DMX REFERENCE

LM19X30P

Event Lighting

Manufacturer	Event Lighting
GDTF file	Event_Lighting_LM19X30P_91068.gdtf
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1 About this manual

This document describes the LM19X30P by Event Lighting. It was compiled from the GDTF file Event_Lighting_LM19X30P_91068.gdtf from the GDTF-Share library.

File revision: “Revision 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	16 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
22Ch Standard	22	23	1, 23, 45, 67, ...

No light? Check these channels

- 22Ch Standard: CH 6 Dimmer 1 above 0; CH 7 Shutter at 32–63 or 96–127 or 160–255; CH 17 Dimmer 2 above 0; CH 19 Dimmer 3 above 0


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.

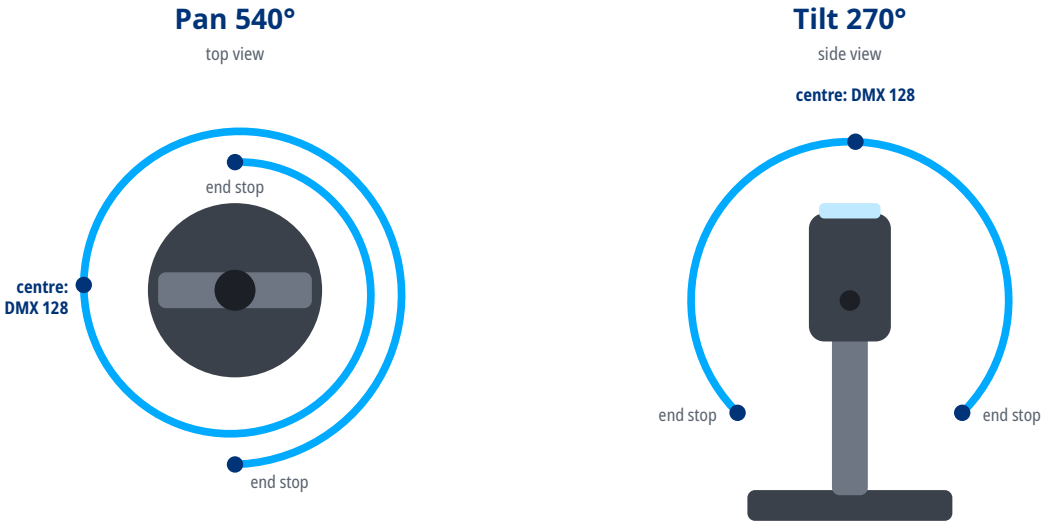
⚠ CAUTION

- 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

Range of movement



5 Installation

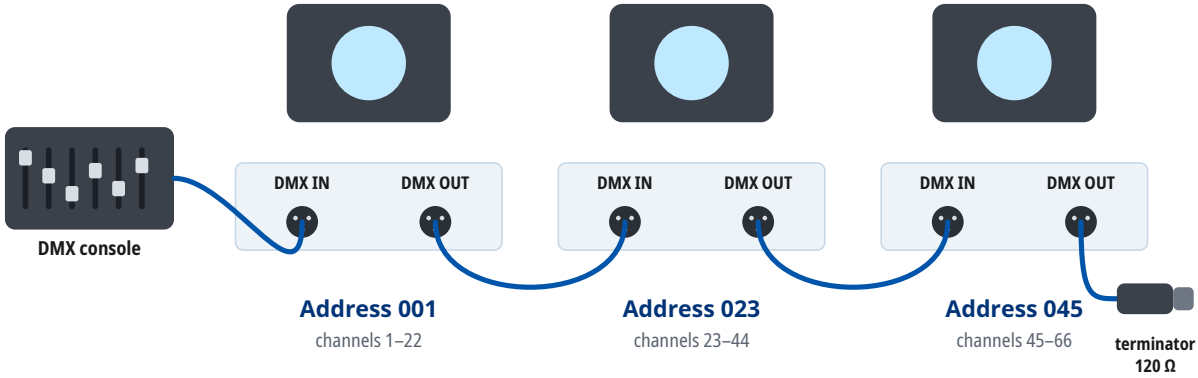
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 16 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 22Ch Standard: every unit occupies 22 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

