DMX REFERENCE

ENFORCER1000CRI

Event Lighting

Manufacturer	Event Lighting
GDTF file	Event_Lighting_ENFORCER1000CRI_138525.gdtf
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1 About this manual

This document describes the ENFORCER1000CRI by Event Lighting. It was compiled from the GDTF file Event_Lighting_ENFORCER1000CRI_138525.gdtf from the GDTF-Share library.

File revision: “Rev 1”.

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 Event Lighting; 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	34 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
30ch Mode	30	17	1, 31, 61, 91, ...
41ch Mode	41	12	1, 42, 83, 124, ...

No light? Check these channels

- 30ch Mode: CH 13 Dimmer above 0; CH 15 Shutter at 0–3 “Shutter Open”
- 41ch Mode: CH 13 Dimmer above 0; CH 15 Shutter at 0–3 “Shutter Open”


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

- 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

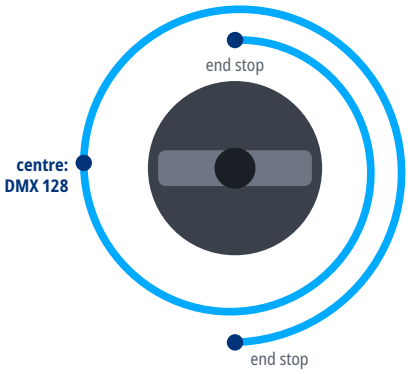
Description in the GDTF file

“ENFORCER1000CRI - 1000W High CRI LED Hybrid Moving Head with CMY, CTO, zoom, animation wheel & framing system”

Range of movement

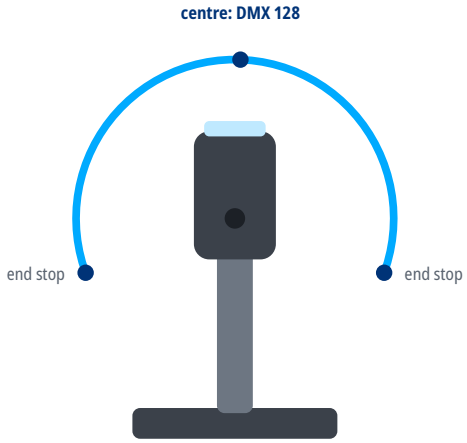
Pan 540°

top view



Tilt 220°

side view



5 Installation

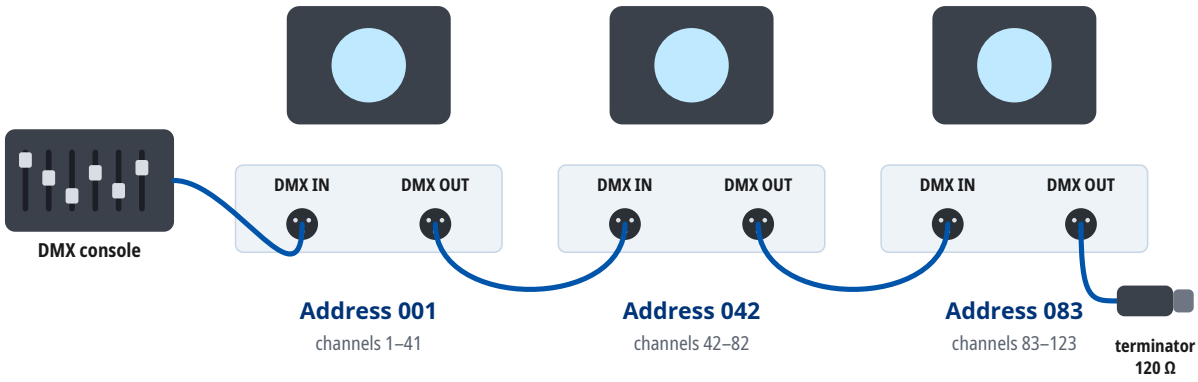
⚠ WARNING

- 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: 34 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 41ch Mode: every unit occupies 41 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 “41ch Mode”: 41.
- 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 “41ch Mode”, you can use, for example, the start addresses 1, 42, 83, 124.
- 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

