DMX REFERENCE

ART StrobeFX 1000 IP65

Flash



Manufacturer	Flash
GDTF file	Flash_ART_StrobeFX_1000_IP65_100415.gdtf
GDTF revision	flash_v10 · 2025-06-17
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1 About this manual

This document describes the ART StrobeFX 1000 IP65 by Flash. It was compiled from the GDTF file Flash_ART_StrobeFX_1000_IP65_100415.gdtf from the GDTF-Share library.

File revision: “flash_v10”.

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 Flash; 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	13.5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
14 Channel	14	36	1, 15, 29, 43, ...
23 channel	23	22	1, 24, 47, 70, ...
68 Channel	68	7	1, 69, 137, 205, ...
5-net	53	9	1, 54, 107, 160, ...

No light? Check these channels

- 14 Channel: CH 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”
- 23 channel: CH 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”; CH 20 Dimmer 3 above 0
- 68 Channel: CH 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”; CH 20 Dimmer 3 above 0; CH 57 Dimmer above 0 (the same in each of the 12 cells)
- 5-net: CH 3 Dimmer 1 above 0; CH 4 Dimmer 2 above 0; CH 6 Dimmer above 0 (the same in each of the 12 cells)



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

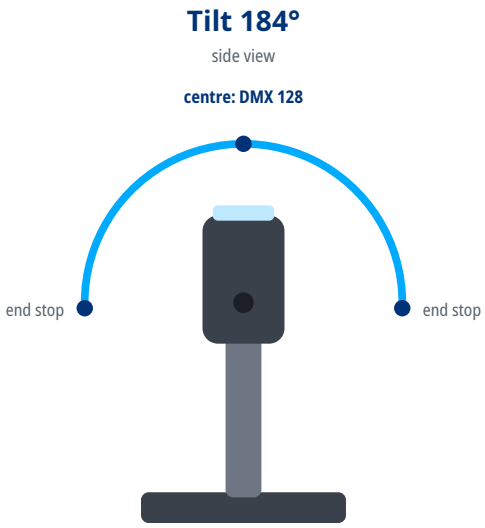
- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

⚠ 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

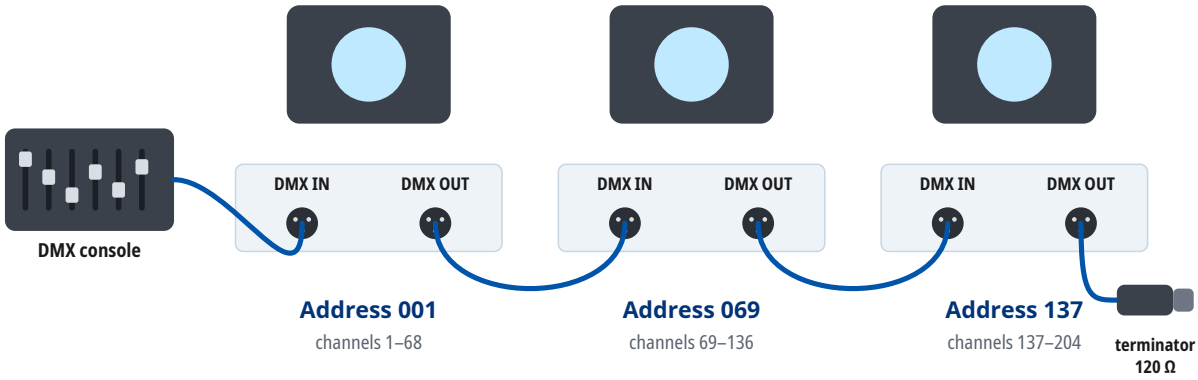
⚠ **WARNING**

- 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: 13.5 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 68 Channel: every unit occupies 68 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 “68 Channel”: 68.
- 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 “68 Channel”, you can use, for example, the start addresses 1, 69, 137, 205.
- 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

