DMX REFERENCE

OUTBACK12X60W

Event Lighting



Manufacturer	Event Lighting
GDTF file	Event_Lighting_OUTBACK12X60W_169786.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 8
Mode 17-Channel Mode 9
Mode 29-Channel Mode 14
Mode 61-Channel Mode 15
10 Technical specifications 17
11 Maintenance and cleaning 17
12 Troubleshooting 18
13 Disposal 18

1 About this manual

This document describes the OUTBACK12X60W by Event Lighting. It was compiled from the GDTF file Event_Lighting_OUTBACK12X60W_169786.gdtf from the GDTF-Share library.

File revision: “Generated from OUTBACK12X60W_User_Manual.pdf, Uploaded to GDTF Share.”.

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	11 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
17-Channel Mode	17	30	1, 18, 35, 52, ...
29-Channel Mode	29	17	1, 30, 59, 88, ...
61-Channel Mode	61	8	1, 62, 123, 184, ...

No light? Check these channels

- 17-Channel Mode: CH 6 Shutter at 4–7 “On”; CH 7 Dimmer above 0
- 29-Channel Mode: CH 6 Shutter at 4–7 “On”; CH 7 Dimmer above 0; CH 27 Dimmer 2 above 0; CH 28 Dimmer 3 above 0
- 61-Channel Mode: CH 6 Shutter at 4–7 “On”; CH 7 Dimmer 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

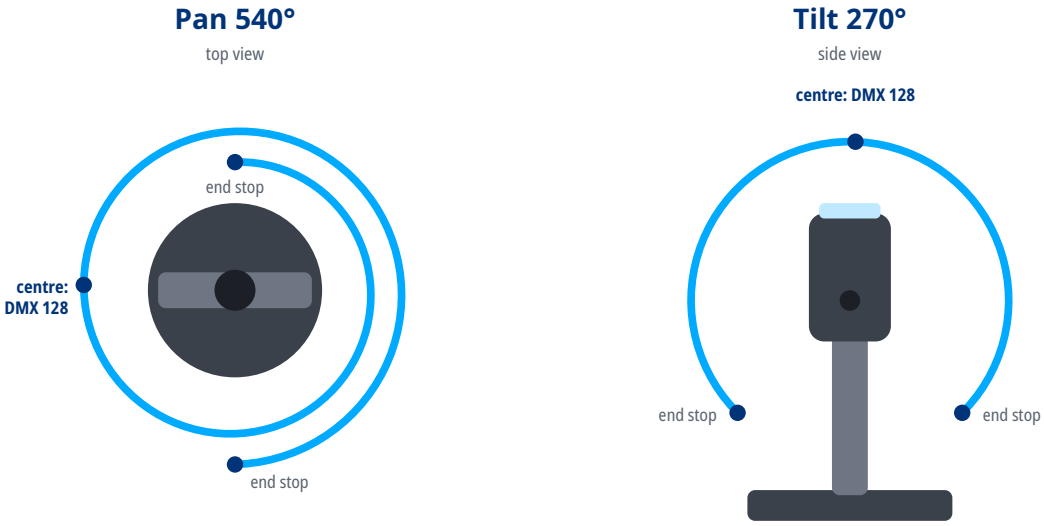
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them 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

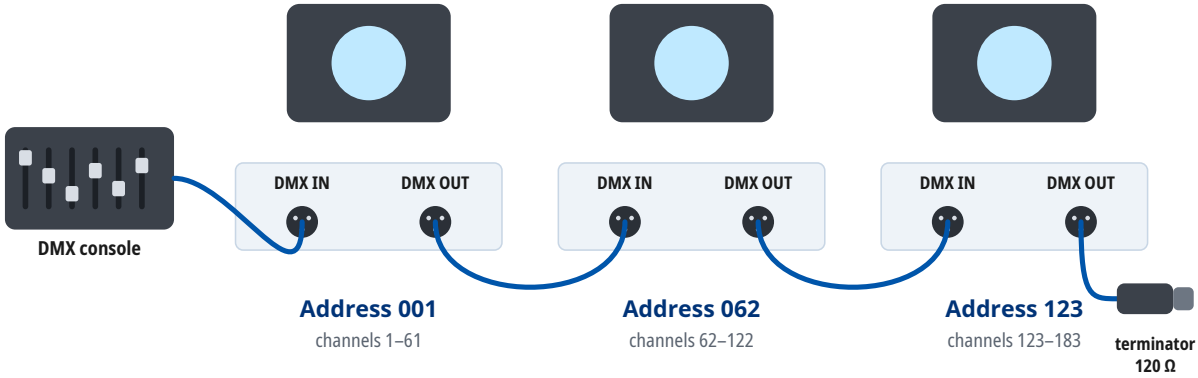
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 11 kg.
- 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 61-Channel Mode: every unit occupies 61 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

