DMX REFERENCE

EVENT LED MOVING STROBE edid

LED MOVING STROBE

Flash



Manufacturer	Flash
GDTF file	Flash_EVENT_LED_MOVING_STROBE_edid_67819.gdtf
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1 About this manual

This document describes the LED MOVING STROBE by Flash. It was compiled from the GDTF file Flash_EVENT_LED_MOVING_STROBE_edid_67819.gdtf from the GDTF-Share library.

File revision: “version2”.

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

DMX modes

Mode	Channels	Units in one universe	First start addresses
8 Channel	8	64	1, 9, 17, 25, ...
20 channel	20	25	1, 21, 41, 61, ...
52 Channel	52	9	1, 53, 105, 157, ...

No light? Check these channels

- 8 Channel: CH 4 Dimmer above 0
- 20 channel: CH 4 Dimmer 1 above 0; CH 5 Shutter 1 at 0–5 “No function”; CH 11 Shutter 2 at 0–5 “No function”; CH 12 Dimmer 2 above 0
- 52 Channel: CH 40 Dimmer above 0 (the same in each of the 12 cells)



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

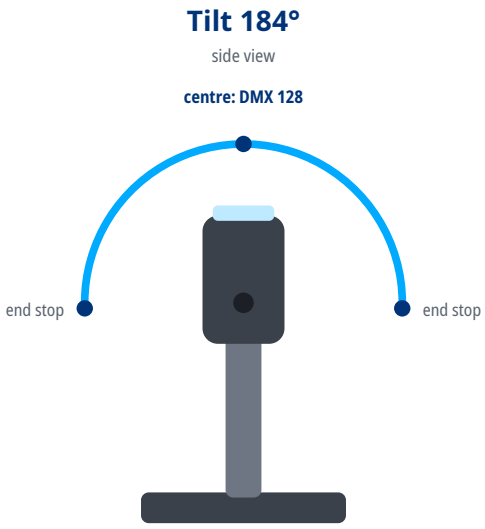
- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice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

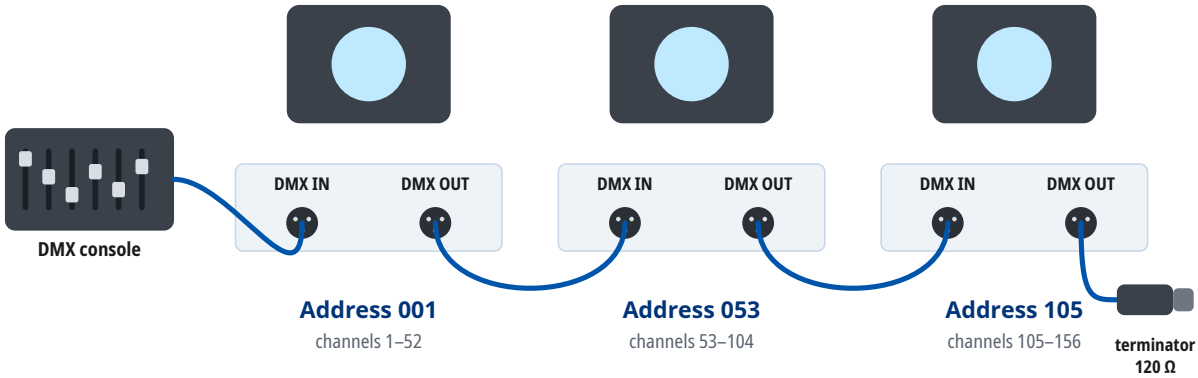
6 Connections

- 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 52 Channel: every unit occupies 52 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 “52 Channel”: 52.
- 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 “52 Channel”, you can use, for example, the start addresses 1, 53, 105, 157.
- 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

	8 Channel 8 channels	20 channel 20 channels	52 Channel 52 channels
Pan / Tilt	1	1	1
Dimmer	4	4, 12	40–51
Shutter / strobe		5, 11, 15	
Color mixing	5–7	6–8	4–39
Gobo wheel		9, 13, 16	
Gobo rotation		10, 14, 17	
Effects / macros		18, 19	