	30ch Mode 30 channels	41ch Mode 41 channels
Pan / Tilt	1, 3	1, 3
Dimmer	13	13
Shutter / strobe	15	15
Color mixing	6–8	6–8
Color temperature	9	9
Color wheel	5	5
Gobo wheel	10, 11	10, 11
Gobo rotation	12	12
Prism	17–20	17–20
Frost	25, 26	26, 27
Zoom	21	21
Focus	23	23
Iris		25
Animation wheel	27, 28	28, 29
Effects / macros		39

Gobo wheel 1

1 Static Gobo Wheel: Open	DMX 0–7	4 Gobo 3	DMX 24–31	7 Gobo 6	DMX 48–55
2 Gobo 1	DMX 8–15	5 Gobo 4	DMX 32–39		
3 Gobo 2	DMX 16–23	6 Gobo 5	DMX 40–47		

Gobo wheel 2

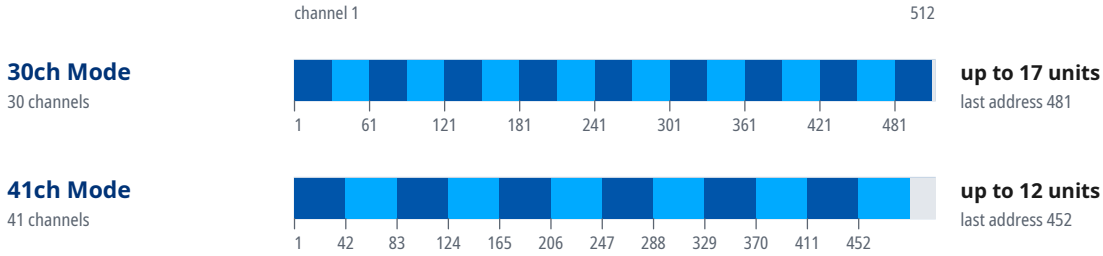
1 Rotating Gobo Wheel: Open	DMX 0–7	4 Gobo 3	DMX 24–31	7 Gobo 6	DMX 48–55
2 Gobo 1	DMX 8–15	5 Gobo 4	DMX 32–39		
3 Gobo 2	DMX 16–23	6 Gobo 5	DMX 40–47		

Animation wheel

1 Open	2 Animation In

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “41ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	206	11	411	16	U2 · 124
2	42	7	247	12	452	17	U2 · 165
3	83	8	288	13	U2 · 1	18	U2 · 206
4	124	9	329	14	U2 · 42	19	U2 · 247
5	165	10	370	15	U2 · 83	20	U2 · 288

