GDTF Fixture Reference · by SOH

DMX REFERENCE

FR 2

GLP FR 2

GLP



Manufacturer	GLP
GDTF file	GLP_FR_2_168380.gdtf
GDTF revision	20261108_FR2_byGLP_sw0-5-0_01 · 2026-11-08
Generated	2026-11-24

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1 About this manual

This document describes the GLP FR 2 by GLP. It was compiled from the GDTF file GLP_FR_2_168380.gdtf from the GDTF-Share library.

File revision: “20261108_FR2_byGLP_sw0-5-0_01”.

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 GLP; 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	5.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
M1 Compact RGBL (20ch)	20	25	1, 21, 41, 61, ...
M1 Compact RGB (20ch)	20	25	1, 21, 41, 61, ...
M2 Basic RGBL (30ch)	30	17	1, 31, 61, 91, ...
M2 Basic RGB (30ch)	30	17	1, 31, 61, 91, ...
M3 FX RGBL (42ch)	42	12	1, 43, 85, 127, ...
M3 FX RGB (42ch)	42	12	1, 43, 85, 127, ...
M4 Rings RGBL (54ch)	54	9	1, 55, 109, 163, ...
M4 Rings RGB (54ch)	54	9	1, 55, 109, 163, ...
M5 Single Ring RGBL (173ch)	173	2	1, 174
M5 Single Ring RGB (173ch)	173	2	1, 174
M6 Ludicrous Pixel RGBL (429ch)	429	1	1
M6 Ludicrous Pixel RGB (429ch)	429	1	1



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.

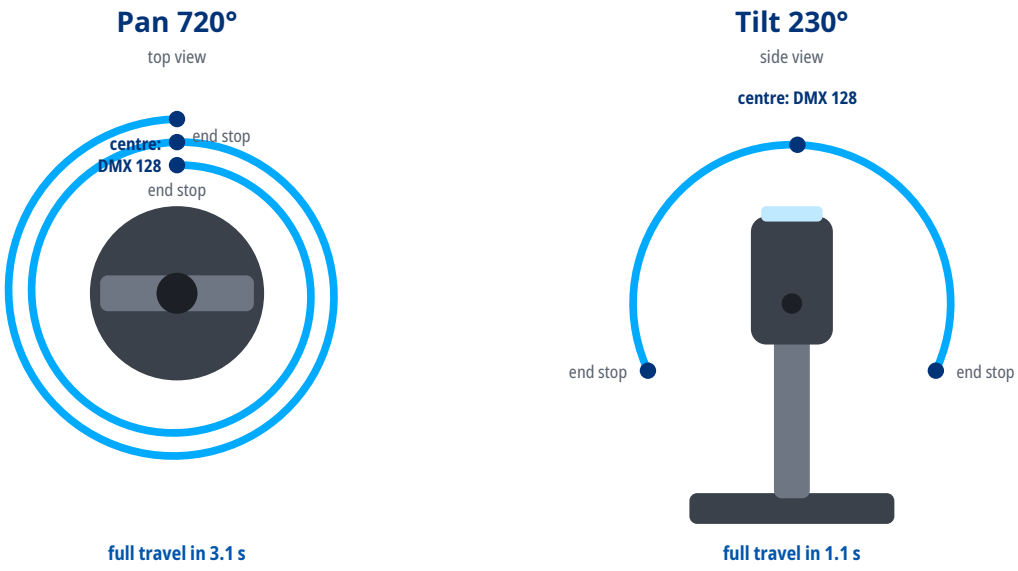
⚠ CAUTION

- 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

Range of movement



Full-travel times as stated in the GDTF file.

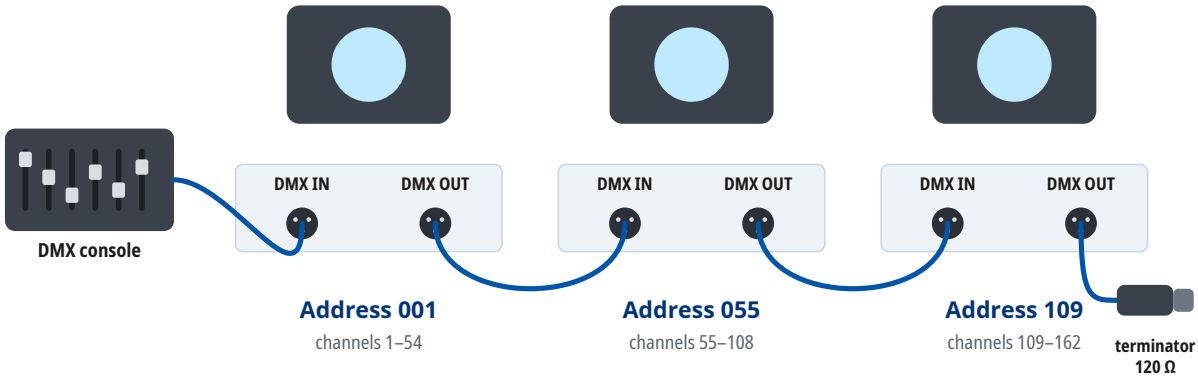
5 Installation

> ⚠ **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: 5.2 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 M4 Rings RGBL (54ch): every unit occupies 54 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

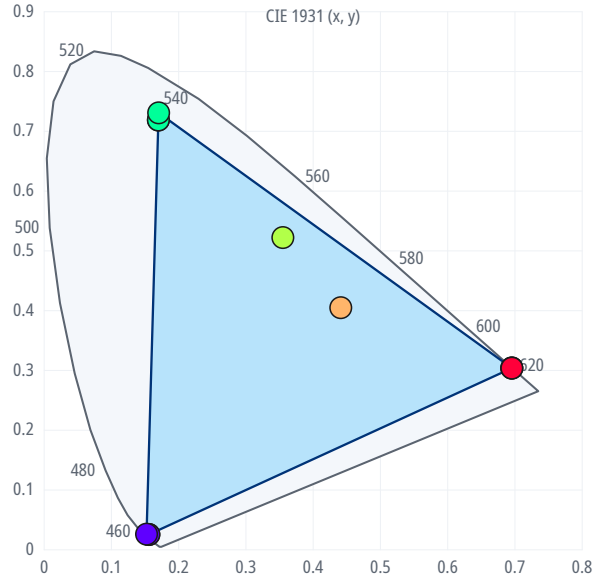
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “M6 Ludicrous Pixel RGBL (429ch)”: 429.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	M1 Compact RGBL (20ch) 20 channels	M1 Compact RGB (20ch) 20 channels	M2 Basic RGBL (30ch) 30 channels	M2 Basic RGB (30ch) 30 channels	M3 FX RGBL (42ch) 42 channels	M3 FX RGB (42ch) 42 channels	M4 Rings RGBL (54ch) 54 channels	M4 Rings RGB (54ch) 54 channels
Pan / Tilt	1, 5	1, 5	1, 5	1, 5	1, 5	1, 5	1, 5	1, 5
Dimmer	7, 15	7, 15	7, 24	7, 24	7, 24, 32	7, 24, 32	7, 24, 32	7, 24, 32
Dimmer resolution	8 bit	8 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe	8, 16	8, 16	9, 26	9, 26	9, 26, 34	9, 26, 34	9, 26, 34	9, 26, 34
Color mixing	11–14, 17–20	11–13, 17–20	8 channels (12–30)	7 channels (12–30)	12 channels (12–38)	11 channels (12–38)	24 channels (12–54)	23 channels (12–54)
Color temperature			20	20	20	20	20	20
Zoom	9	9	10	10	10	10	10	10
Pixel control							✓	✓

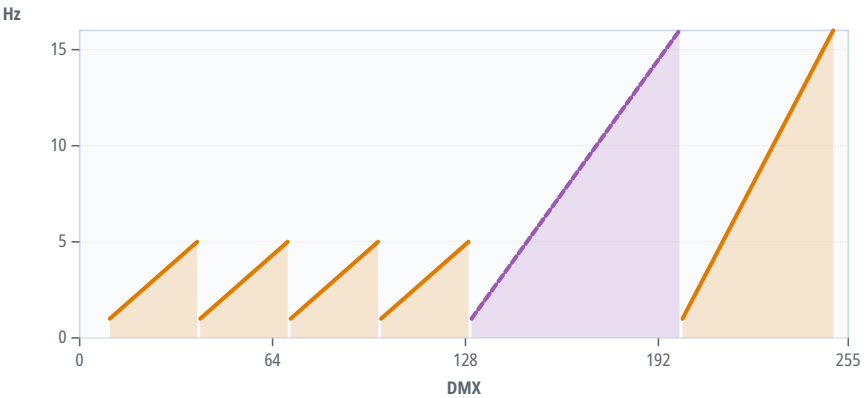
LED colors and the colors they mix



LED	x	y
RGBL Red	0.695	0.304
RGBL Green	0.170	0.719
RGBL Blue	0.156	0.026
RGBL Lime (GY)	0.355	0.522
RGB RED	0.695	0.304
RGB GREEN	0.170	0.719
RGB BLUE	0.156	0.026
Ring RGBW White	0.441	0.405
Ring RGBW Red	0.695	0.304
Ring RGBW Green	0.170	0.731
Ring RGBW Blue	0.152	0.026

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

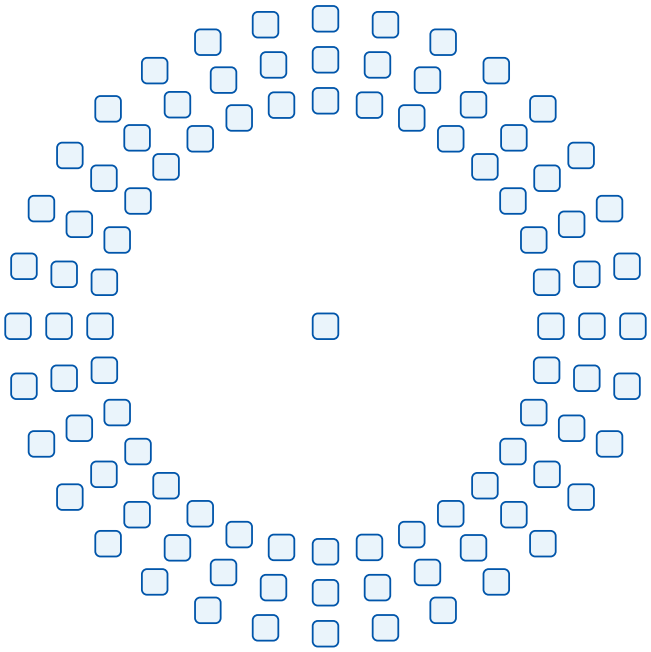
Strobe rate



CH 9 · M4 Rings RGBL (54ch)

- 10–39: 1–5 Hz Pulse
- 40–69: 1–5 Hz Opening pulse
- 70–99: 1–5 Hz Closing pulse
- 100–129: 1–5 Hz Double flash
- 130–199: 1–16 Hz Random Strobe
- 200–250: 1–16 Hz Strobe