	14 Channel 14 channels	23 channel 23 channels	68 Channel 68 channels	5-net 53 channels
Pan / Tilt	1	1	1	1
Dimmer	3, 8	3, 8, 20	15 channels (3–68)	1–12
Shutter / strobe	4–6, 9–11	4–6, 9–11	4–6, 9–11	
Color mixing	12–14	12–14, 21–23	12–14, 21–56	1–36
Gobo wheel		17, 19	17, 19	
Gobo rotation		16, 18	16, 18	
Pixel control			12 + 12 cells	12 + 12 cells

Gobo wheel

1	Wheel Slot 1

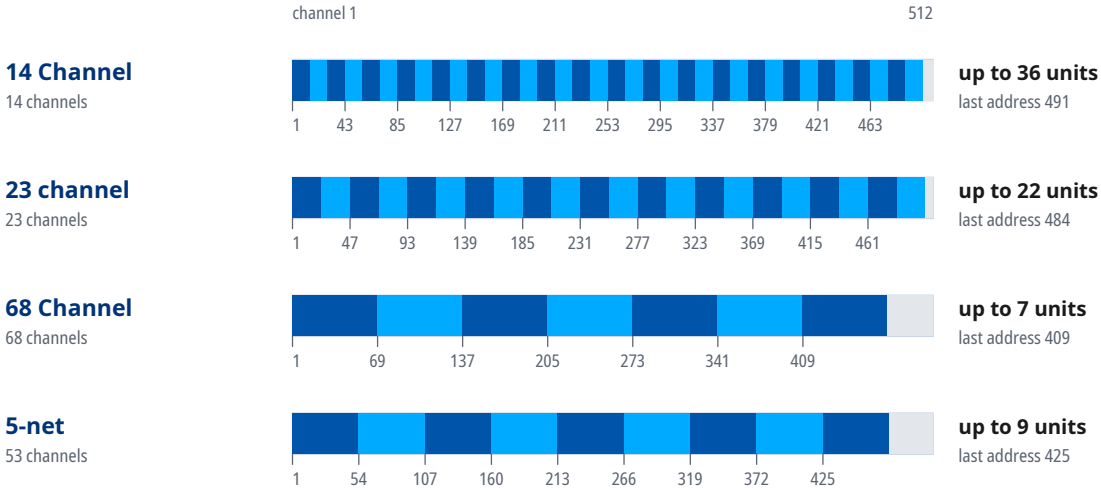
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “68 Channel”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “68 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	341	11	U2 · 205	16	U3 · 69
2	69	7	409	12	U2 · 273	17	U3 · 137
3	137	8	U2 · 1	13	U2 · 341	18	U3 · 205
4	205	9	U2 · 69	14	U2 · 409	19	U3 · 273
5	273	10	U2 · 137	15	U3 · 1	20	U3 · 341

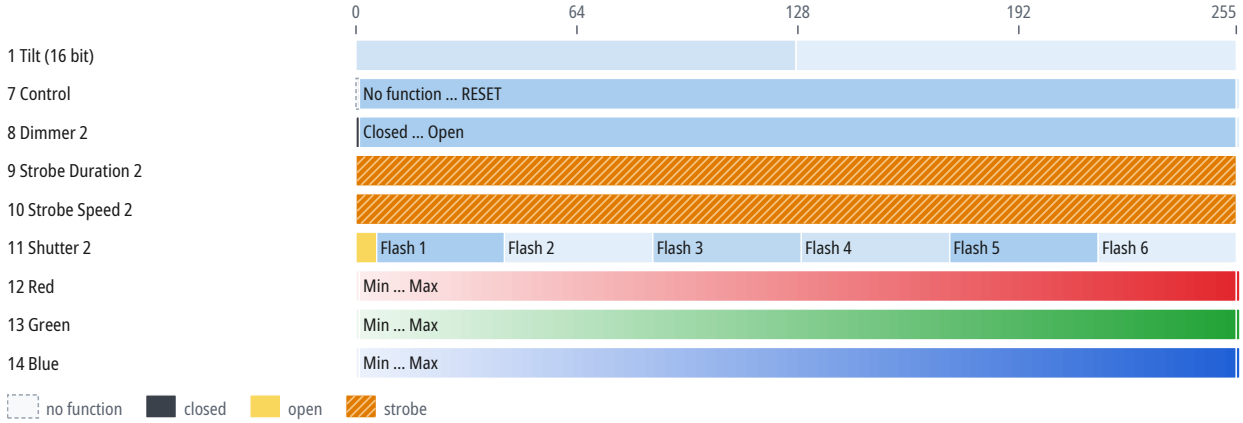
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 14 Channel

