DMX REFERENCE

OUTBACK350HJM

Event LightingJM

Manufacturer	Event LightingJM
GDTF file	Event_Lighting_OUTBACK350HJM_118309.gdtf
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1 About this manual

This document describes the OUTBACK350Hjm by Event LightingJM. It was compiled from the GDTF file Event_Lighting_OUTBACK350HJM_118309.gdtf from the GDTF-Share library.

File revision: “FIXED CH MA3 JM”.

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 LightingJM; 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	20 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	30	17	1, 31, 61, 91, ...

No light? Check these channels

- Standard: CH 6 Shutter at 4–7 or 216–255



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

“The OUTBACK350H features a powerful 350W white LED source with an impressive 69,703 lux output at 5m (3° beam angle) delivering exceptional brightness with a crisp 8,000K colour temperature. Versatile colour capabilities include dual colour wheels , plus CMY+CTO colour mixing for precise colour control. The dual rotating gobo wheels offer extensive pattern options with indexing and shaking functions for dynamic effects. Control options include 3 and 5 pin dmx as well as included WDMX capabilities.”

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: 20 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.

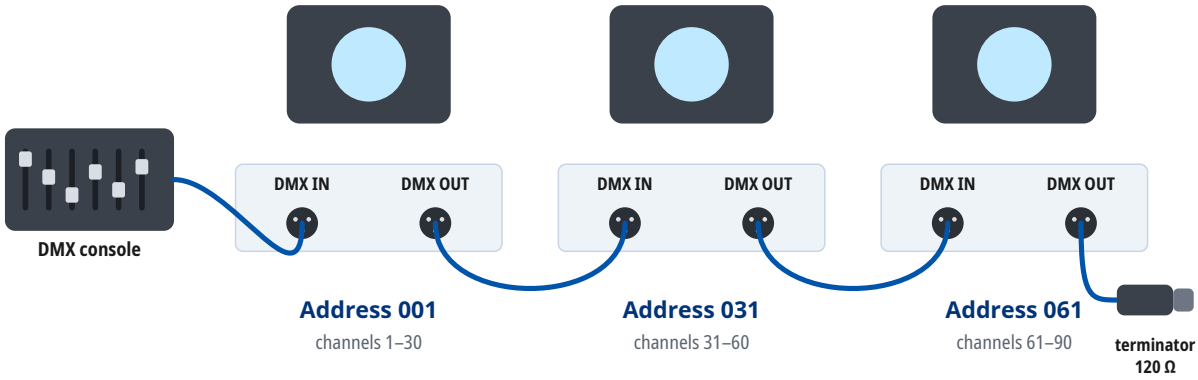
6 Connections

- 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 Standard: every unit occupies 30 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

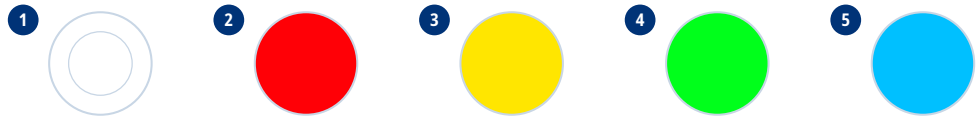
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard”: 30.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Standard”, you can use, for example, the start addresses 1, 31, 61, 91.
- 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

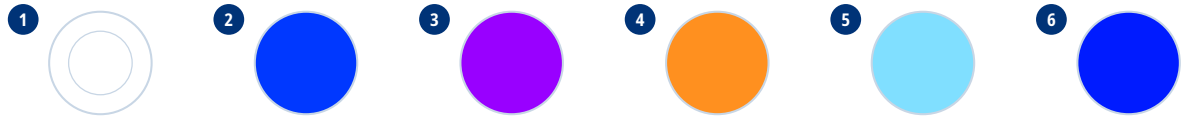
	Standard 30 channels
Pan / Tilt	1, 3
Dimmer	7
Shutter / strobe	6
Color mixing	11–13
Color temperature	14
Color wheel	9, 10
Gobo wheel	15, 17
Gobo rotation	16, 18
Prism	21–24
Frost	28
Zoom	26
Focus	19

Color wheel 1



1	2	3	4	5
Open DMX 0–53	Red DMX 54–115	Yellow DMX 116–175	Green DMX 176–239	Light Blue DMX 240–255

