DMX REFERENCE

Nexus Shapes Square

GLP Nexus Lights Shapes Square

GLP



Manufacturer	GLP
GDTF file	GLP_Nexus_Shapes_Square_166608.gdtf
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1 About this manual

This document describes the GLP Nexus Lights Shapes Square by GLP. It was compiled from the GDTF file GLP_Nexus_Shapes_Square_166608.gdtf from the GDTF-Share library.

File revision: “20261028_Square_byGLP_sw6-0-50_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	0.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
M1 Compressed	3	170	1, 4, 7, 10, ...
M1 Compressed virtual DIM	3	170	1, 4, 7, 10, ...
M2 Simple	5	102	1, 6, 11, 16, ...
M3 Normal	8	64	1, 9, 17, 25, ...
M5 Effect	22	23	1, 23, 45, 67, ...
M4 Patterns	17	30	1, 18, 35, 52, ...
M8 Segment Ring	29	17	1, 30, 59, 88, ...
M7 Segment Line	26	19	1, 27, 53, 79, ...
M6 Segment Square	50	10	1, 51, 101, 151, ...



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.

4 Installation

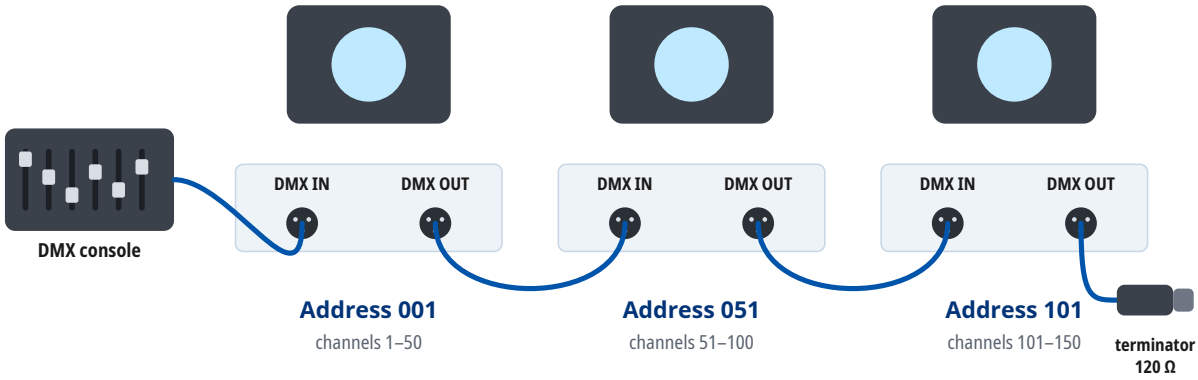
⚠ **WARNING**

- 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: 0.4 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode M6 Segment Square: every unit occupies 50 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

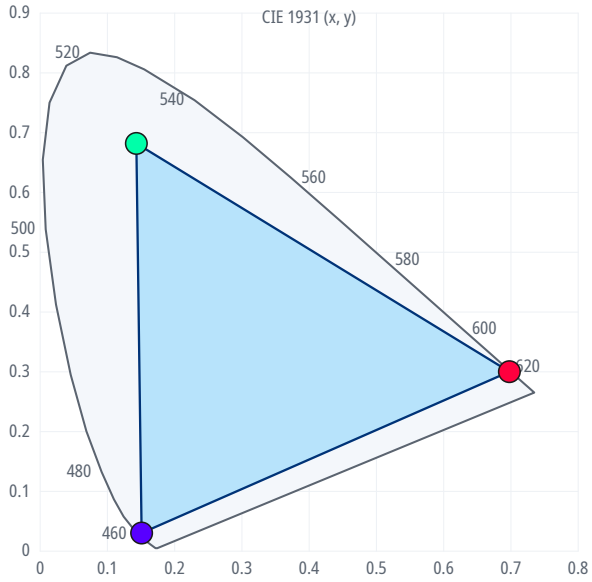
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “M6 Segment Square”: 50.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “M6 Segment Square”, you can use, for example, the start addresses 1, 51, 101, 151.
- 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.

