Shutter Open)
		64–95	Strobe Effect Slow to Fast (1–10 Hz)
		96–127	No Function (Shutter Open)
		128–159	Pulse-Effect in Sequences (1–10 Hz)
		160–191	No Function (Shutter Open)
		192–223	Random Strobe Effect Slow to Fast (1–10 Hz)
		224–255	No Function (Shutter Open)
3	CTO		Same as CH 2 in the mode “Dimmer and CCT 2CH” (p. 12)

Mode IRGB 4CH

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

Channel functions at a glance

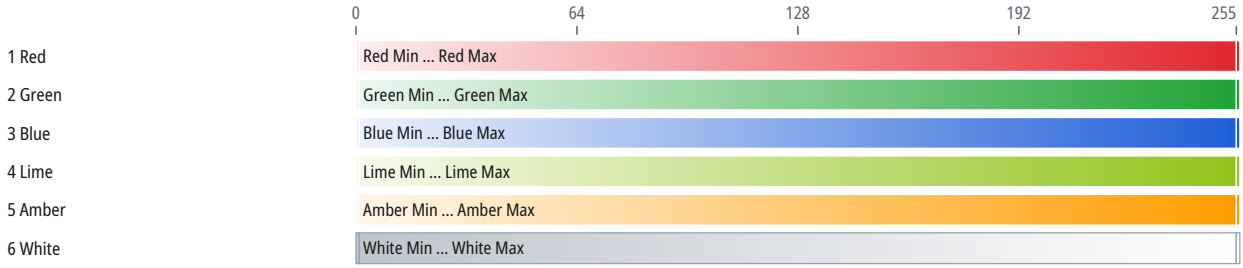


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Dimmer 1CH” (p. 12)
2	Red	0	0% Red
		1–63	0% Red ... 25% Red
		64	25% Red
		65–127	25% Red ... 50% Red
		128	50% Red
		129–190	50% Red ... 75% Red
		191	75% Red
		192–254	75% Red ... 100% Red
		255	100% Red
3	Green	0	0% Green
		1–63	0% Green ... 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
4	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 Raw 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 255, CH 5 Amber 255, CH 6 White 255.

Channel functions at a glance



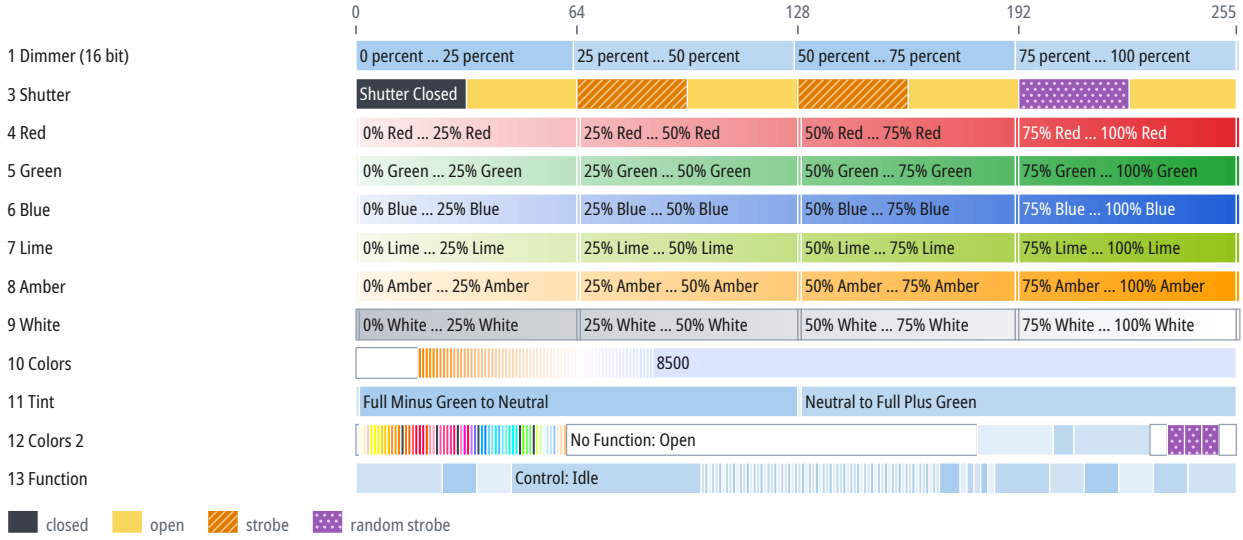
CH	Function	DMX	Description
1	Red	0	Red Min
		1–254	Red Min … Red Max
		255	Red Max
2	Green	0	Green Min
		1–254	Green Min … Green Max
		255	Green Max
3	Blue		Blue 1
		0	Blue Min
		1–254	Blue Min … Blue Max
		255	Blue Max
4	Lime	0	Lime Min
		1–254	Lime Min … Lime Max
		255	Lime Max
5	Amber	0	Amber Min
		1–254	Amber Min … Amber Max
		255	Amber Max
6	White	0	White Min
		1–254	White Min … White Max
		255	White Max

