DMX REFERENCE

Mega PIX Strobe 714 SWING

LED IP Mega PIX Strobe 714 SWING

Eurolite



Manufacturer	Eurolite
GDTF file	Eurolite_Mega_PIX_Strobe_714_SWING_152703.gdtf
GDTF revision	VirtualDimmer v2 · 2026-07-27
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1 About this manual

This document describes the LED IP Mega PIX Strobe 714 SWING by Eurolite. It was compiled from the GDTF file Eurolite_Mega_PIX_Strobe_714_SWING_152703.gdtf from the GDTF-Share library.

File revision: “VirtualDimmer v2”.

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 Eurolite; 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	12.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
8ch	8	64	1, 9, 17, 25, ...
9ch mode	9	56	1, 10, 19, 28, ...
11ch mode	11	46	1, 12, 23, 34, ...
12ch mode	12	42	1, 13, 25, 37, ...
17ch	17	30	1, 18, 35, 52, ...
18ch mode	18	28	1, 19, 37, 55, ...
71ch Mode	71	7	1, 72, 143, 214, ...

No light? Check these channels

- 8ch: CH 3 Dimmer above 0
- 9ch mode: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”
- 11ch mode: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”
- 12ch mode: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”
- 17ch: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”
- 18ch mode: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”
- 71ch Mode: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”



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

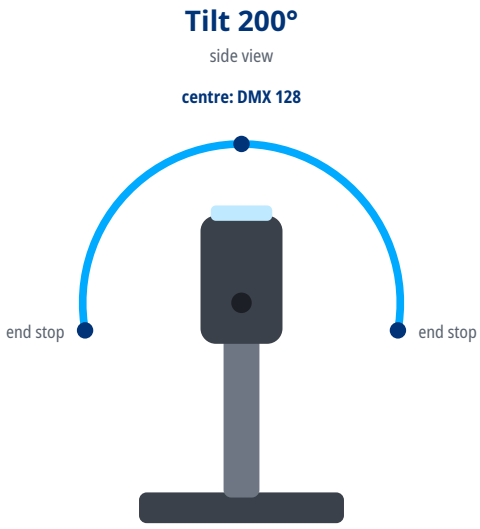
- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice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

⚠ WARNING

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



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: 12.9 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.

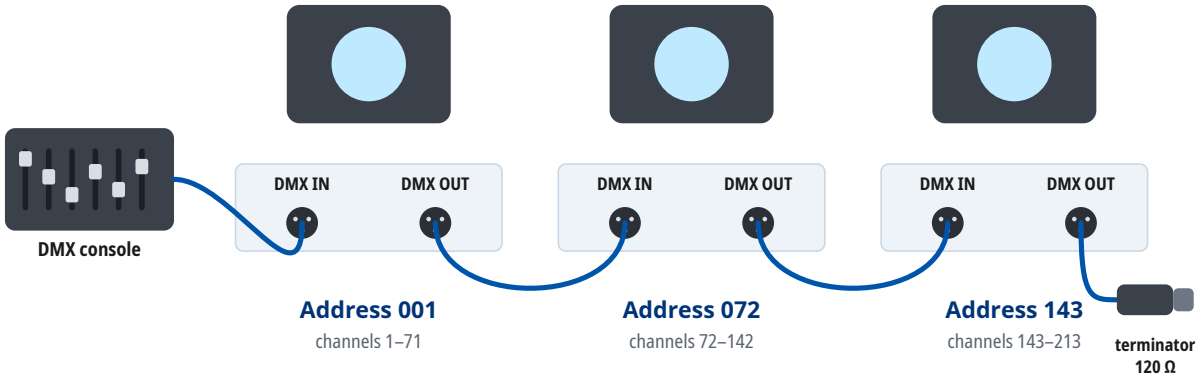
6 Connections

- 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 71ch Mode: every unit occupies 71 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 “71ch Mode”: 71.
- 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 “71ch Mode”, you can use, for example, the start addresses 1, 72, 143, 214.
- 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