Color wheel 2



1	2	3	4	5	6
Open DMX 0–44	Blue DMX 45–96	Magenta DMX 97–146	CTO 3200K DMX 147–197	CTB DMX 198–248	Dark Blue DMX 249–255

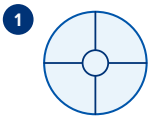
Gobo wheel 1

1 R Gobo Wheel: Open DMX 0–8	4 Gobo 3 DMX 23–29	7 Gobo 6 DMX 44–50
2 Gobo 1 DMX 9–15	5 Gobo 4 DMX 30–36	8 Gobo 7 DMX 51–58
3 Gobo 2 DMX 16–22	6 Gobo 5 DMX 37–43	

Gobo wheel 2

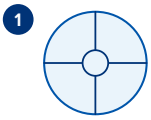
1 R Gobo Wheel: Open DMX 0–8	4 Gobo 3 DMX 23–29	7 Gobo 6 DMX 44–50
2 Gobo 1 DMX 9–15	5 Gobo 4 DMX 30–36	8 Gobo 7 DMX 51–58
3 Gobo 2 DMX 16–22	6 Gobo 5 DMX 37–43	

Prism 1



4 facets
Prism On
DMX 128–255

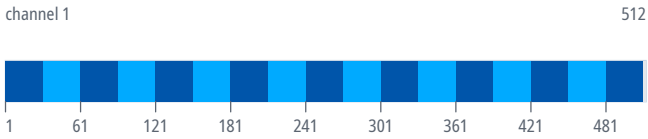
Prism 2



4 facets
Prism On
DMX 128–255

9 DMX channels

Units in one DMX universe



Standard
30 channels

up to 17 units
last address 481

Start addresses of 20 units in the mode “Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	151	11	301	16	451
2	31	7	181	12	331	17	481
3	61	8	211	13	361	18	U2 · 1
4	91	9	241	14	391	19	U2 · 31
5	121	10	271	15	421	20	U2 · 61

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 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 Shutter at 4–7 or 216–255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Fast
		1–254	Fast > Slow
		255	Slow
6	Shutter	0–3	Closed
		4–7	Open 1
		8–76	Strobe
		77–145	Pulse Strobe

CH	Function	DMX	Description
6	Shutter (continued)	146–215	Strobe Mode Random 5
		216–255	Open 2
7	Dimmer	0	Min
		1–254	Min > Max
		255	Max
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Colors		Colour Wheel 1
		0–53	Open
		54–115	Red
		116–175	Yellow
		176–239	Green
		240–255	Light Blue
10	Colors 2		Colour Wheel 2
		0–44	Open
		45–96	Blue
		97–146	Magenta
		147–197	CTO 3200K
		198–248	CTB
		249–255	Dark Blue
11	Cyan	0	Min
		1–254	Min > Max
		255	Max
12	Magenta	0	Min
		1–254	Min > Max
		255	Max
13	Yellow	0	Min
		1–254	Min > Max
		255	Max
14	CTO	0	Min
		1–254	Min > Max
		255	Max
15	Gobo	0–8	R Gobo Wheel: Open
		9–15	Gobo 1
		16–22	Gobo 2
		23–29	Gobo 3
		30–36	Gobo 4
		37–43	Gobo 5
		44–50	Gobo 6
		51–57	Gobo 7
		58–67	Gobo 7 Shake
		68–77	Gobo 6 Shake
		78–87	Gobo 5 Shake

CH	Function	DMX	Description
15	Gobo (continued)	88–97	Gobo 4 Shake
		98–107	Gobo 3 Shake
		108–117	Gobo 2 Shake
		118–127	Gobo 1 Shake
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	R Gobo Spin: Stop
		196–255	CW Slow > Fast (1–360 °/s)
16	Gobo Rotation Speed	0	R Gobo Index: Min
		1–126	R Gobo Index: Min > Max
		127	R Gobo Index: Max
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	R Gobo Rotate: Stop
		196–255	CW Slow > Fast (1–360 °/s)
17	Gobo 2	0–8	R Gobo Wheel: Open
		9–15	Gobo 1
		16–22	Gobo 2
		23–29	Gobo 3
		30–36	Gobo 4
		37–43	Gobo 5
		44–50	Gobo 6
		51–57	Gobo 7
		58–67	Gobo 7 Shake
		68–77	Gobo 6 Shake
		78–87	Gobo 5 Shake
		88–97	Gobo 4 Shake
		98–107	Gobo 3 Shake
		108–117	Gobo 2 Shake
		118–127	Gobo 1 Shake
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	R Gobo Spin: Stop
		196–255	CW Slow > Fast (1–360 °/s)
18	Gobo 2 Rotation	0	R Gobo Index: Min
		1–126	R Gobo Index: Min > Max
		127	R Gobo Index: Max
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	R Gobo Rotate: Stop
		196–255	CW Slow > Fast (1–360 °/s)
19	Focus	0	Min
		1–254	Min > Max
		255	Max
20	Focus Fine	0–255	Fine adjustment of CH 19
21	Prism	0–127	Prism Off