Gobo wheel

1	Wheel Slot 1

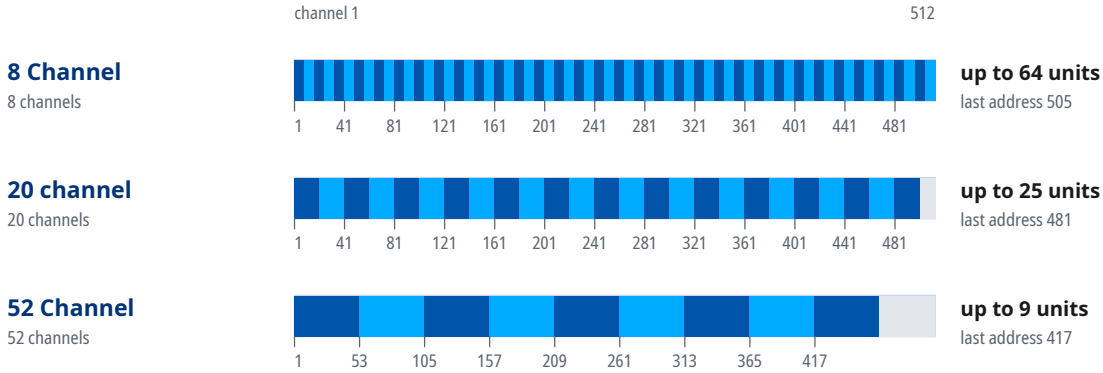
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “20 channel”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “52 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	261	11	U2 · 53	16	U2 · 313
2	53	7	313	12	U2 · 105	17	U2 · 365
3	105	8	365	13	U2 · 157	18	U2 · 417
4	157	9	417	14	U2 · 209	19	U3 · 1
5	209	10	U2 · 1	15	U2 · 261	20	U3 · 53

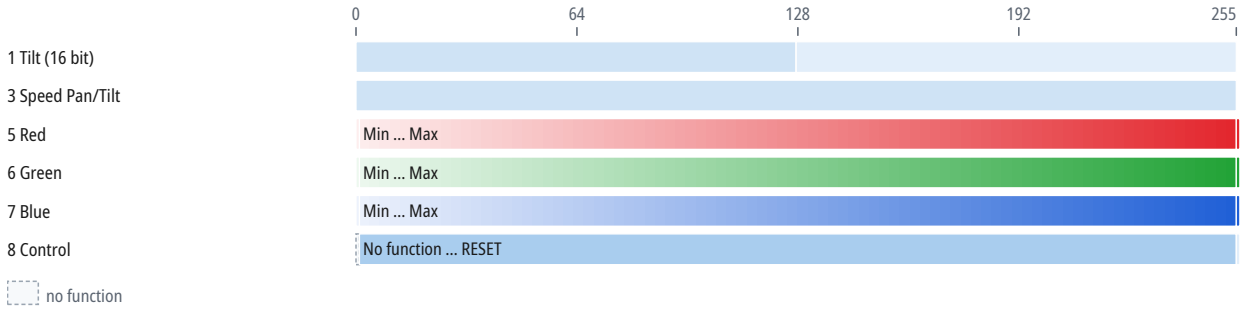
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 8 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 4 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 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

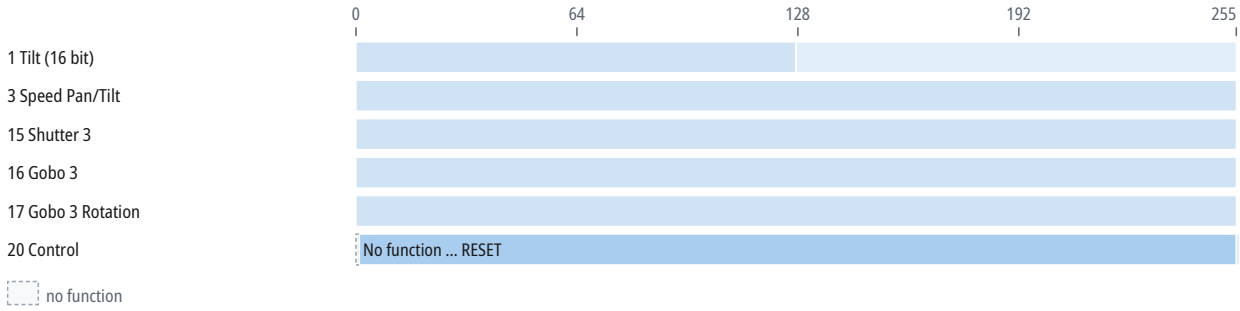
CH	Function	DMX	Description
3	Speed Pan/Tilt	0–255	
4	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
5	Red	0	Min
		1–254	Min ... Max
		255	Max
6	Green	0	Min
		1–254	Min ... Max
		255	Max
7	Blue	0	Min
		1–254	Min ... Max
		255	Max
8	Control	0	No function
		1–254	No function ... RESET
		255	RESET

Mode 20 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 4 Dimmer 1 above 0; CH 5 Shutter 1 at 0–5 “No function”; CH 11 Shutter 2 at 0–5 “No function”; CH 12 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 1 255, CH 5 Shutter 1 0, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 11 Shutter 2 0, CH 12 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “8 Channel” (p. 8)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt	0–255	
4	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
5	Shutter 1	0–5	No function
		6–42	Flash 1
		43–85	Flash 2