	8ch 8 channels	9ch mode 9 channels	11ch mode 11 channels	12ch mode 12 channels	17ch 17 channels	18ch mode 18 channels	71ch Mode 71 channels
Pan / Tilt	1	1	1	1	1	1	1
Dimmer	3	3	3	3	3	3	3
Shutter / strobe		4	4	4, 5	4	4, 5	4, 5
Color mixing	4–8	5–9	5–9	6–10	5–9	6–10	6–68
Color wheel					10	11	69
Effects / macros			10, 11	11, 12	11, 12	12, 13	70, 71
Pixel control							14 cells

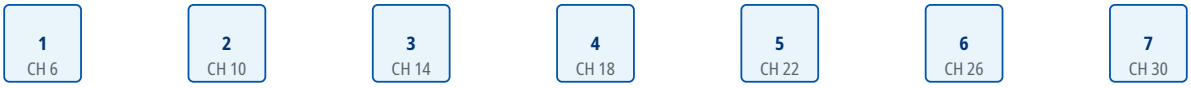
Gobo wheel



No function
DMX 0

Red
DMX 1–24

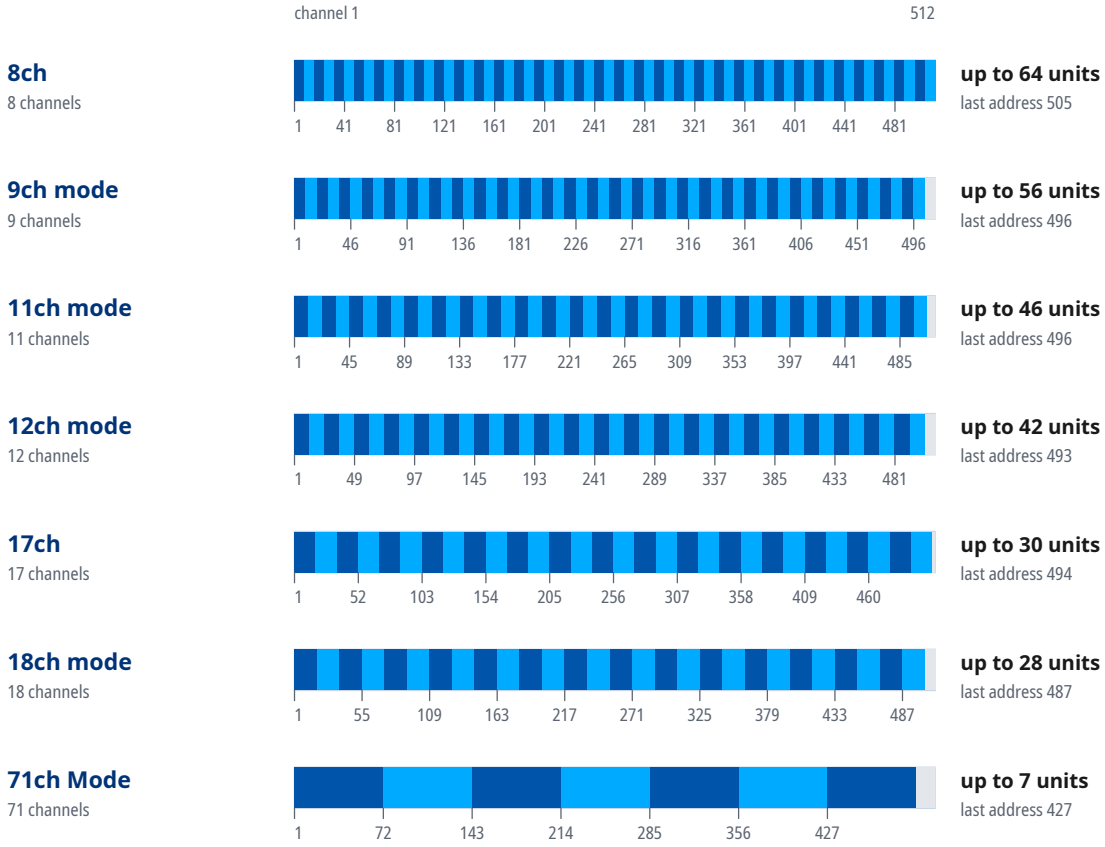
Cells (pixels)



