DMX REFERENCE

XDC1 IP Hybrid

GLP XDC1 IP Hybrid

GLP

Manufacturer	GLP
GDTF file	GLP_XDC1_IP_Hybrid_47828.gdtf
GDTF revision	220923-2-SubDimRGB · 2023-09-22
Generated	2026-11-24

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1 About this manual

This document describes the GLP XDC1 IP Hybrid by GLP. It was compiled from the GDTF file GLP_XDC1_IP_Hybrid_47828.gdtf from the GDTF-Share library.

File revision: “220923-2-SubDimRGB”.

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	22.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
M1 - Basic	21	24	1, 22, 43, 64, ...
M2 - Normal (Default)	50	10	1, 51, 101, 151, ...
M3 Segment	58	8	1, 59, 117, 175, ...
M4 Multipix Advanced	113	4	1, 114, 227, 340
M5 Multipix Compressed	80	6	1, 81, 161, 241, ...
M6 Multipix Wash	92	5	1, 93, 185, 277, ...

No light? Check these channels

- M1 - Basic: CH 4 Shutter at 251–255 “Open”
- M2 - Normal (Default): CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”
- M3 Segment: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”
- M4 Multipix Advanced: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”
- M5 Multipix Compressed: CH 4 Shutter 1 at 251–255 “Open”; CH 7 Dimmer 2 above 0; CH 10 Shutter 2 at 251–255 “Open”
- M6 Multipix Wash: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”


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

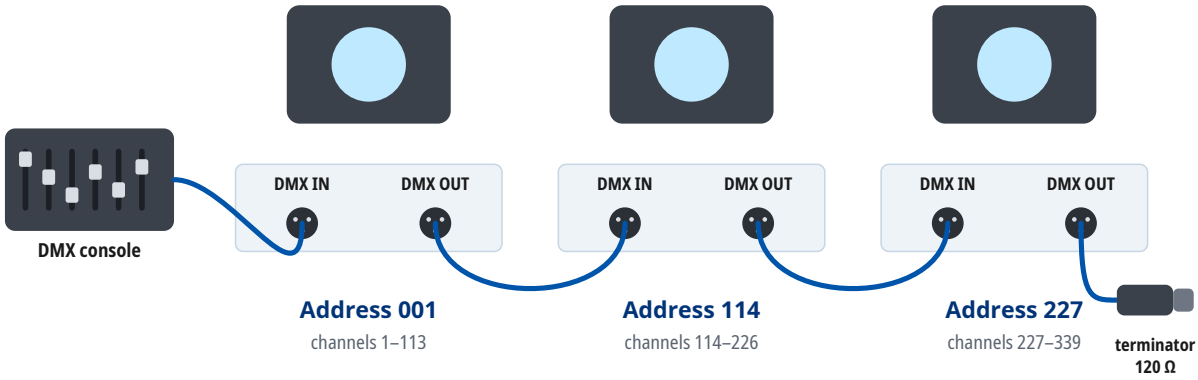
⚠ **WARNING**

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

5 Connections

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

DMX line



Mode M4 Multipix Advanced: every unit occupies 113 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 “M4 Multipix Advanced”: 113.
- 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 “M4 Multipix Advanced”, you can use, for example, the start addresses 1, 114, 227, 340.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

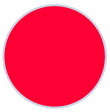
Functions in each DMX mode

	M1 - Basic 21 channels	M2 - Normal (Default) 50 channels	M3 Segment 58 channels	M4 Multipix Advanced 113 channels	M5 Multipix Compressed 80 channels	M6 Multipix Wash 92 channels
Pan / Tilt	✓	✓	✓	✓	✓	✓
Dimmer	1	4 channels (1–39)	4 channels (1–39)	4 channels (1–39)	1, 7	1, 10, 30
Shutter / strobe	3, 4	8 channels (3–42)	8 channels (3–42)	8 channels (3–42)	3, 4, 9, 10	3, 4, 12, 13, 32, 33
Color mixing	6 channels (7–19)	9 channels (7–50)	17 channels (7–58)	72 channels (7–113)	13, 15–80	60 channels (7–92)
Color temperature	18	24	24	24	12	24
Color wheel	17	23	23	23		23
Effects / macros		35–38, 44–47	35–38, 44–47	35–38, 44–47		35–38
Pixel control		✓	✓	12 + 18 cells	12 + 18 cells	18 cells

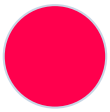
Color wheel

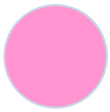
1
Color Wheel Select: Open
DMX 0–9

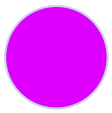
2
Filter 004 (medium Bastard Amber)
DMX 10–12

3 
Filter 019 (Fire)
DMX 13–15

4 
Filter 025 (Sunset Red)
DMX 16–18

5 
Filter 026 (Bright Red)
DMX 19–21

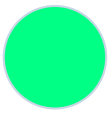
6 
Filter 036 (Medium Pink)
DMX 22–24

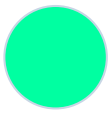
7 
Filter 049 (Medium Purple)
DMX 25–27

8 
Filter 058 (Lavender)
DMX 28–30

9 
Filter 068 (Sky Blue)
DMX 31–33

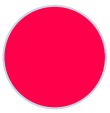
10
Filter 088 (Lime Green)
DMX 34–36

11 
Filter 089 (Moss Green)
DMX 37–39

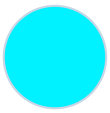
12 
Filter 090 (Dark Yellow Green)
DMX 40–42

13
Filter 102 (Light Amber)
DMX 43–45

14
Filter 103 (Straw)
DMX 46–48

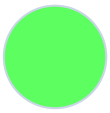
15 
Filter 106 (Primary Red)
DMX 49–51

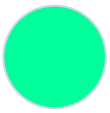
16 
Filter 111 (Dark Pink)
DMX 52–54

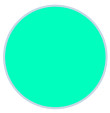
17 
Filter 115 (Peacock Blue)
DMX 55–57

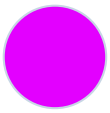
18 
Filter 117 (Steel Blue)
DMX 58–60

19 
Filter 118 (Light Blue)
DMX 61–63

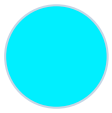
20 
Filter 121 (Filter Green)
DMX 64–66

21 
Filter 122 (Fem Green)
DMX 67–69

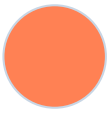
22 
Filter 124 (Dark Green)
DMX 70–72

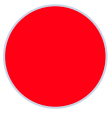
23 
Filter 126 (Mauve)
DMX 73–75

24 
Filter 128 (Bright Pink)
DMX 76–78

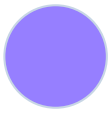
25 
Filter 131 (Marine Blue)
DMX 79–81

26 
Filter 132 (Medium Blue)
DMX 82–84

27 
Filter 134 (Golden Amber)
DMX 85–87

28 
Filter 135 (Deep Golden Amber)
DMX 88–90

29
Filter 136 (Pale Lavender)
DMX 91–93

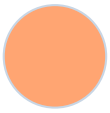
30 
Filter 137 (Special Lavender)
DMX 94–96

31
Filter 138 (Pale Green)
DMX 97–99

32 
Filter 140 (Summer Blue)
DMX 100–102

33 
Filter 141 (Bright Blue)
DMX 103–105

34 
Filter 143 (Pale Navy Blue)
DMX 106–108

35 
Filter 147 Apricot)
DMX 109–111

36 
Filter 148 (Bright Rose)
DMX 112–114

37
Filter 152 (Pale Gold)
DMX 115–117

38
Filter 154 (Pale Rose)
DMX 118–120

39 
Filter 157 (Pink)
DMX 121–123

40
Filter 162 (Bastard Amber)
DMX 124–126

41
Filter 164 (Flame Red)
DMX 127–129

42
Filter 165 (Daylight Blue)
DMX 130–132

43
Filter 169 (Lilac Tint)
DMX 133–135

44
Filter 170 (Deep Lavender)
DMX 136–138

45
Filter 172 (Lagoon Blue)
DMX 139–141

46
Filter 180 (Dark Lavender)
DMX 142–144

47
Filter 182 (Light Red)
DMX 145–147

48
Filter 194 (Surprise Pink)
DMX 148–150

49 Filter 197 (Alice Blue)
DMX 151–153

50 Filter 201 (Full CT Blue)
DMX 154–156

51 Filter 202 (Half CT Blue)
DMX 157–159

52 Filter 203 (Quarter CT Blue)
DMX 160–162

53 Filter 204 (Full CT Orange)
DMX 163–165

54 Filter 206 (Quarter CT Orange)
DMX 166–168

55 Filter 219 (Fluorescent Green)
DMX 169–171

56 Filter 247 (Filter Minus Green)
DMX 172–174

57 Filter 248 (Half Minus Green)
DMX 175–177

58 Filter 281 (Three Quarter CT Blue)
DMX 178–180

59 Filter 285 (Three Quarter CT Orange)
DMX 181–183

60 Filter 352 (Glacier Blue)
DMX 184–186

61 Filter 353 (Lighter Blue)
DMX 187–189

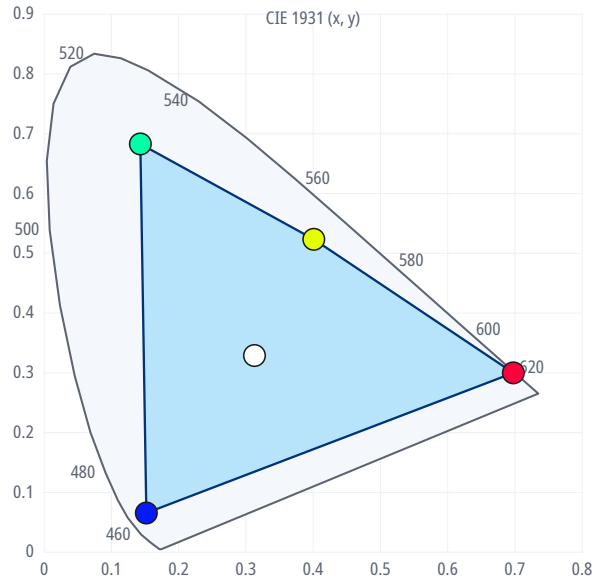
62 Filter 507 (Madge)
DMX 190–192

63 Filter 778 (Millennium Gold)
DMX 193–195

64 Filter 793 (Vanity Fair)
DMX 196–198

65 Filter 798 (Chrysalis Pink)
DMX 199–202

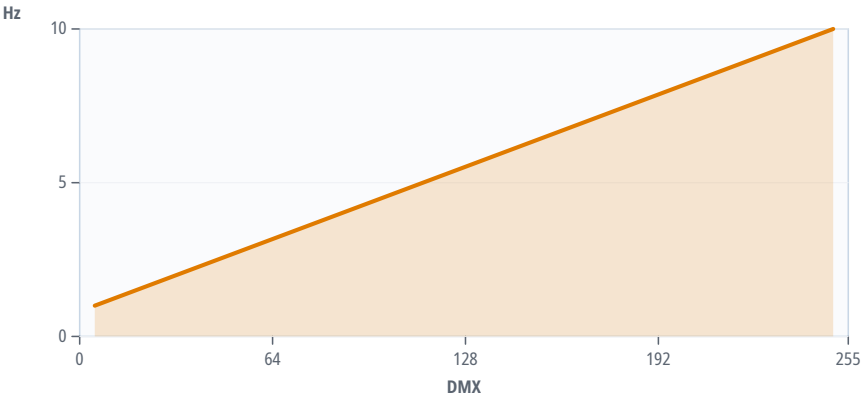
LED colors and the colors they mix



LED	x	y	nm
Red	0.698	0.300	624
Green	0.143	0.683	522
Blue	0.152	0.066	451
Lime	0.401	0.523	
Emitter 1	0.313	0.329	

