DMX REFERENCE

LED STROBE F9700341

FLASH



Manufacturer	FLASH
GDTF file	Flash_LED_STROBE_F9700341_43056.gdtf
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1 About this manual

This document describes the LED STROBE F9700341 by FLASH. It was compiled from the GDTF file Flash_LED_STROBE_F9700341_43056.gdtf from the GDTF-Share library.

File revision: “FLASH_v3”.

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
4 channel	4	128	1, 5, 9, 13, ...
11 channel	11	46	1, 12, 23, 34, ...
32 channel	32	16	1, 33, 65, 97, ...
39 channel	39	13	1, 40, 79, 118, ...

No light? Check these channels

- 11 channel: CH 1 Dimmer 1 above 1; CH 11 Dimmer 2 above 0
- 32 channel: CH 25 Dimmer above 0 (the same in each of the 8 cells)
- 39 channel: CH 1 Dimmer 1 above 0; CH 32 Dimmer above 0 (the same in each of the 8 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.

4 Installation

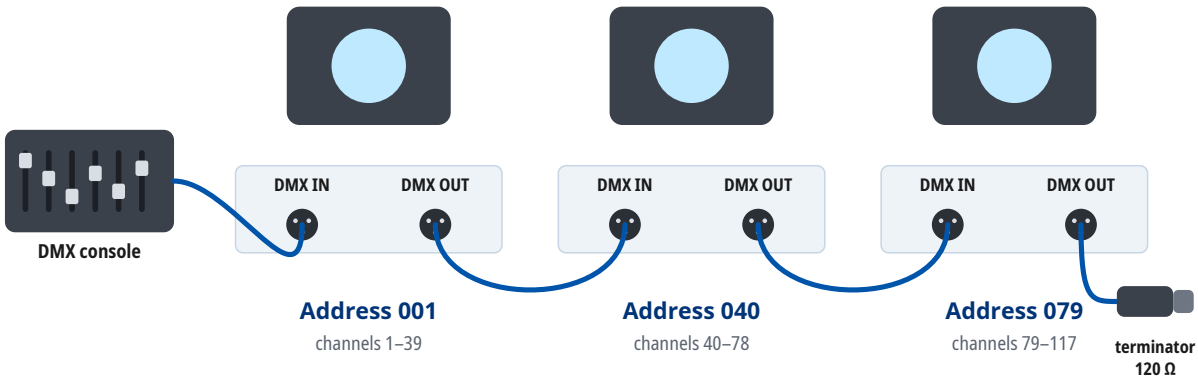
⚠ WARNING

- 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: 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.

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 39 channel: every unit occupies 39 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

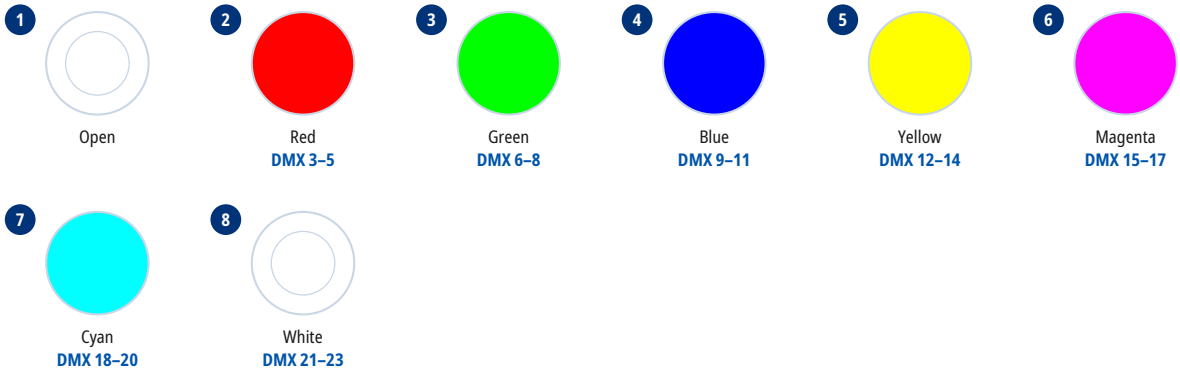
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “39 channel”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “39 channel”, you can use, for example, the start addresses 1, 40, 79, 118.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