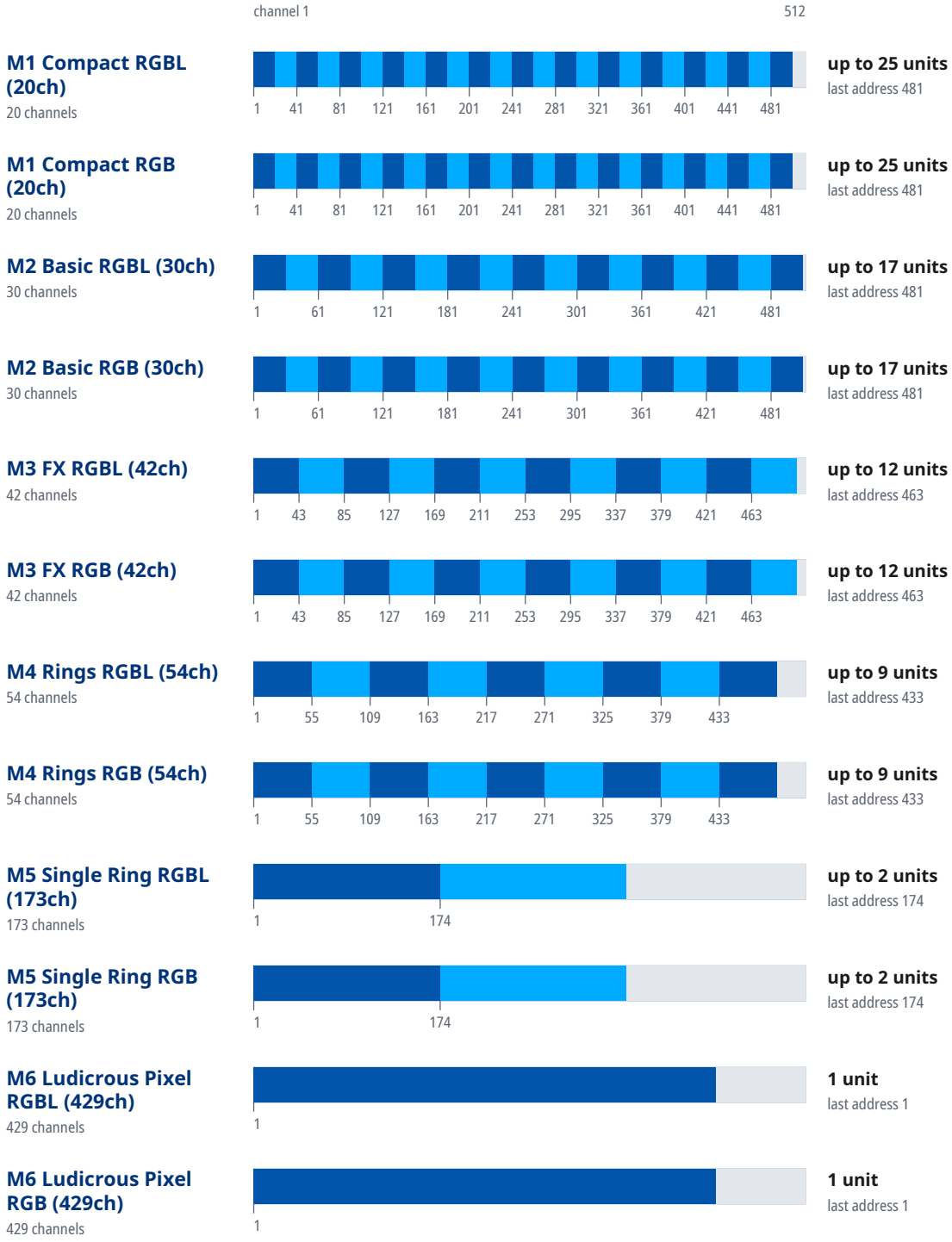
Cells (pixels)



Cells where the GDTF file places them (seen from above), 97 in all in the mode “M4 Rings RGBL (54ch)”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “M6 Ludicrous Pixel RGBL (429ch)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U6 · 1	11	U11 · 1	16	U16 · 1
2	U2 · 1	7	U7 · 1	12	U12 · 1	17	U17 · 1
3	U3 · 1	8	U8 · 1	13	U13 · 1	18	U18 · 1
4	U4 · 1	9	U9 · 1	14	U14 · 1	19	U19 · 1
5	U5 · 1	10	U10 · 1	15	U15 · 1	20	U20 · 1

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.

RDM personalities

Mode	Channels	RDM personality
M1 Compact RGBL (20ch)	20	1
M1 Compact RGB (20ch)	20	1
M2 Basic RGBL (30ch)	30	1
M2 Basic RGB (30ch)	30	1
M3 FX RGBL (42ch)	42	1
M3 FX RGB (42ch)	42	1
M4 Rings RGBL (54ch)	54	1
M4 Rings RGB (54ch)	54	1
M5 Single Ring RGBL (173ch)	173	1
M5 Single Ring RGB (173ch)	173	1
M6 Ludicrous Pixel RGBL (429ch)	429	1
M6 Ludicrous Pixel RGB (429ch)	429	1

Mode M1 Compact RGBL (20ch)

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 7 Dimmer 1 above 0; CH 8 Shutter 1 at 251–255 “Open”; CH 15 Dimmer 2 above 0; CH 16 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 8 Shutter 1 255, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 14 Lime 255, CH 15 Dimmer 2 255, CH 16 Shutter 2 255, CH 17 Red 2 255, CH 18 Green 2 255, CH 19 Blue 2 255, CH 20 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed	0	Tracking Fastest Speed
		1	Fast
		2–127	Fast ... Medium
		128	Medium
		129–252	Medium ... Slow
		253	Slow
		254	Slowest Speed
		255	Stopped
4	Pan Mode	0–9	Index Conventional
		10–19	Index Shortest Path

CH	Function	DMX	Description
4	Pan Mode (continued)	20–29	Cont Rot CW Stop Spinout
		30–39	Cont Rot CW Stop Shortcut
		40–49	Cont Rot CCW Stop Spinout
		50–59	Cont Rot CCW Stop Shortcut
		60–255	No function
5	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1	0	Closed
		1–63	Closed ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... Open
		255	Open
8	Shutter 1	0–4	Shutter closed: Closed
		5–9	Single Flash
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130–159	Random Strobe
		160	Random Strobe: Slow

CH	Function	DMX	Description
8	Shutter 1 (continued)	161–179	Random Strobe: Slow ... Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
9	Zoom	0	Narrow
		1–99	Narrow ... Medium
		100	Medium
		101–199	Medium ... Wide
		200	Wide
		201	Rotate CW fast
		202–226	Rotate CW fast ... Rotate CW slow
		227	Rotate CW slow
		228	Zoom FX: Stop
		229	Rotate CCW slow
		230–254	Rotate CCW slow ... Rotate CCW fast
		255	Rotate CCW fast
10	Control	0	Idle
		1–11	Control 1
		12–13	i Q Service Connect
		14–19	No function
		20–21	Soft (Square)
		22–23	Linear
		24–25	S-Curve
		26–29	No function
		30–31	Display Mode: Off
		32–33	Display Mode: Auto
		34–35	Display Mode: On
		36–37	No function
		38–39	Display Orientation: Auto
		40–41	Normal
		42–43	Inverted
		44–45	No function
		46–47	Blackout
		48–49	Hold
		50–51	Play captured scene
		52–53	Capture current scene

CH	Function	DMX	Description
10	Control (continued)	54	No function
		55	Fan Mode
		56–57	Fan Off
		58–59	Fan Regulated
		60–61	Fan High
		62–63	Fan Medium
		64–65	Fan Low
		66–91	No function
		92–93	Position Feedback Off
		94–95	Position Feedback On
		96–97	PT Option: NoFeature
		98–99	Tilt Inversion Off
		100–101	Tilt Inversion On
		102–103	Pan Inversion Off
		104–105	Pan Inversion On
		106–107	Tilt Disable Off
		108–109	Tilt Disable On
		110–111	Pan Disable Off
		112–113	Pan Disable On
		114–129	PT Option: NoFeature
		130–131	Fast Performance
		132–133	Normal Performance
		134–135	Smooth Performance
		136–137	No function
		138–139	8000K
		140–141	6500K
		142–143	5600K
		144–145	4200K
		146–147	3200K
		148–153	No function
		154–165	No function
		166–167	RGB Mode
		168–169	RGBL Mode
		170–179	No function
		180–181	RGB Color Space X5
		182–183	RGB Color Space Full
		184–185	RGB Color Space: Rec 2020
		186–187	RGB Color Space: Rec 709
		188–189	RGB Color Space: DCI P3 65
		190–191	Hibernation Off
		192–193	Hibernation On
		194–195	No function

CH	Function	DMX	Description
10	Control (continued)	196–197	P/T Range: Normal
		198–199	P/T Range: Extended
		200–201	P/T Range: Dual
		202–213	P/T Range
		214–215	PWM Low
		216–217	PWM Optimal
		218–219	PWM High 1
		220–221	PWM High 2
		222–223	PWM Max
		224–229	No function
		230–231	Save Preset 1
		232–233	Save Preset 2
		234–235	Save Preset 3
		236–237	User Settings: NoFeature
		238–239	Load Preset 1
		240–241	Load Preset 2
		242–243	Load Preset 3
		244–245	Load Default
		246–249	No function
		250–251	Reset Pan Tilt
		252–253	Reset Head
		254	Reset All
		255	Reset
11	Red 1	0	Min
		1–254	Min … max
		255	Max
12	Green 1	0	Min
		1–254	Min … max
		255	Max
13	Blue 1	0	Min
		1–254	Min … max
		255	Max
14	Lime	0	Min
		1–254	Min … max
		255	Max
15	Dimmer 2	0	Closed
		1–63	Closed … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%

CH	Function	DMX	Description
15	Dimmer 2 (continued)	193–254	75% … Open
		255	Open
16	Shutter 2	0–4	Shutter closed: Closed
		5–9	Single Flash
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow … Medium
		114	Double flash: Medium
		115–128	Double flash: Medium … Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow … Medium
		145	Random Pixel Strobe: Medium
		146–158	Random Pixel Strobe: Medium … Fast
		159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow … Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium … Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow … Medium
		225	Strobe: Medium
		226–249	Strobe: Medium … Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
17	Red 2	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
17	Red 2 (continued)	255	Max
18	Green 2	0	Min
		1–254	Min … Max
		255	Max
19	Blue 2	0	Min
		1–254	Min … Max
		255	Max
20	White	0	Min
		1–254	Min … Max
		255	Max

Mode M1 Compact RGB (20ch)

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 7 Dimmer 1 above 0; CH 8 Shutter 1 at 251–255 “Open”; CH 15 Dimmer 2 above 0; CH 16 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 8 Shutter 1 255, CH 11 Red 1 255, CH 12 Green 1 255, CH 13 Blue 1 255, CH 15 Dimmer 2 255, CH 16 Shutter 2 255, CH 17 Red 2 255, CH 18 Green 2 255, CH 19 Blue 2 255, CH 20 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)

CH	Function	DMX	Description
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M1 Compact RGBL (20ch)” (p. 12)
8	Shutter 1	0–4	Shutter closed: Closed
		5–9	Single Flash
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130	Random Strobe: Slow
		131–163	Random Strobe: Slow ... Medium
		164	Random Strobe: Medium
		165–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
9	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
10	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Red 1		Same as CH 11 in the mode “M1 Compact RGBL (20ch)” (p. 15)
12	Green 1		Same as CH 12 in the mode “M1 Compact RGBL (20ch)” (p. 15)
13	Blue 1		Same as CH 13 in the mode “M1 Compact RGBL (20ch)” (p. 15)