7 Functions at a glance

Functions in each DMX mode

	M1 Compressed 3 channels	M1 Compressed virtual DIM 3 channels	M2 Simple 5 channels	M3 Normal 8 channels	M5 Effect 22 channels	M4 Patterns 17 channels	M8 Segment Ring 29 channels	M7 Segment Line 26 channels
Dimmer		✓	1	1	1	1, 9	1	1
Shutter / strobe			2	2	2	2, 10	2	2
Color mixing	1–3	1–3	3–5	3–5, 8	8–10, 13–15, 18–20	3–5, 8, 15–17	3–29	3–26
Color temperature				6		6		
Pixel control					✓		9 cells	8 cells

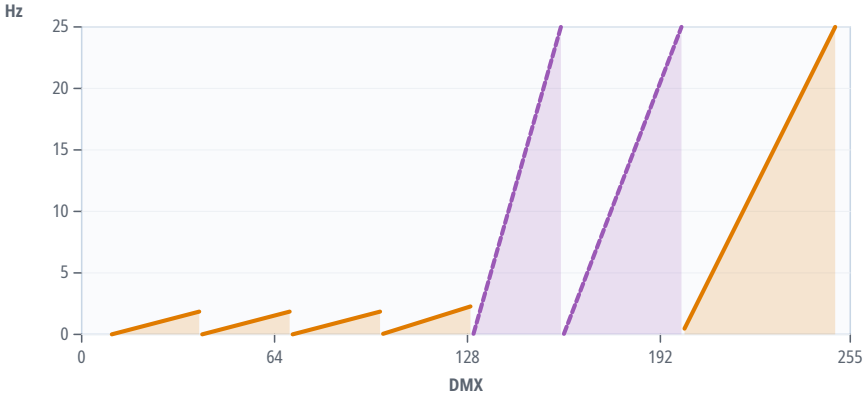
LED colors and the colors they mix



LED	x	y
Red	0.698	0.300
Green	0.143	0.682
Blue	0.151	0.030

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

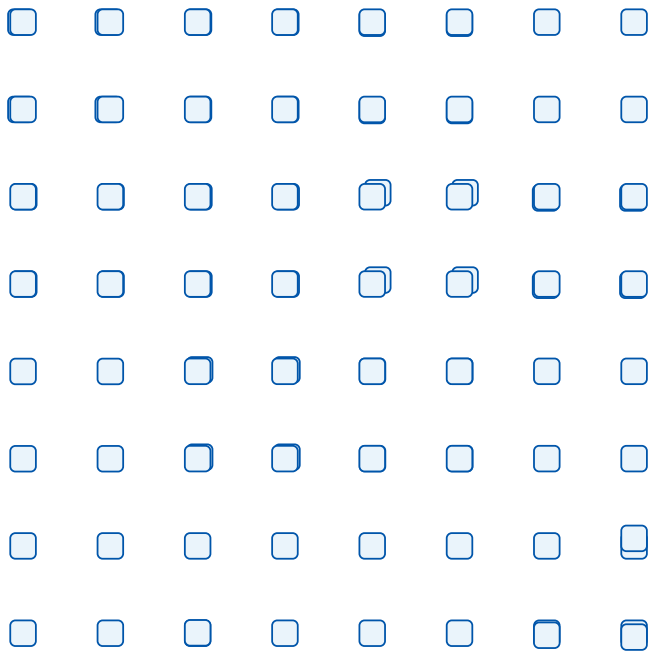
Strobe rate



CH 2 · M6 Segment Square

- 10–39: 0.005–1.85 Hz
  Shutter1StrobePulse
- 40–69: 0.005–1.85 Hz
  Shutter1StrobePulseOpen
- 70–99: 0.005–1.85 Hz
  Shutter1StrobePulseClose
- 100–129: 0.049–2.27 Hz
  Shutter1StrobeDouble-Flash
- 130–159: 0.05–25 Hz
  Shutter1StrobeRndPixel
- 160–199: 0.047–25 Hz
  Shutter1StrobeRandom
- 200–250: 0.47–25 Hz