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

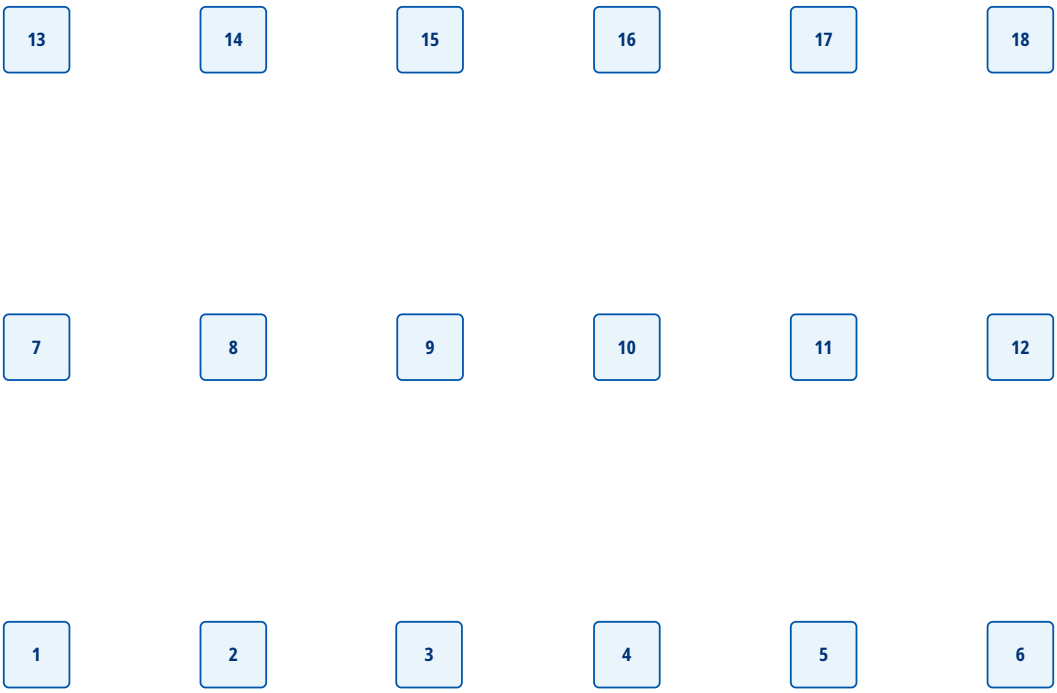
Strobe rate



CH 4 · M3 Segment

5–250: 1–10 Hz
Strobe 1 - 10 Hz: slow -> fast

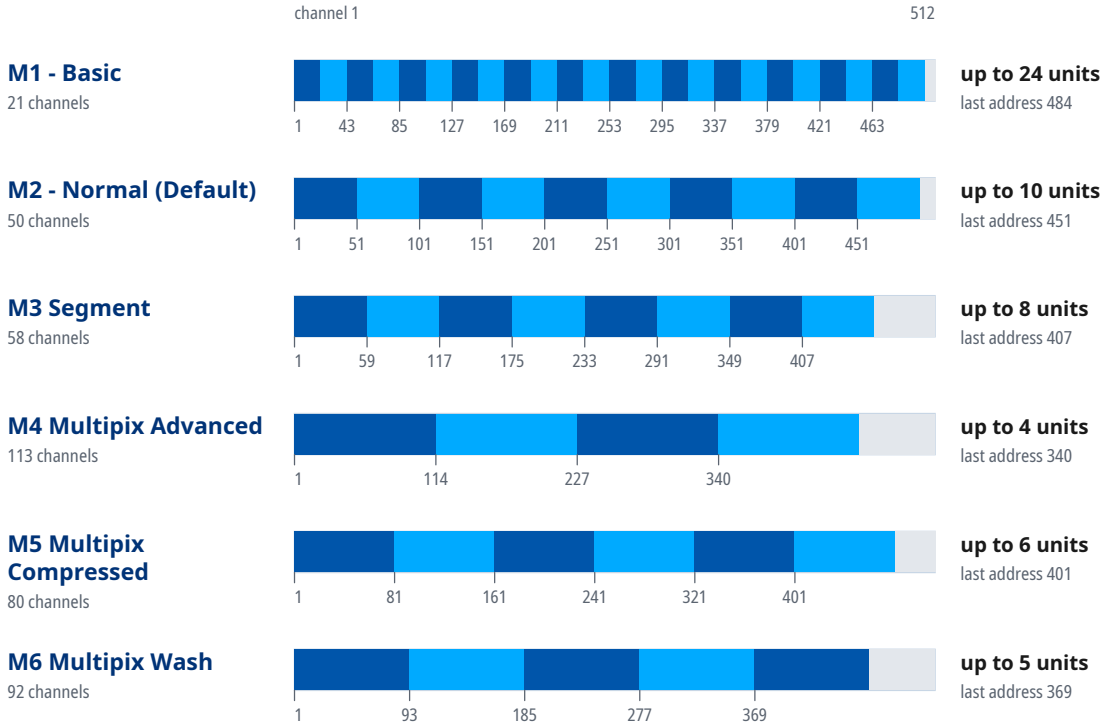
Cells (pixels)



18 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “M3 Segment” drives them together.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “M4 Multipix Advanced”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 114	11	U3 · 227	16	U4 · 340
2	114	7	U2 · 227	12	U3 · 340	17	U5 · 1
3	227	8	U2 · 340	13	U4 · 1	18	U5 · 114
4	340	9	U3 · 1	14	U4 · 114	19	U5 · 227
5	U2 · 1	10	U3 · 114	15	U4 · 227	20	U5 · 340

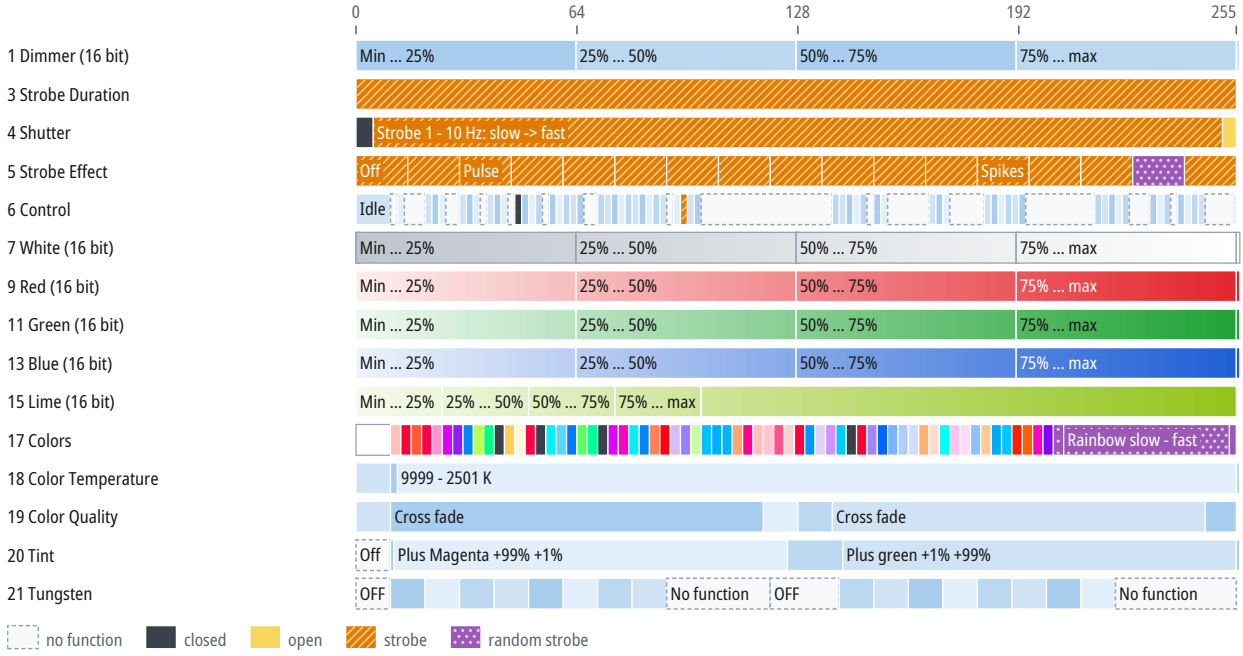
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode M1 - Basic

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

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Strobe Duration 0, CH 4 Shutter 255, CH 5 Strobe Effect 0, CH 9 Red 255, CH 11 Green 255, CH 13 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration	0–255	
4	Shutter	0–4	Close
		5–250	Strobe 1 - 10 Hz: slow -> fast (1–10 Hz)
		251–255	Open
5	Strobe Effect	0–14	Off
		15–29	Single Flash
		30–44	Pulse
		45–59	Pulse Open
		60–74	Pulse Close

CH	Function	DMX	Description
5	Strobe Effect (continued)	75–89	Pulse Rnd
		90–104	Pulse Open Rnd
		105–119	Pulse Close Rnd
		120–134	Double-Flash
		135–149	Double-Flash Rnd
		150–164	Triple-Flash
		165–179	Triple-Flash Rnd
		180–194	Spikes
		195–209	Lightning
		210–224	Pixel Rnd
		225–239	Random
		240–255	Not used
6	Control	0–9	Idle
		10–11	Control 1: No function
		12–13	iQ Service Connect
		14–19	Control 1: No function
		20–21	Dimmer Curve: Soft (Square)
		22–23	Dimmer Curve: Linear
		24–25	Dimmer Curve: S-Curve
		26–29	Dimmer: No function
		30–31	Display Mode: OFF
		32–33	Display Mode:Auto
		34–35	Display Mode: ON
		36–37	Display: No function
		38–39	Display Orientation: Auto
		40–41	Display Orientation: Normal
		42–43	Display Orientation: Flip
		44–45	Display: No function
		46–47	No Signal: Blackout
		48–49	No Signal: Hold
		50–51	No Signal: Replay Captured Scene
		52–53	Capture Scene
		54–55	No Signal: No function
		56–57	Fan Mode: OFF
		58–59	Fan Mode: Regulated
		60–61	Fan Mode: High
		62–63	Fan Mode: Medium
		64–65	Fan Mode: Low
		66–69	Fan Mode: No function
		70–71	Pixel Mirror: OFF
		72–73	Pixel Mirror: x-mirror
		74–75	Pixel Mirror: y-mirror

CH	Function	DMX	Description
6	Control (continued)	76–77	Pixel Mirror: x y-mirror
		78–79	Pixel Rotation: OFF
		80–81	Pixel Rotation: 60
		82–83	Pixel Rotation: 120
		84–85	Pixel Rotation: 180
		86–87	Pixel Rotation: 240
		88–89	Pixel Rotation: 300
		90–91	Pixel: No Function
		92–93	Power Mode: Dynamic (Default)
		94–95	Power Mode: Max Strobe
		96–97	Power Mode: Max Wash
		98–99	Power Mode: Balanced
		100–137	Power Mode: No Function
		138–139	White Point 8000K
		140–141	White Point 6500K (Default)
		142–143	White Point 5600K
		144–145	White Point 4200K
		146–147	White Point 3200K
		148–149	White Point: No function
		150–151	Sub Fixture Mode: normal
		152–153	Sub Fixture Mode: independent
		154–165	Sub Fixture: No function
		166–167	Color Mode: RGB (1)
		168–169	Color Mode: RGBL (2)
		170–171	Color Mode: x y (3)
		172–181	Color Mode: No Function
		182–183	iQ Gamut: Full
		184–185	iQ Gamut: Rec 2020
		186–187	iQ Gamut: Rec 709
		188–189	iQ Gamut: DCI P3 65
		190–191	Hibernation: OFF
		192–193	Hibernation: ON
		194–213	Hibernation: No function
		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 as User Setting Preset 1
		232–233	Save as User Setting Preset 2
		234–235	Save as User Setting Preset 3

CH	Function	DMX	Description
6	Control (continued)	236–237	Save User Setting: No function
		238–239	Load User Setting Preset 1
		240–241	Load User Setting Preset 2
		242–243	Load User Setting Preset 3
		244–245	Load Setting Default
		246–253	Load User Setting: No function
		254–255	Reset ALL
7	White	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
8	White Fine	0–255	Fine adjustment of CH 7
9	Red	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max

CH	Function	DMX	Description
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Lime	0–25	Min ... 25%
		25–50	25% ... 50%
		50–75	50% ... 75%
		75–100	75% ... max
		100	Max
		100–255	Color Add_GY 1
16	Lime Fine	0–255	Fine adjustment of CH 15
17	Colors	0–9	Color Wheel Select: Open
		10–12	Filter 004 (medium Bastard Amber)
		13–15	Filter 019 (Fire)
		16–18	Filter 025 (Sunset Red)
		19–21	Filter 026 (Bright Red)
		22–24	Filter 036 (Medium Pink)
		25–27	Filter 049 (Medium Purple)
		28–30	Filter 058 (Lavender)
		31–33	Filter 068 (Sky Blue)
		34–36	Filter 088 (Lime Green)
		37–39	Filter 089 (Moss Green)
		40–42	Filter 090 (Dark Yellow Green)
		43–45	Filter 102 (Light Amber)
		46–48	Filter 103 (Straw)
		49–51	Filter 106 (Primary Red)
		52–54	Filter 111 (Dark Pink)
		55–57	Filter 115 (Peacock Blue)
		58–60	Filter 117 (Steel Blue)
		61–63	Filter 118 (Light Blue)
		64–66	Filter 121 (Filter Green)
		67–69	Filter 122 (Fem Green)
		70–72	Filter 124 (Dark Green)
		73–75	Filter 126 (Mauve)
		76–78	Filter 128 (Bright Pink)
		79–81	Filter 131 (Marine Blue)
		82–84	Filter 132 (Medium Blue)
		85–87	Filter 134 (Golden Amber)
		88–90	Filter 135 (Deep Golden Amber)
		91–93	Filter 136 (Pale Lavender)
		94–96	Filter 137 (Special Lavender)
		97–99	Filter 138 (Pale Green)
		100–102	Filter 140 (Summer Blue)
		103–105	Filter 141 (Bright Blue)
		106–108	Filter 143 (Pale Navy Blue)