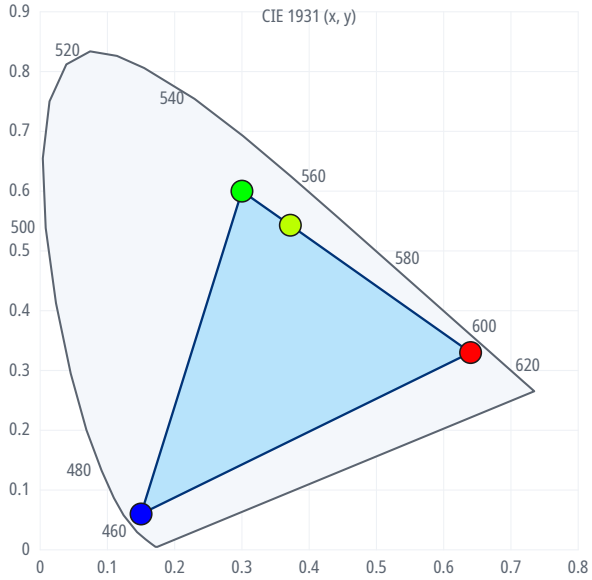
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “61-Channel Mode”: 61.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “61-Channel Mode”, you can use, for example, the start addresses 1, 62, 123, 184.
- 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

	17-Channel Mode 17 channels	29-Channel Mode 29 channels	61-Channel Mode 61 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	7	7	7
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	6	6	6
Color mixing	9–12	8 channels (11–26)	13–60
Color temperature	13	19	11
Zoom	8	9	9
Effects / macros	14–16	20–22	12
Pixel control			12 cells

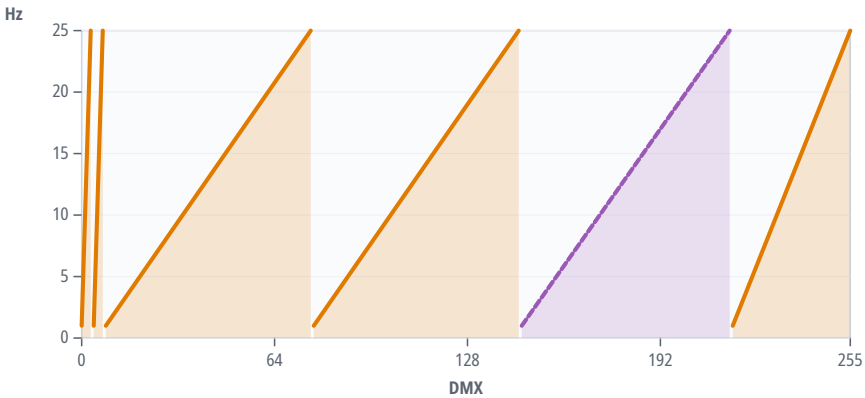
LED colors and the colors they mix



LED	x	y
R	0.640	0.330
G	0.300	0.600
B	0.150	0.060
Lime	0.372	0.543

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

Strobe rate



CH 6 · 61-Channel Mode

- 0–3: 1–25 Hz
  Off
- 4–7: 1–25 Hz
  On
- 8–76: 1–25 Hz
  Synchronized strobe slow to fast
- 77–145: 1–25 Hz
  Pulse strobe slow to fast
- 146–215: 1–25 Hz
  Random strobe slow to fast
- 216–255: 1–25 Hz
  On 2