7 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “71ch Mode”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “71ch Mode”

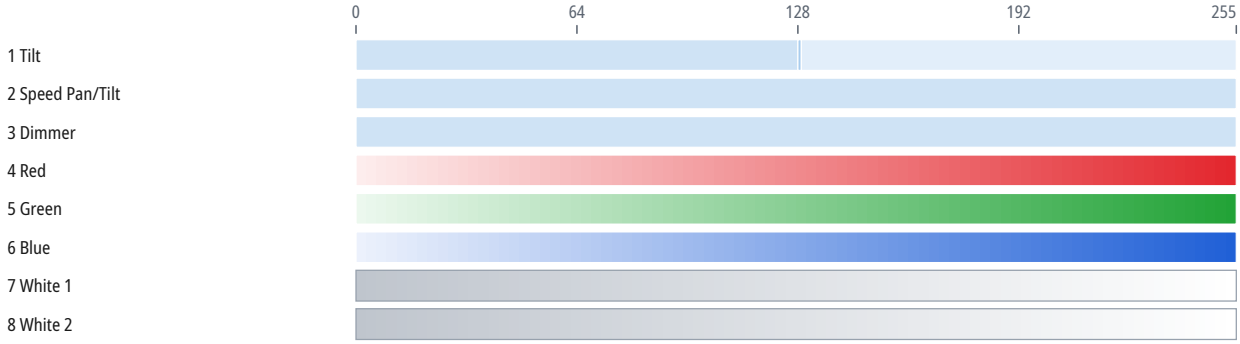
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	356	11	U2 · 214	16	U3 · 72
2	72	7	427	12	U2 · 285	17	U3 · 143
3	143	8	U2 · 1	13	U2 · 356	18	U3 · 214
4	214	9	U2 · 72	14	U2 · 427	19	U3 · 285
5	285	10	U2 · 143	15	U3 · 1	20	U3 · 356

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 8ch

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 1 255, CH 8 White 2 255.

Channel functions at a glance

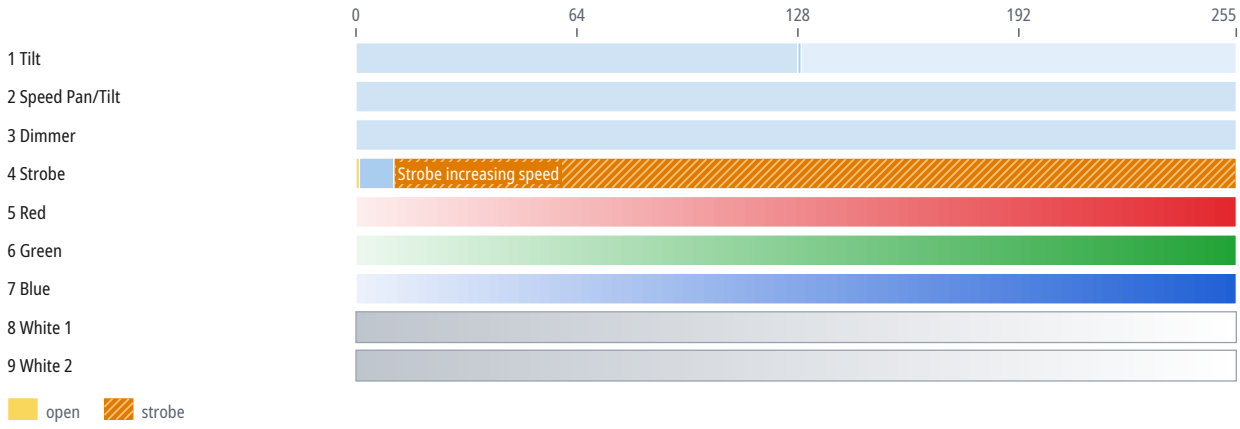


CH	Function	DMX	Description
1	Tilt	0–127	Tilt 1
		128	Home
		129–255	Tilt 1
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	White 1	0–255	
8	White 2	0–255	

Mode 9ch mode

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 White 1 255, CH 9 White 2 255.