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 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 6 Shutter 1 0, CH 8 Dimmer 2 255, CH 11 Shutter 2 0, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
4	Strobe Duration 1	0–255	0.07–0.65 s
5	Strobe Speed 1	0–255	
6	Shutter 1	0–5	No function
		6–42	Flash 1
		43–85	Flash 2
		86–128	Flash 3
		129–171	Flash 4
		172–214	Flash 5
		215–255	Flash 6
7	Control	0	No function
		1–254	No function ... RESET
		255	RESET
8	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
9	Strobe Duration 2	0–255	0.07–0.65 s

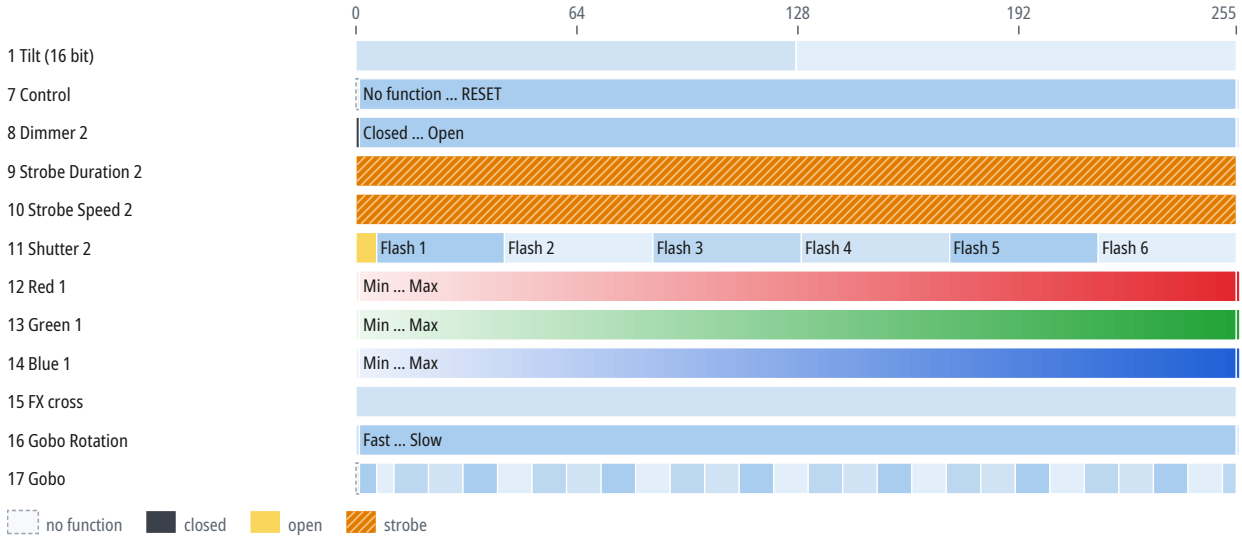
CH	Function	DMX	Description
10	Strobe Speed 2	0–255	
11	Shutter 2	0–5	No function
		6–42	Flash 1
		43–85	Flash 2
		86–128	Flash 3
		129–171	Flash 4
		172–214	Flash 5
		215–255	Flash 6
12	Red	0	Min
		1–254	Min … Max
		255	Max
13	Green	0	Min
		1–254	Min … Max
		255	Max
14	Blue	0	Min
		1–254	Min … Max
		255	Max