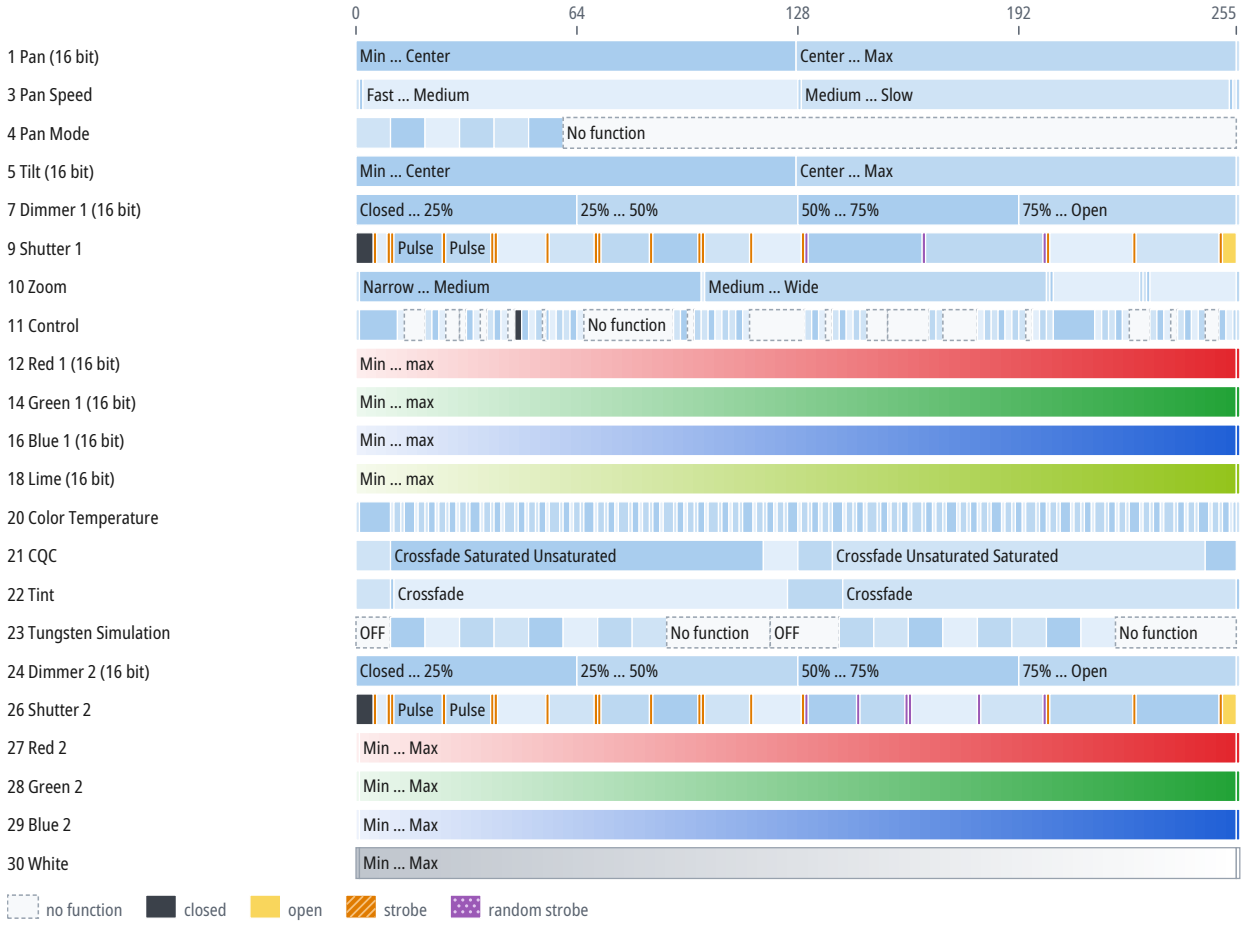
CH	Function	DMX	Description
14	Undefined	0–255	
15	Dimmer 2		Same as CH 15 in the mode “M1 Compact RGBL (20ch)” (p. 15)
16	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
17	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
18	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
19	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
20	White		Same as CH 20 in the mode “M1 Compact RGBL (20ch)” (p. 17)

Mode M2 Basic RGBL (30ch)

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 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 18 Lime 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1	0–64	Closed ... 25%
		64–128	25% ... 50%
		128–192	50% ... 75%
		192–255	75% ... Open
		255	Open
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1	0–255	Min ... max
		255	Max
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1	0–255	Min ... max
		255	Max
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1	0–255	Min ... max
		255	Max
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Lime	0–255	Min ... max
		255	Max
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Color Temperature	0	Open Whitepoint Default
		1–9	CTC
		10	10000K
		11–12	10000K ... 9900K
		13	9900K
		14–16	9900K ... 9800K
		17	9800K
		18–19	9800K ... 9700K
		20	9700K
		21–22	9700K ... 9600K
		23	9600K
		24–25	9600K ... 9500K
		26	9500K

CH	Function	DMX	Description
20	Color Temperature (continued)	27–28	9500K … 9400K
		29	9400K
		30–31	9400K … 9300K
		32	9300K
		33–35	9300K … 9200K
		36	9200K
		37–38	9200K … 9100K
		39	9100K
		40–41	9100K … 9000K
		42	9000K
		43–45	9000K … 8900K
		46	8900K
		47–48	8900K … 8800K
		49	8800K
		50–51	8800K … 8700K
		52	8700K
		53–54	8700K … 8600K
		55	8600K
		56–58	8600K … 8500K
		59	8500K
		60–61	8500K … 8400K
		62	8400K
		63–64	8400K … 8300K
		65	8300K
		66–68	8300K … 8200K
		69	8200K
		70–71	8200K … 8100K
		72	8100K
		73–74	8100K … 8000K
		75	8000K
		76–78	8000K … 7900K
		79	7900K
		80–81	7900K … 7800K
		82	7800K
		83–84	7800K … 7700K
		85	7700K
		86–87	7700K … 7600K
		88	7600K
		89–91	7600K … 7500K
		92	7500K
		93–94	7500K … 7400K

CH	Function	DMX	Description
20	Color Temperature (continued)	95	7400K
		96–97	7400K … 7300K
		98	7300K
		99–100	7300K … 7200K
		101	7200K
		102–104	7200K … 7100K
		105	7100K
		106–107	7100K … 7000K
		108	7000K
		109–110	7000K … 6900K
		111	6900K
		112–114	6900K … 6800K
		115	6800K
		116–117	6800K … 6700K
		118	6700K
		119–120	6700K … 6600K
		121	6600K
		122–123	6600K … 6500K
		124	6500K
		125–127	6500K … 6400K
		128	6400K
		129–130	6400K … 6300K
		131	6300K
		132–133	6300K … 6200K
		134	6200K
		135–136	6200K … 6100K
		137	6100K
		138–140	6100K … 6000K
		141	6000K
		142–143	6000K … 5900K
		144	5900K
		145–146	5900K … 5800K
		147	5800K
		148–150	5800K … 5700K
		151	5700K
		152–153	5700K … 5600K
		154	5600K
		155–156	5600K … 5500K
		157	5500K
		158–159	5500K … 5400K
		160	5400K

CH	Function	DMX	Description
20	Color Temperature (continued)	161–163	5400K … 5300K
		164	5300K
		165–166	5300K … 5200K
		167	5200K
		168–169	5200K … 5100K
		170	5100K
		171–173	5100K … 5000K
		174	5000K
		175–176	5000K … 4900K
		177	4900K
		178–179	4900K … 4800K
		180	4800K
		181–182	4800K … 4700K
		183	4700K
		184–186	4700K … 4600K
		187	4600K
		188–189	4600K … 4500K
		190	4500K
		191–192	4500K … 4400K
		193	4400K
		194–196	4400K … 4300K
		197	4300K
		198–199	4300K … 4200K
		200	4200K
		201–202	4200K … 4100K
		203	4100K
		204–206	4100K … 4000K
		207	4000K
		208–209	4000K … 3900K
		210	3900K
		211–212	3900K … 3800K
		213	3800K
		214–216	3800K … 3700K
		217	3700K
		218–219	3700K … 3600K
		220	3600K
		221–222	3600K … 3500K
		223	3500K
		224–226	3500K … 3400K
		227	3400K
		228–229	3400K … 3300K

CH	Function	DMX	Description
20	Color Temperature (continued)	230	3300K
		231–232	3300K ... 3200K
		233	3200K
		234–236	3200K ... 3100K
		237	3100K
		238–239	3100K ... 3000K
		240	3000K
		241–242	3000K ... 2900K
		243	2900K
		244–246	2900K ... 2800K
		247	2800K
		248–249	2800K ... 2700K
		250	2700K
		251–252	2700K ... 2600K
		253	2600K
		254	2500K
		255	CTC 2
21	CQC	0–9	HQ Saturated Color
		10–117	Crossfade Saturated Unsaturated
		118–127	HQ Unsaturated
		128–137	HO Unsaturated
		138–245	Crossfade Unsaturated Saturated
		246–255	HO Saturated
22	Tint	0–9	Open no correction
		10	Full Plus Magenta
		11–124	Crossfade
		125–140	Neutral
		141–254	Crossfade
		255	Full Plus Green
23	Tungsten Simulation	0–9	OFF
		10–19	Tungsten ACL 250W/28V
		20–29	Tungsten Blinder 650W/120V
		30–39	Tungsten750W/80V
		40–49	Tungsten 1000W/240V
		50–59	Tungsten 1200W/240V
		60–69	Tungsten 2000W/230V
		70–79	Tungsten 2500W/230V
		80–89	Tungsten 5000W/230V
		90–119	No function
		120–139	OFF
		140–149	FX Tungsten ACL 250W/28V
		150–159	FX Tungsten Blinder 650W/120V

CH	Function	DMX	Description
23	Tungsten Simulation (continued)	160–169	FX Tungsten750W/80V
		170–179	FX Tungsten 1000W/240V
		180–189	FX Tungsten 1200W/240V
		190–199	FX Tungsten 2000W/230V
		200–209	FX Tungsten 2500W/230V
		210–219	FX Tungsten 5000W/230V
		220–255	No function
24	Dimmer 2	0–64	Closed ... 25%
		64–128	25% ... 50%
		128–192	50% ... 75%
		192–255	75% ... Open
		255	Open
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White		Same as CH 20 in the mode “M1 Compact RGBL (20ch)” (p. 17)

Mode M2 Basic RGB (30ch)

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 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)

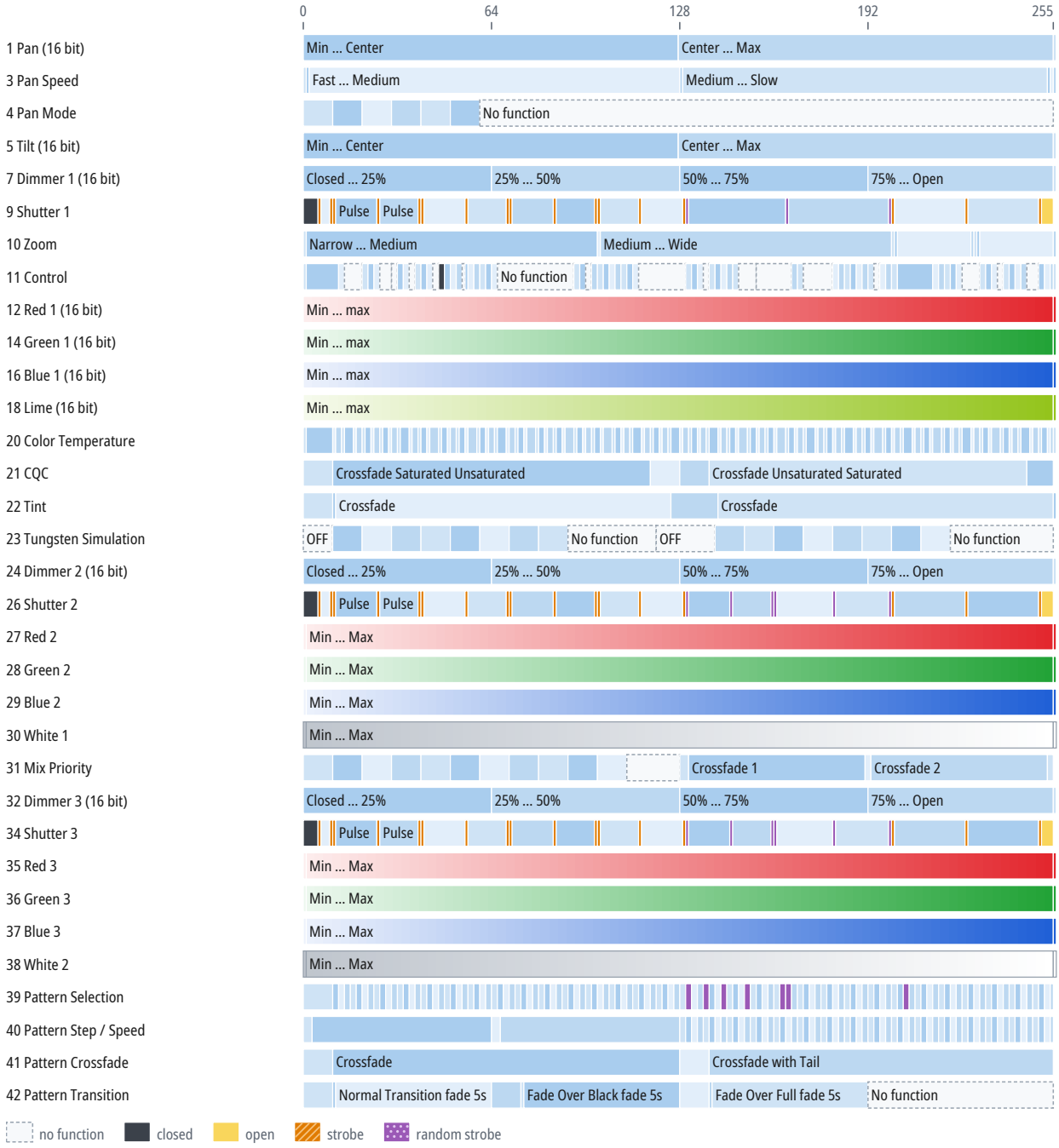
CH	Function	DMX	Description
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	
19	Undefined Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White		Same as CH 20 in the mode “M1 Compact RGBL (20ch)” (p. 17)