CH	Function	DMX	Description
17	Colors (continued)	109–111	Filter 147 Apricot)
		112–114	Filter 148 (Bright Rose)
		115–117	Filter 152 (Pale Gold)
		118–120	Filter 154 (Pale Rose)
		121–123	Filter 157 (Pink)
		124–126	Filter 162 (Bastard Amber)
		127–129	Filter 164 (Flame Red)
		130–132	Filter 165 (Daylight Blue)
		133–135	Filter 169 (Lilac Tint)
		136–138	Filter 170 (Deep Lavender)
		139–141	Filter 172 (Lagoon Blue)
		142–144	Filter 180 (Dark Lavender)
		145–147	Filter 182 (Light Red)
		148–150	Filter 194 (Surprise Pink)
		151–153	Filter 197 (Alice Blue)
		154–156	Filter 201 (Full CT Blue)
		157–159	Filter 202 (Half CT Blue)
		160–162	Filter 203 (Quarter CT Blue)
		163–165	Filter 204 (Full CT Orange)
		166–168	Filter 206 (Quarter CT Orange)
		169–171	Filter 219 (Fluorescent Green)
		172–174	Filter 247 (Filter Minus Green)
		175–177	Filter 248 (Half Minus Green)
		178–180	Filter 281 (Three Quarter CT Blue)
		181–183	Filter 285 (Three Quarter CT Orange)
		184–186	Filter 352 (Glacier Blue)
		187–189	Filter 353 (Lighter Blue)
		190–192	Filter 507 (Madge)
		193–195	Filter 778 (Millennium Gold)
		196–198	Filter 793 (Vanity Fair)
		199–201	Filter 798 (Chrysalis Pink)
		202–204	Rainbow Stop - at first Color
		205–252	Rainbow slow - fast
		253–255	Rainbow Stop - at current Color
18	Color Temperature	0–9	Defined White Point
		10–11	10000 K
		12–254	9999 - 2501 K (9999–2501 K)
		255	2500 K
19	Color Quality	0–9	High Quality (HQ) (saturated color)
		10–117	Cross fade
		118–127	High Quality (HQ) (unsaturated color)
		128–137	High Output (HO) (unsaturated color)

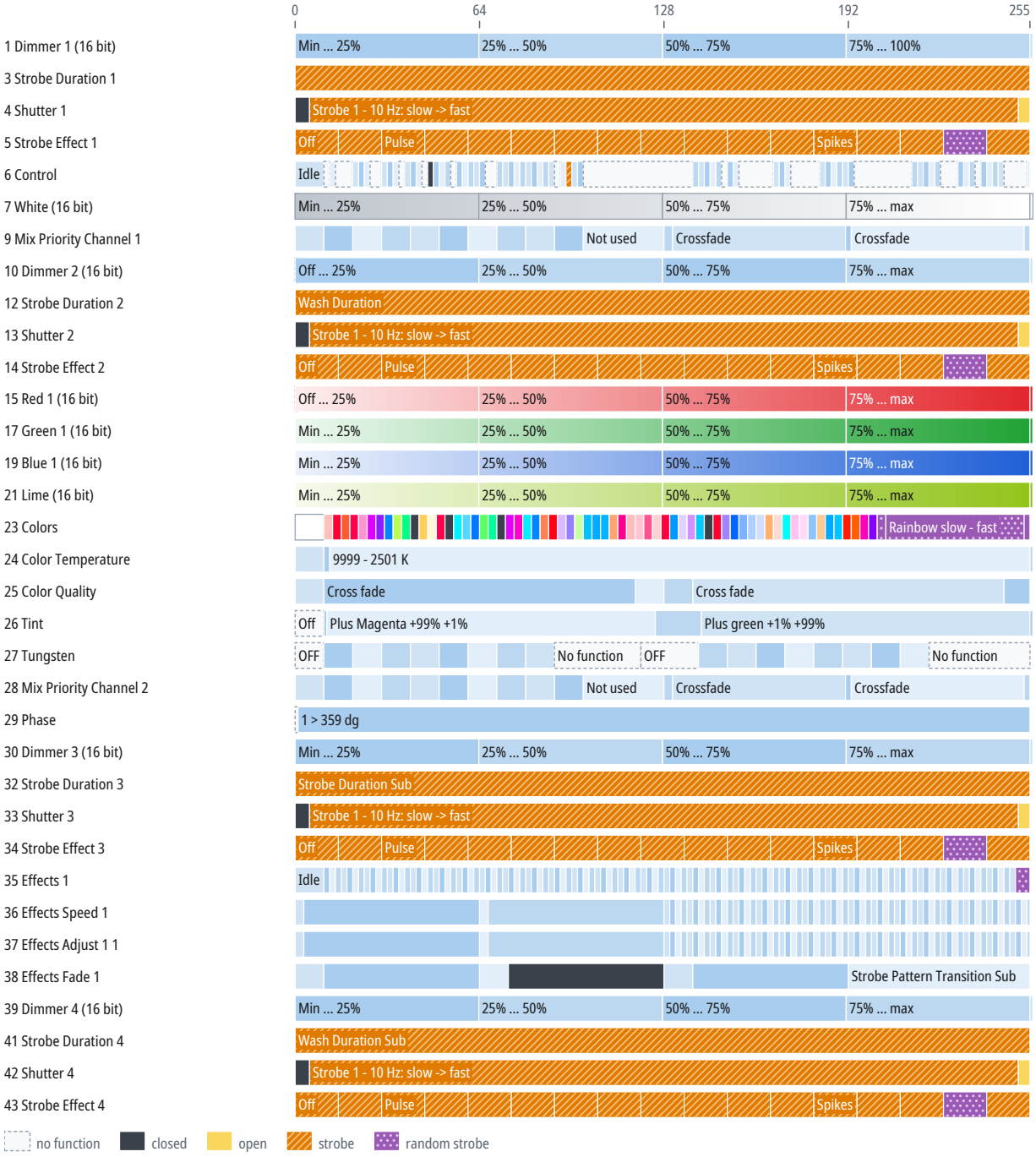
CH	Function	DMX	Description
19	Color Quality (continued)	138–245	Cross fade
		246–255	High Output (HO) (saturated color)
20	Tint		Magenta Mode 1
		0–9	Off
		10	Full plus Magenta
		11–124	Plus Magenta +99% +1%
		125–140	Neutral / no effect
		141–254	Plus green +1% +99%
		255	Full plus green +100%
21	Tungsten	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
		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

Mode M2 - Normal (Default)

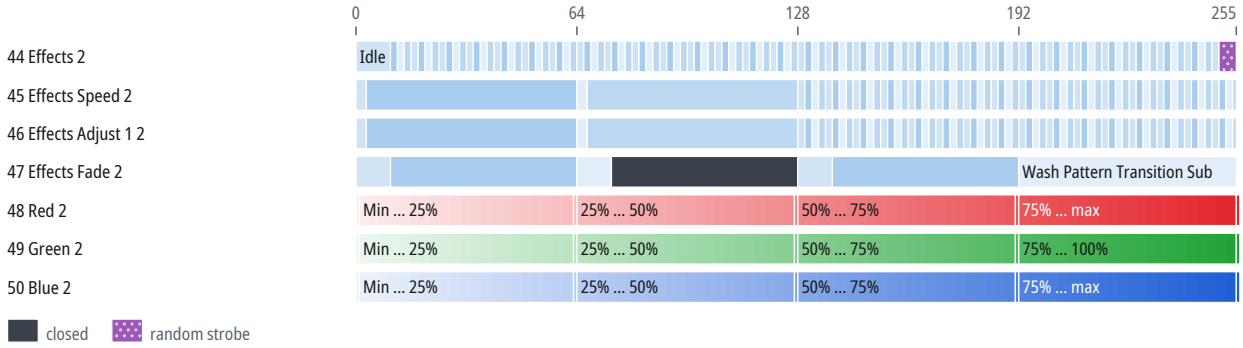
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Strobe Duration 1 0, CH 4 Shutter 1 255, CH 5 Strobe Effect 1 0, CH 12 Strobe Duration 2 0, CH 13 Shutter 2 255, CH 14 Strobe Effect 2 0, CH 15 Red 1 255, CH 17 Green 1 255, CH 19 Blue 1 255, CH 33 Shutter 3 255, CH 34 Strobe Effect 3 0, CH 41 Strobe Duration 4 0, CH 42 Shutter 4 255, CH 43 Strobe Effect 4 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... 100%
		255	100%
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1	0–255	
4	Shutter 1	0–4	Close
		5–250	Strobe 1 - 10 Hz: slow -> fast (1–10 Hz)
		251–255	Open
5	Strobe Effect 1	0–14	Off
		15–29	Single Flash
		30–44	Pulse
		45–59	Pulse Open
		60–74	Pulse Close
		75–89	Pulse Rnd
		90–104	Pulse Open Rnd
		105–119	Pulse Close Rnd
		120–134	Double-Flash
		135–149	Double-Flash Rnd
		150–164	Triple-Flash
		165–179	Triple-Flash Rnd
		180–194	Spikes
		195–209	Lightning
		210–224	Pixel Rnd
		225–239	Random
		240–255	Not used
6	Control		Same as CH 6 in the mode “M1 - Basic” (p. 12)
7	White		Same as CH 7 in the mode “M1 - Basic” (p. 14)

CH	Function	DMX	Description
8	White Fine	0–255	Fine adjustment of CH 7
9	Mix Priority Channel 1		Mix Priority Channel
		0–9	Main / Sub (HTP)
		10–19	Main only
		20–29	Sub only
		30–39	Main + Sub additive
		40–49	Main - Sub subtractive
		50–59	Sub - Main subtractive
		60–69	TrueColor Main over Sub Snap
		70–79	TrueColor Sub over Main Snap
		80–89	TrueColor Main over Sub Crossfade
		90–99	TrueColor Sub over Main Crossfade
		100–127	Not used
		128–130	Main only
		131–190	Crossfade
		191–192	Main / Sub (HTP)
		193–252	Crossfade
		253–255	Sub only
10	Dimmer 2	0–63	Off ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
11	Dimmer 2 Fine	0–255	Fine adjustment of CH 10
12	Strobe Duration 2	0–255	Wash Duration
13	Shutter 2	0–4	Close
		5–250	Strobe 1 - 10 Hz: slow -> fast (1–10 Hz)
		251–255	Open
14	Strobe Effect 2	0–14	Off
		15–29	Single Flash
		30–44	Pulse
		45–59	Pulse Open
		60–74	Pulse Close
		75–89	Pulse Rnd
		90–104	Pulse Open Rnd
		105–119	Pulse Close Rnd
		120–134	Double-Flash
		135–149	Double-Flash Rnd
		150–164	Triple-Flash

CH	Function	DMX	Description
14	Strobe Effect 2 (continued)	165–179	Triple-Flash Rnd
		180–194	Spikes
		195–209	Lightning
		210–224	Pixel Rnd
		225–239	Random
		240–255	Not used
15	Red 1	0–63	Off ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
16	Red 1 Fine	0–255	Fine adjustment of CH 15
17	Green 1	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
18	Green 1 Fine	0–255	Fine adjustment of CH 17
19	Blue 1	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
20	Blue 1 Fine	0–255	Fine adjustment of CH 19
21	Lime	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
22	Lime Fine	0–255	Fine adjustment of CH 21

CH	Function	DMX	Description
23	Colors		Same as CH 17 in the mode “M1 - Basic” (p. 15)
24	Color Temperature		Same as CH 18 in the mode “M1 - Basic” (p. 16)
25	Color Quality		Same as CH 19 in the mode “M1 - Basic” (p. 16)
26	Tint		Magenta -Green Shift
		0–9	Off
		10	Full plus Magenta
		11–124	Plus Magenta +99% +1%
		125–140	Neutral / no effect
		141–254	Plus green +1% +99%
		255	Full plus green +100%
27	Tungsten		Same as CH 21 in the mode “M1 - Basic” (p. 17)
28	Mix Priority Channel 2		Mix Priority
		0–9	Main / Sub (HTP)
		10–19	Main only
		20–29	Sub only
		30–39	Main + Sub additive
		40–49	Main - Sub subtractive
		50–59	Sub - Main subtractive
		60–69	TrueColor Main over Sub Snap
		70–79	TrueColor Sub over Main Snap
		80–89	TrueColor Main over Sub Crossfade
		90–99	TrueColor Sub over Main Crossfade
		100–127	Not used
		128–130	Main only
		131–190	Crossfade
		191–192	Main / Sub (HTP)
		193–252	Crossfade
		253–255	Sub only
29	Phase	0	Off
		1–255	1 > 359 dg
30	Dimmer 3		Strobe Dim Sub
		0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
31	Dimmer 3 Fine	0–255	Fine adjustment of CH 30
32	Strobe Duration 3		Strobe Duration Sub
		0–255	Strobe Duration Sub