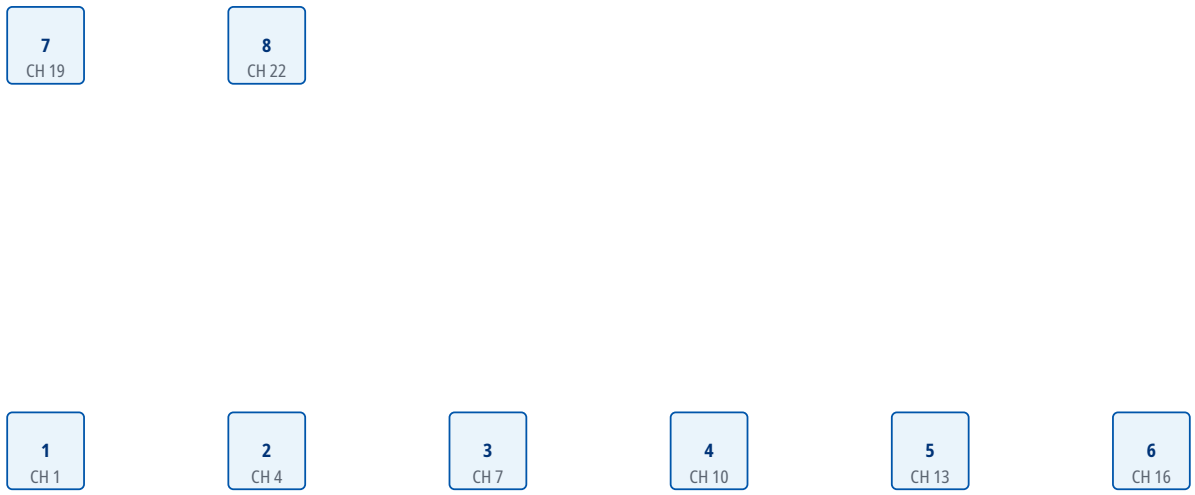
Functions in each DMX mode

	4 channel 4 channels	11 channel 11 channels	32 channel 32 channels	39 channel 39 channels
Dimmer	✓	1, 11	25–32	1, 32–39
Shutter / strobe		2, 8		2, 29
Color mixing	1–4	5–7	1–24	5–28
Effects / macros		3, 4, 9, 10		3, 4, 30, 31

Color wheel



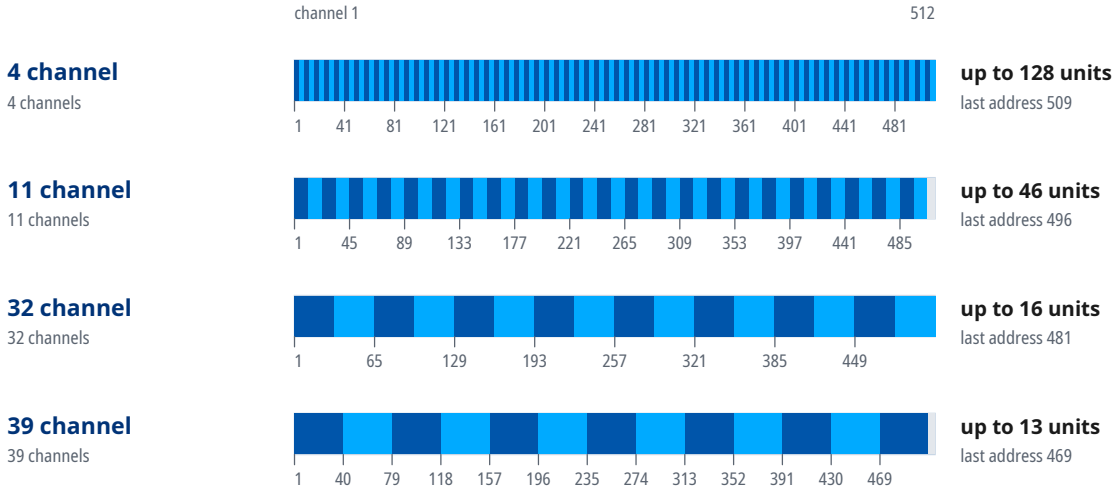
Cells (pixels)



8 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “39 channel”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “39 channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 4 channel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 0.

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

Mode 11 channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 1; CH 11 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 11 Dimmer 2 255.

CH	Function	DMX	Description
1	Dimmer 1	0–1	Closed
		2–254	Closed ... Open
		255	Open
2	Shutter 1	0–255	
3	Effects 1	0–2	No function
		3–5	Red
		6–8	Green
		9–11	Blue
		12–14	Yellow
		15–17	Magenta
		18–20	Cyan
		21–23	White
		24–26	Macro
		27–29	Macro 2
		30–32	Macro 3
		33–35	Macro 4
		36–38	Macro 5
		39–41	Macro 6
		42–44	Macro 7
		45–47	Macro 8
		48–50	Macro 9
		51–53	Macro 10
		54–56	Macro 11
		57–59	Macro 12
		60–62	Macro 13
		63–65	Macro 14
		66–68	Macro 15
		69–71	Macro 16
		72–74	Macro 17
		75–77	Macro 18
		78–80	Macro 19
		81–83	Macro 20
		84–86	Macro 21
		87–89	Macro 22
		90–92	Macro 23
		93–95	Macro 24
		96–98	Macro 25
		99–101	Macro 26