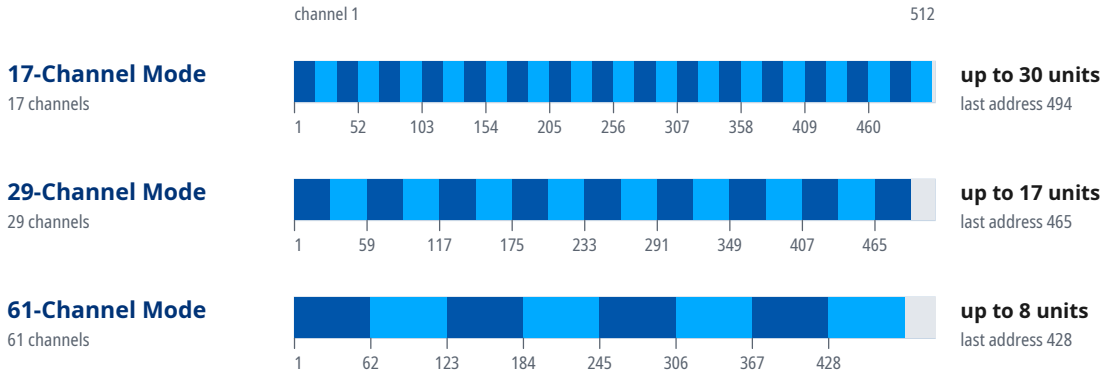
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “61-Channel Mode”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “61-Channel Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	306	11	U2 · 123	16	U2 · 428
2	62	7	367	12	U2 · 184	17	U3 · 1
3	123	8	428	13	U2 · 245	18	U3 · 62
4	184	9	U2 · 1	14	U2 · 306	19	U3 · 123
5	245	10	U2 · 62	15	U2 · 367	20	U3 · 184

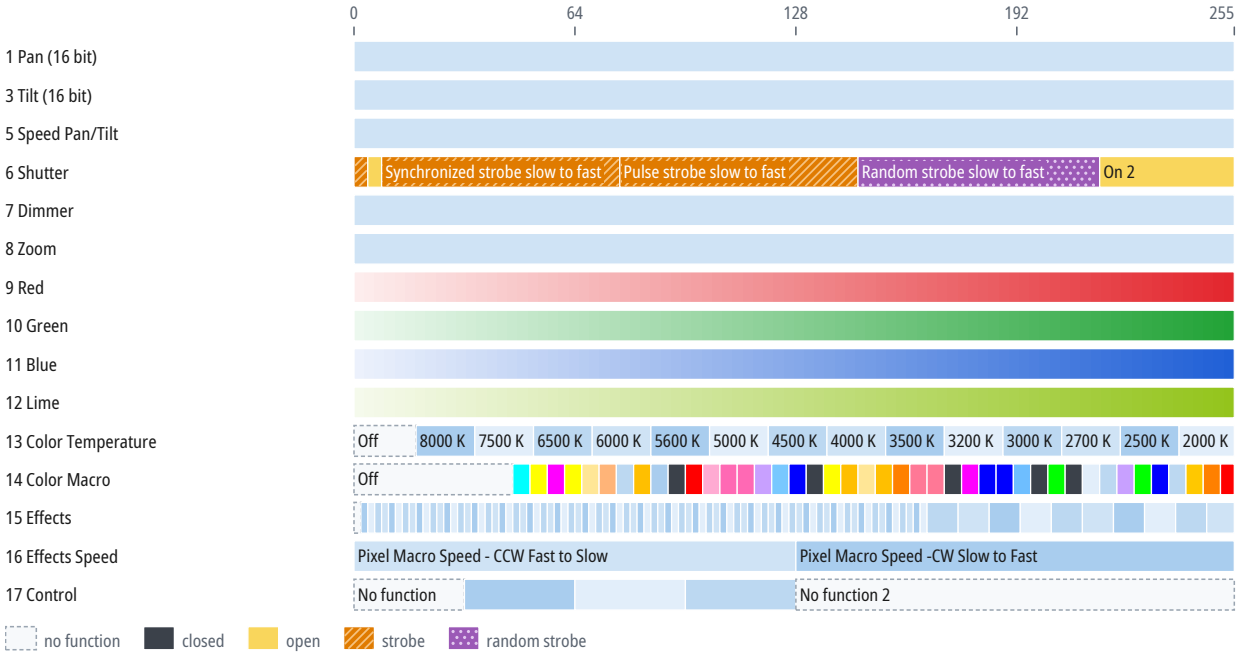
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 17-Channel 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 6 Shutter at 4–7 “On”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255, CH 12 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Shutter	0–3	Off (1–25 Hz)
		4–7	On (1–25 Hz)
		8–76	Synchronized strobe slow to fast (1–25 Hz)
		77–145	Pulse strobe slow to fast (1–25 Hz)
		146–215	Random strobe slow to fast (1–25 Hz)
		216–255	On 2 (1–25 Hz)
7	Dimmer	0–255	
8	Zoom	0–255	3–26°
9	Red	0–255	
10	Green	0–255	
11	Blue	0–255	
12	Lime	0–255	
13	Color Temperature	0–17	Off
		18–34	8000 K

