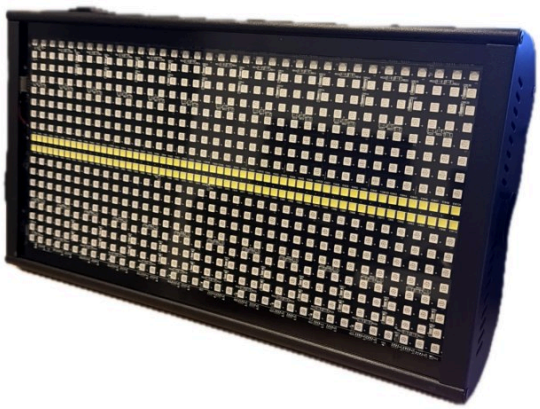
DMX REFERENCE

Atomic LED Strobe

Event X Atomic LED Strobe

Event X



Manufacturer	Event X
GDTF file	Event_X_Atomic_LED_Strobe_147383.gdtf
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1 About this manual

This document describes the Event X Atomic LED Strobe by Event X. It was compiled from the GDTF file Event_X_Atomic_LED_Strobe_147383.gdtf from the GDTF-Share library.

File revision: “0004”.

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 X; 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
Power consumption	30 W
Weight	4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
144CH Mode	144	3	1, 145, 289
154CH Mode	154	3	1, 155, 309
4 CH Mode	4	128	1, 5, 9, 13, ...
6CH Mode	6	85	1, 7, 13, 19, ...
12 CH Mode	12	42	1, 13, 25, 37, ...

No light? Check these channels

- 154CH Mode: CH 1 Dimmer 1 above 0; CH 147 Dimmer above 0 (the same in each of the 8 cells)
- 6CH Mode: CH 1 Dimmer above 0
- 12 CH Mode: CH 1 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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.

4 Installation

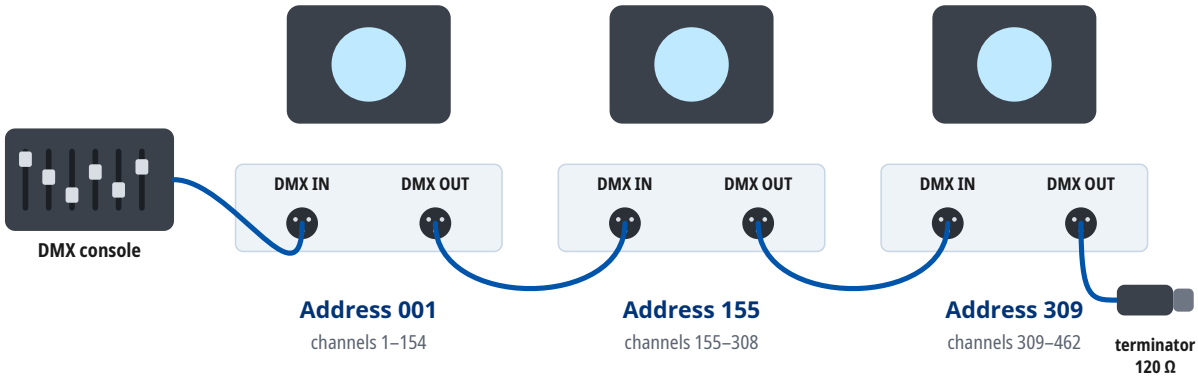
⚠ WARNING

- 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: 4 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.

5 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 154CH Mode: every unit occupies 154 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.