CH	Function	DMX	Description
33	Shutter 3	0–4	Close
		5–250	Strobe 1 - 10 Hz: slow -> fast (1–10 Hz)
		251–255	Open
34	Strobe Effect 3		Strobe Mode Effect Sub
		0–14	Off
		15–29	Single Flash
		30–44	Pulse
		45–59	Pulse Open
		60–74	Pulse Close
		75–89	Pulse Rnd
		90–104	Pulse Open Rnd
		105–119	Pulse Close Rnd
		120–134	Double-Flash
		135–149	Double-Flash Rnd
		150–164	Triple-Flash
		165–179	Triple-Flash Rnd
		180–194	Spikes
		195–209	Lightning
		210–224	Pixel Rnd
		225–239	Random
		240–255	Not used
35	Effects 1		Strobe Pattern Select Sub
		0–9	Idle
		10–11	Static Pattern 01
		12–13	Static Pattern 02
		14–15	Static Pattern 03
		16–17	Static Pattern 04
		18–19	Static Pattern 05
		20–21	Static Pattern 06
		22–23	Static Pattern 07
		24–25	Static Pattern 08
		26–27	Static Pattern 09
		28–29	Static Pattern 10
		30–31	Static Pattern 11
		32–33	Static Pattern 12
		34–35	Static Pattern 13
		36–37	Static Pattern 14
		38–39	Static Pattern 15
		40–41	Static Pattern 16
		42–43	Static Pattern 17
		44–45	Static Pattern 18
		46–47	Static Pattern 19

CH	Function	DMX	Description
35	Effects 1 (continued)	48–49	Static Pattern 20
		50–51	Static Pattern 21
		52–53	Static Pattern 22
		54–55	Static Pattern 23
		56–57	Static Pattern 24
		58–59	Static Pattern 25
		60–61	Static Pattern 26
		62–63	Static Pattern 27
		64–65	Static Pattern 28
		66–67	Static Pattern 29
		68–69	Static Pattern 30
		70–71	Static Pattern 31
		72–73	Static Pattern 32
		74–75	Static Pattern 33
		76–77	Static Pattern 34
		78–79	Static Pattern 35
		80–81	Static Pattern 36
		82–83	Static Pattern 37
		84–85	Static Pattern 38
		86–87	Static Pattern 39
		88–89	Static Pattern 40
		90–91	Static Pattern 41
		92–93	Static Pattern 42
		94–95	Static Pattern 43
		96–97	Static Pattern 44
		98–99	Static Pattern 45
		100–101	Static Pattern 46
		102–103	Static Pattern 47
		104–105	Static Pattern 48
		106–107	Static Pattern 49
		108–109	Static Pattern 50
		110–111	Static Pattern 51
		112–113	Static Pattern 52
		114–115	Static Pattern 53
		116–117	Static Pattern 54
		118–119	Static Pattern 55
		120–121	Static Pattern 56
		122–123	Static Pattern 57
		124–125	Static Pattern 58
		126–127	Static Pattern 59
		128–129	Dynamic Pattern 01
		130–131	Dynamic Pattern 02

CH	Function	DMX	Description
35	Effects 1 (continued)	132–133	Dynamic Pattern 03
		134–135	Dynamic Pattern 04
		136–137	Dynamic Pattern 05
		138–139	Dynamic Pattern 06
		140–141	Dynamic Pattern 07
		142–143	Dynamic Pattern 08
		144–145	Dynamic Pattern 09
		146–147	Dynamic Pattern 10
		148–149	Dynamic Pattern 11
		150–151	Dynamic Pattern 12
		152–153	Dynamic Pattern 13
		154–155	Dynamic Pattern 14
		156–157	Dynamic Pattern 15
		158–159	Dynamic Pattern 16
		160–161	Dynamic Pattern 17
		162–163	Dynamic Pattern 18
		164–165	Dynamic Pattern 19
		166–167	Dynamic Pattern 20
		168–169	Dynamic Pattern 21
		170–171	Dynamic Pattern 22
		172–173	Dynamic Pattern 23
		174–175	Dynamic Pattern 24
		176–177	Dynamic Pattern 25
		178–179	Dynamic Pattern 26
		180–181	Dynamic Pattern 27
		182–183	Dynamic Pattern 28
		184–185	Dynamic Pattern 29
		186–187	Dynamic Pattern 30
		188–189	Dynamic Pattern 31
		190–191	Dynamic Pattern 32
		192–193	Dynamic Pattern 33
		194–195	Dynamic Pattern 34
		196–197	Dynamic Pattern 35
		198–199	Dynamic Pattern 36
		200–201	Dynamic Pattern 37
		202–203	Dynamic Pattern 38
		204–205	Dynamic Pattern 39
		206–207	Dynamic Pattern 40
		208–209	Dynamic Pattern 41
		210–211	Dynamic Pattern 42
		212–213	Dynamic Pattern 43
		214–215	Dynamic Pattern 44

CH	Function	DMX	Description
35	Effects 1 (continued)	216–217	Dynamic Pattern 45
		218–219	Dynamic Pattern 46
		220–221	Dynamic Pattern 47
		222–223	Dynamic Pattern 48
		224–225	Dynamic Pattern 49
		226–227	Dynamic Pattern 50
		228–229	Special Pattern 01
		230–231	Special Pattern 02
		232–233	Special Pattern 03
		234–235	Special Pattern 04
		236–237	Special Pattern 05
		238–239	Special Pattern 06
		240–241	Special Pattern 07
		242–243	Special Pattern 08
		244–245	Special Pattern 09
		246–247	Special Pattern 10
		248–249	Special Pattern 11
		250–255	Random Pixel
36	Effects Speed 1		Strobe Pattern Index/Speed Sub
		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
		158–159	Patten Step 16
		160–161	Patten Step 17
		162–163	Patten Step 18
		164–165	Patten Step 19

CH	Function	DMX	Description
36	Effects Speed 1 (continued)	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
		242–243	Patten Step 58
		244–245	Patten Step 59
		246–247	Patten Step 60
		248–249	Patten Step 61

CH	Function	DMX	Description
36	Effects Speed 1 (continued)	250–251	Patten Step 62
		252–253	Patten Step 63
		254–255	Patten Step 64
37	Effects Adjust 1 1		Strobe Pattern Step Crossfade Sub
		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 1n)
		128–129	Pattern Step 01
		130–131	Pattern Step 02
		132–133	Pattern Step 03
		134–135	Pattern Step 04
		136–137	Pattern Step 05
		138–139	Pattern Step 06
		140–141	Pattern Step 07
		142–143	Pattern Step 08
		144–145	Pattern Step 09
		146–147	Pattern Step 10
		148–149	Pattern Step 11
		150–151	Pattern Step 12
		152–153	Pattern Step 13
		154–155	Pattern Step 14
		156–157	Pattern Step 15
		158–159	Pattern Step 16
		160–161	Pattern Step 17
		162–163	Pattern Step 18
		164–165	Pattern Step 19
		166–167	Pattern Step 20
		168–169	Pattern Step 21
		170–171	Pattern Step 22
		172–173	Pattern Step 23
		174–175	Pattern Step 24
		176–177	Pattern Step 25
		178–179	Pattern Step 26
		180–181	Pattern Step 27
		182–183	Pattern Step 28
		184–185	Pattern Step 29
		186–187	Pattern Step 30
		188–189	Pattern Step 31
		190–191	Pattern Step 32
		192–193	Pattern Step 33
		194–195	Pattern Step 34

CH	Function	DMX	Description
37	Effects Adjust 1 1 (continued)	196–197	Pattern Step 35
		198–199	Pattern Step 36
		200–201	Pattern Step 37
		202–203	Pattern Step 38
		204–205	Pattern Step 39
		206–207	Pattern Step 40
		208–209	Pattern Step 41
		210–211	Pattern Step 42
		212–213	Pattern Step 43
		214–215	Pattern Step 44
		216–217	Pattern Step 45
		218–219	Pattern Step 46
		220–221	Pattern Step 47
		222–223	Pattern Step 48
		224–225	Pattern Step 49
		226–227	Pattern Step 50
		228–229	Pattern Step 51
		230–231	Pattern Step 52
		232–233	Pattern Step 53
		234–235	Pattern Step 54
		236–237	Pattern Step 55
		238–239	Pattern Step 56
		240–241	Pattern Step 57
		242–243	Pattern Step 58
		244–245	Pattern Step 59
		246–247	Pattern Step 60
		248–249	Pattern Step 61
		250–251	Pattern Step 62
		252–253	Pattern Step 63
		254–255	Pattern Step 64
38	Effects Fade 1		Strobe Pattern Transition Sub
		0–9	OFF (Snap between different Patterns)
		10–63	Normal Transition (snap fast 5s)
		64–73	OFF (Snap between different Patterns)
		74–127	FOB Transition / Fade over Blackout (snap fast5s)
		128–137	OFF (Snap between different Patterns)
		138–191	FOB Transition / Fade over Fullt (snap fast5s)
		192–255	Strobe Pattern Transition Sub
39	Dimmer 4		Wash Dim Sub
		0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%

CH	Function	DMX	Description
39	Dimmer 4 (continued)	127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
40	Dimmer 4 Fine	0–255	Fine adjustment of CH 39
41	Strobe Duration 4		Wash Duration Sub
		0–255	Wash Duration Sub
42	Shutter 4	0–4	Close
		5–250	Strobe 1 - 10 Hz: slow -> fast (1–10 Hz)
		251–255	Open
43	Strobe Effect 4		Wash Mode Effect Sub
		0–14	Off
		15–29	Single Flash
		30–44	Pulse
		45–59	Pulse Open
		60–74	Pulse Close
		75–89	Pulse Rnd
		90–104	Pulse Open Rnd
		105–119	Pulse Close Rnd
		120–134	Double-Flash
		135–149	Double-Flash Rnd
		150–164	Triple-Flash
		165–179	Triple-Flash Rnd
		180–194	Spikes
		195–209	Lightning
		210–224	Pixel Rnd
		225–239	Random
		240–255	Not used
44	Effects 2		Wash Pattern Select Sub
		0–9	Idle
		10–11	Static Pattern 01
		12–13	Static Pattern 02
		14–15	Static Pattern 03
		16–17	Static Pattern 04
		18–19	Static Pattern 05
		20–21	Static Pattern 06
		22–23	Static Pattern 07
		24–25	Static Pattern 08
		26–27	Static Pattern 09
		28–29	Static Pattern 10
		30–31	Static Pattern 11

CH	Function	DMX	Description
44	Effects 2 (continued)	32–33	Static Pattern 12
		34–35	Static Pattern 13
		36–37	Static Pattern 14
		38–39	Static Pattern 15
		40–41	Static Pattern 16
		42–43	Static Pattern 17
		44–45	Static Pattern 18
		46–47	Static Pattern 19
		48–49	Static Pattern 20
		50–51	Static Pattern 21
		52–53	Static Pattern 22
		54–55	Static Pattern 23
		56–57	Static Pattern 24
		58–59	Static Pattern 25
		60–61	Static Pattern 26
		62–63	Static Pattern 27
		64–65	Static Pattern 28
		66–67	Static Pattern 29
		68–69	Static Pattern 30
		70–71	Static Pattern 31
		72–73	Static Pattern 32
		74–75	Static Pattern 33
		76–77	Static Pattern 34
		78–79	Static Pattern 35
		80–81	Static Pattern 36
		82–83	Static Pattern 37
		84–85	Static Pattern 38
		86–87	Static Pattern 39
		88–89	Static Pattern 40
		90–91	Static Pattern 41
		92–93	Static Pattern 42
		94–95	Static Pattern 43
		96–97	Static Pattern 44
		98–99	Static Pattern 45
		100–101	Static Pattern 46
		102–103	Static Pattern 47
		104–105	Static Pattern 48
		106–107	Static Pattern 49
		108–109	Static Pattern 50
		110–111	Static Pattern 51
		112–113	Static Pattern 52
		114–115	Static Pattern 53

CH	Function	DMX	Description
44	Effects 2 (continued)	116–117	Static Pattern 54
		118–119	Static Pattern 55
		120–121	Static Pattern 56
		122–123	Static Pattern 57
		124–125	Static Pattern 58
		126–127	Static Pattern 59
		128–129	Dynamic Pattern 01
		130–131	Dynamic Pattern 02
		132–133	Dynamic Pattern 03
		134–135	Dynamic Pattern 04
		136–137	Dynamic Pattern 05
		138–139	Dynamic Pattern 06
		140–141	Dynamic Pattern 07
		142–143	Dynamic Pattern 08
		144–145	Dynamic Pattern 09
		146–147	Dynamic Pattern 10
		148–149	Dynamic Pattern 11
		150–151	Dynamic Pattern 12
		152–153	Dynamic Pattern 13
		154–155	Dynamic Pattern 14
		156–157	Dynamic Pattern 15
		158–159	Dynamic Pattern 16
		160–161	Dynamic Pattern 17
		162–163	Dynamic Pattern 18
		164–165	Dynamic Pattern 19
		166–167	Dynamic Pattern 20
		168–169	Dynamic Pattern 21
		170–171	Dynamic Pattern 22
		172–173	Dynamic Pattern 23
		174–175	Dynamic Pattern 24
		176–177	Dynamic Pattern 25
		178–179	Dynamic Pattern 26
		180–181	Dynamic Pattern 27
		182–183	Dynamic Pattern 28
		184–185	Dynamic Pattern 29
		186–187	Dynamic Pattern 30
		188–189	Dynamic Pattern 31
		190–191	Dynamic Pattern 32
		192–193	Dynamic Pattern 33
		194–195	Dynamic Pattern 34
		196–197	Dynamic Pattern 35
		198–199	Dynamic Pattern 36