Channel functions at a glance

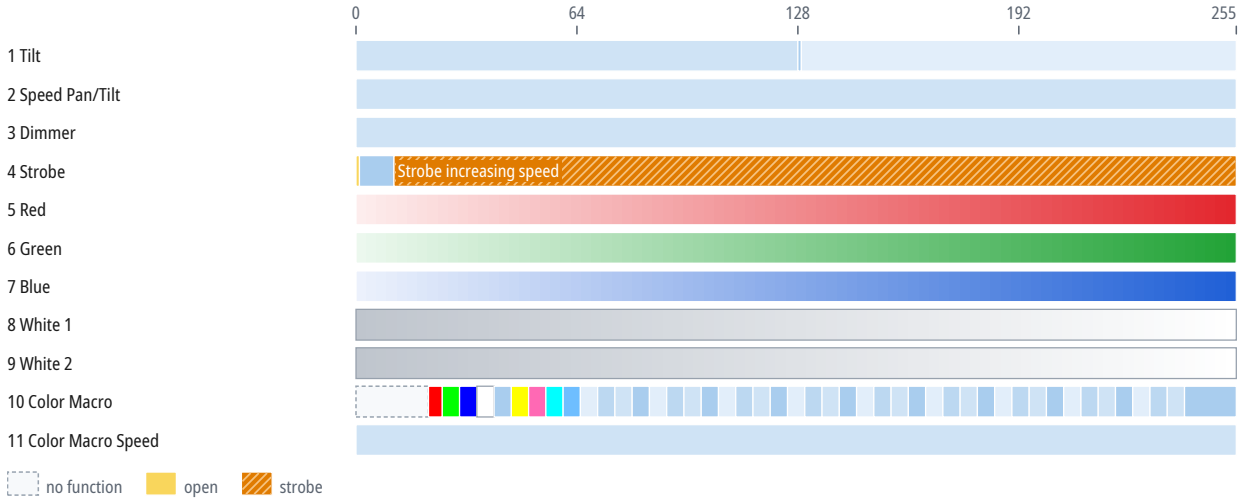


CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “8ch” (p. 9)
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe	0	No function
		1–10	No function ... strobe increasing speed
		11–255	Strobe increasing speed
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	White 1	0–255	
9	White 2	0–255	

Mode 11ch mode

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 White 1 255, CH 9 White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “8ch” (p. 9)
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe		Same as CH 4 in the mode “9ch mode” (p. 10)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	White 1	0–255	
9	White 2	0–255	
10	Color Macro	0–20	No function
		21–24	Red