6 Operation

Setting the DMX address

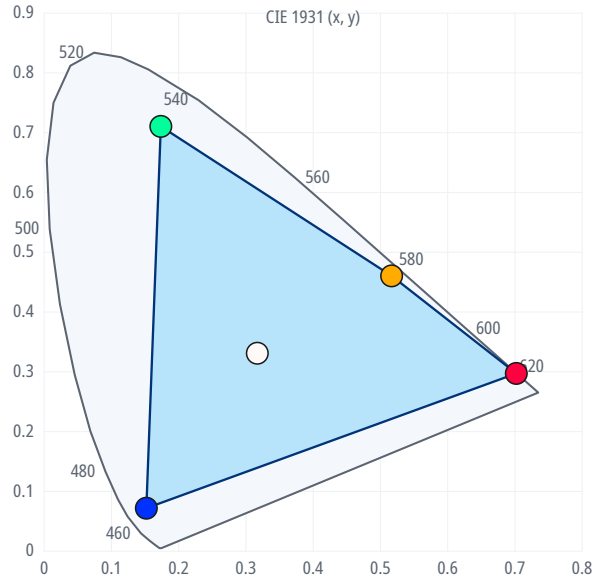
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “154CH Mode”: 154.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “154CH Mode”, you can use, for example, the start addresses 1, 155, 309.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

Functions in each DMX mode

	144CH Mode 144 channels	154CH Mode 154 channels	4 CH Mode 4 channels	6CH Mode 6 channels	12 CH Mode 12 channels
Dimmer	✓	1, 147–154	✓	1	1
Shutter / strobe					2, 6
Color mixing	1–144	3–146	1–4	3–6	9–12
Effects / macros					3, 4, 7, 8

LED colors and the colors they mix



LED	x	y	nm
Red	0.702	0.297	626
Green	0.173	0.711	527
Blue	0.152	0.072	452
White	0.317	0.331	
Amber	0.517	0.461	

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

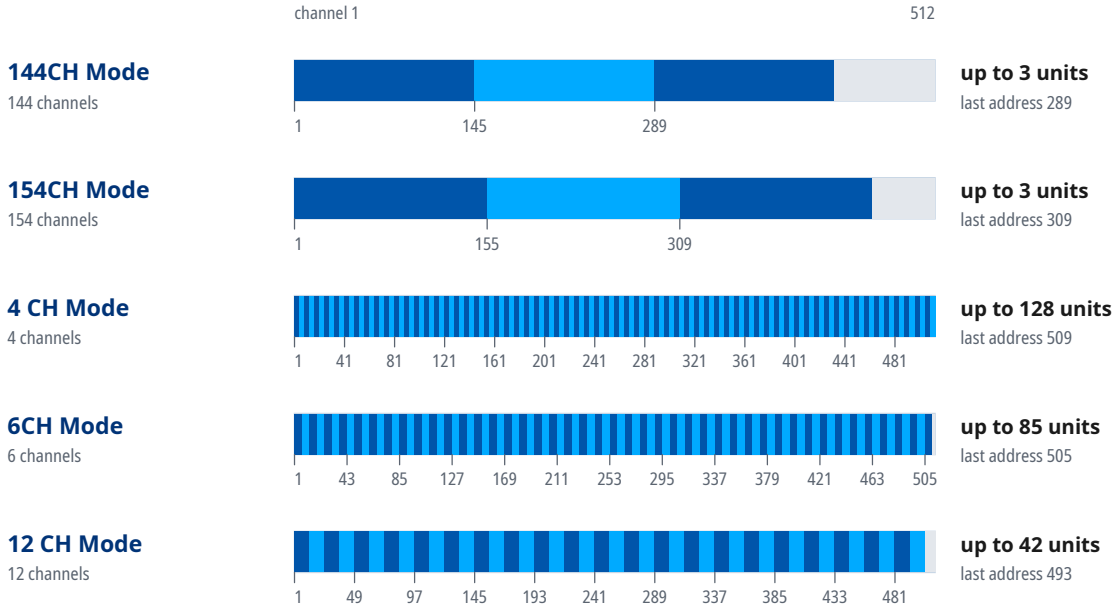
Cells (pixels)



Cells where the GDTF file places them (seen from above), 48 in all in the mode “12 CH Mode”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “154CH Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 309	11	U4 · 155	16	U6 · 1
2	155	7	U3 · 1	12	U4 · 309	17	U6 · 155
3	309	8	U3 · 155	13	U5 · 1	18	U6 · 309
4	U2 · 1	9	U3 · 309	14	U5 · 155	19	U7 · 1
5	U2 · 155	10	U4 · 1	15	U5 · 309	20	U7 · 155