Mode 23 channel

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 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”; CH 20 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 4 Strobe Duration 1 0, CH 5 Strobe Speed 1 0, CH 6 Shutter 1 0, CH 8 Dimmer 2 255, CH 9 Strobe Duration 2 0, CH 10 Strobe Speed 2 0, CH 11 Shutter 2 0, CH 12 Red 1 255, CH 13 Green 1 255, CH 14 Blue 1 255, CH 20 Dimmer 3 255, CH 21 Red 2 255, CH 22 Green 2 255, CH 23 Blue 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “14 Channel” (p. 9)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “14 Channel” (p. 9)
4	Strobe Duration 1	0–255	0.07–0.65 s
5	Strobe Speed 1	0–255	
6	Shutter 1		Same as CH 6 in the mode “14 Channel” (p. 9)
7	Control		Same as CH 7 in the mode “14 Channel” (p. 9)
8	Dimmer 2		Same as CH 8 in the mode “14 Channel” (p. 9)
9	Strobe Duration 2	0–255	0.07–0.65 s
10	Strobe Speed 2	0–255	
11	Shutter 2		Same as CH 11 in the mode “14 Channel” (p. 10)
12	Red 1	0	Min
		1–254	Min ... Max
		255	Max
13	Green 1	0	Min
		1–254	Min ... Max
		255	Max
14	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
15	FX cross	0–255	
16	Gobo Rotation	0	Fast
		1–254	Fast ... Slow
		255	Slow
17	Gobo	0	No function
		1–5	Background color
		6–10	RGB fade// tu jest blad strobuje W
		11–20	RGB change
		21–30	Shape 1
		31–40	Shape 2
		41–50	Shape 3
		51–60	Shape 4
		61–70	Macro 1
		71–80	Macro 2
		81–90	Macro 3
		91–100	Macro 4
		101–110	Macro 5
		111–120	Macro 6
		121–130	Macro 7
		131–140	Macro 8

CH	Function	DMX	Description
17	Gobo (continued)	141–150	Macro 9
		151–160	Macro 10
		161–170	Macro 11
		171–180	Macro 12
		181–190	Macro 13
		191–200	Macro 14
		201–210	Macro 15
		211–220	Macro 16
		221–230	Macro 17
		231–240	Macro 18
		241–250	Macro 19
		251–255	Macro 20
18	Gobo 2 Rotation		Gobo 1 Pos Rotate 2
		0	Fast
		1–254	Fast ... Slow
		255	Slow
19	Gobo 2	0–5	No function
		6–30	Macro 1
		31–50	Macro 2
		51–70	Macro 3
		71–90	Macro 4
		91–110	Macro 5
		111–130	Macro 6
		131–150	Macro 7
		151–170	Macro 8
		171–190	Macro 9
		191–210	Macro 10
		211–230	Macro 11
		231–255	Macro 12
20	Dimmer 3		Background FX dimmer
		0	Closed
		1–254	Closed ... Open
		255	Open
21	Red 2	0	Min
		1–254	Min ... Max
		255	Max
22	Green 2	0	Min
		1–254	Min ... Max
		255	Max