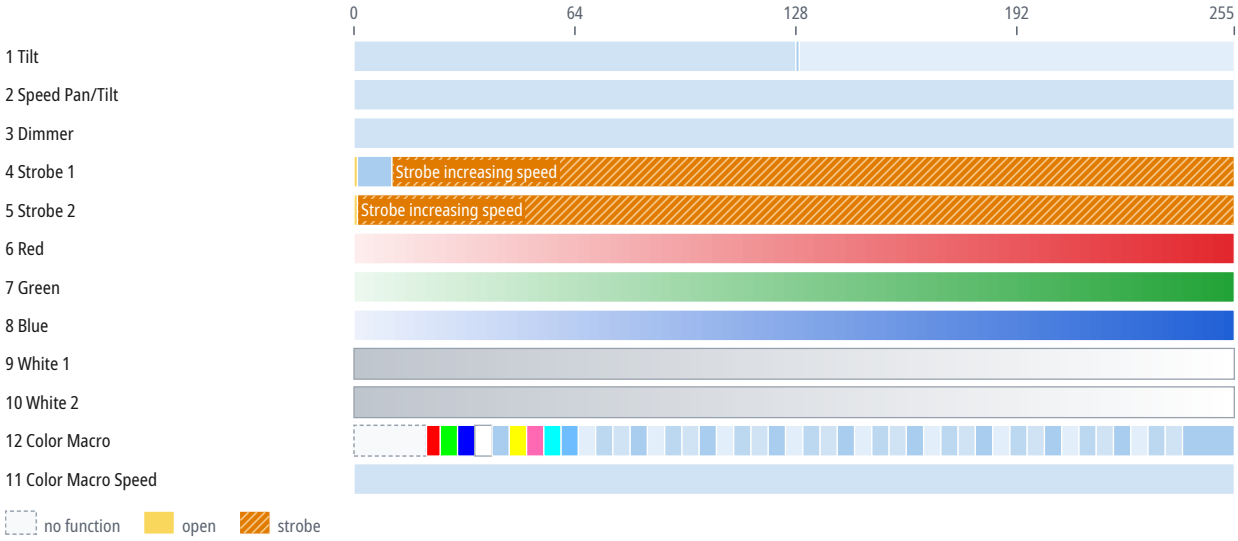
CH	Function	DMX	Description
10	Color Macro (continued)	25–29	Green
		30–34	Blue
		35–39	White
		40–44	Strobe white
		45–49	Yellow
		50–54	Pink
		55–59	Cyan
		60–64	Light blue
		65–69	White + strobe white
		70–74	Chase 1
		75–79	Chase 2
		80–84	Chase 3
		85–89	Chase 4
		90–94	Chase 5
		95–99	Chase 6
		100–104	Chase 7
		105–109	Chase 8
		110–114	Chase 9
		115–119	Chase 10
		120–124	Chase 11
		125–129	Chase 12
		130–134	Chase 13
		135–139	Chase 14
		140–144	Chase 15
		145–149	Chase 16
		150–154	Chase 17
		155–159	Chase 18
		160–164	Chase 19
		165–169	Chase 20
		170–174	Chase 21
		175–179	Chase 22
		180–184	Chase 23
		185–189	Chase 24
		190–194	Chase 25
		195–199	Chase 26
		200–204	Chase 27
		205–209	Chase 28
		210–214	Chase 29
		215–219	Chase 30
		220–224	Chase 31
		225–229	Chase 32
		230–234	Chase 33

CH	Function	DMX	Description
10	Color Macro (continued)	235–239	Chase 34
		240–255	Chase 35
11	Color Macro Speed	0–255	

Mode 12ch mode

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 White 1 255, CH 10 White 2 255.