Mode Std 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 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 8 Amber 255, CH 9 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–63	0 percent ... 25 percent
		63–127	25 percent ... 50 percent
		127–191	50 percent ... 75 percent
		191–255	75 percent ... 100 percent
		255	100 percent
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	Red		Same as CH 2 in the mode “IRGB 4CH” (p. 15)
5	Green		Same as CH 3 in the mode “IRGB 4CH” (p. 15)
6	Blue		Same as CH 4 in the mode “IRGB 4CH” (p. 15)
7	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
8	Amber	0	0% Amber
		1–63	0% Amber ... 25% Amber
		64	25% Amber

CH	Function	DMX	Description
8	Amber (continued)	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
9	White	0	0% White
		1–63	0% White ... 25% White
		64	25% White
		65–127	25% White ... 50% White
		128	50% White
		129–190	50% White ... 75% White
		191	75% White
		192–254	75% White ... 100% White
		255	100% White
10	Colors	0–17	CCT Preset Open: Open
		18	1800
		19	1900
		20	2000
		21	2100
		22	2200
		23	2300
		24	2400
		25	2500
		26	2600
		27	2700
		28	2800
		29	2900
		30	3000
		31	3100
		32	3200
		33	3300
		34	3400
		35	3500
		36	3600
		37	3700
		38	3800
		39	3900
		40	4000
		41	4100
		42	4200

CH	Function	DMX	Description
10	Colors (continued)	43	4300
		44	4400
		45	4500
		46	4600
		47	4700
		48	4800
		49	4900
		50	5000
		51	5100
		52	5200
		53	5300
		54	5400
		55	5500
		56	5600
		57	5700
		58	5800
		59	5900
		60	6000
		61	6100
		62	6200
		63	6300
		64	6400
		65	6500
		66	6600
		67	6700
		68	6800
		69	6900
		70	7000
		71	7100
		72	7200
		73	7300
		74	7400
		75	7500
		76	7600
		77	7700
		78	7800
		79	7900
		80	8000
		81	8100
		82	8200
		83	8300

CH	Function	DMX	Description
10	Colors (continued)	84	8400
		85–255	8500
11	Tint		Green Shift
		0	Idle
		1–127	Full Minus Green to Neutral
		128	Neutral White
		129–255	Neutral to Full Plus Green
12	Colors 2	0	Open
		1	LEE 007 - Pale Yellow
		2	LEE 103 - Straw
		3	LEE 151 - Gold Tint
		4	LEE 100 - Spring Yellow
		5	LEE 010 - Medium Yellow
		6	LEE 101 - Yellow
		7	LEE 104 - Deep Amber
		8	LEE 015 - Deep Straw
		9	LEE 179 - Chrome Orange
		10	LEE 021 - Gold Amber
		11	LEE 105 - Orange
		12	LEE 158 - Deep Orange
		13	LEE 022 - Dark Amber
		14	LEE 778 - Millenium Gold
		15	LEE 135 - Deep Gold Amber
		16	LEE 024 - Scarlet
		17	LEE 106 - Primary Red
		18	LEE 026 - Bright Red
		19	LEE 027 - Medium Red
		20	LEE 019 - Fire
		21	LEE 157 - Pink
		22	LEE 036 - Medium Pink
		23	LEE 111 - Dark Pink
		24	LEE 128 - Bright Pink
		25	LEE 148 - Bright Rose
		26	LEE 332 - Special Rose Pink
		27	LEE 793 - Vanity Fair
		28	LEE 113 - Magenta
		29	LEE 046 - Dark Magenta
		30	LEE 048 - Rose Purple
		31	LEE 126 - Mauve
		32	LEE 049 - Medium Purple
		33	LEE 058 - Lavender
		34	LEE 197 - Alice Blue