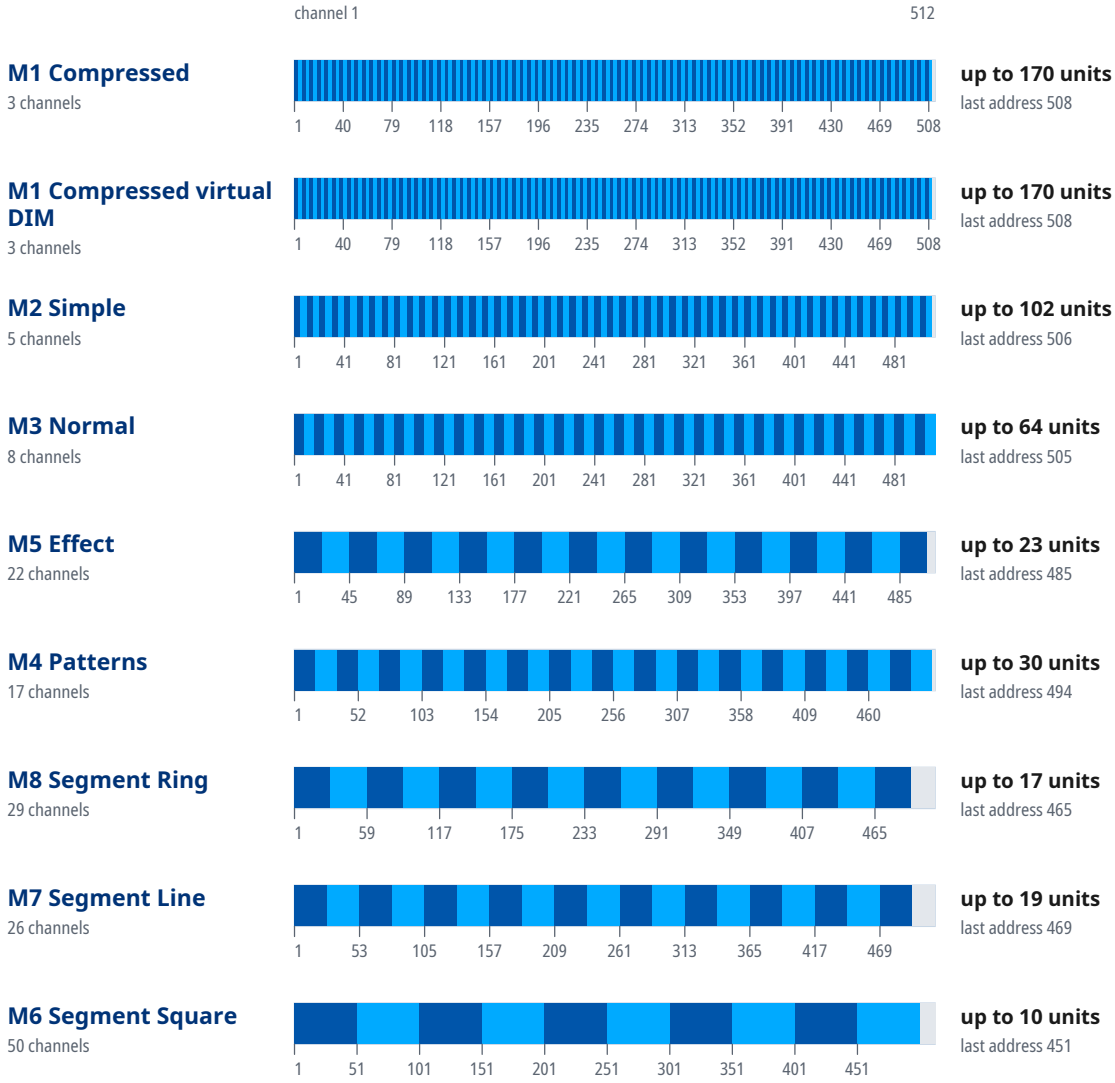
Cells (pixels)



Cells where the GDTF file places them (seen from above), 104 in all in the mode “M6 Segment Square”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “M6 Segment Square”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	251	11	U2 · 1	16	U2 · 251
2	51	7	301	12	U2 · 51	17	U2 · 301
3	101	8	351	13	U2 · 101	18	U2 · 351
4	151	9	401	14	U2 · 151	19	U2 · 401
5	201	10	451	15	U2 · 201	20	U2 · 451