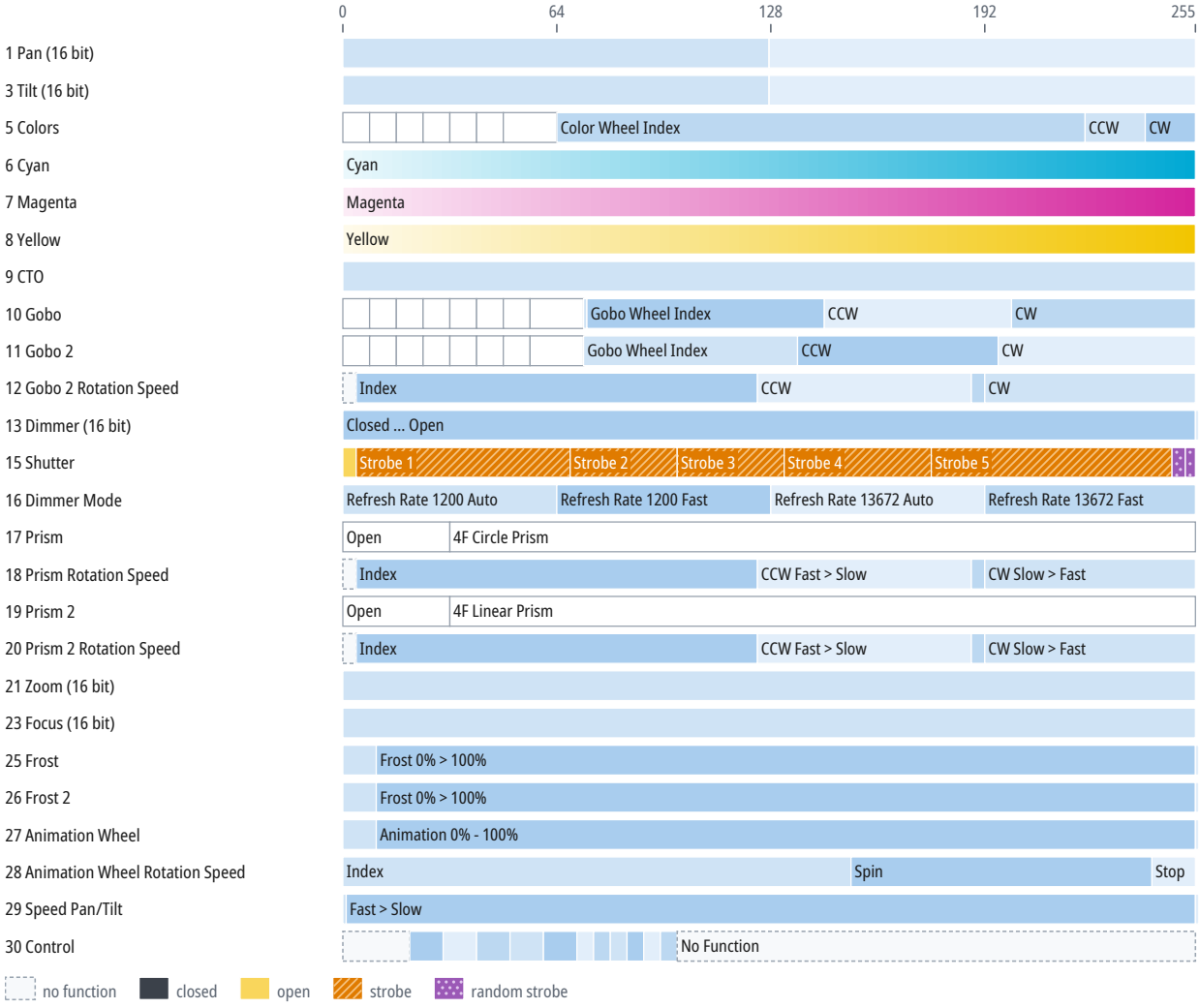
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 30ch Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 13 Dimmer above 0; CH 15 Shutter at 0–3 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 13 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–7	Color Wheel: Open
		8–15	Colour 1

CH	Function	DMX	Description
5	Colors (continued)	16–23	Colour 2
		24–31	Colour 3
		32–39	Colour 4
		40–47	Colour 5
		48–63	Color Wheel: Open
		64–221	Color Wheel Index
		222–239	CCW
		240–255	CW
6	Cyan	0–255	Cyan
7	Magenta	0–255	Magenta
8	Yellow	0–255	Yellow
9	CTO	0–255	
10	Gobo	0–7	Static Gobo Wheel: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–71	Static Gobo Wheel: Open
		72	Static Gobo Wheel
		73–143	Gobo Wheel Index
		144–199	CCW
		200–255	CW
11	Gobo 2	0–7	Rotating Gobo Wheel: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–71	Rotating Gobo Wheel: Open
		72–135	Gobo Wheel Index
		136–195	CCW
		196–255	CW
12	Gobo 2 Rotation Speed		Gobo Rotation
		0–3	No Function
		4–123	Index
		124–187	CCW
		188–191	Stop
		192–255	CW
13	Dimmer	0–255	Closed ... Open