CH	Function	DMX	Description
12	Colors 2 (continued)	35	LEE 119 - Dark Blue
		36	LEE 132 - Medium Blue
		37	LEE 120 - Deep Blue
		38	LEE 165 - Daylight Blue
		39	LEE 161 - Slate Blue
		40	LEE 118 - Light Blue
		41	LEE 068 - Sky Blue
		42	LEE 143 - Pale Navy Blue
		43	LEE 131 - Marine Blue
		44	LEE 115 - Peacock Blue
		45	LEE 172 - Lagoon Blue
		46	LEE 116 - Medium Blue Green
		47	LEE 090 - Dark Yellow Green
		48	LEE 139 - Primary Green
		49	LEE 122 - Fern Green
		50	LEE 089 - Moss Green
		51	LEE 124 - Dark Green
		52	LEE 088 - Lime Green
		53	LEE 138 - Pale Green
		54	LEE 203 - Quarter C T Blue
		55	LEE 202 - Half C T Blue
		56	LEE 201 - Full C T Blue
		57	LEE 200 - Double C T Blue
		58	LEE 206 - Quarter C T Orange
		59	LEE 205 - Half C T Orange
		60	LEE 204 - Full C T Orange
		61–179	No Function: Open
		180–201	Clockwise fast to slow (7200–14 °/s)
		202–207	3: Stop
		208–229	Counter-clockwise slow to fast (14–7200 °/s)
		230–234	Open
		235–239	Color 1 Wheel Random: Fast
		240–244	Medium
		245–249	Color 1 Wheel Random: Slow
		250–255	Open
13	Function	0–24	Control: Idle
		25–34	Blinder Output Mode
		35–44	Constant Output Mode
		45–99	Control: Idle
		100	900
		101	910
		102	920

CH	Function	DMX	Description
13	Function (continued)	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
		142	1320
		143	1330
		144	1340

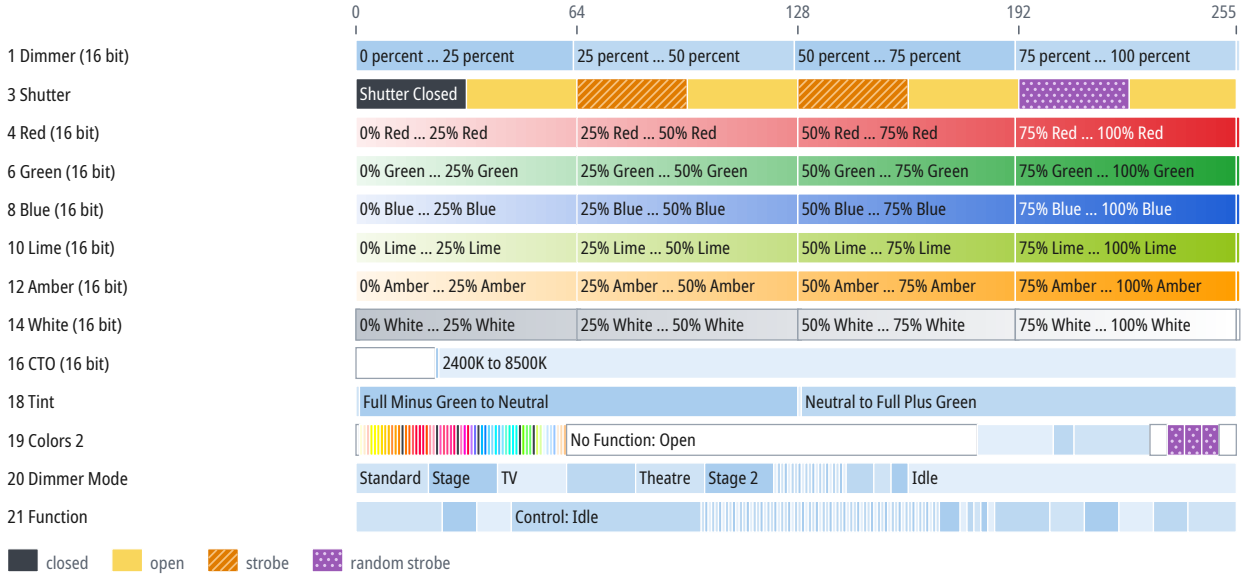
CH	Function	DMX	Description
13	Function (continued)	145	1350
		146	1360
		147	1370
		148	1380
		149	1390
		150	1400
		151	1410
		152	1420
		153	1430
		154	1440
		155	1450
		156	1460
		157	1470
		158	1480
		159	1490
		160	1500
		161	2500
		162	4000
		163	5000
		164	6000
		165	10000
		166	15000
		167	20000
		168	25000
		169–174	Color and Output Balance: Idle
		175–176	Highest Fidelity
		177–178	Balanced Output and Fidelity
		179–180	Highest Output (Default)
		181–182	Bright (Highest Output)
		183–184	Uniform (Elation Full Spectrum Match)
		185–200	Color and Output Balance: Idle
		201–210	Dimmer Curve Linear (Default)
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–255	Function: Idle