Mode M3 FX RGBL (42ch)

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 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 18 Lime 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Lime		Same as CH 18 in the mode “M2 Basic RGBL (30ch)” (p. 20)
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1	0	Min
		1–254	Min ... Max
		255	Max
31	Mix Priority	0–9	Main + Patter + Pixel HTP
		10–19	Main Only
		20–29	Pattern Only
		30–39	Pixel Only
		40–49	Mai + Pattern HTP + Pixel additive
		50–59	Mai + Pattern HTP + Pixel subtractive

CH	Function	DMX	Description
31	Mix Priority (continued)	60–69	Pixel - (Main + Pattern HTP) subtractive
		70–79	Main Over Pixel Snap
		80–89	Pixel Over Main + Pattern Snap
		90–99	Main + Pattern Over Pixel Crossfade
		100–109	Pixel Over
		110–127	No function
		128–130	Main + Pattern HTP Only
		131–190	Crossfade 1
		191–192	Main + Pattern + Pixel HTP
		193–252	Crossfade 2
		253–255	Pixel Only
32	Dimmer 3	0–64	Closed ... 25%
		64–128	25% ... 50%
		128–192	50% ... 75%
		192–255	75% ... Open
		255	Open
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32
34	Shutter 3	0–4	Shutter closed: Closed
		5–9	Single Flash
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow ... Medium
		145	Random Pixel Strobe: Medium

CH	Function	DMX	Description
34	Shutter 3 (continued)	146–158	Random Pixel Strobe: Medium ... Fast

CH	Function	DMX	Description
34	Shutter 3 (continued)	159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow ... Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
35	Red 3	0	Min
		1–254	Min ... Max
		255	Max
36	Green 3	0	Min
		1–254	Min ... Max
		255	Max
37	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
38	White 2	0	Min
		1–254	Min ... Max
		255	Max
39	Pattern Selection	0–9	Open / Idle
		10–11	01 Ring 1
		12–13	02 Ring 2
		14–15	03 Ring 3
		16–17	04 Q 1
		18–19	05 Q 2
		20–21	06 Q 3
		22–23	07 Q 4
		24–25	08 Q Odd
		26–27	09 Q Even
		28–29	10 L
		30–31	11 R
		32–33	12 U
		34–35	13 D
		36–37	14 Eight 1
		38–39	15 Eight 2
		40–41	16 Eight 3

CH	Function	DMX	Description
39	Pattern Selection (continued)	42–43	17 Eight 4
		44–45	18 Eight 5
		46–47	19 Eight 6
		48–49	20 Eight 7
		50–51	21 Eight 8
		52–53	22 Eight Odd
		54–55	23 Eight Even
		56–57	24 Eight 1/4th 1
		58–59	25 Eight 1/4th 2
		60–61	26 Eight 1/4th 3
		62–63	27 Eight 1/4th 4
		64–65	28 Sixteenth 1/8th 1
		66–67	29 Sixteenth 1/8th 2
		68–69	30 Sixteenth 1/8th 3
		70–71	31 Sixteenth 1/8th 4
		72–73	32 Sixteenth 1/8th 5
		74–75	33 Sixteenth 1/8th 6
		76–77	34 Sixteenth 1/8th 7
		78–79	35 Sixteenth 1/8th 8
		80–81	36 Sixteenth 1/4th 1
		82–83	37 Sixteenth 1/4th 2
		84–85	38 Sixteenth 1/4th 3
		86–87	39 Sixteenth 1/4th 4
		88–89	40 Sixteenth Odd
		90–91	41 Sixteenth Even
		92–93	01 Rings
		94–95	02 Rings In
		96–97	03 Rings Out
		98–99	04 X+
		100–101	05 Rings 1/8th CW offset
		102–103	06 Rings 1/8th CCW offset
		104–105	07 O / E
		106–107	08 Quadrants Jump
		108–109	09 Single Pixel Fill CW
		110–111	10 Single Pixel Fill /Whipe CW
		112–113	11 LR
		114–115	12 UD
		116–117	13 Line Seg 1/6 Quadrants
		118–119	14 Line Seg 1/12 Whole
		120–121	15 Center/LR
		122–123	16 LR/Cenetr
		124–125	17 Single Pixel Loop CW

CH	Function	DMX	Description
39	Pattern Selection (continued)	126–127	18 Single Pixel Loop CCW
		128–129	19 2x4step Ring Growth
		130–131	20 Random 4Pix Cluster
		132–133	21 Odd Quadrant Jump
		134–135	22 LU Diagonal
		136–137	23 Random Double 4Pix Cluster
		138–139	24 Quadrants
		140–141	25 Quadrants O/E
		142–143	26 Odd Random Eights
		144–145	27 Eights
		146–147	28 Eights O/E
		148–149	29 Eights 1/4th
		150–151	30 Random Double Line In
		152–153	31 Sixteenths
		154–155	32 Sixteenths 1/8th
		156–157	33 Sixteenths 1/4th
		158–159	34 Sixteenths O/E
		160–161	35 Quddrant Jump Ring In
		162–163	36 Random 8th Block Fill In
		164–165	37 Random Quad Line In
		166–167	38 Windowed Blocks
		168–169	39 4 indow Growth
		170–171	40 Double Odd Growth
		172–173	41 8th Line Cross
		174–175	42 8th Line Offset
		176–177	43 Thirty Twos
		178–179	44 Thirty Twos 1/16
		180–181	45 Thirty Twos 1/8
		182–183	46 Thirty Twos 1/4
		184–185	47 Thirty Twos O/E
		186–187	48 Whipe LR
		188–189	49 Whipe RL
		190–191	50 Whipe UD
		192–193	51 Whipe DU
		194–195	52 Bounce LR
		196–197	53 Bounce RL
		198–199	54 Bounce UD
		200–201	55 Bounce DU
		202–203	56 Ring Bounce Off
		204–205	57 4 Random Pixel
		206–207	58 Fill Up CW
		208–209	59 Fill/Whipe Up CW

CH	Function	DMX	Description
39	Pattern Selection (continued)	210–211	60 Fill Right CW
		212–213	61 Fill Whipe Right CW
		214–215	62 Fill Down CW
		216–217	63 Fill/Whipe Down CW
		218–219	64 Fill Left CW
		220–221	65 Fill/Whipe Left CW
		222–223	66 Fill Up CCW
		224–225	67 Fill/Whipe Up CCW
		226–227	68 Fill Right CCW
		228–229	69 Fill Whipe Right CCW
		230–231	70 Fill Down CCW
		232–233	71 Fill/Whipe Down CCW
		234–235	72 Fill Left CCW
		236–237	73 Fill/Whipe Left CCW
		238–239	74 Fill LR
		240–241	75 Fill/Whipe LR
		242–243	76 Fill RL
		244–245	77 Fill/Whipe RL
		246–247	78 Fill UD
		248–249	79 Fill/Whipe UD
		250–251	80 Fill DU
		252–253	81 Fill/Whipe DU
		254–255	Rand Pixel Pattern
40	Pattern Step / Speed	0–2	Stop (First Pattern Step)
		3–63	CW fast - slow (run Pattern Step 1n)
		64–66	Stop at current position
		67–127	CCW slow - fast (run Pattern Step n1)
		128–129	Patten Step 01
		130–131	Patten Step 02
		132–133	Patten Step 03
		134–135	Patten Step 04
		136–137	Patten Step 05
		138–139	Patten Step 06
		140–141	Patten Step 07
		142–143	Patten Step 08
		144–145	Patten Step 09
		146–147	Patten Step 10
		148–149	Patten Step 11
		150–151	Patten Step 12
		152–153	Patten Step 13
		154–155	Patten Step 14
		156–157	Patten Step 15

CH	Function	DMX	Description
40	Pattern Step / Speed (continued)	158–159	Patten Step 16
		160–161	Patten Step 17
		162–163	Patten Step 18
		164–165	Patten Step 19
		166–167	Patten Step 20
		168–169	Patten Step 21
		170–171	Patten Step 22
		172–173	Patten Step 23
		174–175	Patten Step 24
		176–177	Patten Step 25
		178–179	Patten Step 26
		180–181	Patten Step 27
		182–183	Patten Step 28
		184–185	Patten Step 29
		186–187	Patten Step 30
		188–189	Patten Step 31
		190–191	Patten Step 32
		192–193	Patten Step 33
		194–195	Patten Step 34
		196–197	Patten Step 35
		198–199	Patten Step 36
		200–201	Patten Step 37
		202–203	Patten Step 38
		204–205	Patten Step 39
		206–207	Patten Step 40
		208–209	Patten Step 41
		210–211	Patten Step 42
		212–213	Patten Step 43
		214–215	Patten Step 44
		216–217	Patten Step 45
		218–219	Patten Step 46
		220–221	Patten Step 47
		222–223	Patten Step 48
		224–225	Patten Step 49
		226–227	Patten Step 50
		228–229	Patten Step 51
		230–231	Patten Step 52
		232–233	Patten Step 53
		234–235	Patten Step 54
		236–237	Patten Step 55
		238–239	Patten Step 56
		240–241	Patten Step 57