CH	Function	DMX	Description
5	Shutter 1 (continued)	86–128	Flash 3
		129–171	Flash 4
		172–214	Flash 5
		215–255	Flash 6
6	Red		Same as CH 5 in the mode “8 Channel” (p. 9)
7	Green		Same as CH 6 in the mode “8 Channel” (p. 9)
8	Blue		Same as CH 7 in the mode “8 Channel” (p. 9)
9	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
		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
10	Gobo Rotation	0	Fast
		1–254	Fast ... Slow
		255	Slow
11	Shutter 2	0–5	No function
		6–42	Flash 1
		43–85	Flash 2
		86–128	Flash 3

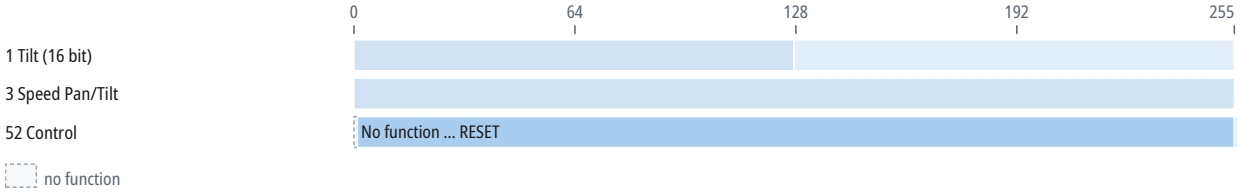
CH	Function	DMX	Description
11	Shutter 2 (continued)	129–171	Flash 4
		172–214	Flash 5
		215–255	Flash 6
12	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
13	Gobo 2	0–5	No function
		6–30	Macro 1
		31–50	Macro 2
		51–70	Macro 3
		71–90	Macro 4
		91–110	Macro 5
		111–130	Macro 6
		131–150	Macro 7
		151–170	Macro 8
		171–190	Macro 9
		191–210	Macro 10
		211–230	Macro 11
		231–255	Macro 12
14	Gobo 2 Rotation		Gobo 1 Pos Rotate 2
		0	Fast
		1–254	Fast ... Slow
		255	Slow
15	Shutter 3	0–255	
16	Gobo 3	0–255	
17	Gobo 3 Rotation	0–255	
18	Color Macro	0–255	
19	Color Macro Speed	0–255	
20	Control		Same as CH 8 in the mode “8 Channel” (p. 9)

Mode 52 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 40 Dimmer above 0 (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 4 Red 255 (the same in each of the 12 cells), CH 5 Green 255 (the same in each of the 12 cells), CH 6 Blue 255 (the same in each of the 12 cells), CH 40 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 “8 Channel” (p. 8)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt	0–255	
4	Red 1	0	Min
		1–254	Min ... Max
		255	Max
5	Green 1	0	Min
		1–254	Min ... Max
		255	Max
6	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
40	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
52	Control		Same as CH 8 in the mode “8 Channel” (p. 9)

CH 4–39: 12 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 4–6); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	4	5	6	2	7	8	9	3	10	11	12
4	13	14	15	5	16	17	18	6	19	20	21
7	22	23	24	8	25	26	27	9	28	29	30
10	31	32	33	11	34	35	36	12	37	38	39

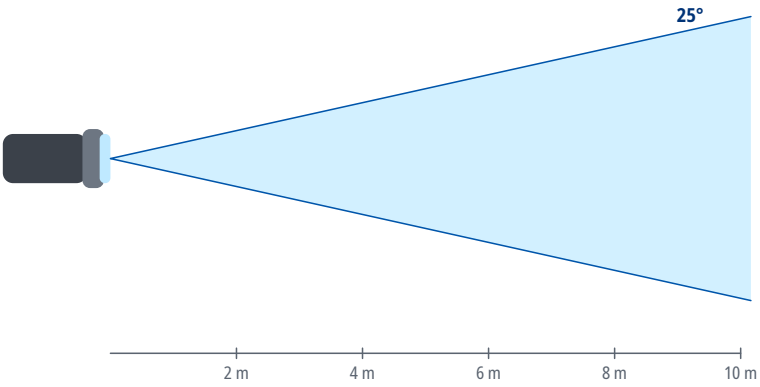
CH 40–51: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 40); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	40	2	41	3	42	4	43	5	44	6	45
7	46	8	47	9	48	10	49	11	50	12	51

10 Technical specifications

Parameter	Value
Tilt	184°
Weight	13.5 kg
Operating temperature	0 to 40 °C

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.

Problem	Remedy
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.