Mode Ext 21CH

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 255, CH 12 Amber 255, CH 14 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
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
		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

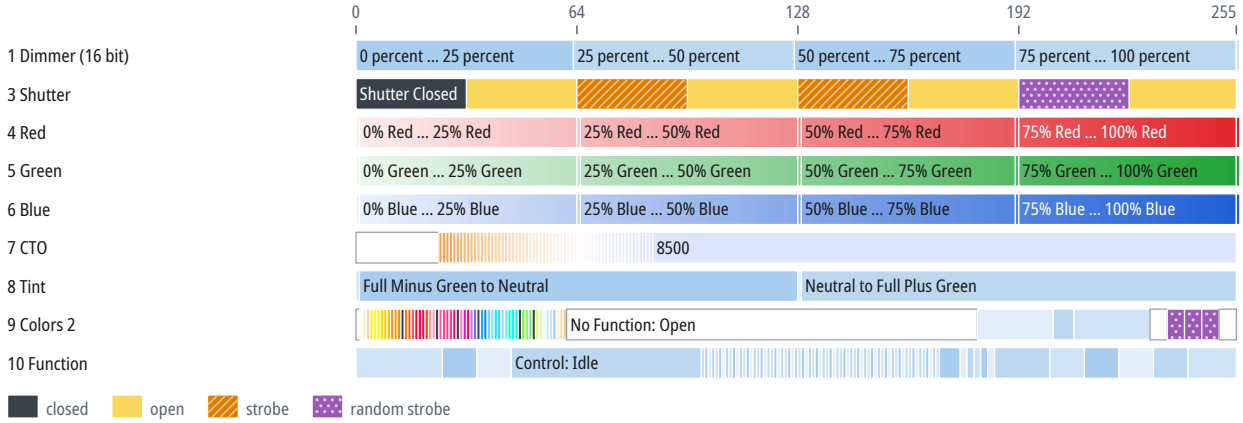
CH	Function	DMX	Description
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Lime	0–64	0% Lime ... 25% Lime
		64–128	25% Lime ... 50% Lime
		128–191	50% Lime ... 75% Lime
		191–255	75% Lime ... 100% Lime
		255	100% Lime
11	Lime Fine	0–255	Fine adjustment of CH 10
12	Amber	0–64	0% Amber ... 25% Amber
		64–128	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	White	0–64	0% White ... 25% White
		64–128	25% White ... 50% White
		128–191	50% White ... 75% White
		191–255	75% White ... 100% White
		255	100% White
15	White Fine	0–255	Fine adjustment of CH 14
16	CTO	0–23	CCT Preset Open: Open
		23–24	CCT Preset Open
		24–255	2400K to 8500K (2400–8500 K)
17	CTO Fine	0–255	Fine adjustment of CH 16
18	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
19	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
20	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–120	Stage 2
		121–130	0...9s
		131	1s
		132	1*5s
		133–141	2...10s
		142–149	Idle
		150–154	DTW On
		155–159	DTW Off
		160–255	Idle
21	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