CH	Function	DMX	Description
44	Effects 2 (continued)	200–201	Dynamic Pattern 37
		202–203	Dynamic Pattern 38
		204–205	Dynamic Pattern 39
		206–207	Dynamic Pattern 40
		208–209	Dynamic Pattern 41
		210–211	Dynamic Pattern 42
		212–213	Dynamic Pattern 43
		214–215	Dynamic Pattern 44
		216–217	Dynamic Pattern 45
		218–219	Dynamic Pattern 46
		220–221	Dynamic Pattern 47
		222–223	Dynamic Pattern 48
		224–225	Dynamic Pattern 49
		226–227	Dynamic Pattern 50
		228–229	Special Pattern 01
		230–231	Special Pattern 02
		232–233	Special Pattern 03
		234–235	Special Pattern 04
		236–237	Special Pattern 05
		238–239	Special Pattern 06
		240–241	Special Pattern 07
		242–243	Special Pattern 08
		244–245	Special Pattern 09
		246–247	Special Pattern 10
		248–249	Special Pattern 11
		250–255	Random Pixel
45	Effects Speed 2		Wash Pattern Index/Speed Sub
		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

CH	Function	DMX	Description
45	Effects Speed 2 (continued)	150–151	Patten Step 12
		152–153	Patten Step 13
		154–155	Patten Step 14
		156–157	Patten Step 15
		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

CH	Function	DMX	Description
45	Effects Speed 2 (continued)	234–235	Patten Step 54
		236–237	Patten Step 55
		238–239	Patten Step 56
		240–241	Patten Step 57
		242–243	Patten Step 58
		244–245	Patten Step 59
		246–247	Patten Step 60
		248–249	Patten Step 61
		250–251	Patten Step 62
		252–253	Patten Step 63
		254–255	Patten Step 64
46	Effects Adjust 1 2		Wash Pattern Step Crossfade Sub
		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 1n)
		128–129	Pattern Step 01
		130–131	Pattern Step 02
		132–133	Pattern Step 03
		134–135	Pattern Step 04
		136–137	Pattern Step 05
		138–139	Pattern Step 06
		140–141	Pattern Step 07
		142–143	Pattern Step 08
		144–145	Pattern Step 09
		146–147	Pattern Step 10
		148–149	Pattern Step 11
		150–151	Pattern Step 12
		152–153	Pattern Step 13
		154–155	Pattern Step 14
		156–157	Pattern Step 15
		158–159	Pattern Step 16
		160–161	Pattern Step 17
		162–163	Pattern Step 18
		164–165	Pattern Step 19
		166–167	Pattern Step 20
		168–169	Pattern Step 21
		170–171	Pattern Step 22
		172–173	Pattern Step 23
		174–175	Pattern Step 24
		176–177	Pattern Step 25
		178–179	Pattern Step 26

CH	Function	DMX	Description
46	Effects Adjust 1 2 (continued)	180–181	Pattern Step 27
		182–183	Pattern Step 28
		184–185	Pattern Step 29
		186–187	Pattern Step 30
		188–189	Pattern Step 31
		190–191	Pattern Step 32
		192–193	Pattern Step 33
		194–195	Pattern Step 34
		196–197	Pattern Step 35
		198–199	Pattern Step 36
		200–201	Pattern Step 37
		202–203	Pattern Step 38
		204–205	Pattern Step 39
		206–207	Pattern Step 40
		208–209	Pattern Step 41
		210–211	Pattern Step 42
		212–213	Pattern Step 43
		214–215	Pattern Step 44
		216–217	Pattern Step 45
		218–219	Pattern Step 46
		220–221	Pattern Step 47
		222–223	Pattern Step 48
		224–225	Pattern Step 49
		226–227	Pattern Step 50
		228–229	Pattern Step 51
		230–231	Pattern Step 52
		232–233	Pattern Step 53
		234–235	Pattern Step 54
		236–237	Pattern Step 55
		238–239	Pattern Step 56
		240–241	Pattern Step 57
		242–243	Pattern Step 58
		244–245	Pattern Step 59
		246–247	Pattern Step 60
		248–249	Pattern Step 61
		250–251	Pattern Step 62
		252–253	Pattern Step 63
		254–255	Pattern Step 64
47	Effects Fade 2		Wash Pattern Transition Sub
		0–9	OFF (Snap between different Patterns)
		10–63	Normal Transition (snap fast 5s)
		64–73	OFF (Snap between different Patterns)

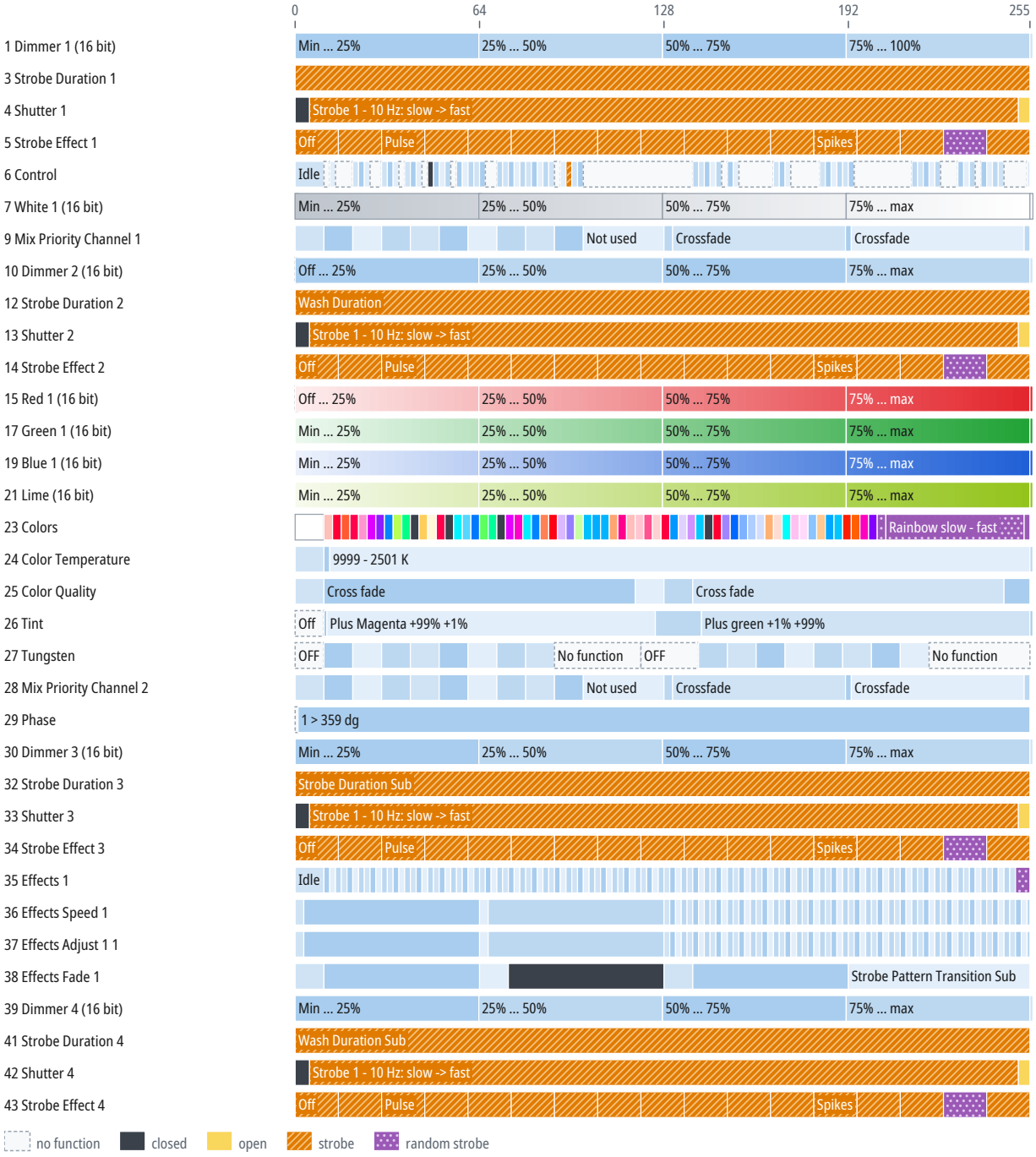
CH	Function	DMX	Description
47	Effects Fade 2 (continued)	74–127	FOB Transition / Fade over Blackout (snap fast5s)
		128–137	OFF (Snap between different Patterns)
		138–191	FOB Transition / Fade over Fullt (snap fast5s)
		192–255	Wash Pattern Transition Sub
48	Red 2	0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
49	Green 2	0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... 100%
		255	100%
50	Blue 2	0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max

Mode M3 Segment

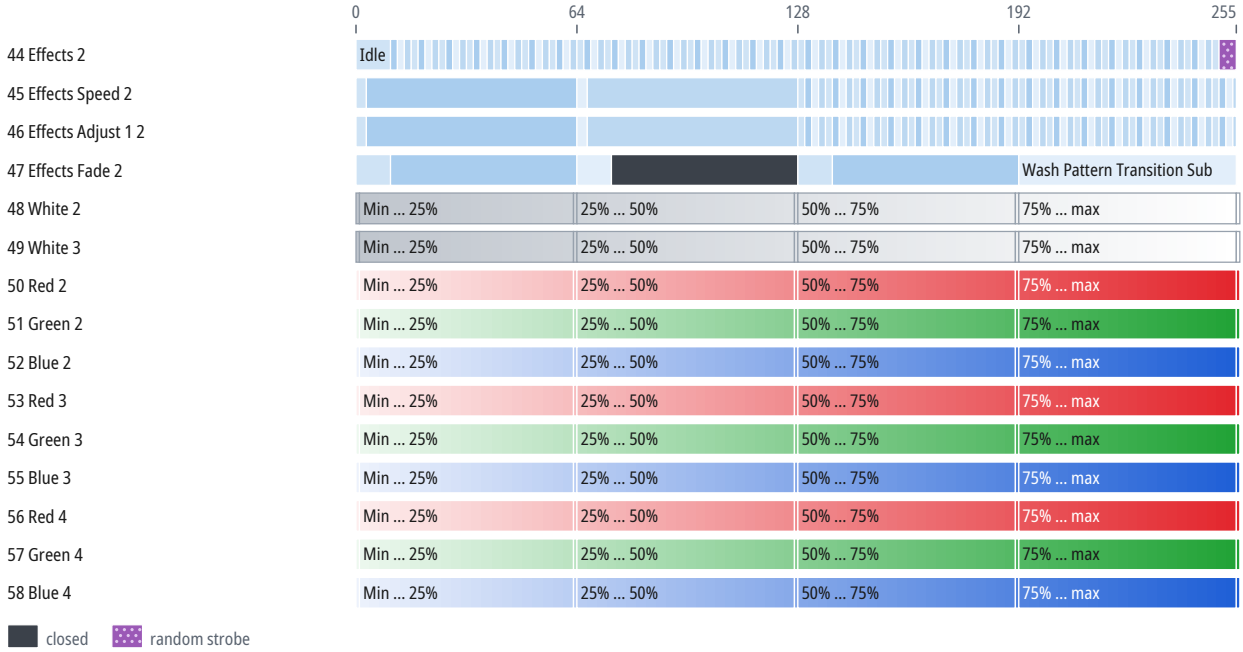
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Strobe Duration 1 0, CH 4 Shutter 1 255, CH 5 Strobe Effect 1 0, CH 12 Strobe Duration 2 0, CH 13 Shutter 2 255, CH 14 Strobe Effect 2 0, CH 15 Red 1 255, CH 17 Green 1 255, CH 19 Blue 1 255, CH 33 Shutter 3 255, CH 34 Strobe Effect 3 0, CH 41 Strobe Duration 4 0, CH 42 Shutter 4 255, CH 43 Strobe Effect 4 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “M2 - Normal (Default)” (p. 19)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1	0–255	
4	Shutter 1		Same as CH 4 in the mode “M2 - Normal (Default)” (p. 19)
5	Strobe Effect 1		Same as CH 5 in the mode “M2 - Normal (Default)” (p. 19)
6	Control		Same as CH 6 in the mode “M1 - Basic” (p. 12)
7	White 1	0–63	Min ... 25%
		63	25%
		64–127	25% ... 50%
		127	50%
		128–191	50% ... 75%
		191	75%
		192–255	75% ... max
		255	Max
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	Mix Priority Channel 1		Same as CH 9 in the mode “M2 - Normal (Default)” (p. 20)
10	Dimmer 2		Same as CH 10 in the mode “M2 - Normal (Default)” (p. 20)
11	Dimmer 2 Fine	0–255	Fine adjustment of CH 10
12	Strobe Duration 2	0–255	Wash Duration
13	Shutter 2		Same as CH 13 in the mode “M2 - Normal (Default)” (p. 20)
14	Strobe Effect 2		Same as CH 14 in the mode “M2 - Normal (Default)” (p. 20)
15	Red 1		Same as CH 15 in the mode “M2 - Normal (Default)” (p. 21)
16	Red 1 Fine	0–255	Fine adjustment of CH 15
17	Green 1		Same as CH 17 in the mode “M2 - Normal (Default)” (p. 21)