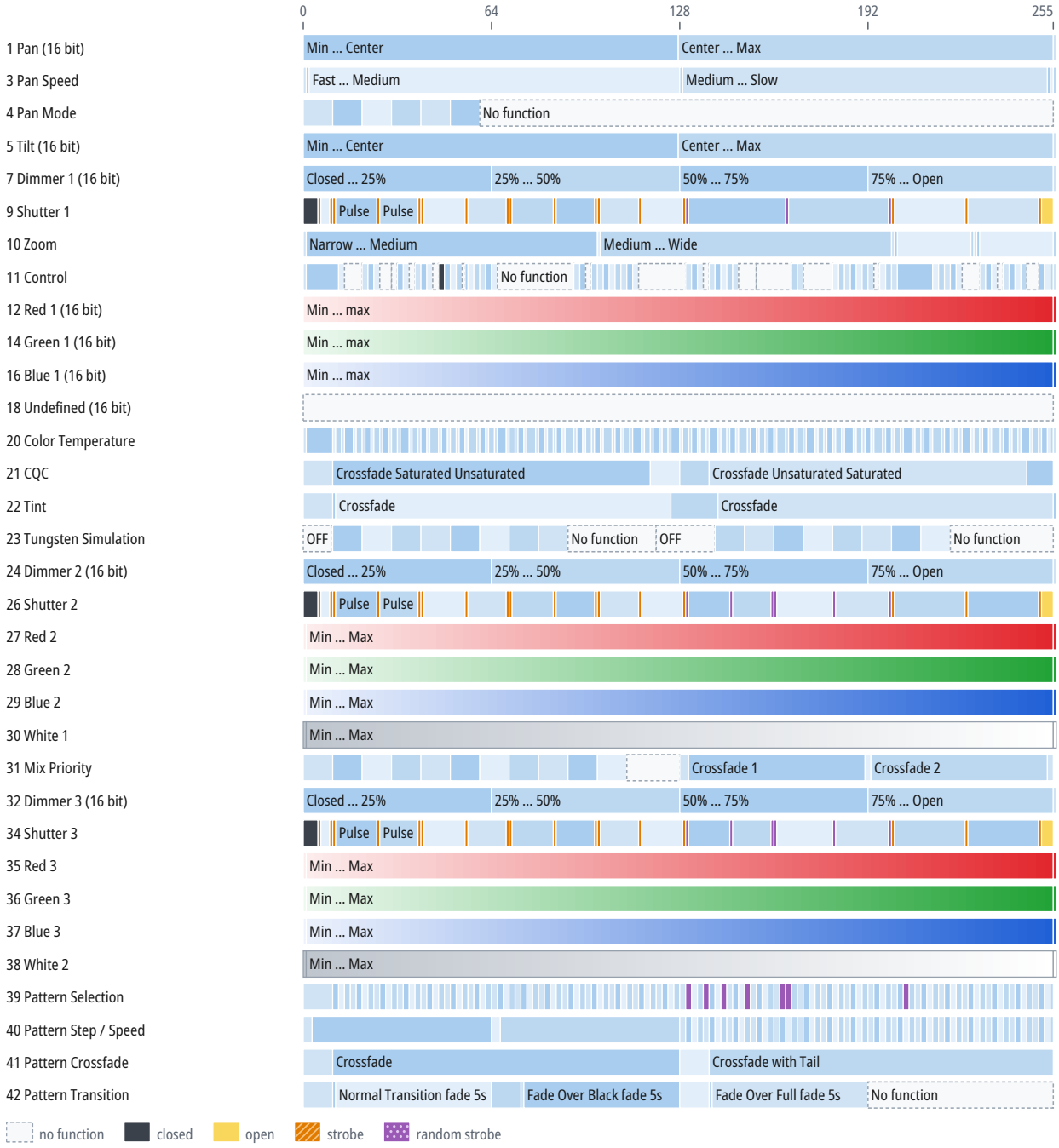
CH	Function	DMX	Description
40	Pattern Step / Speed (continued)	242–243	Patten Step 58
		244–245	Patten Step 59
		246–247	Patten Step 60
		248–249	Next Step A
		250–251	Next Sep B
		252–253	Previous Step A
		254–255	Previous Step B
41	Pattern Crossfade	0–9	Open (snap 1)
		10–127	Crossfade
		128–137	Off (snap 2)
		138–255	Crossfade with Tail
42	Pattern Transition	0–9	=pen (snap 1)
		10	Normal Transition snap
		11–63	Normal Transition fade 5s
		64–73	Off (snap 2)
		74	Fade Over Black snap
		75–127	Fade Over Black fade 5s
		128–137	Off (snap 3)
		138	Fade Over Full snap
		139–191	Fade Over Full fade 5s
		192–255	No function

Mode M3 FX RGB (42ch)

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 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	
19	Undefined Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)

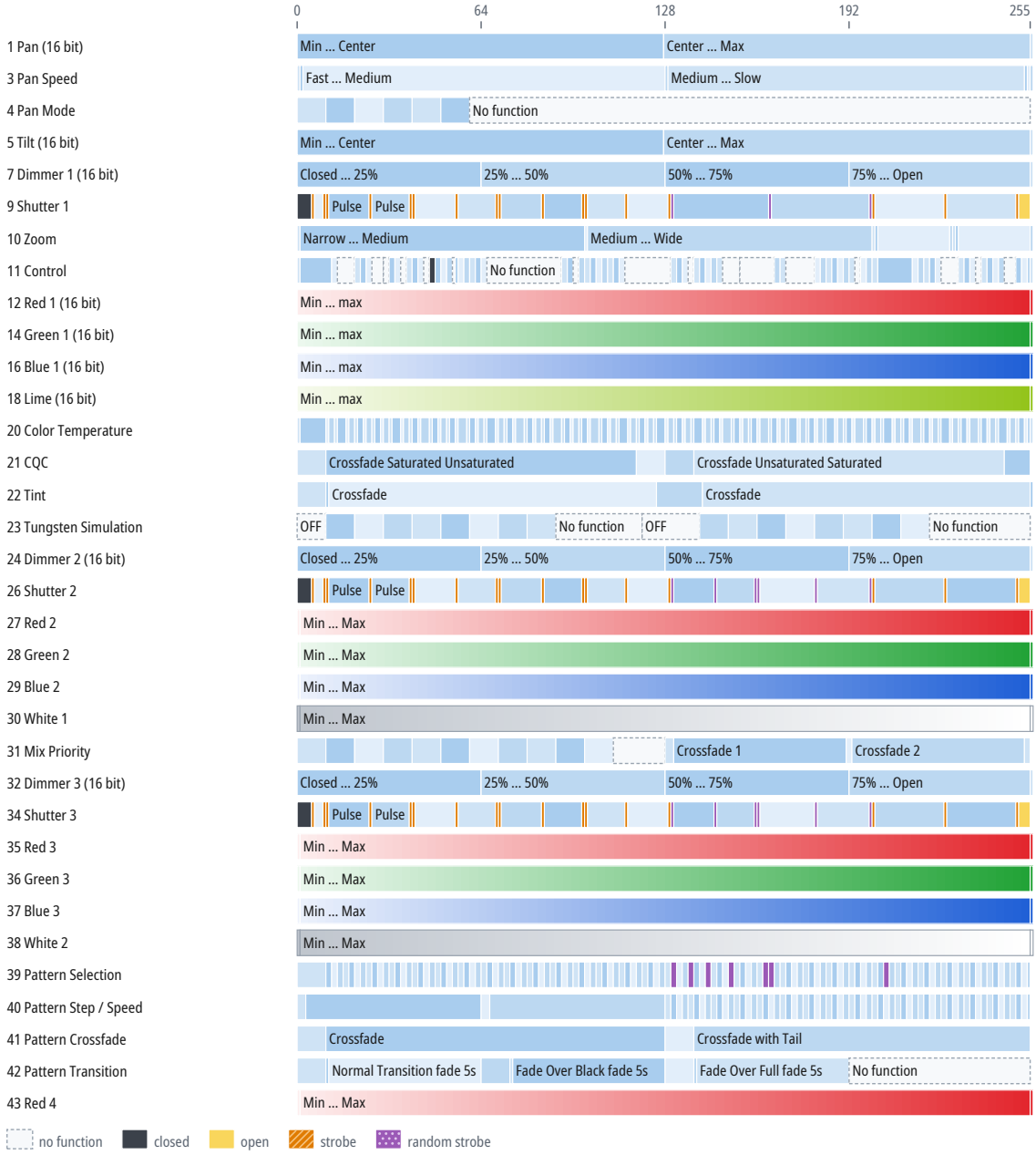
CH	Function	DMX	Description
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)

Mode M4 Rings RGBL (54ch)

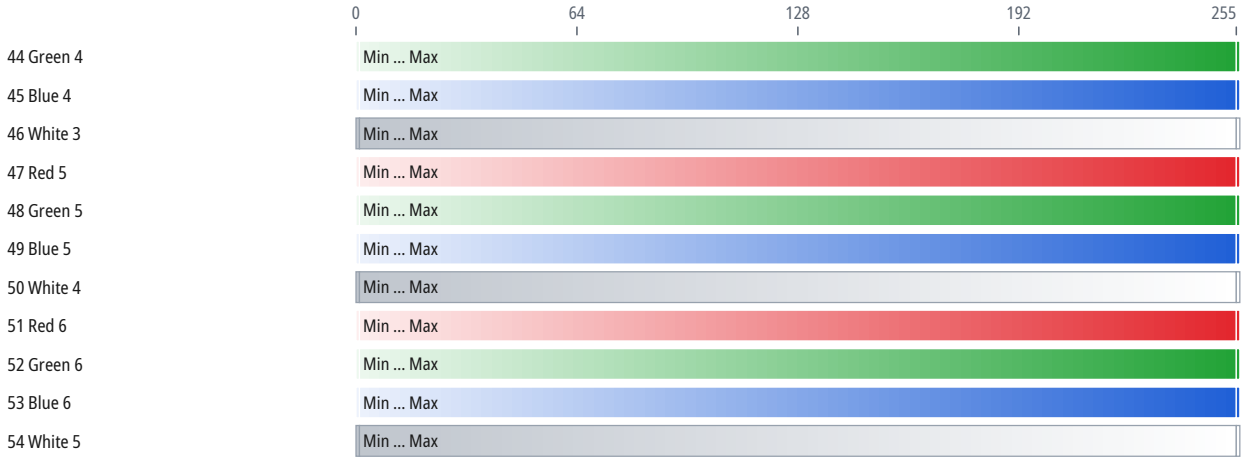
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 18 Lime 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Red 4 255, CH 44 Green 4 255, CH 45 Blue 4 255, CH 46 White 3 255, CH 47 Red 5 255, CH 48 Green 5 255, CH 49 Blue 5 255, CH 50 White 4 255, CH 51 Red 6 255, CH 52 Green 6 255, CH 53 Blue 6 255, CH 54 White 5 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Lime		Same as CH 18 in the mode “M2 Basic RGBL (30ch)” (p. 20)
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)

CH	Function	DMX	Description
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Red 4	0	Min
		1–254	Min … Max
		255	Max
44	Green 4	0	Min
		1–254	Min … Max
		255	Max
45	Blue 4	0	Min
		1–254	Min … Max
		255	Max
46	White 3	0	Min
		1–254	Min … Max
		255	Max
47	Red 5	0	Min
		1–254	Min … Max
		255	Max
48	Green 5	0	Min
		1–254	Min … Max
		255	Max
49	Blue 5	0	Min
		1–254	Min … Max
		255	Max
50	White 4	0	Min
		1–254	Min … Max
		255	Max
51	Red 6	0	Min
		1–254	Min … Max
		255	Max
52	Green 6	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
52	Green 6 (continued)	255	Max
53	Blue 6	0	Min
		1–254	Min … Max
		255	Max
54	White 5	0	Min
		1–254	Min … Max
		255	Max

Mode M4 Rings RGB (54ch)

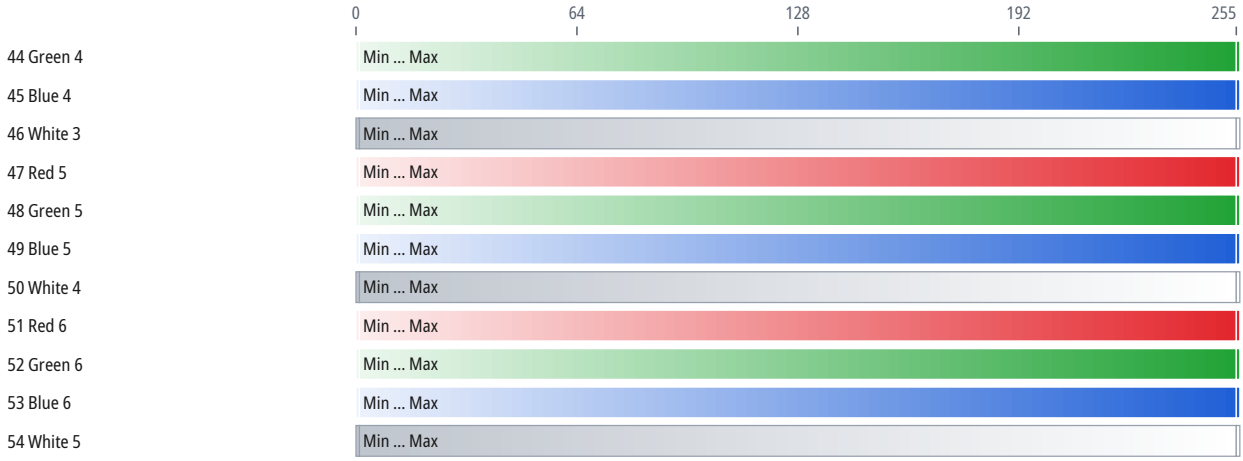
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Red 4 255, CH 44 Green 4 255, CH 45 Blue 4 255, CH 46 White 3 255, CH 47 Red 5 255, CH 48 Green 5 255, CH 49 Blue 5 255, CH 50 White 4 255, CH 51 Red 6 255, CH 52 Green 6 255, CH 53 Blue 6 255, CH 54 White 5 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	
19	Undefined Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)