Mode RGB 10CH

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

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

Channel functions at a glance



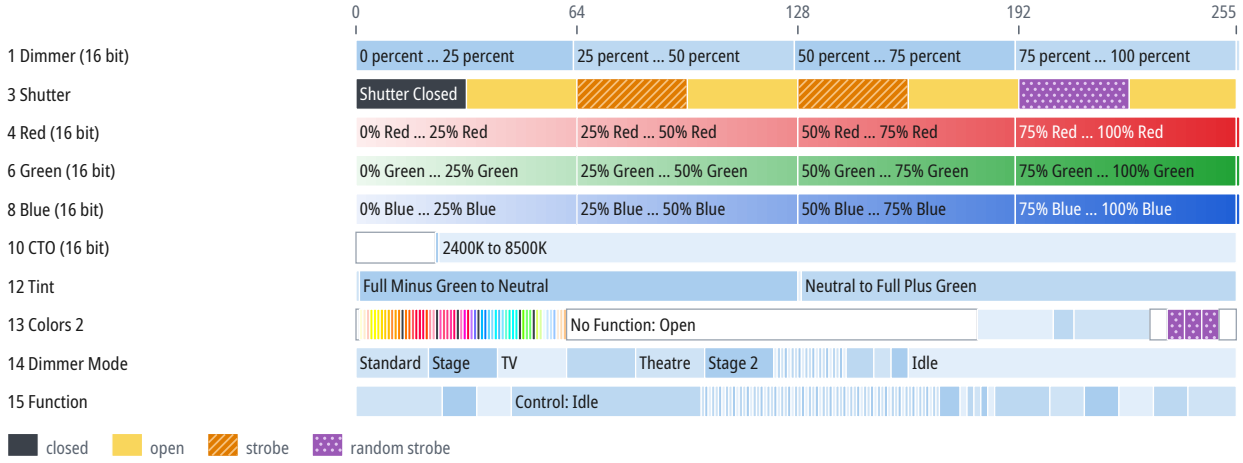
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	Red		Same as CH 2 in the mode “IRGB 4CH” (p. 15)
5	Green		Same as CH 3 in the mode “IRGB 4CH” (p. 15)
6	Blue		Same as CH 4 in the mode “IRGB 4CH” (p. 15)
7	CTO		Same as CH 2 in the mode “Dimmer and CCT 2CH” (p. 12)
8	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
9	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
10	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

Mode RGB ext 15CH

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

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

Channel functions at a glance



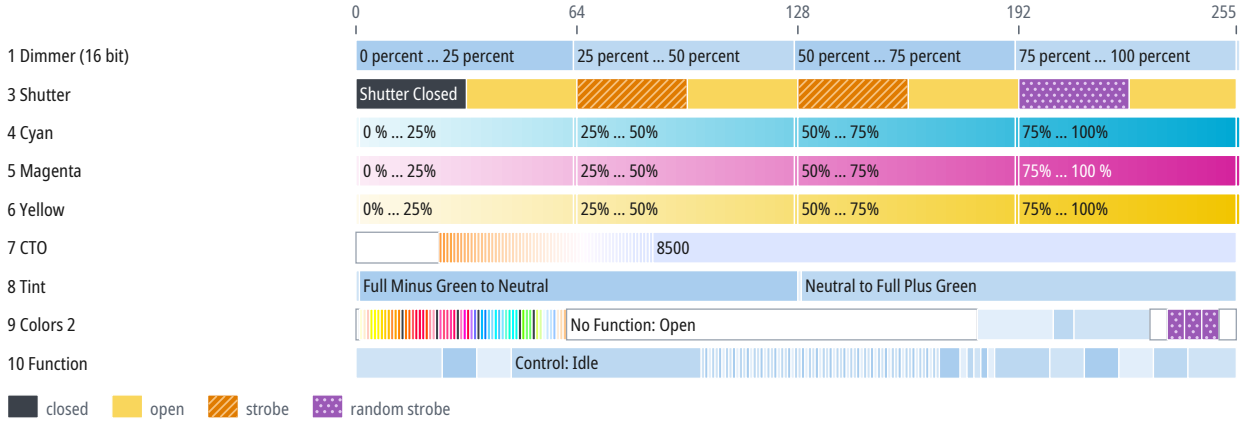
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	Red		Same as CH 4 in the mode “Ext 21CH” (p. 24)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “Ext 21CH” (p. 24)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “Ext 21CH” (p. 24)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 16 in the mode “Ext 21CH” (p. 25)
11	CTO Fine	0–255	Fine adjustment of CH 10
12	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
13	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
14	Dimmer Mode		Same as CH 20 in the mode “Ext 21CH” (p. 25)
15	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