CH	Function	DMX	Description
18	Green 1 Fine	0–255	Fine adjustment of CH 17
19	Blue 1		Same as CH 19 in the mode “M2 - Normal (Default)” (p. 21)
20	Blue 1 Fine	0–255	Fine adjustment of CH 19
21	Lime		Same as CH 21 in the mode “M2 - Normal (Default)” (p. 21)
22	Lime Fine	0–255	Fine adjustment of CH 21
23	Colors		Same as CH 17 in the mode “M1 - Basic” (p. 15)
24	Color Temperature		Same as CH 18 in the mode “M1 - Basic” (p. 16)
25	Color Quality		Same as CH 19 in the mode “M1 - Basic” (p. 16)
26	Tint		Same as CH 26 in the mode “M2 - Normal (Default)” (p. 22)
27	Tungsten		Same as CH 21 in the mode “M1 - Basic” (p. 17)
28	Mix Priority Channel 2		Same as CH 28 in the mode “M2 - Normal (Default)” (p. 22)
29	Phase		Same as CH 29 in the mode “M2 - Normal (Default)” (p. 22)
30	Dimmer 3		Same as CH 30 in the mode “M2 - Normal (Default)” (p. 22)
31	Dimmer 3 Fine	0–255	Fine adjustment of CH 30
32	Strobe Duration 3		Same as CH 32 in the mode “M2 - Normal (Default)” (p. 22)
33	Shutter 3		Same as CH 33 in the mode “M2 - Normal (Default)” (p. 23)
34	Strobe Effect 3		Same as CH 34 in the mode “M2 - Normal (Default)” (p. 23)
35	Effects 1		Same as CH 35 in the mode “M2 - Normal (Default)” (p. 23)
36	Effects Speed 1		Same as CH 36 in the mode “M2 - Normal (Default)” (p. 26)
37	Effects Adjust 1 1		Same as CH 37 in the mode “M2 - Normal (Default)” (p. 28)
38	Effects Fade 1		Same as CH 38 in the mode “M2 - Normal (Default)” (p. 29)
39	Dimmer 4		Same as CH 39 in the mode “M2 - Normal (Default)” (p. 29)
40	Dimmer 4 Fine	0–255	Fine adjustment of CH 39
41	Strobe Duration 4		Same as CH 41 in the mode “M2 - Normal (Default)” (p. 30)
42	Shutter 4		Same as CH 42 in the mode “M2 - Normal (Default)” (p. 30)
43	Strobe Effect 4		Same as CH 43 in the mode “M2 - Normal (Default)” (p. 30)
44	Effects 2		Same as CH 44 in the mode “M2 - Normal (Default)” (p. 30)
45	Effects Speed 2		Same as CH 45 in the mode “M2 - Normal (Default)” (p. 33)
46	Effects Adjust 1 2		Same as CH 46 in the mode “M2 - Normal (Default)” (p. 35)
47	Effects Fade 2		Same as CH 47 in the mode “M2 - Normal (Default)” (p. 36)
48	White 2		White Pix 1-6
		0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
49	White 3		White Pix 7-12
		0	Min

CH	Function	DMX	Description
49	White 3 (continued)	1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
50	Red 2		Red Pix 1-6
		0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
51	Green 2		Green Pix 1-6
		0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
52	Blue 2		Blue Pix 1-6
		0	Min
		1–62	Min ... 25%
		63	25%
		64–126	25% ... 50%
		127	50%
		128–190	50% ... 75%
		191	75%
		192–254	75% ... max
		255	Max
53	Red 3		Red Pix 7-12
		0	Min
		1–62	Min ... 25%
		63	25%

CH	Function	DMX	Description
53	Red 3 (continued)	64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max
54	Green 3		Green Pix 7-12
		0	Min
		1–62	Min … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max
55	Blue 3		Blue Pix 7-12
		0	Min
		1–62	Min … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max
56	Red 4		Red Pix 13-18
		0	Min
		1–62	Min … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max
57	Green 4		Green Pix 13-18
		0	Min
		1–62	Min … 25%
		63	25%
		64–126	25% … 50%
		127	50%

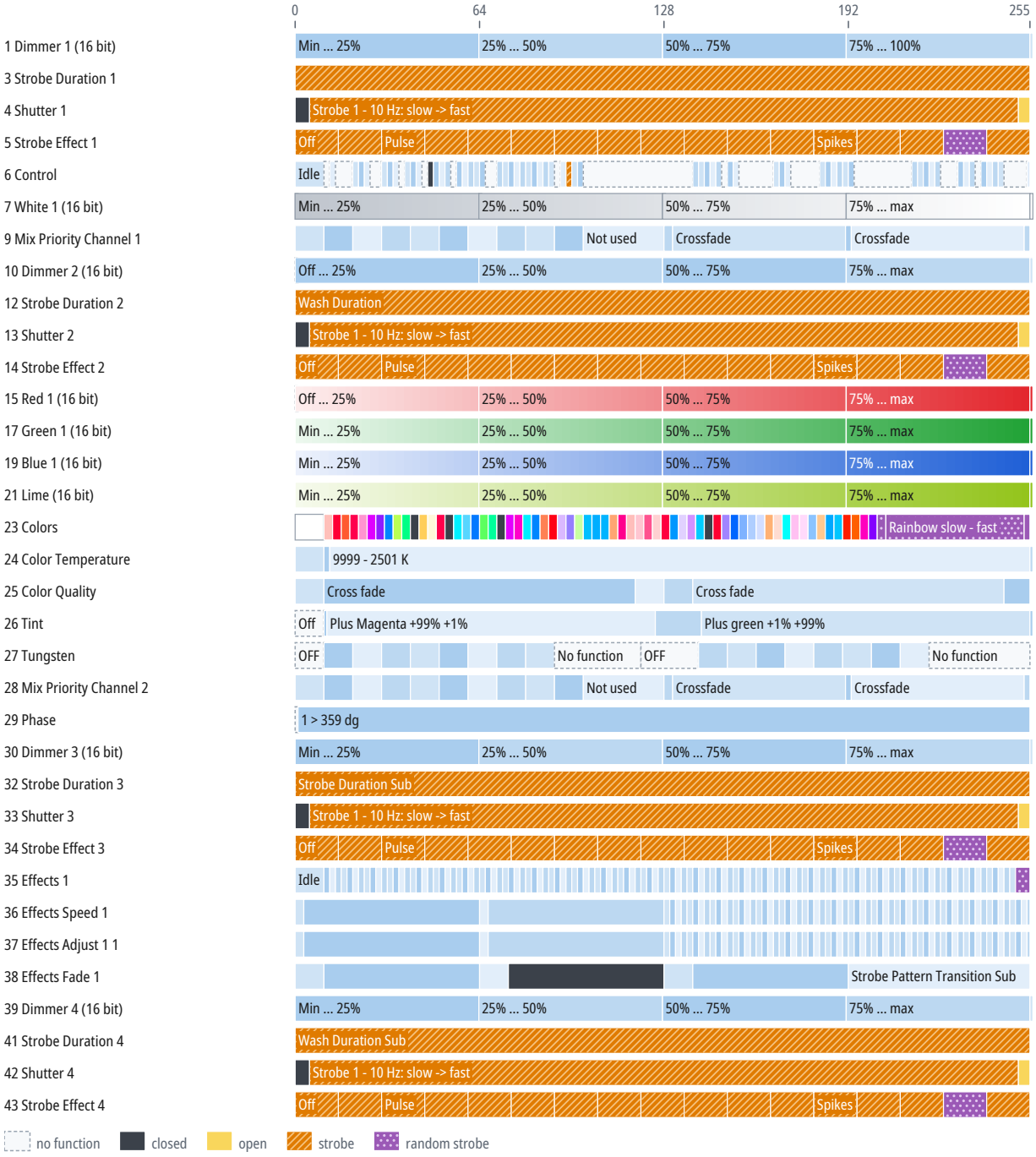
CH	Function	DMX	Description
57	Green 4 (continued)	128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max
58	Blue 4		Blue Pix 13-18
		0	Min
		1–62	Min … 25%
		63	25%
		64–126	25% … 50%
		127	50%
		128–190	50% … 75%
		191	75%
		192–254	75% … max
		255	Max

Mode M4 Multipix Advanced

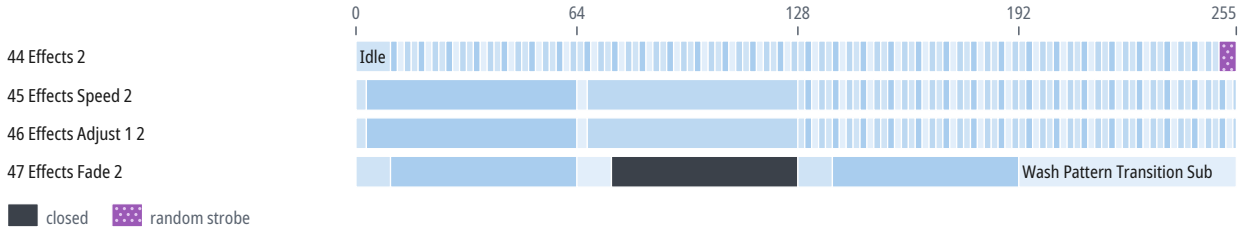
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”; CH 42 Shutter 4 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Strobe Duration 1 0, CH 4 Shutter 1 255, CH 5 Strobe Effect 1 0, CH 12 Strobe Duration 2 0, CH 13 Shutter 2 255, CH 14 Strobe Effect 2 0, CH 15 Red 1 255, CH 17 Green 1 255, CH 19 Blue 1 255, CH 33 Shutter 3 255, CH 34 Strobe Effect 3 0, CH 41 Strobe Duration 4 0, CH 42 Shutter 4 255, CH 43 Strobe Effect 4 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “M2 - Normal (Default)” (p. 19)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1	0–255	
4	Shutter 1		Same as CH 4 in the mode “M2 - Normal (Default)” (p. 19)
5	Strobe Effect 1		Same as CH 5 in the mode “M2 - Normal (Default)” (p. 19)
6	Control		Same as CH 6 in the mode “M1 - Basic” (p. 12)
7	White 1		Same as CH 7 in the mode “M3 Segment” (p. 39)
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	Mix Priority Channel 1		Same as CH 9 in the mode “M2 - Normal (Default)” (p. 20)
10	Dimmer 2		Same as CH 10 in the mode “M2 - Normal (Default)” (p. 20)
11	Dimmer 2 Fine	0–255	Fine adjustment of CH 10
12	Strobe Duration 2	0–255	Wash Duration
13	Shutter 2		Same as CH 13 in the mode “M2 - Normal (Default)” (p. 20)
14	Strobe Effect 2		Same as CH 14 in the mode “M2 - Normal (Default)” (p. 20)
15	Red 1		Same as CH 15 in the mode “M2 - Normal (Default)” (p. 21)
16	Red 1 Fine	0–255	Fine adjustment of CH 15
17	Green 1		Same as CH 17 in the mode “M2 - Normal (Default)” (p. 21)
18	Green 1 Fine	0–255	Fine adjustment of CH 17
19	Blue 1		Same as CH 19 in the mode “M2 - Normal (Default)” (p. 21)
20	Blue 1 Fine	0–255	Fine adjustment of CH 19
21	Lime		Same as CH 21 in the mode “M2 - Normal (Default)” (p. 21)
22	Lime Fine	0–255	Fine adjustment of CH 21
23	Colors		Same as CH 17 in the mode “M1 - Basic” (p. 15)
24	Color Temperature		Same as CH 18 in the mode “M1 - Basic” (p. 16)
25	Color Quality		Same as CH 19 in the mode “M1 - Basic” (p. 16)
26	Tint		Same as CH 26 in the mode “M2 - Normal (Default)” (p. 22)
27	Tungsten		Same as CH 21 in the mode “M1 - Basic” (p. 17)
28	Mix Priority Channel 2		Same as CH 28 in the mode “M2 - Normal (Default)” (p. 22)
29	Phase		Same as CH 29 in the mode “M2 - Normal (Default)” (p. 22)
30	Dimmer 3		Same as CH 30 in the mode “M2 - Normal (Default)” (p. 22)
31	Dimmer 3 Fine	0–255	Fine adjustment of CH 30
32	Strobe Duration 3		Same as CH 32 in the mode “M2 - Normal (Default)” (p. 22)
33	Shutter 3		Same as CH 33 in the mode “M2 - Normal (Default)” (p. 23)
34	Strobe Effect 3		Same as CH 34 in the mode “M2 - Normal (Default)” (p. 23)

CH	Function	DMX	Description
35	Effects 1		Same as CH 35 in the mode “M2 - Normal (Default)” (p. 23)
36	Effects Speed 1		Same as CH 36 in the mode “M2 - Normal (Default)” (p. 26)
37	Effects Adjust 1 1		Same as CH 37 in the mode “M2 - Normal (Default)” (p. 28)
38	Effects Fade 1		Same as CH 38 in the mode “M2 - Normal (Default)” (p. 29)
39	Dimmer 4		Same as CH 39 in the mode “M2 - Normal (Default)” (p. 29)
40	Dimmer 4 Fine	0–255	Fine adjustment of CH 39
41	Strobe Duration 4		Same as CH 41 in the mode “M2 - Normal (Default)” (p. 30)
42	Shutter 4		Same as CH 42 in the mode “M2 - Normal (Default)” (p. 30)
43	Strobe Effect 4		Same as CH 43 in the mode “M2 - Normal (Default)” (p. 30)
44	Effects 2		Same as CH 44 in the mode “M2 - Normal (Default)” (p. 30)
45	Effects Speed 2		Same as CH 45 in the mode “M2 - Normal (Default)” (p. 33)
46	Effects Adjust 1 2		Same as CH 46 in the mode “M2 - Normal (Default)” (p. 35)
47	Effects Fade 2		Same as CH 47 in the mode “M2 - Normal (Default)” (p. 36)
48	White 2		White Pix Sub
		0–255	White Pix Sub
60	Red 2		Red Pix Sub
		0–255	Red Pix Sub
61	Green 2		Green Pix Sub
		0–255	Green Pix Sub
62	Blue 2		Blue Pix Sub
		0–255	Blue Pix Sub

CH 48–59: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 48); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	48	2	49	3	50	4	51	5	52	6	53
7	54	8	55	9	56	10	57	11	58	12	59

CH 60–113: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 60–62); the table below gives each cell's channel numbers.