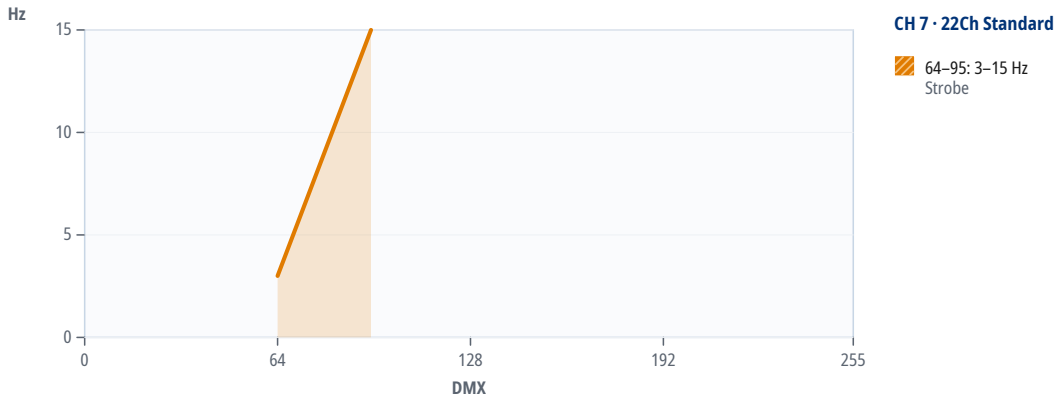
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “22Ch Standard”: 22.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “22Ch Standard”, you can use, for example, the start addresses 1, 23, 45, 67.
- 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

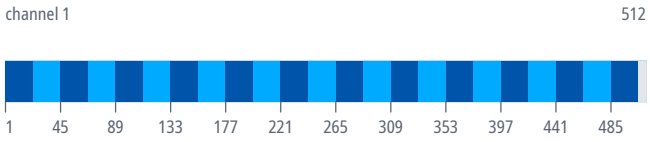
	22Ch Standard 22 channels
Pan / Tilt	1, 3
Dimmer	6, 7, 17, 19
Shutter / strobe	7
Color mixing	8–11
Color temperature	14
Zoom	12
Effects / macros	6 channels (13–21)

Strobe rate



9 DMX channels

Units in one DMX universe



22Ch Standard
22 channels

up to 23 units
last address 485

Start addresses of 20 units in the mode “22Ch Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	111	11	221	16	331
2	23	7	133	12	243	17	353
3	45	8	155	13	265	18	375
4	67	9	177	14	287	19	397
5	89	10	199	15	309	20	419

Mode 22Ch Standard

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 6 Dimmer 1 above 0; CH 7 Shutter at 32–63 or 96–127 or 160–255; CH 17 Dimmer 2 above 0; CH 19 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 1 255, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 White 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	Fast to Slow
6	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
7	Shutter	0–31	Shutter closed

CH	Function	DMX	Description
7	Shutter (continued)	32–63	Shutter Open 1
		64–95	Strobe (3–15 Hz)
		96–127	Shutter Open 2
		128–159	Pulse Strobe
		160–255	Shutter Open 3
8	Red	0	Min
		1–254	Min ... Max
		255	Max
9	Green	0	Min
		1–254	Min ... Max
		255	Max
10	Blue	0	Min
		1–254	Min ... Max
		255	Max
11	White	0	Min
		1–254	Min ... Max
		255	Max
12	Zoom	0	Zoom 0%
		1–254	Zoom 0>100%
		255	Zoom 100%
13	Effects 1		Zoom Rotate
		0	No Function
		1–13	R
		14–27	G
		28–41	B
		42–55	W
		56–69	RW
		70–83	GW
		84–97	BW
		98–111	GB
		112–125	RB
		126–139	RG
		140–153	GBW
		154–167	RBW
		168–181	RGB
		182–195	RGBW
		196–202	2700K
		203–209	3200K
		210–216	3500K
		217–223	5000K
		224–230	5500K
		231–237	6000K

CH	Function	DMX	Description
13	Effects 1 (continued)	238–244	6500K
		245–251	7000K
		252–255	8000K
14	CTO	0–15	No Fucntion
		16–45	<3200K
		46–55	<3200K ... 3200-3500K
		56–75	3200-3500K
		76–105	3500-5000K
		106–135	5000-5500K
		136–165	5500-6000K
		166–195	6000-6500K
		196–225	6500-7000K
		226–255	7000-8000K
15	Effects 2		Tungsten Effect
		0–255	Tungsten Effect
16	Color Macro		Foreground Colour
		0	No Function
		1–13	R
		14–27	G
		28–41	B
		42–55	W
		56–69	RW
		70–83	GW
		84–97	BW
		98–111	GB
		112–125	RB
		126–139	RG
		140–153	GBW
		154–167	RBW
		168–181	RGW
		182–195	RGBW
		196–202	2700K
		203–209	3200K
		210–216	3500K
		217–223	5000K
		224–230	5500K
		231–237	6000K
		238–244	6500K
		245–251	7000K
		252–255	8000K
17	Dimmer 2		Foreground Dimmer
		0–255	Foreground Dimmer