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 M1 Compressed

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	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

Mode M1 Compressed virtual DIM

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	Function	DMX	Description
1	Red		Same as CH 1 in the mode “M1 Compressed” (p. 10)
2	Green		Same as CH 2 in the mode “M1 Compressed” (p. 10)
3	Blue		Same as CH 3 in the mode “M1 Compressed” (p. 10)

Mode M2 Simple

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–62	Closed … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … Open
		255	Open
2	Shutter	0–4	Closed
		5	Single Flash
		6–8	Single Flash … Flash Single
		9	Flash Single
		10	Pulse Slow
		11–23	Pulse Slow … Pulse Medium
		24	Pulse Medium

CH	Function	DMX	Description
2	Shutter (continued)	25–38	Pulse Medium ... Pulse Fast
		39	Pulse Fast
		40	Pulse Open Slow
		41–53	Pulse Open Slow ... Pulse Open Med
		54	Pulse Open Med
		55–68	Pulse Open Med ... Pulse Open Fast
		69	Pulse Open Fast
		70	Pulse Close Slow
		71–83	Pulse Close Slow ... Pulse Close Med
		84	Pulse Close Med
		85–98	Pulse Close Med ... Pulse Close Fast
		99	Pulse Close Fast
		100	Double Flash Slow
		101–113	Double Flash Slow ... Double Flash Med
		114	Double Flash Med
		115–128	Double Flash Med ... Double Flash Fast
		129	Double Flash Fast
		130	Random Pixel Slow
		131–143	Random Pixel Slow ... Random Pixel Med
		144	Random Pixel Med
		145–158	Random Pixel Med ... Random Pixel Fast
		159	Random Pixel Fast
		160	Random All Slow
		161–178	Random All Slow ... Random All Med
		179	Random All Med
		180–198	Random All Med ... Random All Fast
		199	Random All Fast
		200	Strobe Slow
		201–224	Strobe Slow ... Strobe Med
		225	Strobe Med
		226–249	Strobe Med ... Strobe Fast
		250	Strobe Fast
		251–255	Open
3	Red		Same as CH 1 in the mode “M1 Compressed” (p. 10)
4	Green		Same as CH 2 in the mode “M1 Compressed” (p. 10)
5	Blue		Same as CH 3 in the mode “M1 Compressed” (p. 10)

Mode M3 Normal

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Color Temperature 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “M2 Simple” (p. 10)
2	Shutter		Same as CH 2 in the mode “M2 Simple” (p. 10)
3	Red		Same as CH 1 in the mode “M1 Compressed” (p. 10)
4	Green		Same as CH 2 in the mode “M1 Compressed” (p. 10)
5	Blue		Same as CH 3 in the mode “M1 Compressed” (p. 10)
6	Color Temperature	0–9	Open White Point
		10–11	10000K
		12–69	10000K ... 8000K
		70	8000K
		71–114	8000K ... 6500K
		115	6500K
		116–140	6500K ... 5600K
		141	5600K
		142–188	5600K ... 4000K
		189	4000K
		190–203	4000K ... 3500K
		204	3500K
		205–212	3500K ... 3200K
		213	3200K
		214–217	3200K ... 3000K
		218	3000K
		219–226	3000K ... 2700K
		227	2700K
		228–238	2700K ... 2300K
		239	2300K
		240–254	2300K ... 1800K
		255	1800K
7	Tint	0–9	Open
		10	Full Minus Green
		11–132	Full Minus Green ... Neutral
		133	Neutral
		134–254	Neutral ... Full Plus Green
		255	Full Plus Green
8	Color Quality	0	High Brightness
		1–254	High Brightness ... High Quality
		255	High Quality