Mode CMY 10CH

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

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	Cyan	0	0 %
		1–62	0 % ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... 100%
		255	100%
5	Magenta	0	0 %
		1–62	0 % ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... 100 %
		255	100 %
6	Yellow	0	0%
		1–62	0% ... 25%
		63	25%
		64–126	25% ... 50%

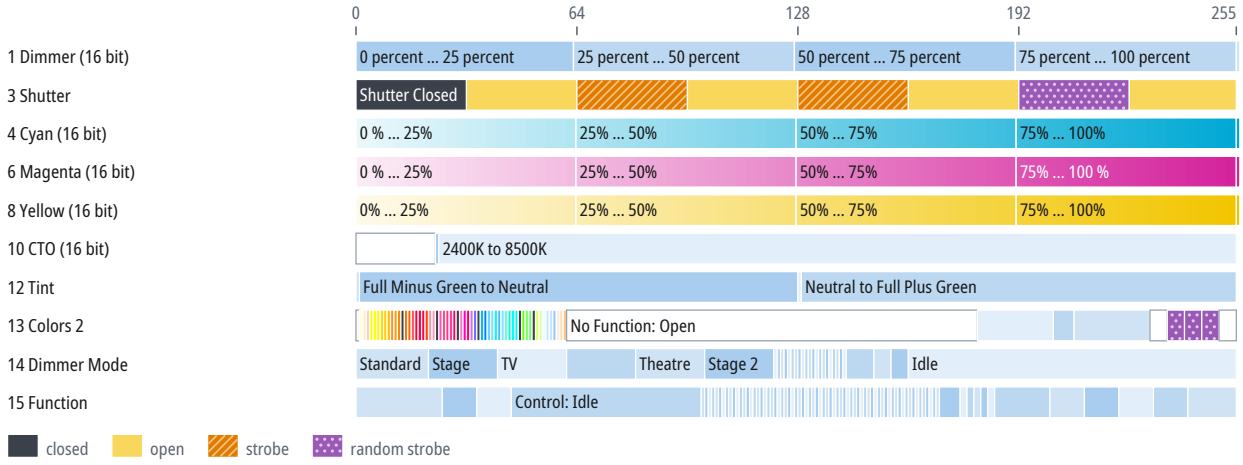
CH	Function	DMX	Description
6	Yellow (continued)	127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... 100%
		255	100%
7	CTO		Same as CH 2 in the mode “Dimmer and CCT 2CH” (p. 12)
8	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
9	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
10	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

Mode CMY Ext 15CH

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

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	Cyan	0–63	0 % ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... 100%
		255	100%
5	Cyan Fine	0–255	Fine adjustment of CH 4
6	Magenta	0–63	0 % ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		191	75%