CH	Function	DMX	Description
13	Dimmer (continued)	255	Open
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Shutter	0–3	Shutter Open
		4–67	Strobe 1
		68–99	Strobe 2
		100–131	Strobe 3
		132–175	Strobe 4
		176–247	Strobe 5
		248–251	Random Strobe 1
		252–255	Random Strobe 2
16	Dimmer Mode	0–63	Refresh Rate 1200 Auto
		64–127	Refresh Rate 1200 Fast
		128–191	Refresh Rate 13672 Auto
		192–255	Refresh Rate 13672 Fast
17	Prism	0–31	Open
		32–255	4F Circle Prism
18	Prism Rotation Speed	0–3	No Function
		4–123	Index
		124–187	CCW Fast > Slow
		188–191	Stop
		192–255	CW Slow > Fast
19	Prism 2	0–31	Open
		32–255	4F Linear Prism
20	Prism 2 Rotation Speed	0–3	No Function
		4–123	Index
		124–187	CCW Fast > Slow
		188–191	Stop
		192–255	CW Slow > Fast
21	Zoom	0–255	
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–255	
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Frost	0–9	Frost 0%
		10–254	Frost 0% > 100%
		255	Frost 100%
26	Frost 2	0–9	Frost 0%
		10–254	Frost 0% > 100%
		255	Frost 100%
27	Animation Wheel	0–9	Animation Out
		10–254	Animation 0% - 100%
		255	Animation In
28	Animation Wheel Rotation Speed	0–151	Index

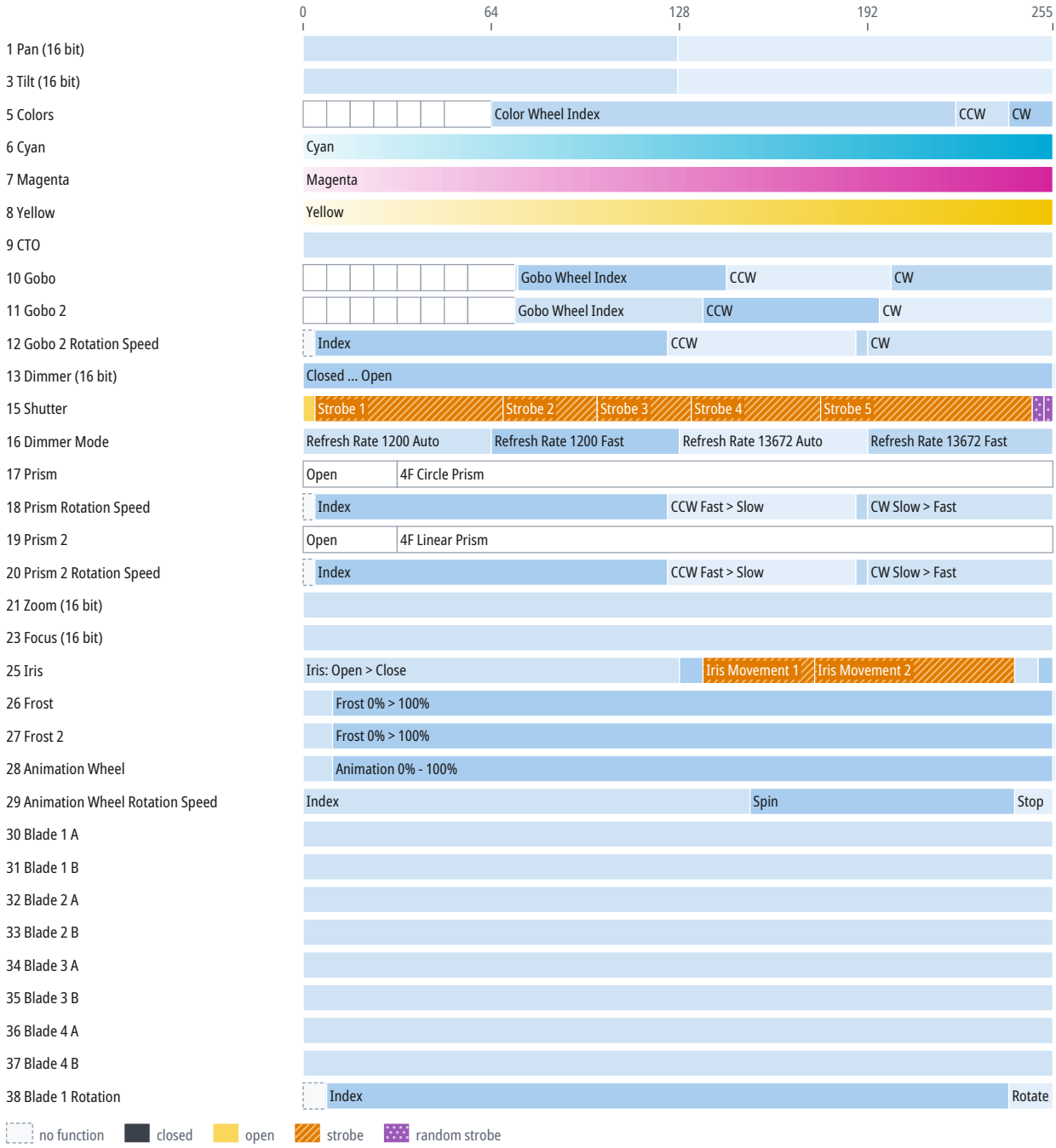
CH	Function	DMX	Description
28	Animation Wheel Rotation Speed (continued)	152–241	Spin
		242–255	Stop
29	Speed Pan/Tilt	0	Fast
		1–254	Fast > Slow
		255	Slow
30	Control	0–19	No Function
		20–29	Reset All
		30–39	Reset XY
		40–49	Reset Colour/Gobo/CMY/CTO
		50–59	Reset Zoom/Focus/Prism/Frost
		60–69	Reset Animation/Iris/Frame
		70–74	Display Default
		75–79	Display Off
		80–84	Display On
		85–89	Fan Speed Low
		90–94	Fan Speed Medium
		95–99	Fan Speed High
		100–255	No Function