Channel functions at a glance

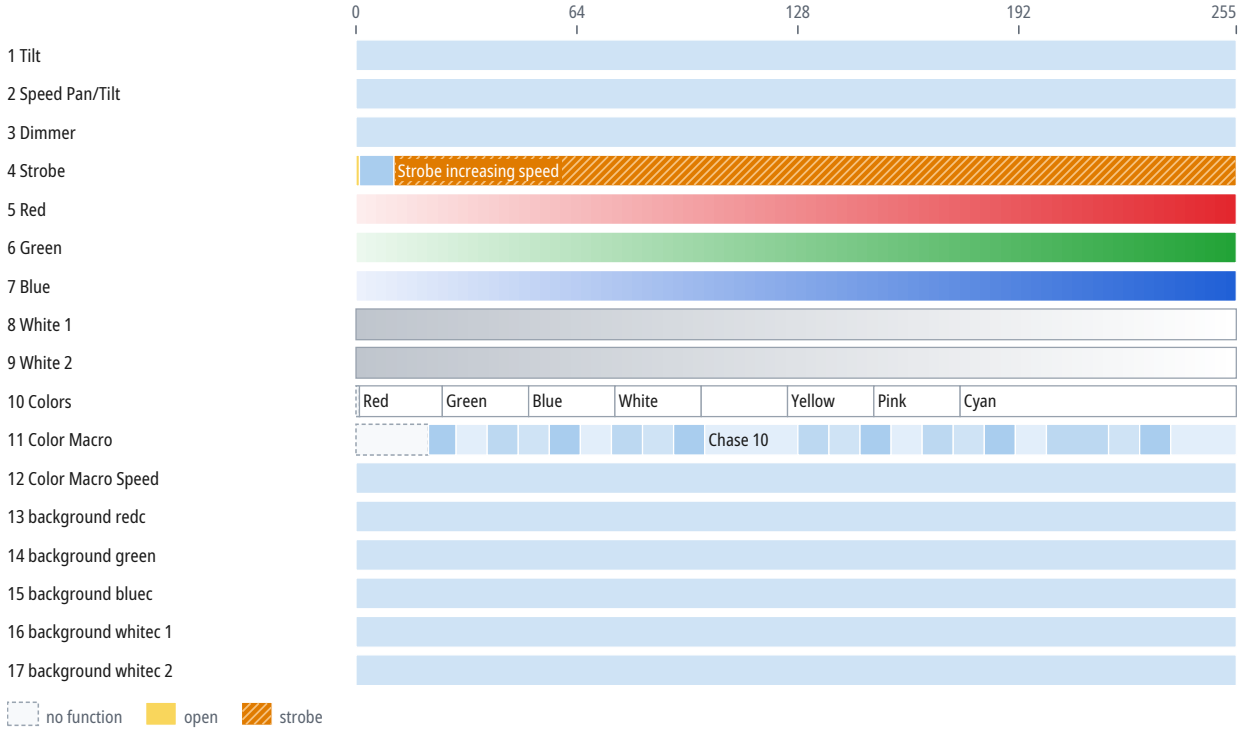


CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “8ch” (p. 9)
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe 1	0	No function
		1–10	No function ... strobe increasing speed
		11–255	Strobe increasing speed
5	Strobe 2	0	No function
		1–255	Strobe increasing speed
6	Red	0–255	
7	Green	0–255	
8	Blue	0–255	
9	White 1	0–255	
10	White 2	0–255	
11	Color Macro Speed	0–255	
12	Color Macro		Same as CH 10 in the mode “11ch mode” (p. 10)

Mode 17ch