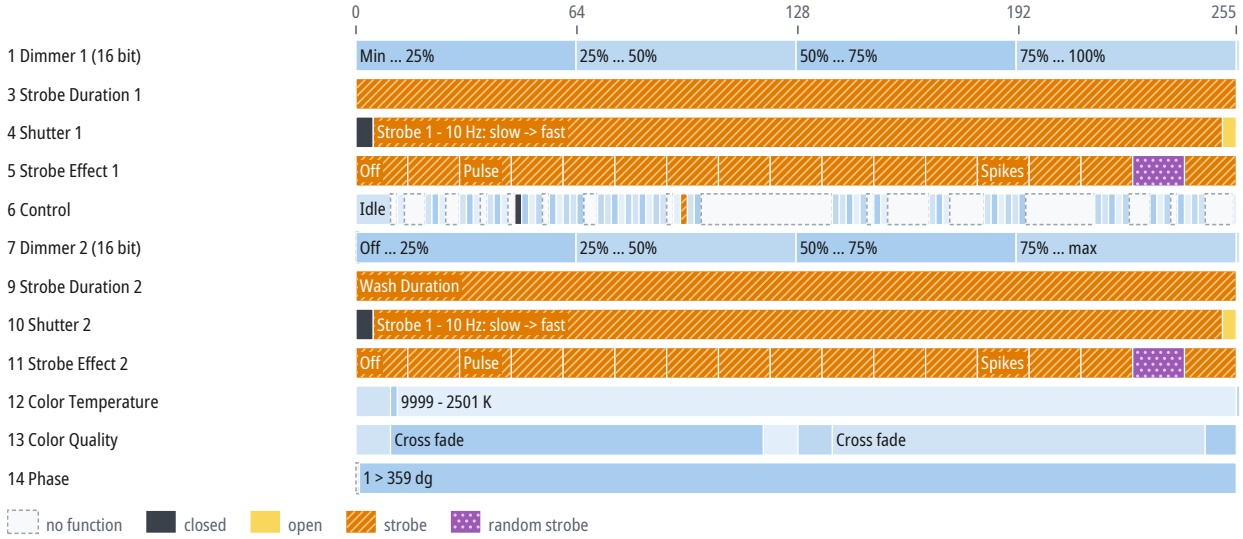
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	60	61	62	2	63	64	65	3	66	67	68
4	69	70	71	5	72	73	74	6	75	76	77
7	78	79	80	8	81	82	83	9	84	85	86
10	87	88	89	11	90	91	92	12	93	94	95
13	96	97	98	14	99	100	101	15	102	103	104
16	105	106	107	17	108	109	110	18	111	112	113

Mode M5 Multipix Compressed

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

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter 1 at 251–255 “Open”; CH 7 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 3 Strobe Duration 1 0, CH 4 Shutter 1 255, CH 5 Strobe Effect 1 0, CH 9 Strobe Duration 2 0, CH 10 Shutter 2 255, CH 11 Strobe Effect 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “M2 - Normal (Default)” (p. 19)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1	0–255	
4	Shutter 1		Same as CH 4 in the mode “M2 - Normal (Default)” (p. 19)
5	Strobe Effect 1		Same as CH 5 in the mode “M2 - Normal (Default)” (p. 19)
6	Control	0–9	Idle
		10–11	Control: No function
		12–13	iQ Service Connect
		14–19	Control: No function
		20–21	Dimmer Curve: Soft (Square)
		22–23	Dimmer Curve: Linear
		24–25	Dimmer Curve: S-Curve
		26–29	Dimmer: No function
		30–31	Display Mode: OFF
		32–33	Display Mode:Auto
		34–35	Display Mode: ON
		36–37	Display: No function
		38–39	Display Orientation: Auto
		40–41	Display Orientation: Normal
		42–43	Display Orientation: Flip
		44–45	Display: No function

CH	Function	DMX	Description
6	Control (continued)	46–47	No Signal: Blackout
		48–49	No Signal: Hold
		50–51	No Signal: Replay Captured Scene
		52–53	Capture Scene
		54–55	No Signal: No function
		56–57	Fan Mode: OFF
		58–59	Fan Mode: Regulated
		60–61	Fan Mode: High
		62–63	Fan Mode: Medium
		64–65	Fan Mode: Low
		66–69	Fan Mode: No function
		70–71	Pixel Mirror: OFF
		72–73	Pixel Mirror: x-mirror
		74–75	Pixel Mirror: y-mirror
		76–77	Pixel Mirror: x y-mirror
		78–79	Pixel Rotation: OFF
		80–81	Pixel Rotation: 60
		82–83	Pixel Rotation: 120
		84–85	Pixel Rotation: 180
		86–87	Pixel Rotation: 240
		88–89	Pixel Rotation: 300
		90–91	Pixel: No Function
		92–93	Power Mode: Dynamic (Default)
		94–95	Power Mode: Max Strobe
		96–97	Power Mode: Max Wash
		98–99	Power Mode: Balanced
		100–137	Power Mode: No Function
		138–139	White Point 8000K
		140–141	White Point 6500K (Default)
		142–143	White Point 5600K
		144–145	White Point 4200K
		146–147	White Point 3200K
		148–149	White Point: No function
		150–151	Sub Fixture Mode: normal
		152–153	Sub Fixture Mode: independent
		154–165	Sub Fixture: No function
		166–167	Color Mode: RGB (1)
		168–169	Color Mode: RGBL (2)
		170–171	Color Mode: x y (3)
		172–181	Color Mode: No Function
		182–183	iQ Gamut: Full
		184–185	iQ Gamut: Rec 2020

CH	Function	DMX	Description
6	Control (continued)	186–187	iQ Gamut: Rec 709
		188–189	iQ Gamut: DCI P3 65
		190–191	Hibernation: OFF
		192–193	Hibernation: ON
		194–213	Hibernation: No function
		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 as User Setting Preset 1
		232–233	Save as User Setting Preset 2
		234–235	Save as User Setting Preset 3
		236–237	Save User Setting: No function
		238–239	Load User Setting Preset 1
		240–241	Load User Setting Preset 2
		242–243	Load User Setting Preset 3
		244–245	Load Setting Default
		246–253	Load User Setting: No function
		254–255	Reset ALL
7	Dimmer 2		Same as CH 10 in the mode “M2 - Normal (Default)” (p. 20)
8	Dimmer 2 Fine	0–255	Fine adjustment of CH 7
9	Strobe Duration 2	0–255	Wash Duration
10	Shutter 2		Same as CH 13 in the mode “M2 - Normal (Default)” (p. 20)
11	Strobe Effect 2		Same as CH 14 in the mode “M2 - Normal (Default)” (p. 20)
12	Color Temperature		Same as CH 18 in the mode “M1 - Basic” (p. 16)
13	Color Quality		Same as CH 19 in the mode “M1 - Basic” (p. 16)
14	Phase		Same as CH 29 in the mode “M2 - Normal (Default)” (p. 22)
15	White 1		White Pix Sub
		0–255	White Pix Sub
27	Red 1		Red Pix Sub
		0–255	Red Pix Sub
28	Green 1		Green Pix Sub
		0–255	Green Pix Sub
29	Blue 1		Blue Pix Sub
		0–255	Blue Pix Sub

CH 15–26: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 15); the table below gives each cell's channel numbers.

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

CH 27–80: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 27–29); the table below gives each cell's channel numbers.

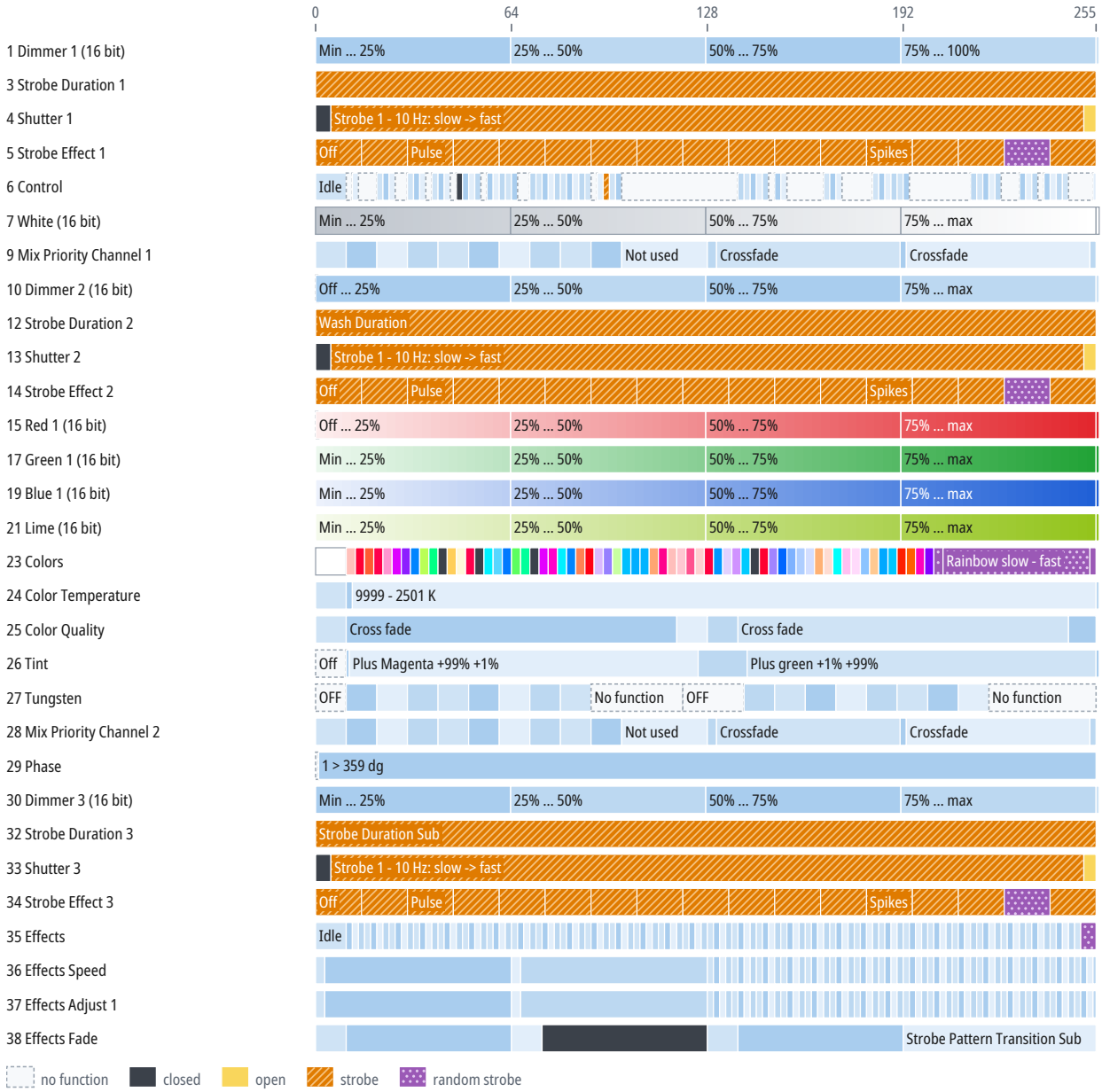
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	27	28	29	2	30	31	32	3	33	34	35
4	36	37	38	5	39	40	41	6	42	43	44
7	45	46	47	8	48	49	50	9	51	52	53
10	54	55	56	11	57	58	59	12	60	61	62
13	63	64	65	14	66	67	68	15	69	70	71
16	72	73	74	17	75	76	77	18	78	79	80