CH	Function	DMX	Description
13	Color Temperature (continued)	35–51	7500 K
		52–68	6500 K
		69–85	6000 K
		86–102	5600 K
		103–119	5000 K
		120–136	4500 K
		137–153	4000 K
		154–170	3500 K
		171–187	3200 K
		188–204	3000 K
		205–221	2700 K
		222–238	2500 K
		239–255	2000 K
14	Color Macro	0–45	Off
		46–50	Cyan
		51–55	Yellow
		56–60	Magenta
		61–65	Medium Yellow
		66–70	Straw Tint
		71–75	Surprise Peach
		76–80	Fire
		81–85	Medium Amber
		86–90	Gold Amber
		91–95	Dark Amber
		96–100	Sunrise Red
		101–105	Light Pink
		106–110	Medium Pink
		111–115	Pink Carnation
		116–120	Light Lavender
		121–125	Sky Blue
		126–130	Just Blue
		131–135	Dark Yellow
		136–140	Spring Yellow
		141–145	Light Amber
		146–150	Straw Tint
		151–155	Deep Amber
		156–160	Orange
		161–165	Light Rose
		166–170	Middle Rose
		171–175	Dark Pink
		176–180	Magenta
		181–185	Peacock Blue

CH	Function	DMX	Description
14	Color Macro (continued)	186–190	Steel Blue
		191–195	Light Blue
		196–200	Dark Blue
		201–205	Leaf Green
		206–210	Dark Green
		211–215	Mauve
		216–220	Deep Golden
		221–225	Pale Lavender
		226–230	Primary Green
		231–235	Bright Blue
		236–240	Apricot
		241–245	Pale Gold
		246–250	Deep Orange
		251–255	Flame Red
15	Effects	0–1	Off
		2–3	Static Pixel 1
		4–5	Static Pixel 2
		6–7	Static Pixel 3
		8–9	Static Pixel 4
		10–11	Static Pixel 5
		12–13	Static Pixel 6
		14–15	Static Pixel 7
		16–17	Static Pixel 8
		18–19	Static Pixel 9
		20–21	Static Pixel 10
		22–23	Static Pixel 11
		24–25	Static Pixel 12
		26–27	Static Pixel 13
		28–29	Static Pixel 14
		30–31	Static Pixel 15
		32–33	Static Pixel 16
		34–35	Static Pixel 17
		36–37	Static Pixel 18
		38–39	Static Pixel 19
		40–41	Static Pixel 20
		42–43	Static Pixel 21
		44–45	Static Pixel 22
		46–47	Static Pixel 23
		48–49	Static Pixel 24
		50–51	Static Pixel 25
		52–53	Static Pixel 26
		54–55	Static Pixel 27