CH	Function	DMX	Description
21	Prism (continued)	128–255	Prism On
22	Prism Rotation	0	Prism Index: Min
		1–126	Prism Index: Min > Max
		127	Prism Index: Max
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	Prism Rotate: Stop
		196–255	CW Slow > Fast (1–360 °/s)
23	Prism 2	0–127	Prism Off
		128–255	Prism On
24	Prism 2 Rotation	0	Prism Index: Min
		1–126	Prism Index: Min > Max
		127	Prism Index: Max
		128–187	CCW Fast > Slow (360–1 °/s)
		188–195	Prism Rotate: Stop
		196–255	CW Slow > Fast (1–360 °/s)
25	Control	0	No Function
		1–31	No Function ... Reset XY
		32	Reset XY
		33–63	Reset XY ... Reset Other
		64	Reset Other
		65–95	Reset Other ... Reset All
		96–127	Reset All
		128–137	Built-In Program 1
		138–147	Built-In Program 2
		148–157	Built-In Program 3
		158–167	Built-In Program 4
		168–177	Built-In Program 5
		178–187	Built-In Program 6
		188–197	Built-In Program 7
		198–207	Built-In Program 8
		208–217	Built-In Program 9
		218–227	Built-In Program 10
		228–255	No Function
26	Zoom	0	Min
		0	Min > Max (3–38°)
		0	Max
		1–255	Zoom 1
27	Zoom Fine	0–255	Fine adjustment of CH 26
28	Frost	0–127	Frost Off
		128–255	Frost On
29	Position Effect		Movement Macro
		0	No Function

CH	Function	DMX	Description
29	Position Effect (continued)	1–5	No Function … Movement Macro 1
		6–30	Movement Macro 1
		31–55	Movement Macro 2
		56–80	Movement Macro 3
		81–105	Movement Macro 4
		106–130	Movement Macro 5
		131–155	Movement Macro 6
		156–180	Movement Macro 7
		181–205	Movement Macro 8
		206–230	Movement Macro 9
		231–255	Movement Macro 10
30	Position Effect Speed	0	Fast
		1–254	Fast > Slow
		255	Slow

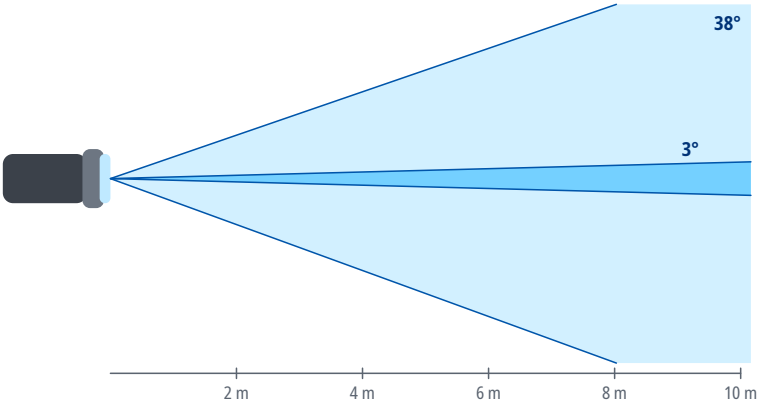
10 Technical specifications

Parameter	Value
Zoom	3–38°
Weight	20 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism 1 rotation	up to 360 °/s (60 rpm)
Prism 2 rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 3°	Ø 38°
2 m	0.1 m	1.4 m
4 m	0.21 m	2.8 m
6 m	0.31 m	4.1 m
8 m	0.42 m	5.5 m
10 m	0.52 m	6.9 m
15 m	0.79 m	10.3 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.