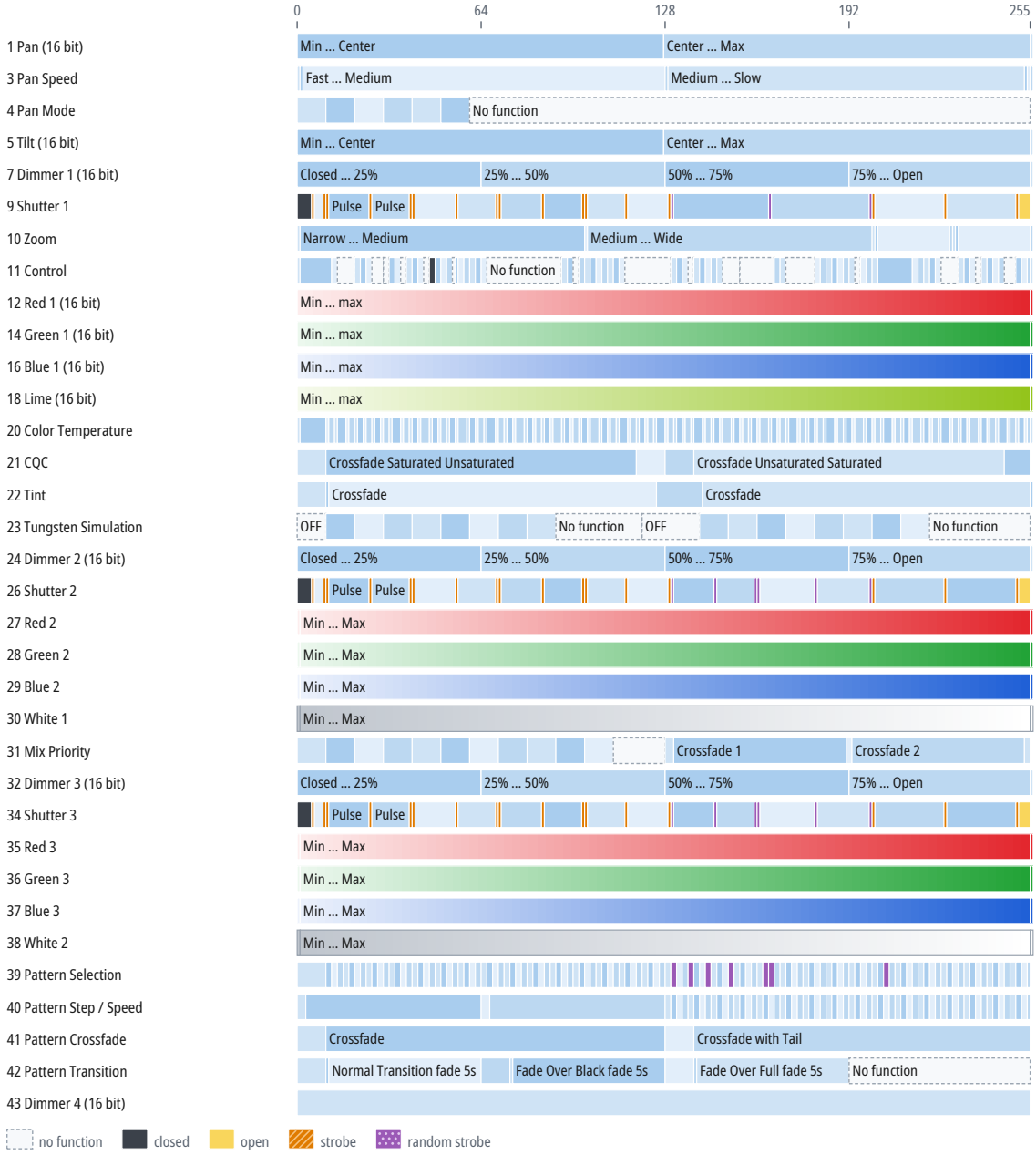
CH	Function	DMX	Description
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Red 4		Same as CH 43 in the mode “M4 Rings RGBL (54ch)” (p. 43)
44	Green 4		Same as CH 44 in the mode “M4 Rings RGBL (54ch)” (p. 43)
45	Blue 4		Same as CH 45 in the mode “M4 Rings RGBL (54ch)” (p. 43)
46	White 3		Same as CH 46 in the mode “M4 Rings RGBL (54ch)” (p. 43)
47	Red 5		Same as CH 47 in the mode “M4 Rings RGBL (54ch)” (p. 43)
48	Green 5		Same as CH 48 in the mode “M4 Rings RGBL (54ch)” (p. 43)
49	Blue 5		Same as CH 49 in the mode “M4 Rings RGBL (54ch)” (p. 43)
50	White 4		Same as CH 50 in the mode “M4 Rings RGBL (54ch)” (p. 43)
51	Red 6		Same as CH 51 in the mode “M4 Rings RGBL (54ch)” (p. 43)
52	Green 6		Same as CH 52 in the mode “M4 Rings RGBL (54ch)” (p. 43)
53	Blue 6		Same as CH 53 in the mode “M4 Rings RGBL (54ch)” (p. 44)
54	White 5		Same as CH 54 in the mode “M4 Rings RGBL (54ch)” (p. 44)

Mode M5 Single Ring RGBL (173ch)

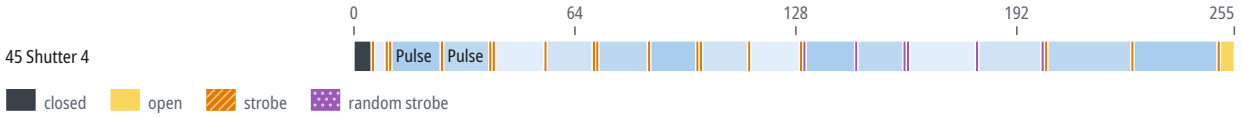
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”; CH 43 Dimmer 4 above 0; CH 45 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 18 Lime 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Dimmer 4 255, CH 45 Shutter 4 255, CH 46 Red 255 (the same in each of the 32 cells), CH 47 Green 255 (the same in each of the 32 cells), CH 48 Blue 255 (the same in each of the 32 cells), CH 49 White 255 (the same in each of the 32 cells).

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Lime		Same as CH 18 in the mode “M2 Basic RGBL (30ch)” (p. 20)
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)

CH	Function	DMX	Description
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Dimmer 4	0–255	
44	Dimmer 4 Fine	0–255	Fine adjustment of CH 43
45	Shutter 4	0–4	Shutter closed: Closed
		5–9	Single Flash
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow ... Medium
		145	Random Pixel Strobe: Medium
		146–158	Random Pixel Strobe: Medium ... Fast
		159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow ... Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium

CH	Function	DMX	Description
45	Shutter 4 (continued)	226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
46	Red 4	0–255	
47	Green 4	0	Min
		1–254	Min ... Max
		255	Max
48	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
49	White 3	0	Min
		1–254	Min ... Max
		255	Max

CH 46–173: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 46–49); the table below gives each cell's channel numbers.

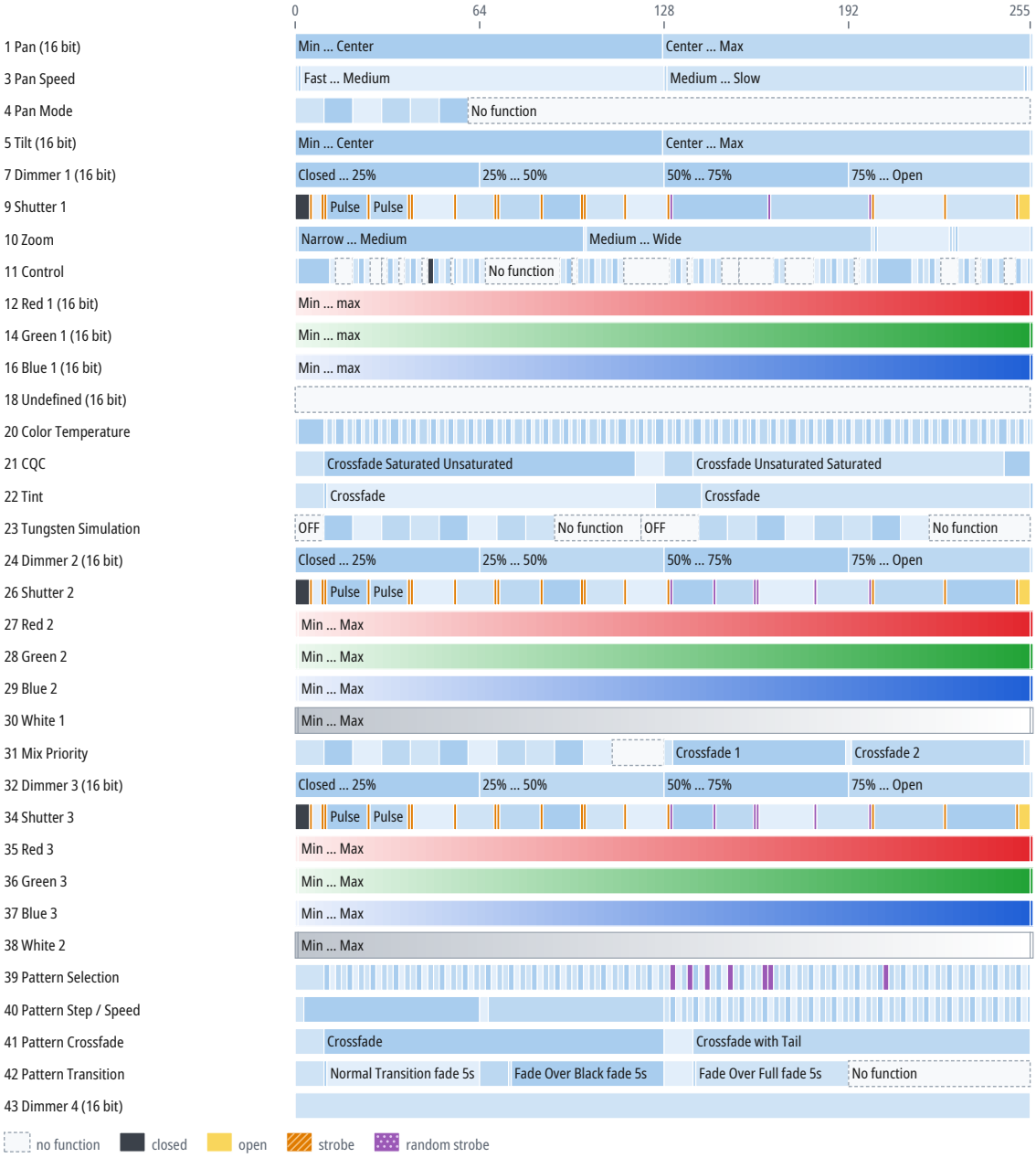
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	46	47	48	49	2	50	51	52	53
3	54	55	56	57	4	58	59	60	61
5	62	63	64	65	6	66	67	68	69
7	70	71	72	73	8	74	75	76	77
9	78	79	80	81	10	82	83	84	85
11	86	87	88	89	12	90	91	92	93
13	94	95	96	97	14	98	99	100	101
15	102	103	104	105	16	106	107	108	109
17	110	111	112	113	18	114	115	116	117
19	118	119	120	121	20	122	123	124	125
21	126	127	128	129	22	130	131	132	133
23	134	135	136	137	24	138	139	140	141
25	142	143	144	145	26	146	147	148	149
27	150	151	152	153	28	154	155	156	157
29	158	159	160	161	30	162	163	164	165
31	166	167	168	169	32	170	171	172	173

Mode M5 Single Ring RGB (173ch)

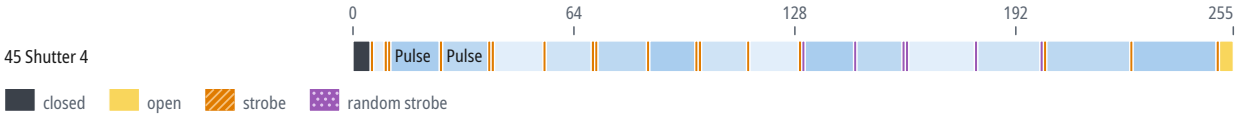
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”; CH 43 Dimmer 4 above 0; CH 45 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Dimmer 4 255, CH 45 Shutter 4 255, CH 46 Red 255 (the same in each of the 32 cells), CH 47 Green 255 (the same in each of the 32 cells), CH 48 Blue 255 (the same in each of the 32 cells), CH 49 White 255 (the same in each of the 32 cells).