CH	Function	DMX	Description
15	Effects (continued)	56–57	Static Pixel 28
		58–59	Static Pixel 29
		60–61	Static Pixel 30
		62–63	Static Pixel 31
		64–65	Static Pixel 32
		66–67	Static Pixel 33
		68–69	Static Pixel 34
		70–71	Static Pixel 35
		72–73	Static Pixel 36
		74–75	Static Pixel 37
		76–77	Static Pixel 38
		78–79	Static Pixel 39
		80–81	Static Pixel 40
		82–83	Static Pixel 41
		84–85	Static Pixel 42
		86–87	Static Pixel 43
		88–89	Static Pixel 44
		90–91	Static Pixel 45
		92–93	Static Pixel 46
		94–95	Static Pixel 47
		96–97	Static Pixel 48
		98–99	Static Pixel 49
		100–101	Static Pixel 50
		102–103	Static Pixel 51
		104–105	Static Pixel 52
		106–107	Static Pixel 53
		108–109	Static Pixel 54
		110–111	Static Pixel 55
		112–113	Static Pixel 56
		114–115	Static Pixel 57
		116–117	Static Pixel 58
		118–119	Static Pixel 59
		120–121	Static Pixel 60
		122–123	Static Pixel 61
		124–125	Static Pixel 62
		126–127	Static Pixel 63
		128–129	Static Pixel 64
		130–131	Static Pixel 65
		132–133	Static Pixel 66
		134–135	Static Pixel 67