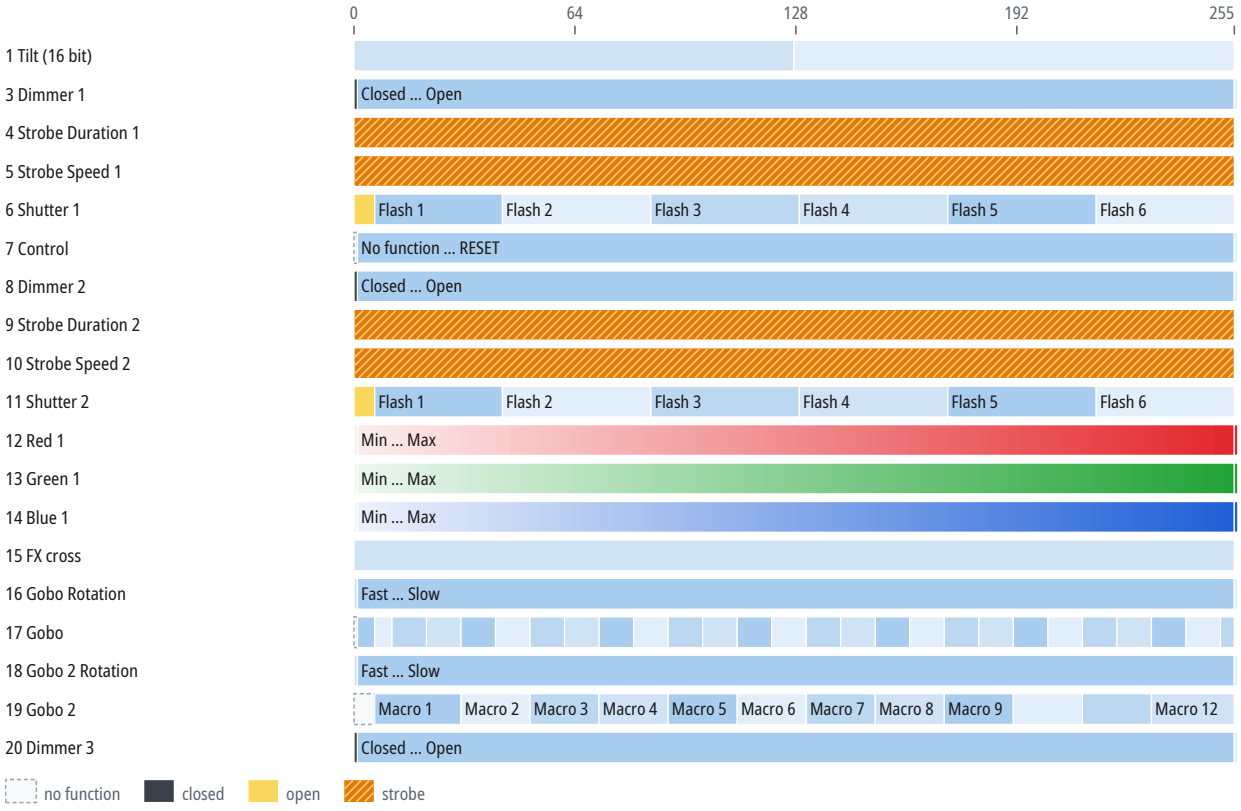
CH	Function	DMX	Description
23	Blue 2	0	Min
		1–254	Min ... Max
		255	Max

Mode 68 Channel

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 3 Dimmer 1 above 0; CH 6 Shutter 1 at 0–5 “No function”; CH 8 Dimmer 2 above 0; CH 11 Shutter 2 at 0–5 “No function”; CH 20 Dimmer 3 above 0; CH 57 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 4 Strobe Duration 1 0, CH 5 Strobe Speed 1 0, CH 6 Shutter 1 0, CH 8 Dimmer 2 255, CH 9 Strobe Duration 2 0, CH 10 Strobe Speed 2 0, CH 11 Shutter 2 0, CH 12 Red 1 255, CH 13 Green 1 255, CH 14 Blue 1 255, CH 20 Dimmer 3 255, CH 21 Red 255 (the same in each of the 12 cells), CH 22 Green 255 (the same in each of the 12 cells), CH 23 Blue 255 (the same in each of the 12 cells), CH 57 Dimmer 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “14 Channel” (p. 9)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “14 Channel” (p. 9)
4	Strobe Duration 1	0–255	0.07–0.65 s
5	Strobe Speed 1	0–255	
6	Shutter 1		Same as CH 6 in the mode “14 Channel” (p. 9)

CH	Function	DMX	Description
7	Control		Same as CH 7 in the mode “14 Channel” (p. 9)
8	Dimmer 2		Same as CH 8 in the mode “14 Channel” (p. 9)
9	Strobe Duration 2	0–255	0.07–0.65 s
10	Strobe Speed 2	0–255	
11	Shutter 2		Same as CH 11 in the mode “14 Channel” (p. 10)
12	Red 1		Same as CH 12 in the mode “23 channel” (p. 11)
13	Green 1		Same as CH 13 in the mode “23 channel” (p. 11)
14	Blue 1		Same as CH 14 in the mode “23 channel” (p. 11)
15	FX cross	0–255	
16	Gobo Rotation		Same as CH 16 in the mode “23 channel” (p. 11)
17	Gobo		Same as CH 17 in the mode “23 channel” (p. 11)
18	Gobo 2 Rotation	0	Fast
		1–254	Fast ... Slow
		255	Slow
19	Gobo 2		Same as CH 19 in the mode “23 channel” (p. 12)
20	Dimmer 3		Same as CH 20 in the mode “23 channel” (p. 12)
21	Red 2	0	Min
		1–254	Min ... Max
		255	Max
22	Green 2	0	Min
		1–254	Min ... Max
		255	Max
23	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
57	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open