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	
19	Undefined Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32

CH	Function	DMX	Description
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)

CH	Function	DMX	Description
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Dimmer 4	0–255	
44	Dimmer 4 Fine	0–255	Fine adjustment of CH 43
45	Shutter 4		Same as CH 45 in the mode “M5 Single Ring RGBL (173ch)” (p. 50)
46	Red 4	0–255	
47	Green 4	0	Min
		1–254	Min ... Max
		255	Max
48	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
49	White 3	0	Min
		1–254	Min ... Max
		255	Max

CH 46–173: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 46–49); the table below gives each cell's channel numbers.

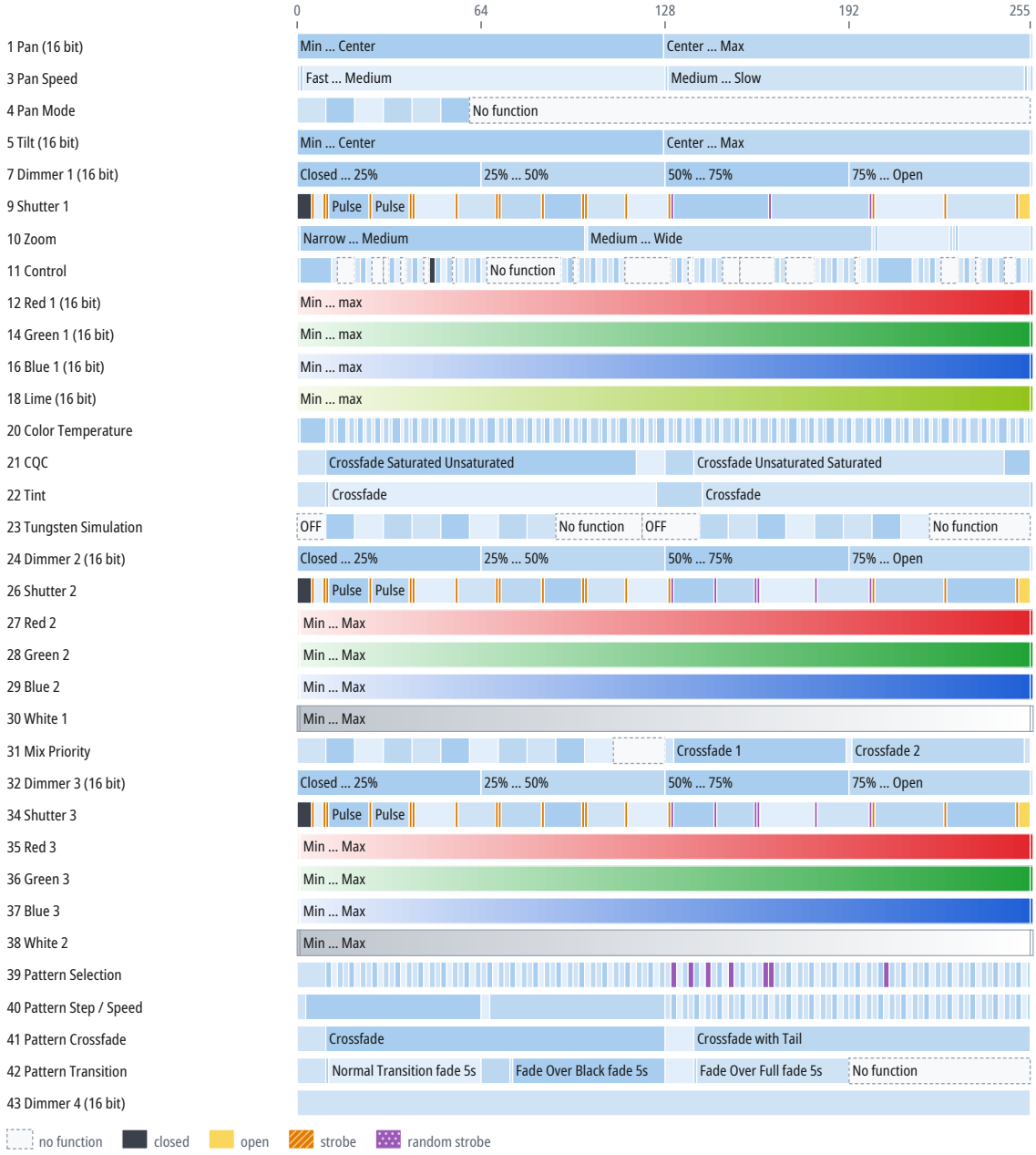
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	46	47	48	49	2	50	51	52	53
3	54	55	56	57	4	58	59	60	61
5	62	63	64	65	6	66	67	68	69
7	70	71	72	73	8	74	75	76	77
9	78	79	80	81	10	82	83	84	85
11	86	87	88	89	12	90	91	92	93
13	94	95	96	97	14	98	99	100	101
15	102	103	104	105	16	106	107	108	109
17	110	111	112	113	18	114	115	116	117
19	118	119	120	121	20	122	123	124	125
21	126	127	128	129	22	130	131	132	133
23	134	135	136	137	24	138	139	140	141
25	142	143	144	145	26	146	147	148	149
27	150	151	152	153	28	154	155	156	157
29	158	159	160	161	30	162	163	164	165
31	166	167	168	169	32	170	171	172	173

Mode M6 Ludicrous Pixel RGBL (429ch)

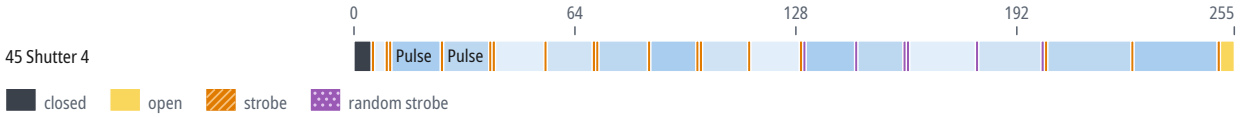
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”; CH 43 Dimmer 4 above 0; CH 45 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 18 Lime 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Dimmer 4 255, CH 45 Shutter 4 255, CH 46 Red 255 (the same in each of the 96 cells), CH 47 Green 255 (the same in each of the 96 cells), CH 48 Blue 255 (the same in each of the 96 cells), CH 49 White 255 (the same in each of the 96 cells).

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Lime		Same as CH 18 in the mode “M2 Basic RGBL (30ch)” (p. 20)
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32

CH	Function	DMX	Description
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)

CH	Function	DMX	Description
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Dimmer 4	0–255	
44	Dimmer 4 Fine	0–255	Fine adjustment of CH 43
45	Shutter 4		Same as CH 45 in the mode “M5 Single Ring RGBL (173ch)” (p. 50)
46	Red 4	0–255	
47	Green 4	0	Min
		1–254	Min ... Max
		255	Max
48	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
49	White 3	0	Min
		1–254	Min ... Max
		255	Max

CH 46–429: 96 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 46–49); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	46	47	48	49	2	50	51	52	53
3	54	55	56	57	4	58	59	60	61
5	62	63	64	65	6	66	67	68	69
7	70	71	72	73	8	74	75	76	77
9	78	79	80	81	10	82	83	84	85
11	86	87	88	89	12	90	91	92	93
13	94	95	96	97	14	98	99	100	101
15	102	103	104	105	16	106	107	108	109
17	110	111	112	113	18	114	115	116	117
19	118	119	120	121	20	122	123	124	125
21	126	127	128	129	22	130	131	132	133
23	134	135	136	137	24	138	139	140	141
25	142	143	144	145	26	146	147	148	149
27	150	151	152	153	28	154	155	156	157
29	158	159	160	161	30	162	163	164	165
31	166	167	168	169	32	170	171	172	173
33	174	175	176	177	34	178	179	180	181
35	182	183	184	185	36	186	187	188	189

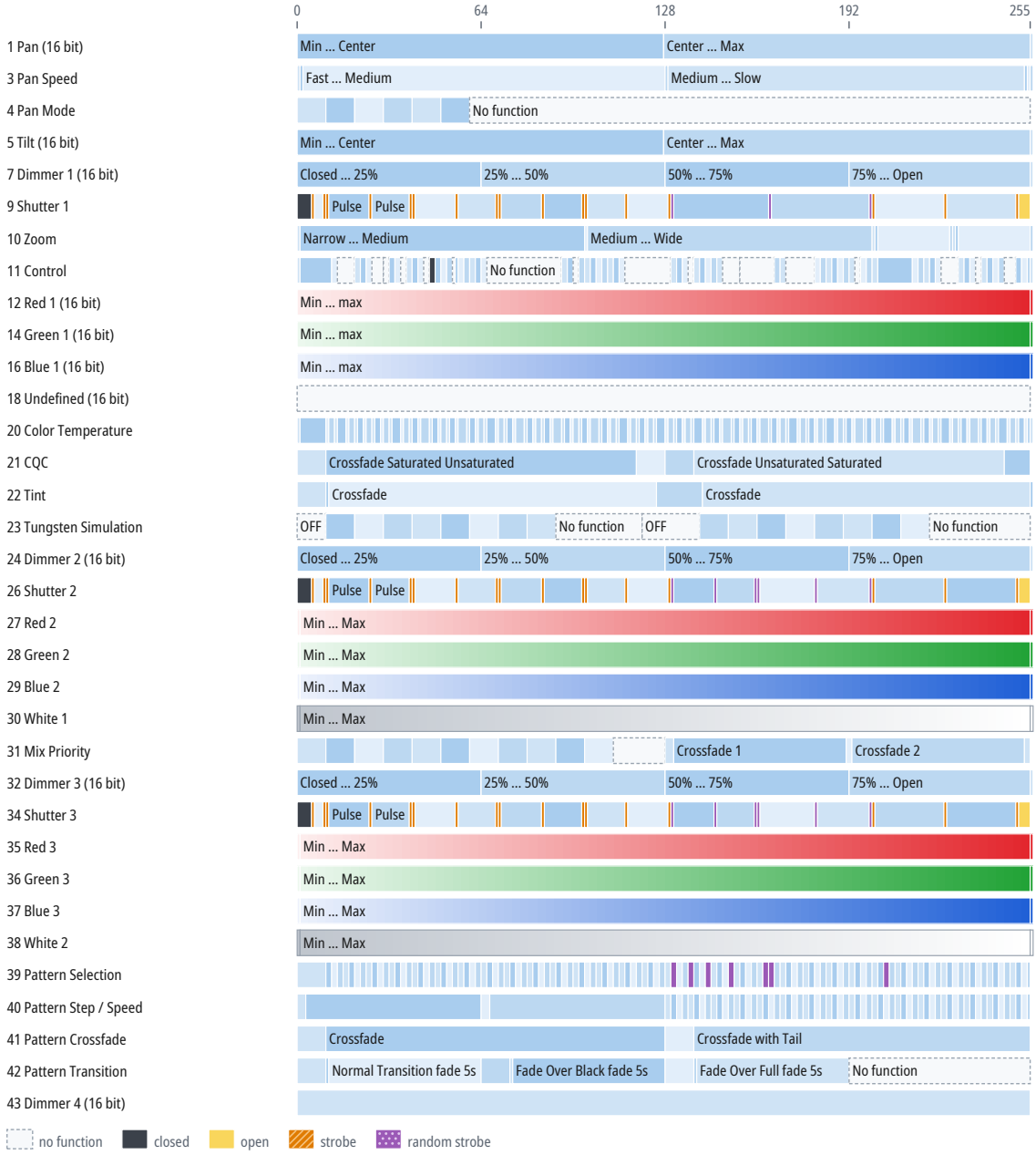
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
37	190	191	192	193	38	194	195	196	197
39	198	199	200	201	40	202	203	204	205
41	206	207	208	209	42	210	211	212	213
43	214	215	216	217	44	218	219	220	221
45	222	223	224	225	46	226	227	228	229
47	230	231	232	233	48	234	235	236	237
49	238	239	240	241	50	242	243	244	245
51	246	247	248	249	52	250	251	252	253
53	254	255	256	257	54	258	259	260	261
55	262	263	264	265	56	266	267	268	269
57	270	271	272	273	58	274	275	276	277
59	278	279	280	281	60	282	283	284	285
61	286	287	288	289	62	290	291	292	293
63	294	295	296	297	64	298	299	300	301
65	302	303	304	305	66	306	307	308	309
67	310	311	312	313	68	314	315	316	317
69	318	319	320	321	70	322	323	324	325
71	326	327	328	329	72	330	331	332	333
73	334	335	336	337	74	338	339	340	341
75	342	343	344	345	76	346	347	348	349
77	350	351	352	353	78	354	355	356	357
79	358	359	360	361	80	362	363	364	365
81	366	367	368	369	82	370	371	372	373
83	374	375	376	377	84	378	379	380	381
85	382	383	384	385	86	386	387	388	389
87	390	391	392	393	88	394	395	396	397
89	398	399	400	401	90	402	403	404	405
91	406	407	408	409	92	410	411	412	413
93	414	415	416	417	94	418	419	420	421
95	422	423	424	425	96	426	427	428	429