Mode M6 Multipix Wash

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

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Shutter 1 at 251–255 “Open”; CH 10 Dimmer 2 above 0; CH 13 Shutter 2 at 251–255 “Open”; CH 33 Shutter 3 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Strobe Duration 1 0, CH 4 Shutter 1 255, CH 5 Strobe Effect 1 0, CH 12 Strobe Duration 2 0, CH 13 Shutter 2 255, CH 14 Strobe Effect 2 0, CH 15 Red 1 255, CH 17 Green 1 255, CH 19 Blue 1 255, CH 33 Shutter 3 255, CH 34 Strobe Effect 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “M2 - Normal (Default)” (p. 19)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1	0–255	

CH	Function	DMX	Description
4	Shutter 1		Same as CH 4 in the mode “M2 - Normal (Default)” (p. 19)
5	Strobe Effect 1		Same as CH 5 in the mode “M2 - Normal (Default)” (p. 19)
6	Control		Same as CH 6 in the mode “M1 - Basic” (p. 12)
7	White		Same as CH 7 in the mode “M1 - Basic” (p. 14)
8	White Fine	0–255	Fine adjustment of CH 7
9	Mix Priority Channel 1		Same as CH 9 in the mode “M2 - Normal (Default)” (p. 20)
10	Dimmer 2		Same as CH 10 in the mode “M2 - Normal (Default)” (p. 20)
11	Dimmer 2 Fine	0–255	Fine adjustment of CH 10
12	Strobe Duration 2	0–255	Wash Duration
13	Shutter 2		Same as CH 13 in the mode “M2 - Normal (Default)” (p. 20)
14	Strobe Effect 2		Same as CH 14 in the mode “M2 - Normal (Default)” (p. 20)
15	Red 1		Same as CH 15 in the mode “M2 - Normal (Default)” (p. 21)
16	Red 1 Fine	0–255	Fine adjustment of CH 15
17	Green 1		Same as CH 17 in the mode “M2 - Normal (Default)” (p. 21)
18	Green 1 Fine	0–255	Fine adjustment of CH 17
19	Blue 1		Same as CH 19 in the mode “M2 - Normal (Default)” (p. 21)
20	Blue 1 Fine	0–255	Fine adjustment of CH 19
21	Lime		Same as CH 21 in the mode “M2 - Normal (Default)” (p. 21)
22	Lime Fine	0–255	Fine adjustment of CH 21
23	Colors		Same as CH 17 in the mode “M1 - Basic” (p. 15)
24	Color Temperature		Same as CH 18 in the mode “M1 - Basic” (p. 16)
25	Color Quality		Same as CH 19 in the mode “M1 - Basic” (p. 16)
26	Tint		Same as CH 26 in the mode “M2 - Normal (Default)” (p. 22)
27	Tungsten		Same as CH 21 in the mode “M1 - Basic” (p. 17)
28	Mix Priority Channel 2		Same as CH 28 in the mode “M2 - Normal (Default)” (p. 22)
29	Phase		Same as CH 29 in the mode “M2 - Normal (Default)” (p. 22)
30	Dimmer 3		Same as CH 30 in the mode “M2 - Normal (Default)” (p. 22)
31	Dimmer 3 Fine	0–255	Fine adjustment of CH 30
32	Strobe Duration 3		Same as CH 32 in the mode “M2 - Normal (Default)” (p. 22)
33	Shutter 3		Same as CH 33 in the mode “M2 - Normal (Default)” (p. 23)
34	Strobe Effect 3		Same as CH 34 in the mode “M2 - Normal (Default)” (p. 23)
35	Effects		Strobe Pattern Select Sub
		0–9	Idle
		10–11	Static Pattern 01
		12–13	Static Pattern 02
		14–15	Static Pattern 03
		16–17	Static Pattern 04
		18–19	Static Pattern 05
		20–21	Static Pattern 06
		22–23	Static Pattern 07
		24–25	Static Pattern 08

CH	Function	DMX	Description
35	Effects (continued)	26–27	Static Pattern 09
		28–29	Static Pattern 10
		30–31	Static Pattern 11
		32–33	Static Pattern 12
		34–35	Static Pattern 13
		36–37	Static Pattern 14
		38–39	Static Pattern 15
		40–41	Static Pattern 16
		42–43	Static Pattern 17
		44–45	Static Pattern 18
		46–47	Static Pattern 19
		48–49	Static Pattern 20
		50–51	Static Pattern 21
		52–53	Static Pattern 22
		54–55	Static Pattern 23
		56–57	Static Pattern 24
		58–59	Static Pattern 25
		60–61	Static Pattern 26
		62–63	Static Pattern 27
		64–65	Static Pattern 28
		66–67	Static Pattern 29
		68–69	Static Pattern 30
		70–71	Static Pattern 31
		72–73	Static Pattern 32
		74–75	Static Pattern 33
		76–77	Static Pattern 34
		78–79	Static Pattern 35
		80–81	Static Pattern 36
		82–83	Static Pattern 37
		84–85	Static Pattern 38
		86–87	Static Pattern 39
		88–89	Static Pattern 40
		90–91	Static Pattern 41
		92–93	Static Pattern 42
		94–95	Static Pattern 43
		96–97	Static Pattern 44
		98–99	Static Pattern 45
		100–101	Static Pattern 46
		102–103	Static Pattern 47
		104–105	Static Pattern 48
		106–107	Static Pattern 49

CH	Function	DMX	Description
35	Effects (continued)	108–109	Static Pattern 50
		110–111	Static Pattern 51
		112–113	Static Pattern 52
		114–115	Static Pattern 53
		116–117	Static Pattern 54
		118–119	Static Pattern 55
		120–121	Static Pattern 56
		122–123	Static Pattern 57
		124–125	Static Pattern 58
		126–127	Static Pattern 59
		128–129	Dynamic Pattern 01
		130–131	Dynamic Pattern 02
		132–133	Dynamic Pattern 03
		134–135	Dynamic Pattern 04
		136–137	Dynamic Pattern 05
		138–139	Dynamic Pattern 06
		140–141	Dynamic Pattern 07
		142–143	Dynamic Pattern 08
		144–145	Dynamic Pattern 09
		146–147	Dynamic Pattern 10
		148–149	Dynamic Pattern 11
		150–151	Dynamic Pattern 12
		152–153	Dynamic Pattern 13
		154–155	Dynamic Pattern 14
		156–157	Dynamic Pattern 15
		158–159	Dynamic Pattern 16
		160–161	Dynamic Pattern 17
		162–163	Dynamic Pattern 18
		164–165	Dynamic Pattern 19
		166–167	Dynamic Pattern 20
		168–169	Dynamic Pattern 21
		170–171	Dynamic Pattern 22
		172–173	Dynamic Pattern 23
		174–175	Dynamic Pattern 24
		176–177	Dynamic Pattern 25
		178–179	Dynamic Pattern 26
		180–181	Dynamic Pattern 27
		182–183	Dynamic Pattern 28
		184–185	Dynamic Pattern 29
		186–187	Dynamic Pattern 30
		188–189	Dynamic Pattern 31

CH	Function	DMX	Description
35	Effects (continued)	190–191	Dynamic Pattern 32
		192–193	Dynamic Pattern 33
		194–195	Dynamic Pattern 34
		196–197	Dynamic Pattern 35
		198–199	Dynamic Pattern 36
		200–201	Dynamic Pattern 37
		202–203	Dynamic Pattern 38
		204–205	Dynamic Pattern 39
		206–207	Dynamic Pattern 40
		208–209	Dynamic Pattern 41
		210–211	Dynamic Pattern 42
		212–213	Dynamic Pattern 43
		214–215	Dynamic Pattern 44
		216–217	Dynamic Pattern 45
		218–219	Dynamic Pattern 46
		220–221	Dynamic Pattern 47
		222–223	Dynamic Pattern 48
		224–225	Dynamic Pattern 49
		226–227	Dynamic Pattern 50
		228–229	Special Pattern 01
		230–231	Special Pattern 02
		232–233	Special Pattern 03
		234–235	Special Pattern 04
		236–237	Special Pattern 05
		238–239	Special Pattern 06
		240–241	Special Pattern 07
		242–243	Special Pattern 08
		244–245	Special Pattern 09
		246–247	Special Pattern 10
		248–249	Special Pattern 11
		250–255	Random Pixel
36	Effects Speed		Strobe Pattern Index/Speed Sub
		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

CH	Function	DMX	Description
36	Effects Speed (continued)	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
		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

CH	Function	DMX	Description
36	Effects Speed (continued)	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
		242–243	Patten Step 58
		244–245	Patten Step 59
		246–247	Patten Step 60
		248–249	Patten Step 61
		250–251	Patten Step 62
		252–253	Patten Step 63
		254–255	Patten Step 64
37	Effects Adjust 1		Strobe Pattern Step Crossfade Sub
		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 1n)
		128–129	Pattern Step 01
		130–131	Pattern Step 02
		132–133	Pattern Step 03
		134–135	Pattern Step 04
		136–137	Pattern Step 05
		138–139	Pattern Step 06
		140–141	Pattern Step 07
		142–143	Pattern Step 08
		144–145	Pattern Step 09
		146–147	Pattern Step 10
		148–149	Pattern Step 11
		150–151	Pattern Step 12
		152–153	Pattern Step 13
		154–155	Pattern Step 14
		156–157	Pattern Step 15
		158–159	Pattern Step 16
		160–161	Pattern Step 17
		162–163	Pattern Step 18

CH	Function	DMX	Description
37	Effects Adjust 1 (continued)	164–165	Pattern Step 19
		166–167	Pattern Step 20
		168–169	Pattern Step 21
		170–171	Pattern Step 22
		172–173	Pattern Step 23
		174–175	Pattern Step 24
		176–177	Pattern Step 25
		178–179	Pattern Step 26
		180–181	Pattern Step 27
		182–183	Pattern Step 28
		184–185	Pattern Step 29
		186–187	Pattern Step 30
		188–189	Pattern Step 31
		190–191	Pattern Step 32
		192–193	Pattern Step 33
		194–195	Pattern Step 34
		196–197	Pattern Step 35
		198–199	Pattern Step 36
		200–201	Pattern Step 37
		202–203	Pattern Step 38
		204–205	Pattern Step 39
		206–207	Pattern Step 40
		208–209	Pattern Step 41
		210–211	Pattern Step 42
		212–213	Pattern Step 43
		214–215	Pattern Step 44
		216–217	Pattern Step 45
		218–219	Pattern Step 46
		220–221	Pattern Step 47
		222–223	Pattern Step 48
		224–225	Pattern Step 49
		226–227	Pattern Step 50
		228–229	Pattern Step 51
		230–231	Pattern Step 52
		232–233	Pattern Step 53
		234–235	Pattern Step 54
		236–237	Pattern Step 55
		238–239	Pattern Step 56
		240–241	Pattern Step 57
		242–243	Pattern Step 58
		244–245	Pattern Step 59
		246–247	Pattern Step 60

CH	Function	DMX	Description
37	Effects Adjust 1 (continued)	248–249	Pattern Step 61
		250–251	Pattern Step 62
		252–253	Pattern Step 63
		254–255	Pattern Step 64
38	Effects Fade		Strobe Pattern Transition Sub
		0–9	OFF (Snap between different Patterns)
		10–63	Normal Transition (snap fast 5s)
		64–73	OFF (Snap between different Patterns)
		74–127	FOB Transition / Fade over Blackout (snap fast5s)
		128–137	OFF (Snap between different Patterns)
		138–191	FOB Transition / Fade over Fullt (snap fast5s)
		192–255	Strobe Pattern Transition Sub
39	Red 2		Red Pix Sub
		0–255	Red Pix Sub
40	Green 2		Green Pix Sub
		0–255	Green Pix Sub
41	Blue 2		Blue Pix Sub
		0–255	Blue Pix Sub

CH 39–92: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 39–41); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	39	40	41	2	42	43	44	3	45	46	47
4	48	49	50	5	51	52	53	6	54	55	56
7	57	58	59	8	60	61	62	9	63	64	65
10	66	67	68	11	69	70	71	12	72	73	74
13	75	76	77	14	78	79	80	15	81	82	83
16	84	85	86	17	87	88	89	18	90	91	92

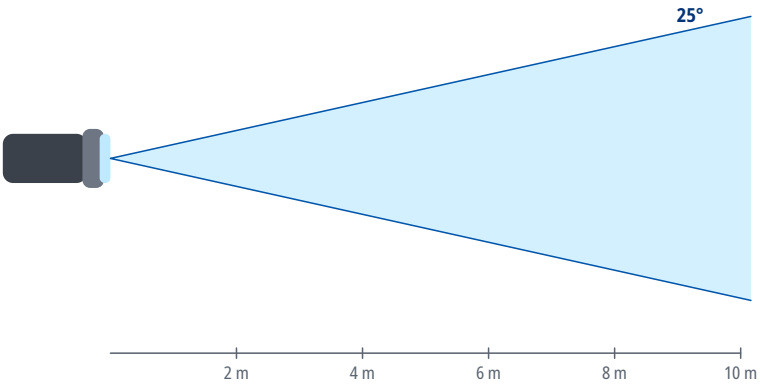
9 Technical specifications

Parameter	Value
Light source	LED
Weight	22.5 kg
Operating temperature	5 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–10000 K
Strobe frequency	1–10 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.