Mode 41ch Mode

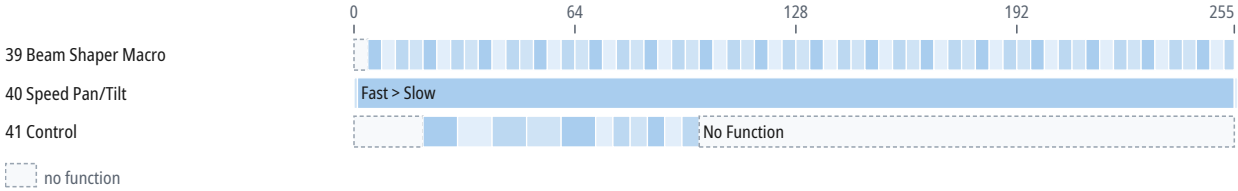
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 13 Dimmer above 0; CH 15 Shutter at 0–3 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 13 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “30ch Mode” (p. 9)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “30ch Mode” (p. 9)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors		Same as CH 5 in the mode “30ch Mode” (p. 9)
6	Cyan	0–255	Cyan
7	Magenta	0–255	Magenta
8	Yellow	0–255	Yellow
9	CTO	0–255	
10	Gobo		Same as CH 10 in the mode “30ch Mode” (p. 10)
11	Gobo 2		Same as CH 11 in the mode “30ch Mode” (p. 10)
12	Gobo 2 Rotation Speed		Same as CH 12 in the mode “30ch Mode” (p. 10)
13	Dimmer		Same as CH 13 in the mode “30ch Mode” (p. 10)
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Shutter		Same as CH 15 in the mode “30ch Mode” (p. 11)
16	Dimmer Mode		Same as CH 16 in the mode “30ch Mode” (p. 11)
17	Prism		Same as CH 17 in the mode “30ch Mode” (p. 11)
18	Prism Rotation Speed		Same as CH 18 in the mode “30ch Mode” (p. 11)
19	Prism 2		Same as CH 19 in the mode “30ch Mode” (p. 11)
20	Prism 2 Rotation Speed		Same as CH 20 in the mode “30ch Mode” (p. 11)
21	Zoom	0–255	
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–255	
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Iris	0–127	Iris: Open > Close
		128–135	Iris: Close
		136–173	Iris Movement 1
		174–241	Iris Movement 2
		242–249	Iris Movement 3
		250–255	Iris Close
26	Frost		Same as CH 25 in the mode “30ch Mode” (p. 11)
27	Frost 2		Same as CH 26 in the mode “30ch Mode” (p. 11)
28	Animation Wheel		Same as CH 27 in the mode “30ch Mode” (p. 11)
29	Animation Wheel Rotation Speed		Same as CH 28 in the mode “30ch Mode” (p. 11)
30	Blade 1 A	0–255	