		136–137	Static Pixel 68
		138–139	Static Pixel 69

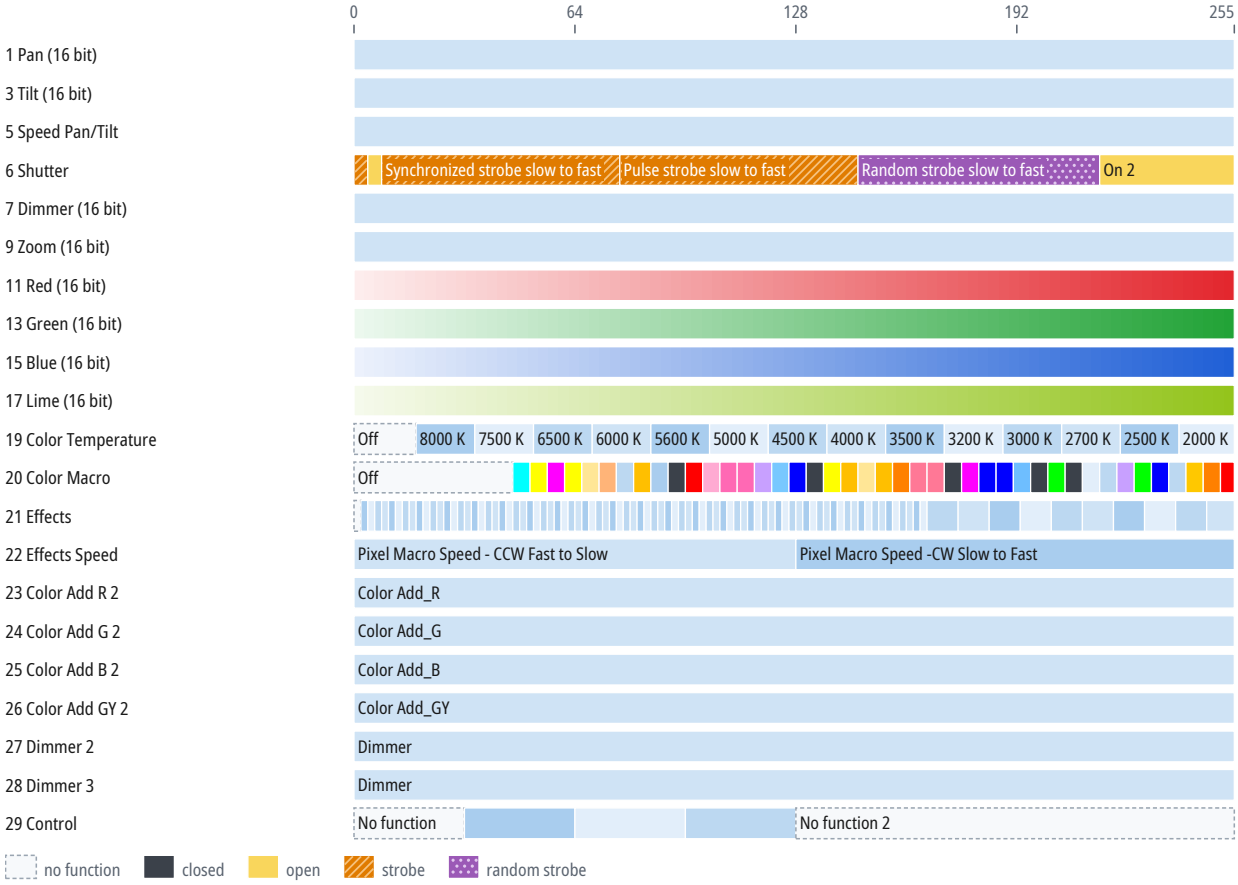
CH	Function	DMX	Description
15	Effects (continued)	140–141	Static Pixel 70
		142–143	Static Pixel 71
		144–145	Static Pixel 72
		146–147	Static Pixel 73
		148–149	Static Pixel 74
		150–151	Static Pixel 75
		152–153	Static Pixel 76
		154–155	Static Pixel 77
		156–157	Static Pixel 78
		158–159	Static Pixel 79
		160–161	Static Pixel 80
		162–163	Static Pixel 81
		164–165	Static Pixel 82
		166–174	Pixel Macro 1
		175–183	Pixel Macro 2
		184–192	Pixel Macro 3
		193–201	Pixel Macro 4
		202–210	Pixel Macro 5
		211–219	Pixel Macro 6
		220–228	Pixel Macro 7
		229–237	Pixel Macro 8
		238–246	Pixel Macro 9
		247–255	Pixel Macro 10
16	Effects Speed		Pixel Macro Speed - CCW Fast to Slow
		0–127	Pixel Macro Speed - CCW Fast to Slow
		128–255	Pixel Macro Speed -CW Slow to Fast
17	Control	0–31	No function
		32–63	Reset Pan and Tilt Motor hold 5 s
		64–95	Reset Other Motor hold 5 s
		96–127	Reset All Motor hold 5 s
		128–255	No function 2