Mode M6 Ludicrous Pixel RGB (429ch)

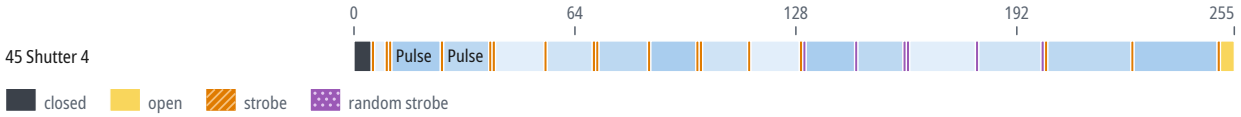
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 9 Shutter 1 at 251–255 “Open”; CH 24 Dimmer 2 above 0; CH 26 Shutter 2 at 251–255 “Open”; CH 32 Dimmer 3 above 0; CH 34 Shutter 3 at 251–255 “Open”; CH 43 Dimmer 4 above 0; CH 45 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 1 255, CH 9 Shutter 1 255, CH 12 Red 1 255, CH 14 Green 1 255, CH 16 Blue 1 255, CH 20 Color Temperature 0, CH 24 Dimmer 2 255, CH 26 Shutter 2 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 1 255, CH 32 Dimmer 3 255, CH 34 Shutter 3 255, CH 35 Red 3 255, CH 36 Green 3 255, CH 37 Blue 3 255, CH 38 White 2 255, CH 43 Dimmer 4 255, CH 45 Shutter 4 255, CH 46 Red 255 (the same in each of the 96 cells), CH 47 Green 255 (the same in each of the 96 cells), CH 48 Blue 255 (the same in each of the 96 cells), CH 49 White 255 (the same in each of the 96 cells).

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “M1 Compact RGBL (20ch)” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Pan Speed		Same as CH 3 in the mode “M1 Compact RGBL (20ch)” (p. 11)
4	Pan Mode		Same as CH 4 in the mode “M1 Compact RGBL (20ch)” (p. 11)
5	Tilt		Same as CH 5 in the mode “M1 Compact RGBL (20ch)” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Dimmer 1		Same as CH 7 in the mode “M2 Basic RGBL (30ch)” (p. 20)
8	Dimmer 1 Fine	0–255	Fine adjustment of CH 7
9	Shutter 1		Same as CH 8 in the mode “M1 Compact RGB (20ch)” (p. 18)
10	Zoom		Same as CH 9 in the mode “M1 Compact RGBL (20ch)” (p. 13)
11	Control		Same as CH 10 in the mode “M1 Compact RGBL (20ch)” (p. 13)
12	Red 1		Same as CH 12 in the mode “M2 Basic RGBL (30ch)” (p. 20)
13	Red 1 Fine	0–255	Fine adjustment of CH 12
14	Green 1		Same as CH 14 in the mode “M2 Basic RGBL (30ch)” (p. 20)
15	Green 1 Fine	0–255	Fine adjustment of CH 14
16	Blue 1		Same as CH 16 in the mode “M2 Basic RGBL (30ch)” (p. 20)
17	Blue 1 Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	
19	Undefined Fine	0–255	Fine adjustment of CH 18
20	Color Temperature		Same as CH 20 in the mode “M2 Basic RGBL (30ch)” (p. 20)
21	CQC		Same as CH 21 in the mode “M2 Basic RGBL (30ch)” (p. 24)
22	Tint		Same as CH 22 in the mode “M2 Basic RGBL (30ch)” (p. 24)
23	Tungsten Simulation		Same as CH 23 in the mode “M2 Basic RGBL (30ch)” (p. 24)
24	Dimmer 2		Same as CH 24 in the mode “M2 Basic RGBL (30ch)” (p. 25)
25	Dimmer 2 Fine	0–255	Fine adjustment of CH 24
26	Shutter 2		Same as CH 16 in the mode “M1 Compact RGBL (20ch)” (p. 16)
27	Red 2		Same as CH 17 in the mode “M1 Compact RGBL (20ch)” (p. 16)
28	Green 2		Same as CH 18 in the mode “M1 Compact RGBL (20ch)” (p. 17)
29	Blue 2		Same as CH 19 in the mode “M1 Compact RGBL (20ch)” (p. 17)
30	White 1		Same as CH 30 in the mode “M3 FX RGBL (42ch)” (p. 29)
31	Mix Priority		Same as CH 31 in the mode “M3 FX RGBL (42ch)” (p. 29)
32	Dimmer 3		Same as CH 32 in the mode “M3 FX RGBL (42ch)” (p. 30)
33	Dimmer 3 Fine	0–255	Fine adjustment of CH 32

CH	Function	DMX	Description
34	Shutter 3		Same as CH 34 in the mode “M3 FX RGBL (42ch)” (p. 30)
35	Red 3		Same as CH 35 in the mode “M3 FX RGBL (42ch)” (p. 32)
36	Green 3		Same as CH 36 in the mode “M3 FX RGBL (42ch)” (p. 32)

CH	Function	DMX	Description
37	Blue 3		Same as CH 37 in the mode “M3 FX RGBL (42ch)” (p. 32)
38	White 2		Same as CH 38 in the mode “M3 FX RGBL (42ch)” (p. 32)
39	Pattern Selection		Same as CH 39 in the mode “M3 FX RGBL (42ch)” (p. 32)
40	Pattern Step / Speed		Same as CH 40 in the mode “M3 FX RGBL (42ch)” (p. 35)
41	Pattern Crossfade		Same as CH 41 in the mode “M3 FX RGBL (42ch)” (p. 37)
42	Pattern Transition		Same as CH 42 in the mode “M3 FX RGBL (42ch)” (p. 37)
43	Dimmer 4	0–255	
44	Dimmer 4 Fine	0–255	Fine adjustment of CH 43
45	Shutter 4		Same as CH 45 in the mode “M5 Single Ring RGBL (173ch)” (p. 50)
46	Red 4	0–255	
47	Green 4	0	Min
		1–254	Min ... Max
		255	Max
48	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
49	White 3	0	Min
		1–254	Min ... Max
		255	Max

CH 46–429: 96 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 46–49); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	46	47	48	49	2	50	51	52	53
3	54	55	56	57	4	58	59	60	61
5	62	63	64	65	6	66	67	68	69
7	70	71	72	73	8	74	75	76	77
9	78	79	80	81	10	82	83	84	85
11	86	87	88	89	12	90	91	92	93
13	94	95	96	97	14	98	99	100	101
15	102	103	104	105	16	106	107	108	109
17	110	111	112	113	18	114	115	116	117
19	118	119	120	121	20	122	123	124	125
21	126	127	128	129	22	130	131	132	133
23	134	135	136	137	24	138	139	140	141
25	142	143	144	145	26	146	147	148	149
27	150	151	152	153	28	154	155	156	157
29	158	159	160	161	30	162	163	164	165
31	166	167	168	169	32	170	171	172	173
33	174	175	176	177	34	178	179	180	181
35	182	183	184	185	36	186	187	188	189

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
37	190	191	192	193	38	194	195	196	197
39	198	199	200	201	40	202	203	204	205
41	206	207	208	209	42	210	211	212	213
43	214	215	216	217	44	218	219	220	221
45	222	223	224	225	46	226	227	228	229
47	230	231	232	233	48	234	235	236	237
49	238	239	240	241	50	242	243	244	245
51	246	247	248	249	52	250	251	252	253
53	254	255	256	257	54	258	259	260	261
55	262	263	264	265	56	266	267	268	269
57	270	271	272	273	58	274	275	276	277
59	278	279	280	281	60	282	283	284	285
61	286	287	288	289	62	290	291	292	293
63	294	295	296	297	64	298	299	300	301
65	302	303	304	305	66	306	307	308	309
67	310	311	312	313	68	314	315	316	317
69	318	319	320	321	70	322	323	324	325
71	326	327	328	329	72	330	331	332	333
73	334	335	336	337	74	338	339	340	341
75	342	343	344	345	76	346	347	348	349
77	350	351	352	353	78	354	355	356	357
79	358	359	360	361	80	362	363	364	365
81	366	367	368	369	82	370	371	372	373
83	374	375	376	377	84	378	379	380	381
85	382	383	384	385	86	386	387	388	389
87	390	391	392	393	88	394	395	396	397
89	398	399	400	401	90	402	403	404	405
91	406	407	408	409	92	410	411	412	413
93	414	415	416	417	94	418	419	420	421
95	422	423	424	425	96	426	427	428	429

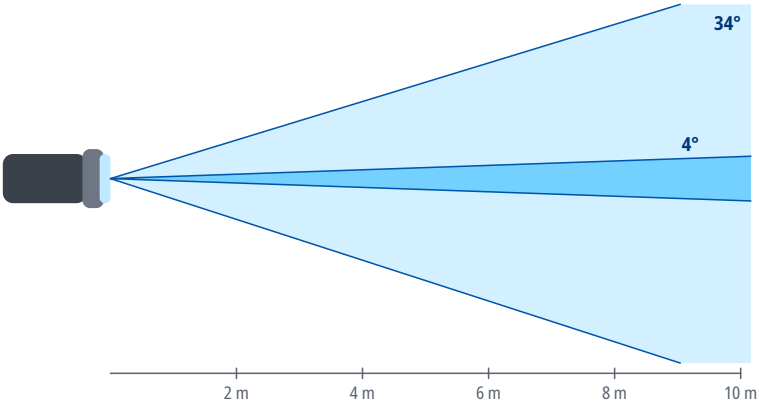
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	4–34°
Pan	720°
Tilt	230°
RDM	yes (manufacturer ID 0x676C, device model ID 0x1020)
Weight	5.2 kg
Operating temperature	5 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–10000 K
Strobe frequency	1–16 Hz

Spot diameter



Distance	Ø 4°	Ø 34°
2 m	0.14 m	1.2 m
4 m	0.28 m	2.4 m
6 m	0.42 m	3.7 m
8 m	0.56 m	4.9 m
10 m	0.7 m	6.1 m
15 m	1 m	9.2 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.