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 White 1 255, CH 9 White 2 255.

Channel functions at a glance



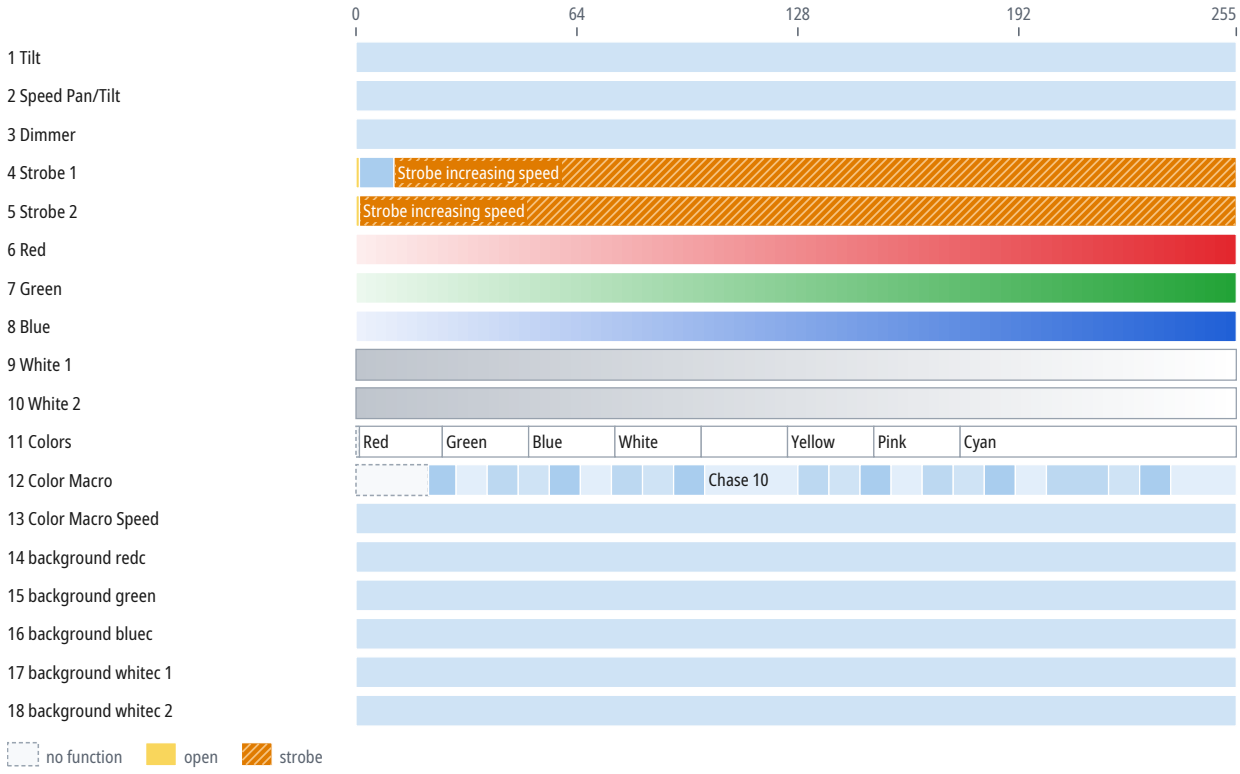
CH	Function	DMX	Description
1	Tilt	0–255	200°
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe		Same as CH 4 in the mode “9ch mode” (p. 10)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	White 1	0–255	
9	White 2	0–255	
10	Colors	0	No function
		1–24	Red
		25–49	Green
		50–74	Blue
		75–99	White
		100–124	Strobe white
		125–149	Yellow
		150–174	Pink
		175–255	Cyan