Mode 29-Channel 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 6 Shutter at 4–7 “On”; CH 7 Dimmer above 0; CH 27 Dimmer 2 above 0; CH 28 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 11 Red 255, CH 13 Green 255, CH 15 Blue 255, CH 17 Lime 255, CH 23 Color Add R 2 255, CH 24 Color Add G 2 255, CH 25 Color Add B 2 255, CH 26 Color Add GY 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Shutter		Same as CH 6 in the mode “17-Channel Mode” (p. 9)
7	Dimmer	0–255	
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Zoom	0–255	3–26°
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Red	0–255	
12	Red Fine	0–255	Fine adjustment of CH 11

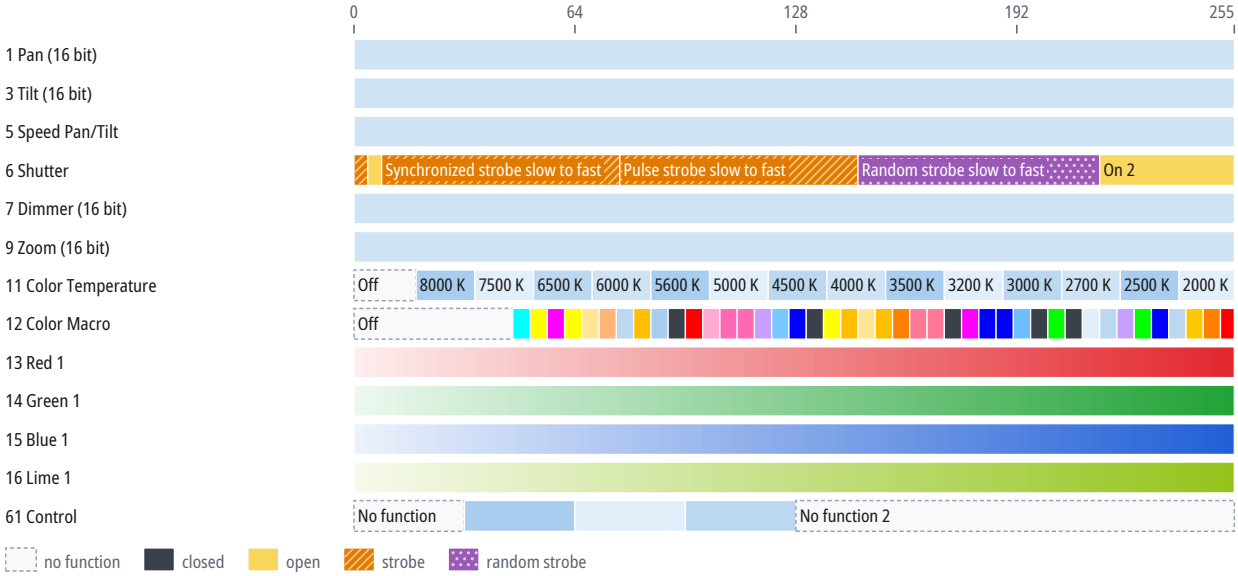
CH	Function	DMX	Description
13	Green	0–255	
14	Green Fine	0–255	Fine adjustment of CH 13
15	Blue	0–255	
16	Blue Fine	0–255	Fine adjustment of CH 15
17	Lime	0–255	
18	Lime Fine	0–255	Fine adjustment of CH 17
19	Color Temperature		Same as CH 13 in the mode “17-Channel Mode” (p. 9)
20	Color Macro		Same as CH 14 in the mode “17-Channel Mode” (p. 10)
21	Effects		Same as CH 15 in the mode “17-Channel Mode” (p. 11)
22	Effects Speed		Same as CH 16 in the mode “17-Channel Mode” (p. 13)
23	Color Add R 2	0–255	Color Add_R
24	Color Add G 2	0–255	Color Add_G
25	Color Add B 2	0–255	Color Add_B
26	Color Add GY 2	0–255	Color Add_GY
27	Dimmer 2	0–255	Dimmer
28	Dimmer 3	0–255	Dimmer
29	Control		Same as CH 17 in the mode “17-Channel Mode” (p. 13)

Mode 61-Channel 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 6 Shutter at 4–7 “On”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 13 Red 255 (the same in each of the 12 cells), CH 14 Green 255 (the same in each of the 12 cells), CH 15 Blue 255 (the same in each of the 12 cells), CH 16 Lime 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Shutter		Same as CH 6 in the mode “17-Channel Mode” (p. 9)
7	Dimmer	0–255	
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Zoom	0–255	3–26°
10	Zoom Fine	0–255	Fine adjustment of CH 9
11	Color Temperature		Same as CH 13 in the mode “17-Channel Mode” (p. 9)
12	Color Macro		Same as CH 14 in the mode “17-Channel Mode” (p. 10)
13	Red 1	0–255	
14	Green 1	0–255	
15	Blue 1	0–255	
16	Lime 1	0–255	
61	Control		Same as CH 17 in the mode “17-Channel Mode” (p. 13)

CH 13–60: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 13–16); the table below gives each cell's channel numbers.

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

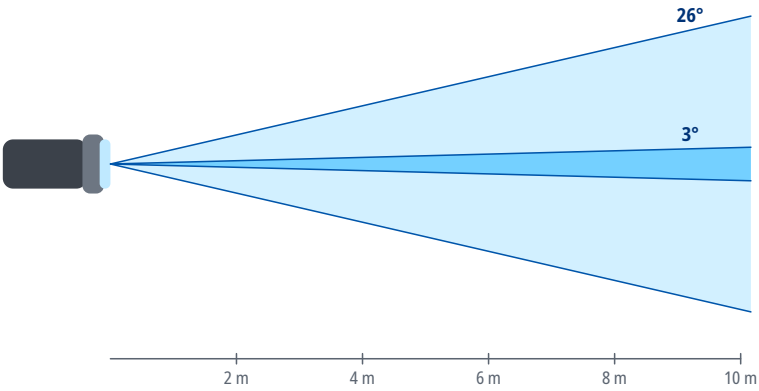
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	3–26°
Pan	540°
Tilt	270°
Weight	11 kg
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 3°	Ø 26°
2 m	0.1 m	0.92 m
4 m	0.21 m	1.8 m
6 m	0.31 m	2.8 m
8 m	0.42 m	3.7 m
10 m	0.52 m	4.6 m
15 m	0.79 m	6.9 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
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.