Mode M5 Effect

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 8 Red 1 255, CH 9 Green 1 255, CH 10 Blue 1 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 18 Red 3 255, CH 19 Green 3 255, CH 20 Blue 3 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “M2 Simple” (p. 10)
2	Shutter		Same as CH 2 in the mode “M2 Simple” (p. 10)
3	FX Speed		FX Time Multiplier
		0	0_2x
		1–49	0_2x … 6x
		50	6x
		51–79	6x … 22x
		80	22x
		81–109	22x … 55x
		110	55x
		111–129	55x … 110x
		130	110x
		131–149	110x … 220x
		150	220x
		151–169	220x … 500x
		170	500x
		171–251	500x … 4600x
		252	4600x
		253	4600x … Infinity (Static)
		254–255	Infinity (Static)
4	FX Group	0	Group All
		1–31	Group All … Group 1
		32–63	Group 1
		64–95	Group 2
		96–127	Group 3
		128–159	Group 4
		160–191	Group 5
		192–223	Group 6
		224–255	Group 7
5	FX Pixel E Typ	0–3	Open
		4–7	Pixel Fixture FX Circle
		8–11	Pixel FX DIV2_Right
		12–15	Pixel FX DIV2_Up
		16–19	Pixel FX Wall_Right
		20–23	Pixel FX Wall_Up
		24–27	Pixel FX Wall_Hori_Split
		28–31	Pixel FX Wall_Verti_Split

CH	Function	DMX	Description
5	FX Pixel E Typ (continued)	32–35	Pixel FX Arrow_Right
		36–39	Pixel FX Arrow_Up
		40–43	Pixel FX Arrow_Angle_45
		44–47	Pixel FX Arrow_Angle_135
		48–51	Pixel FX Quadrat_Outer
		52–55	Pixel FX Circle Outer
		56–59	Pixel FX Noise
		60–63	Pixel FX Snake_Up
		64–67	Pixel FX Snake_Right
		68–71	Pixel FX Rain_Up
		72–75	Pixel FX Rain_Right
		76–79	Pixel FX Chess
		80–87	No function
		88–91	Segment Group FX Circle
		92–95	Segment Group FX DIV2_Right
		96–99	Segment Group FX DIV2_Up
		100–103	Segment Group FX Wall_Right
		104–107	Segment Group FX Wall_Up
		108–111	Segment Group FX Wall_Hori_Split
		112–115	Segment Group FX Wall_Verti_Split
		116–119	Segment Group FX Arrow_Right
		120–123	Segment Group FX Arrow_Up
		124–127	Segment Group FX Arrow_Angle_45
		128–131	Segment Group FX Arrow_Angle_135
		132–135	Segment Group FX Quadrat_Outer
		136–139	Segment Group FX Circle_Outer
		140–143	Segment Group FX Noise
		144–147	Segment Group FX Snake_Up
		148–151	Segment Group FX Snake_Right
		152–155	Segment Group FX Rain_Up
		156–159	Segment Group FX Rain_Right
		160–163	Segment Group FX Chess
		164–171	No function
		172–175	Pixel Group FX Circle
		176–179	Pixel Group FX DIV2_Right
		180–183	Pixel Group FX DIV2_Up
		184–187	Pixel Group FX Wall_Right
		188–191	Pixel Group FX Wall_Up
		192–195	Pixel Group FX Wall_Hori_Split
		196–199	Pixel Group FX Wall_Verti_Split
		200–203	Pixel Group FX Arrow_Right
		204–207	Pixel Group FX Arrow_Up

CH	Function	DMX	Description
5	FX Pixel E Typ (continued)	208–211	Pixel Group FX Arrow_Angle_45
		212–215	Pixel Group FX Arrow_Angle_135
		216–219	Pixel Group FX Quadrat_Outer
		220–223	Pixel Group FX Circle_Outer
		224–227	Pixel Group FX Noise
		228–231	Pixel Group FX Snake_Up
		232–235	Pixel Group FX Snake_Right
		236–239	Pixel Group FX Rain_Up
		240–243	Pixel Group FX Rain_Right
		244–247	Pixel Group FX Chess
		248–251	Pixel Group FX Pixel
		252–255	NoFearure
6	FX Pixel E Variation	0–36	Variation 00
		37–73	Variation 01
		74–110	Variation 02
		111–147	Variation 03
		148–184	Variation 04
		185–221	Variation 05
		222–255	Variation 06
7	FX Pixel E Size		FX Pixel E Sice
		0	Size 100%
		1–7	Size 10%
		8–15	Size 20%
		16–23	Size 30%
		24–71	Size 30% ... Size 100%
		72–79	Size 100%
		80–151	Size 100% ... Size 200%
		152–159	Size 200%
		160–231	Size 200% ... Size 300%
		232–239	Size 300%
		240–255	Size 310%
8	Red 1	0	Min
		1–254	Min ... Max
		255	Max
9	Green 1	0	Min
		1–254	Min ... Max
		255	Max
10	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
11	FX Pixel Stay Time 1	0–15	0 ms
		16–31	20 ms