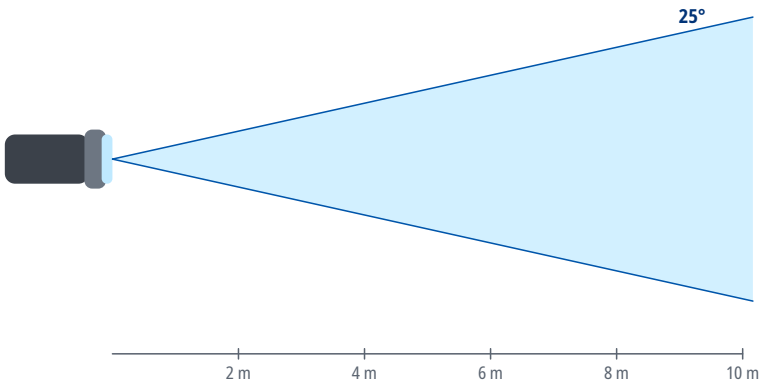
CH	Function	DMX	Description
31	Blade 1 B	0–255	
32	Blade 2 A	0–255	
33	Blade 2 B	0–255	
34	Blade 3 A	0–255	
35	Blade 3 B	0–255	
36	Blade 4 A	0–255	
37	Blade 4 B	0–255	
38	Blade 1 Rotation	0–7	No Function
		8–239	Index
		240–255	Rotate
39	Beam Shaper Macro	0–3	No Function
		4–7	Macro 1
		8–11	Macro 2
		12–15	Macro 3
		16–19	Macro 4
		20–23	Macro 5
		24–27	Macro 6
		28–31	Macro 7
		32–35	Macro 8
		36–39	Macro 9
		40–43	Macro 10
		44–47	Macro 11
		48–51	Macro 12
		52–55	Macro 13
		56–59	Macro 14
		60–63	Macro 15
		64–67	Macro 16
		68–71	Macro 17
		72–75	Macro 18
		76–79	Macro 19
		80–83	Macro 20
		84–87	Macro 21
		88–91	Macro 22
		92–95	Macro 23
		96–99	Macro 24
		100–103	Macro 25
		104–107	Macro 26
		108–111	Macro 27
		112–115	Macro 28
		116–119	Macro 29
		120–123	Macro 30
		124–127	Macro 31

CH	Function	DMX	Description
39	Beam Shaper Macro (continued)	128–131	Macro 32
		132–135	Macro 33
		136–139	Macro 34
		140–143	Macro 35
		144–147	Macro 36
		148–151	Macro 37
		152–155	Macro 38
		156–159	Macro 39
		160–163	Macro 40
		164–167	Macro 41
		168–171	Macro 42
		172–175	Macro 43
		176–179	Macro 44
		180–183	Macro 45
		184–187	Macro 46
		188–191	Macro 47
		192–195	Macro 48
		196–199	Macro 49
		200–203	Macro 50
		204–207	Macro 51
		208–211	Macro 52
		212–215	Macro 53
		216–219	Macro 54
		220–223	Macro 55
		224–227	Macro 56
		228–231	Macro 57
		232–235	Macro 58
		236–239	Macro 59
		240–243	Macro 60
		244–247	Macro 61
		248–251	Macro 62
		252–255	Macro 63
40	Speed Pan/Tilt		Same as CH 29 in the mode “30ch Mode” (p. 12)
41	Control		Same as CH 30 in the mode “30ch Mode” (p. 12)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	220°
Dimensions and construction	
Weight	34 kg
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.
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.