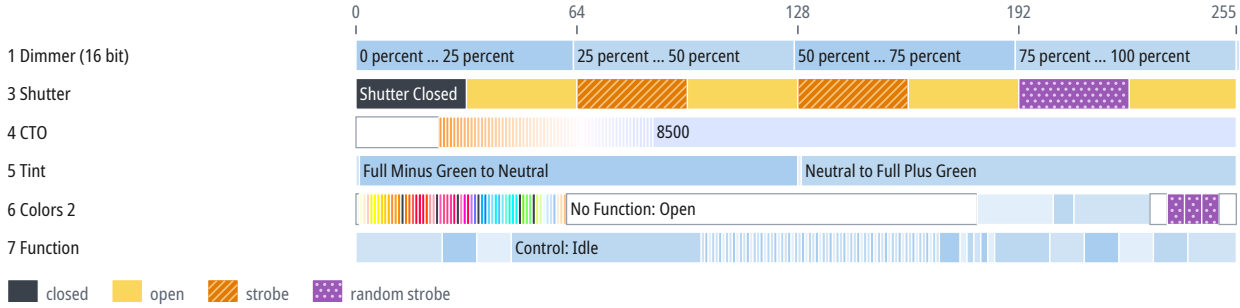
CH	Function	DMX	Description
6	Magenta (continued)	192–255	75% ... 100 %
		255	100 %
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow	0–63	0% ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... 100%
		255	100%
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	CTO		Same as CH 16 in the mode “Ext 21CH” (p. 25)
11	CTO Fine	0–255	Fine adjustment of CH 10
12	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
13	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
14	Dimmer Mode		Same as CH 20 in the mode “Ext 21CH” (p. 25)
15	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

Mode Dim/CCT/Color Picker 7CH

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Std 13CH” (p. 17)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “Dimmer/ Strobe/CCT 3CH” (p. 14)
4	CTO		Same as CH 2 in the mode “Dimmer and CCT 2CH” (p. 12)
5	Tint		Same as CH 11 in the mode “Std 13CH” (p. 20)
6	Colors 2		Same as CH 12 in the mode “Std 13CH” (p. 20)
7	Function		Same as CH 13 in the mode “Std 13CH” (p. 21)

10 Technical specifications

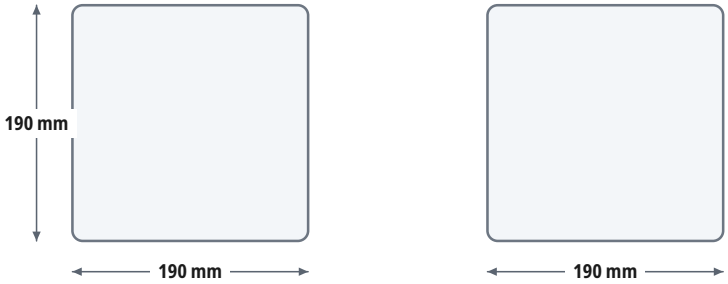
Parameter	Value
Light	
Light source	LED
LED power	250 W
Luminous flux	8,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	93
Optics	
Beam angle	52°
Dimensions and construction	
Weight	3 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

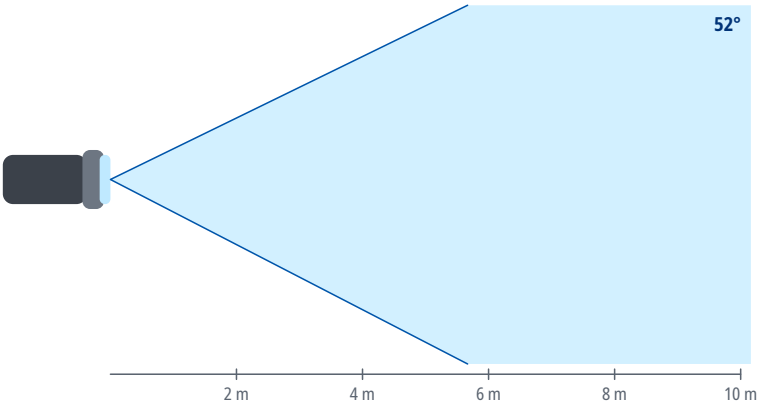
Parameter	Value
Color temperature range	2400–8500 K
Strobe frequency	1–10 Hz
LED frequency	900–25000 Hz
Color wheel 1 rotation	up to 7200 °/s (1200 rpm)

Dimensions

weight 3 kg



Spot diameter



Distance	Ø 52°
2 m	2 m
4 m	3.9 m
6 m	5.9 m
8 m	7.8 m
10 m	9.8 m
15 m	14.6 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.