CH	Function	DMX	Description
11	FX Pixel Stay Time 1 (continued)	32–47	40 ms
		48–63	60 ms
		64–79	80 ms
		80–111	100 ms
		112–127	120 ms
		128–143	140 ms
		144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms
12	FX Pixel Fade Time 1	0–15	0 ms
		16–31	20 ms
		32–47	40 ms
		48–63	60 ms
		64–79	80 ms
		80–111	100 ms
		112–127	120 ms
		128–143	140 ms
		144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms
13	Red 2	0	Min
		1–254	Min … Max
		255	Max
14	Green 2	0	Min
		1–254	Min … Max
		255	Max
15	Blue 2	0	Min
		1–254	Min … Max
		255	Max
16	FX Pixel Stay Time 2	0–15	0 ms
		16–31	20 ms
		32–47	40 ms
		48–63	60 ms
		64–79	80 ms

CH	Function	DMX	Description
16	FX Pixel Stay Time 2 (continued)	80–111	100 ms
		112–127	120 ms
		128–143	140 ms
		144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms
17	FX Pixel Fade Time 2	0–15	0 ms
		16–31	20 ms
		32–47	40 ms
		48–63	60 ms
		64–79	80 ms
		80–111	100 ms
		112–127	120 ms
		128–143	140 ms
		144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms
18	Red 3	0	Min
		1–254	Min … Max
		255	Max
19	Green 3	0	Min
		1–254	Min … Max
		255	Max
20	Blue 3	0	Min
		1–254	Min … Max
		255	Max
21	FX Pixel Stay Time 3	0–15	0 ms
		16–31	20 ms
		32–47	40 ms
		48–63	60 ms
		64–79	80 ms
		80–111	100 ms
		112–127	120 ms
		128–143	140 ms

CH	Function	DMX	Description
21	FX Pixel Stay Time 3 (continued)	144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms
22	FX Pixel Fade Time 3	0–15	0 ms
		16–31	20 ms
		32–47	40 ms
		48–63	60 ms
		64–79	80 ms
		80–111	100 ms
		112–127	120 ms
		128–143	140 ms
		144–159	160 ms
		160–175	180 ms
		176–191	200 ms
		192–207	220 ms
		208–223	240 ms
		224–239	260 ms
		240–255	280 ms

Mode M4 Patterns

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 251–255 “Open”; CH 9 Dimmer 2 above 0; CH 10 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 255, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Color Temperature 0, CH 10 Shutter 2 255, CH 15 Red 2 255, CH 16 Green 2 255, CH 17 Blue 2 255.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–62	Closed … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … Open
		255	Open
2	Shutter 1	0–4	Closed
		5	Single Flash
		6–8	Single Flash … Flash Single
		9	Flash Single