CH	Function	DMX	Description
3	Effects 1 (continued)	102–104	Macro 27
		105–107	Macro 28
		108–110	Macro 29
		111–113	Macro 30
		114–116	Macro 31
		117–119	Macro 32
		120–122	Macro 33
		123–125	Macro 34
		126–128	Macro 35
		129–131	Macro 36
		132–134	Macro 37
		135–137	Macro 38
		138–140	Macro 39
		141–143	Macro 40
		144–146	Macro 41
		147–149	Macro 42
		150–152	Macro 43
		153–155	Macro 44
		156–158	Macro 45
		159–161	Macro 46
		162–164	Macro 47
		165–167	Macro 48
		168–170	Macro 49
		171–173	Macro 50
		174–176	Macro 51
		177–179	Macro 52
		180–182	Macro 53
		183–185	Macro 54
		186–188	Macro 55
		189–191	Macro 56
		192–194	Macro 57
		195–197	Macro 58
		198–200	Macro 59
		201–203	Macro 60
		204–206	Macro 61
		207–209	Macro 62
		210–212	Macro 63
		213–215	Macro 64
		216–218	Macro 65
		219–221	Macro 66
		222–224	Macro 67
		225–227	Macro 68

CH	Function	DMX	Description
3	Effects 1 (continued)	228–230	Macro 69
		231–233	Macro 70
		234–236	Macro 71
		237–239	Macro 72
		240–242	Macro 73
		243–245	Macro 74
		246–248	Macro 75
		249–251	Macro 76
		252–254	Macro 77
		255	Macro 78
4	Effects Speed 1	0–255	
5	Red		Same as CH 1 in the mode “4 channel” (p. 8)
6	Green		Same as CH 2 in the mode “4 channel” (p. 8)
7	Blue		Same as CH 3 in the mode “4 channel” (p. 8)
8	Shutter 2	0–255	
9	Effects 2	0–5	No function
		6–11	Macro 1
		12–17	Macro 2
		18–23	Macro 3
		24–29	Macro 4
		30–35	Macro 5
		36–41	Macro 6
		42–47	Macro 7
		48–53	Macro 8
		54–59	Macro 9
		60–65	Macro 10
		66–71	Macro 11
		72–77	Macro 12
		78–83	Macro 13
		84–89	Macro 14
		90–95	Macro 15
		96–101	Macro 16
		102–107	Macro 17
		108–113	Macro 18
		114–119	Macro 19
		120–125	Macro 20
		126–131	Macro 21
		132–137	Macro 22
		138–143	Macro 23
		144–149	Macro 24
		150–155	Macro 25
		156–161	Macro 26

CH	Function	DMX	Description
9	Effects 2 (continued)	162–167	Macro 27
		168–173	Macro 28
		174–179	Macro 29
		180–185	Macro 30
		186–191	Macro 31
		192–197	Macro 32
		198–209	Macro 33
		210–215	Macro 34
		216–221	Macro 35
		222–227	Macro 36
		228–233	Macro 37
		234–239	Macro 38
		240–245	Macro 39
		246–251	Macro 40
		252–255	Macro 41
10	Effects Speed 2	0–255	
11	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

Mode 32 channel

If the device receives DMX in this mode but gives no light, check these channels: CH 25 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 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 25 Dimmer 255 (the same in each of the 8 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
25	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open

CH 1–24: 8 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				

CH 25–32: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32								

Mode 39 channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 32 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 5 Red 255 (the same in each of the 8 cells), CH 6 Green 255 (the same in each of the 8 cells), CH 7 Blue 255 (the same in each of the 8 cells), CH 32 Dimmer 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter 1	0–255	
3	Effects 1		Same as CH 3 in the mode “11 channel” (p. 9)
4	Effects Speed 1	0–255	
5	Red 1	0	Min
		1–254	Min ... Max
		255	Max
6	Green 1	0	Min
		1–254	Min ... Max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
29	Shutter 2	0–255	
30	Effects 2		Same as CH 9 in the mode “11 channel” (p. 11)
31	Effects Speed 2	0–255	
32	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

CH 5–28: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 5–7); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	5	6	7	2	8	9	10	3	11	12	13
4	14	15	16	5	17	18	19	6	20	21	22
7	23	24	25	8	26	27	28				

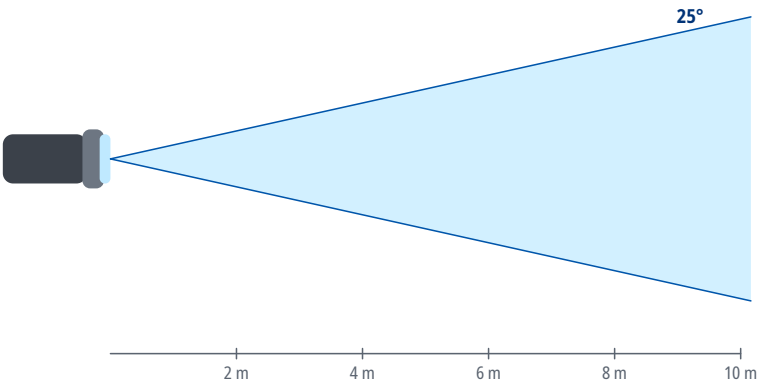
CH 32–39: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 32); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	32	2	33	3	34	4	35	5	36	6	37
7	38	8	39								

9 Technical specifications

Parameter	Value
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.

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.