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 144CH Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–144: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120	41	121	122	123	42	124	125	126
43	127	128	129	44	130	131	132	45	133	134	135
46	136	137	138	47	139	140	141	48	142	143	144

Mode 154CH Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 147 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Strobe 0, CH 3 Red 255 (the same in each of the 48 cells), CH 4 Green 255 (the same in each of the 48 cells), CH 5 Blue 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Strobe	0–255	
3	Red 1	0–255	
4	Green 1	0–255	
5	Blue 1	0–255	
147	Dimmer 2	0–255	

CH 3–146: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 3–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	3	4	5	2	6	7	8	3	9	10	11
4	12	13	14	5	15	16	17	6	18	19	20
7	21	22	23	8	24	25	26	9	27	28	29
10	30	31	32	11	33	34	35	12	36	37	38
13	39	40	41	14	42	43	44	15	45	46	47
16	48	49	50	17	51	52	53	18	54	55	56
19	57	58	59	20	60	61	62	21	63	64	65

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
22	66	67	68	23	69	70	71	24	72	73	74
25	75	76	77	26	78	79	80	27	81	82	83
28	84	85	86	29	87	88	89	30	90	91	92
31	93	94	95	32	96	97	98	33	99	100	101
34	102	103	104	35	105	106	107	36	108	109	110
37	111	112	113	38	114	115	116	39	117	118	119
40	120	121	122	41	123	124	125	42	126	127	128
43	129	130	131	44	132	133	134	45	135	136	137
46	138	139	140	47	141	142	143	48	144	145	146

CH 147–154: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 147); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	147	2	148	3	149	4	150	5	151	6	152
7	153	8	154								

Mode 4 CH Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 100, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	

Mode 6CH Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Strobe 0, CH 3 Red 100, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe	0–255	
3	Red	0–255	
4	Green	0–255	
5	Blue	0–255	
6	White	0–255	

Mode 12 CH Mode

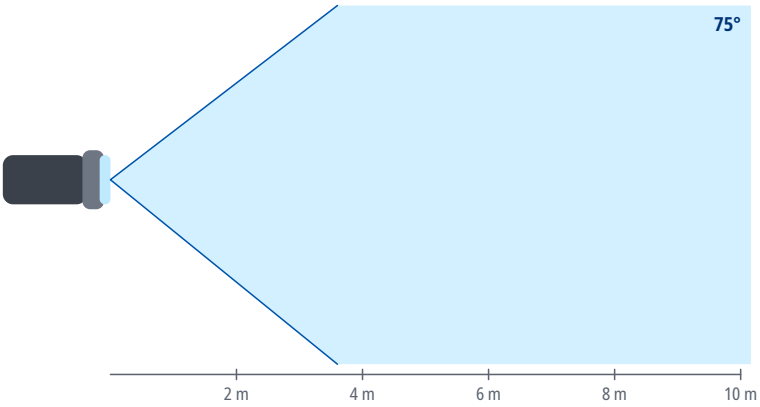
If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 7 Color Macro 2 0, CH 9 Red 100, CH 10 Green 255, CH 11 Blue 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe		RGB Strobe
		0–255	RGB Strobe
3	Color Macro	0–255	
4	Color Macro Speed	0–255	
5	Dummy	0–255	
6	Strobe 2		White Strobe
		0–255	White Strobe
7	Color Macro 2		White Dim Macro
		0–255	White Dim Macro
8	Color Macro 2 Speed		White Int Macto Rate
		0–255	White Int Macto Rate
9	Red	0–255	
10	Green	0–255	
11	Blue	0–255	
12	White	0–255	

9 Technical specifications

Parameter	Value
Light source	LED
DMX connection	3-pin XLR IN/OUT
Power supply	100–240 V, 50/60 Hz
Power consumption	30 W
Power connectors	PowerConBlue IN, NAC3FCB IN
Weight	4 kg
Operating temperature	0 to 50 °C

Spot diameter



Distance	Ø 75°
2 m	3.1 m
4 m	6.1 m
6 m	9.2 m
8 m	12.3 m
10 m	15.3 m
15 m	23 m

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

10 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.

11 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.

12 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.