CH 21–56: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 21–23); the table below gives each cell's channel numbers.

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

CH 57–68: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 57); the table below gives each cell's channel numbers.

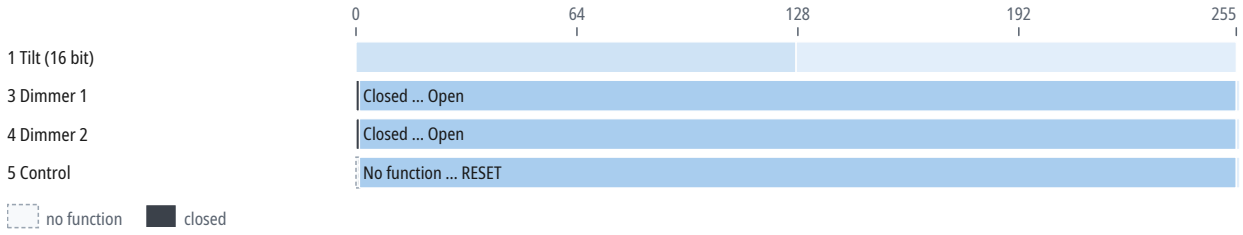
Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	57	2	58	3	59	4	60	5	61	6	62
7	63	8	64	9	65	10	66	11	67	12	68

Mode 5-net

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 3 Dimmer 1 above 0; CH 4 Dimmer 2 above 0; CH 6 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 4 Dimmer 2 255, CH 6 Dimmer 255 (the same in each of the 12 cells), CH 18 Red 255 (the same in each of the 12 cells), CH 19 Green 255 (the same in each of the 12 cells), CH 20 Blue 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “14 Channel” (p. 9)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “14 Channel” (p. 9)
4	Dimmer 2		Same as CH 8 in the mode “14 Channel” (p. 9)
5	Control		Same as CH 7 in the mode “14 Channel” (p. 9)
6	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
18	Red 1	0	Min
		1–254	Min ... Max
		255	Max
19	Green 1	0	Min
		1–254	Min ... Max
		255	Max
20	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 6–17: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 6); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	6	2	7	3	8	4	9	5	10	6	11
7	12	8	13	9	14	10	15	11	16	12	17

CH 18–53: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 18–20); the table below gives each cell's channel numbers.

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

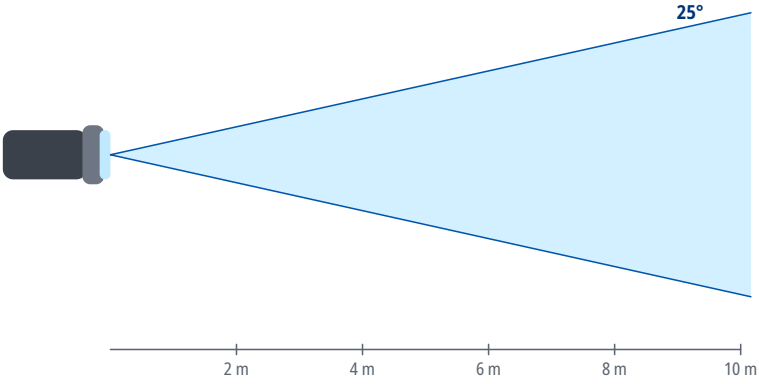
10 Technical specifications

Parameter	Value
Light source	LED
Tilt	184°
Weight	13.5 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe flash duration	0.07–0.65 s

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.