CH	Function	DMX	Description
18	Color Macro 2		Foreground Colour
		0	No Function
		1–13	R
		14–27	G
		28–41	B
		42–55	W
		56–69	RW
		70–83	GW
		84–97	BW
		98–111	GB
		112–125	RB
		126–139	RG
		140–153	GBW
		154–167	RBW
		168–181	RGW
		182–195	RGBW
		196–202	2700K
		203–209	3200K
		210–216	3500K
		217–223	5000K
		224–230	5500K
		231–237	6000K
		238–244	6500K
		245–251	7000K
		252–255	8000K
19	Dimmer 3		Background Dimmer
		0–255	Background Dimmer
20	Effects 3	0–15	No Function
		16–31	Static Patterns (Ch 21)
		32–38	Dynamic Scene 1
		39–45	Dynamic Scene 2
		46–52	Dynamic Scene 3
		53–59	Dynamic Scene 4
		60–66	Dynamic Scene 5
		67–73	Dynamic Scene 6
		74–80	Dynamic Scene 7
		81–87	Dynamic Scene 8
		88–94	Dynamic Scene 9
		95–101	Dynamic Scene 10
		102–108	Dynamic Scene 11
		109–115	Dynamic Scene 12
		116–122	Dynamic Scene 13

CH	Function	DMX	Description
20	Effects 3 (continued)	123–129	Dynamic Scene 14
		130–136	Dynamic Scene 15
		137–143	Dynamic Scene 16
		144–150	Dynamic Scene 17
		151–157	Dynamic Scene 18
		158–164	Dynamic Scene 19
		165–171	Dynamic Scene 20
		172–178	Dynamic Scene 21
		179–185	Dynamic Scene 22
		186–192	Dynamic Scene 23
		193–199	Dynamic Scene 24
		200–206	Dynamic Scene 25
		207–213	Dynamic Scene 26
		214–220	Dynamic Scene 27
		221–227	Dynamic Scene 28
		228–234	Dynamic Scene 29
		235–241	Dynamic Scene 30
		242–248	Dynamic Scene 31
		249–255	Dynamic Scene 32
21	Effects 4		Static Macros
		0–7	Static Scene 1
		8–15	Static Scene 2
		16–23	Static Scene 3
		24–31	Static Scene 4
		32–39	Static Scene 5
		40–47	Static Scene 6
		48–55	Static Scene 7
		56–63	Static Scene 8
		64–71	Static Scene 9
		72–79	Static Scene 10
		80–87	Static Scene 11
		88–95	Static Scene 12
		96–103	Static Scene 13
		104–111	Static Scene 14
		112–119	Static Scene 15
		120–127	Static Scene 16
		128–135	Static Scene 17
		136–143	Static Scene 18
		144–151	Static Scene 19
		152–159	Static Scene 20
		160–167	Static Scene 21
		168–175	Static Scene 22

CH	Function	DMX	Description
21	Effects 4 (continued)	176–183	Static Scene 23
		184–191	Static Scene 24
		192–199	Static Scene 25
		200–207	Static Scene 26
		208–215	Static Scene 27
		216–223	Static Scene 28
		224–231	Static Scene 29
		232–239	Static Scene 30
		240–247	Static Scene 31
		248–255	Static Scene 32
22	Control	0–79	No Function
		80–89	All Motor Reset
		90–94	SCAN Motor Reset
		95–99	Focus Motor Reset
		100–119	Internal program 1
		120–139	Internal program 2
		140–159	Internal program 3
		160–179	Internal program 4
		180–199	Internal program 5
		200–219	Internal program 6
		220–239	Internal program 7
		240–255	Internal Sound program 1

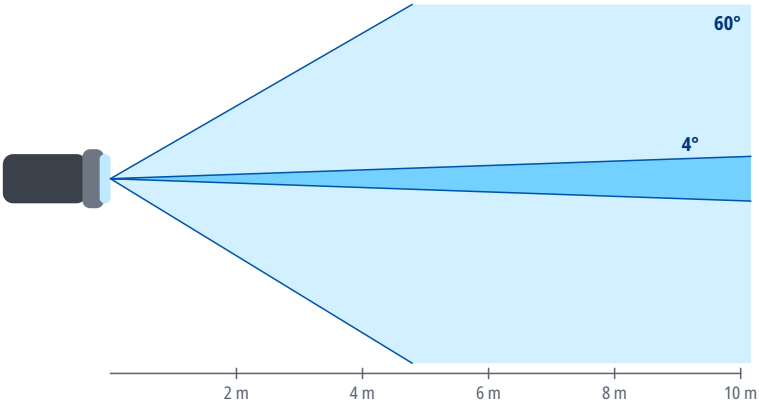
10 Technical specifications

Parameter	Value
Zoom	4–60°
Pan	540°
Tilt	270°
Weight	16 kg
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	3–15 Hz

Spot diameter



Distance	Ø 4°	Ø 60°
2 m	0.14 m	2.3 m
4 m	0.28 m	4.6 m
6 m	0.42 m	6.9 m
8 m	0.56 m	9.2 m
10 m	0.7 m	11.5 m
15 m	1 m	17.3 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.