CH	Function	DMX	Description
11	Color Macro	0–20	No function
		21–28	Chase 1
		29–37	Chase 2
		38–46	Chase 3
		47–55	Chase 4
		56–64	Chase 5
		65–73	Chase 6
		74–82	Chase 7
		83–91	Chase 8
		92–100	Chase 9
		101–127	Chase 10
		128–136	Chase 11
		137–145	Chase 12
		146–154	Chase 13
		155–163	Chase 14
		164–172	Chase 15
		173–181	Chase 16
		182–190	Chase 17
		191–199	Chase 18
		200–217	Chase 19
		218–226	Chase 20
		227–235	Chase 21
		236–255	Chase 22
12	Color Macro Speed	0–255	
13	background redc	0–255	
14	background green	0–255	
15	background bluec	0–255	
16	background whitec 1	0–255	
17	background whitec 2	0–255	

Mode 18ch mode

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 White 1 255, CH 10 White 2 255.

Channel functions at a glance



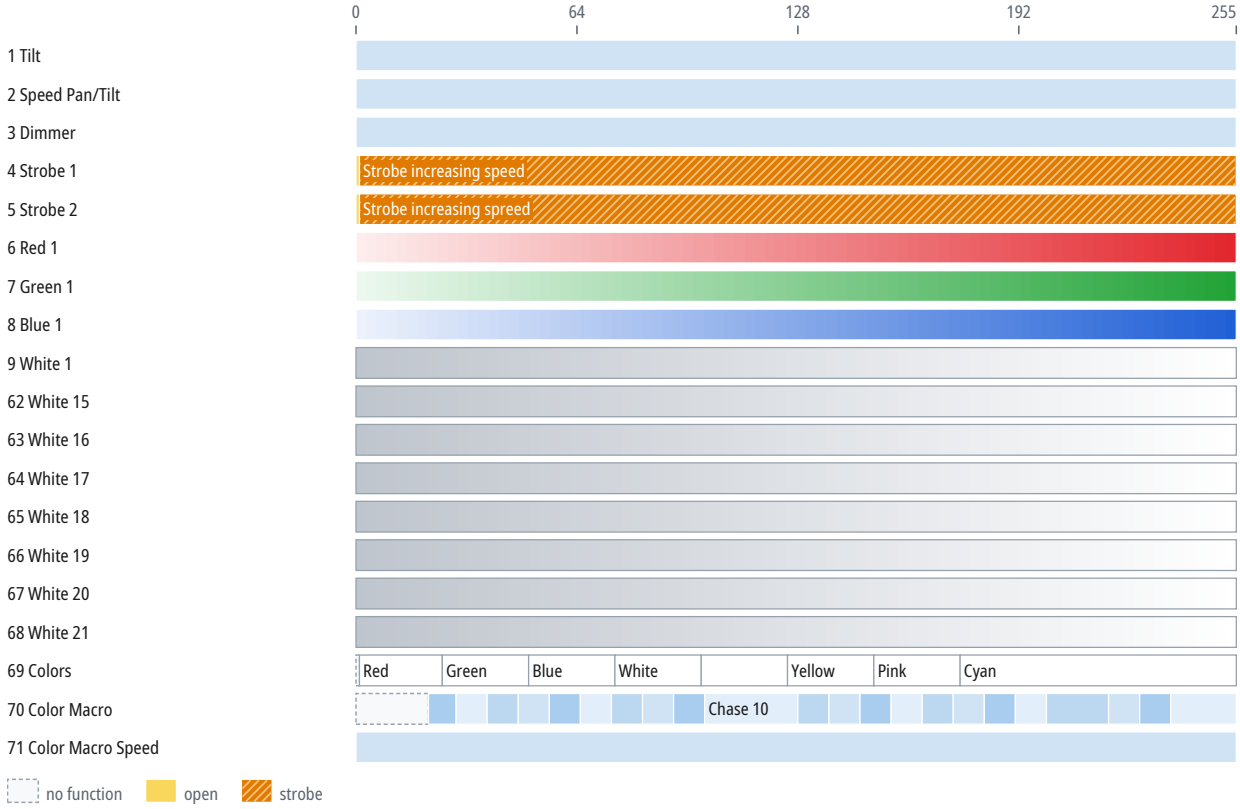
CH	Function	DMX	Description
1	Tilt	0–255	200°
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe 1		Same as CH 4 in the mode “12ch mode” (p. 12)
5	Strobe 2		Same as CH 5 in the mode “12ch mode” (p. 12)
6	Red	0–255	
7	Green	0–255	
8	Blue	0–255	
9	White 1	0–255	
10	White 2	0–255	
11	Colors		Same as CH 10 in the mode “17ch” (p. 13)
12	Color Macro		Same as CH 11 in the mode “17ch” (p. 14)
13	Color Macro Speed	0–255	
14	background redc	0–255	
15	background green	0–255	

CH	Function	DMX	Description
16	background bluec	0–255	
17	background whitec 1	0–255	
18	background whitec 2	0–255	

Mode 71ch Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Strobe 1 at 0 “no function”; CH 5 Strobe 2 at 0 “no function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 9 White 255 (the same in each of the 14 cells), CH 62 White 15 255, CH 63 White 16 255, CH 64 White 17 255, CH 65 White 18 255, CH 66 White 19 255, CH 67 White 20 255, CH 68 White 21 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	200°
2	Speed Pan/Tilt	0–255	
3	Dimmer	0–255	
4	Strobe 1	0	No function
		1–255	Strobe increasing speed
5	Strobe 2	0	No function
		1–255	Strobe increasing spreed
6	Red 1	0–255	
7	Green 1	0–255	

CH	Function	DMX	Description
8	Blue 1	0–255	
9	White 1	0–255	
62	White 15	0–255	
63	White 16	0–255	
64	White 17	0–255	
65	White 18	0–255	
66	White 19	0–255	
67	White 20	0–255	
68	White 21	0–255	
69	Colors		Same as CH 10 in the mode “17ch” (p. 13)
70	Color Macro		Same as CH 11 in the mode “17ch” (p. 14)
71	Color Macro Speed	0–255	

CH 6–61: 14 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 6–9); the table below gives each cell's channel numbers.

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

10 Technical specifications

Parameter	Value
Tilt	200°
Weight	12.9 kg
Operating temperature	0 to 40 °C

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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

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.