CH	Function	DMX	Description
2	Shutter 1 (continued)	10	Pulse Slow
		11–23	Pulse Slow ... Pulse Medium
		24	Pulse Medium
		25–38	Pulse Medium ... Pulse Fast
		39	Pulse Fast
		40	Pulse Open Slow
		41–53	Pulse Open Slow ... Pulse Open Med
		54	Pulse Open Med
		55–68	Pulse Open Med ... Pulse Open Fast
		69	Pulse Open Fast
		70	Pulse Close Slow
		71–83	Pulse Close Slow ... Pulse Close Med
		84	Pulse Close Med
		85–98	Pulse Close Med ... Pulse Close Fast
		99	Pulse Close Fast
		100	Double Flash Slow
		101–113	Double Flash Slow ... Double Flash Med
		114	Double Flash Med
		115–128	Double Flash Med ... Double Flash Fast
		129	Double Flash Fast
		130	Random Pixel Slow
		131–143	Random Pixel Slow ... Random Pixel Med
		144	Random Pixel Med
		145–158	Random Pixel Med ... Random Pixel Fast
		159	Random Pixel Fast
		160	Random All Slow
		161–178	Random All Slow ... Random All Med
		179	Random All Med
		180–198	Random All Med ... Random All Fast
		199	Random All Fast
		200	Strobe Slow
		201–224	Strobe Slow ... Strobe Med
		225	Strobe Med
		226–249	Strobe Med ... Strobe Fast
		250	Strobe Fast
		251–255	Open
3	Red 1		Same as CH 8 in the mode “M5 Effect” (p. 15)
4	Green 1		Same as CH 9 in the mode “M5 Effect” (p. 15)
5	Blue 1		Same as CH 10 in the mode “M5 Effect” (p. 15)
6	Color Temperature		Same as CH 6 in the mode “M3 Normal” (p. 12)
7	Tint		Same as CH 7 in the mode “M3 Normal” (p. 12)
8	Color Quality		Same as CH 8 in the mode “M3 Normal” (p. 12)

CH	Function	DMX	Description
9	Dimmer 2	0–255	
10	Shutter 2	0–4	Closed
		5	Single Flash
		6–8	Single Flash ... Flash Single
		9	Flash Single
		10	Pulse Slow
		11–23	Pulse Slow ... Pulse Medium
		24	Pulse Medium
		25–38	Pulse Medium ... Pulse Fast
		39	Pulse Fast
		40	Pulse Open Slow
		41–53	Pulse Open Slow ... Pulse Open Med
		54	Pulse Open Med
		55–68	Pulse Open Med ... Pulse Open Fast
		69	Pulse Open Fast
		70	Pulse Close Slow
		71–83	Pulse Close Slow ... Pulse Close Med
		84	Pulse Close Med
		85–98	Pulse Close Med ... Pulse Close Fast
		99	Pulse Close Fast
		100	Double Flash Slow
		101–113	Double Flash Slow ... Double Flash Med
		114	Double Flash Med
		115–128	Double Flash Med ... Double Flash Fast
		129	Double Flash Fast
		130	Random Pixel Slow
		131–143	Random Pixel Slow ... Random Pixel Med
		144	Random Pixel Med
		145–158	Random Pixel Med ... Random Pixel Fast
		159	Random Pixel Fast
		160	Random All Slow
		161–178	Random All Slow ... Random All Med
		179	Random All Med
		180–198	Random All Med ... Random All Fast
		199	Random All Fast
		200	Strobe Slow
		201–224	Strobe Slow ... Strobe Med
		225	Strobe Med
		226–249	Strobe Med ... Strobe Fast
		250	Strobe Fast
		251–255	Open
11	Pattern Selection	0–7	Open

CH	Function	DMX	Description
11	Pattern Selection (continued)	8–15	Outer Ring
		16–23	Spiral
		24–31	Walk Horizontal
		32–39	Walk Vertikal
		40–47	Walk
		48–55	Ring In Out
		56–63	Div Horizontal
		64–71	Div Vertical
		72–79	Div
		80–87	Propeller
		88–95	Clock
		96–103	Ring Alternate
		104–255	NoFunktion
12	Pattern Mode	0–15	Single - No Fade
		16–31	Single - Fade 1x
		32–47	Single - Fade 2x
		48–63	Single - Fade 3x
		64–79	Single Additive - No Fade
		80–95	Single Additive - Fade 1x
		96–111	Single Additive - Fade 2x
		112–127	Single Additive - Fade 3x
		128–143	Mirror - No Fade
		144–159	Mirror - Fade 1x
		160–175	Mirror - Fade 2x
		176–191	Mirror - Fade 3x
		192–207	Mirror Additive - No Fade
		208–223	Mirror Additive - Fade 1x
		224–239	Mirror Additive - Fade 2x
		240–255	Mirror Additive - Fade 3x
13	Pattern Step Size	0–15	12%
		16–31	19%
		32–47	25%
		48–63	31%
		64–79	38%
		80–111	44%
		112–127	50%
		128–143	56%
		144–159	62%
		160–175	69%
		176–191	75%
		192–207	81%
		208–223	87%

CH	Function	DMX	Description
13	Pattern Step Size (continued)	224–239	94%
		240–255	100%
14	Pattern Index Speed	0	Index 0%
		1–126	Index 0% … Index 100%
		127	Index 100%
		128	Static
		129	Pattern Speed: Slow
		130–254	Pattern Speed: Slow … Fast
		255	Pattern Speed: Fast
15	Red 2		Same as CH 13 in the mode “M5 Effect” (p. 16)
16	Green 2		Same as CH 14 in the mode “M5 Effect” (p. 16)
17	Blue 2		Same as CH 15 in the mode “M5 Effect” (p. 16)

Mode M8 Segment Ring

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 3 Red 255 (the same in each of the 9 cells), CH 4 Green 255 (the same in each of the 9 cells), CH 5 Blue 255 (the same in each of the 9 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “M2 Simple” (p. 10)
2	Shutter		Same as CH 2 in the mode “M2 Simple” (p. 10)
3	Red 1	0	Min
		1–254	Min … Max
		255	Max
4	Green 1	0	Min
		1–254	Min … Max
		255	Max
5	Blue 1	0	Min
		1–254	Min … Max
		255	Max

CH 3–29: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 3–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	3	4	5	2	6	7	8	3	9	10	11
4	12	13	14	5	15	16	17	6	18	19	20
7	21	22	23	8	24	25	26	9	27	28	29

Mode M7 Segment Line

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 3 Red 255 (the same in each of the 8 cells), CH 4 Green 255 (the same in each of the 8 cells), CH 5 Blue 255 (the same in each of the 8 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “M2 Simple” (p. 10)
2	Shutter		Same as CH 2 in the mode “M2 Simple” (p. 10)
3	Red 1	0	Min
		1–254	Min … Max
		255	Max
4	Green 1	0	Min
		1–254	Min … Max
		255	Max
5	Blue 1	0	Min
		1–254	Min … Max
		255	Max

CH 3–26: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 3–5); the table below gives each cell's channel numbers.

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

Mode M6 Segment Square

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 255, CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “M2 Simple” (p. 10)
2	Shutter		Same as CH 2 in the mode “M2 Simple” (p. 10)
3	Red 1	0	Min
		1–254	Min … Max
		255	Max
4	Green 1	0	Min
		1–254	Min … Max
		255	Max
5	Blue 1	0	Min
		1–254	Min … Max
		255	Max

CH 3–50: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 3–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	3	4	5	2	6	7	8	3	9	10	11
4	12	13	14	5	15	16	17	6	18	19	20
7	21	22	23	8	24	25	26	9	27	28	29
10	30	31	32	11	33	34	35	12	36	37	38
13	39	40	41	14	42	43	44	15	45	46	47
16	48	49	50								

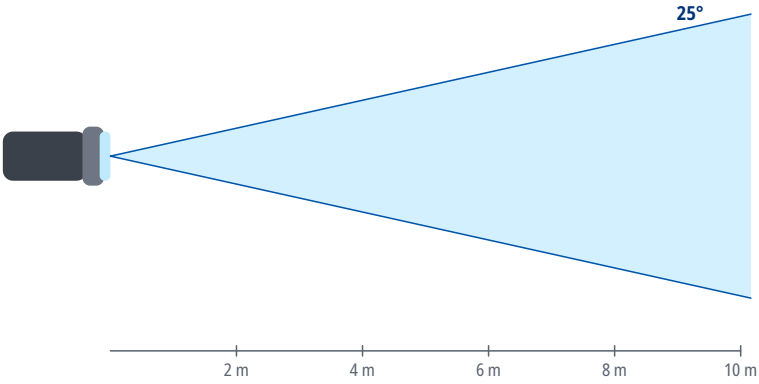
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x676C, device model ID 0x100C)
Weight	0.4 kg
Operating temperature	5 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.047–25 Hz

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.