DMX REFERENCE

impression X5ip Bar 1000

GLP impression X5ip Bar 1000 RGB + RGBL

GLP



Manufacturer	GLP
GDTF file	GLP_impression_X5ip_Bar_1000_91161.gdtf
GDTF revision	20250326_X5IPBar1000_byRG_prelimV5 · 2025-03-26
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 6
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode 1 Basic RGBL (20ch) 11
Mode 1 Basic RGB (20ch) 21
Mode 2 Normal RGBL (33ch) 23
Mode 2 Normal RGB (33ch) 33
Mode 3 Segments RGBL (48ch) 35
Mode 4 Mulipix Advanced RGBL (84ch) 38
Mode 4 Mulipix Advanced RGB (84ch) 41
Mode 5 Mulipix Compressed RGB (63ch) 43
Mode 6 Mulipix Compressed RGBL (81ch) 44
Mode 3 Segments RGB (48ch) 46
10 Technical specifications 49
11 Maintenance and cleaning 49
12 Troubleshooting 50
13 Disposal 50

1 About this manual

This document describes the GLP impression X5ip Bar 1000 RGB + RGBL by GLP. It was compiled from the GDTF file GLP_impression_X5ip_Bar_1000_91161.gdtf from the GDTF-Share library.

File revision: “20250326_X5IPBar1000_byRG_prelimV5”.

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	27.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 Basic RGBL (20ch)	20	25	1, 21, 41, 61, ...
Mode 1 Basic RGB (20ch)	20	25	1, 21, 41, 61, ...
Mode 2 Normal RGBL (33ch)	33	15	1, 34, 67, 100, ...
Mode 2 Normal RGB (33ch)	33	15	1, 34, 67, 100, ...
Mode 3 Segments RGBL (48ch)	48	10	1, 49, 97, 145, ...
Mode 4 Mulipix Advanced RGBL (84ch)	84	6	1, 85, 169, 253, ...
Mode 4 Mulipix Advanced RGB (84ch)	84	6	1, 85, 169, 253, ...
Mode 5 Mulipix Compressed RGB (63ch)	63	8	1, 64, 127, 190, ...
Mode 6 Mulipix Compressed RGBL (81ch)	81	6	1, 82, 163, 244, ...
Mode 3 Segments RGB (48ch)	48	10	1, 49, 97, 145, ...


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

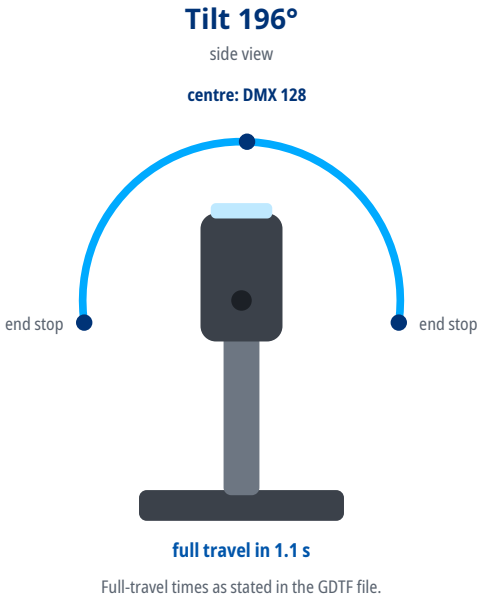
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Description in the GDTF file

“all available modes in RGB and RGBL funktionality”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

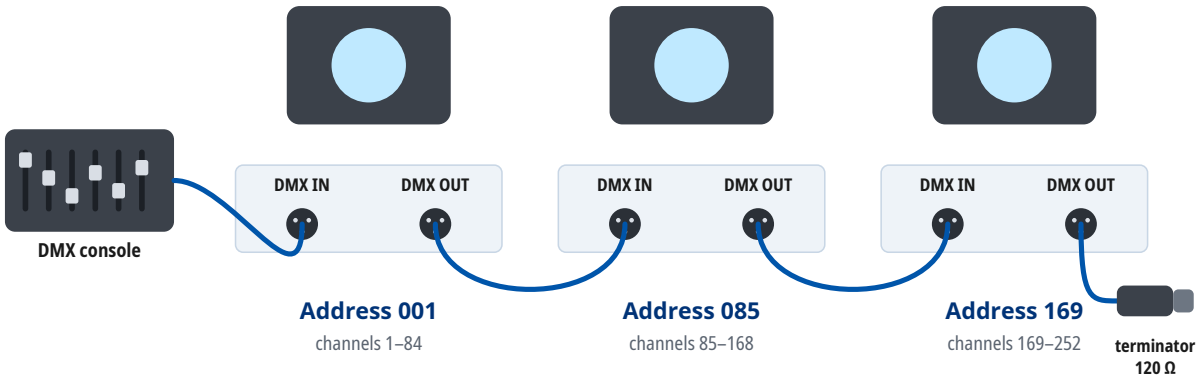
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 27.2 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

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

DMX line



Mode 4 Mulipix Advanced RGBL (84ch): every unit occupies 84 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 4 Mulipix Advanced RGBL (84ch)”: 84.
- 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 “Mode 4 Mulipix Advanced RGBL (84ch)”, you can use, for example, the start addresses 1, 85, 169, 253.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 Basic RGBL (20ch) 20 channels	Mode 1 Basic RGB (20ch) 20 channels	Mode 2 Normal RGBL (33ch) 33 channels	Mode 2 Normal RGB (33ch) 33 channels	Mode 3 Segments RGBL (48ch) 48 channels	Mode 4 Mulipix Advanced RGBL (84ch) 84 channels	Mode 4 Mulipix Advanced RGB (84ch) 84 channels	Mode 5 Mulipix Compressed RGB (63ch) 63 channels
Pan / Tilt	1	1	1	1	1	1	1	1
Dimmer	3	3	3, 22	3, 22	3, 22	3, 22	3, 22	3
Shutter / strobe	5	5	5, 24	5, 24	5, 24	5, 24	5, 24	5
Color mixing	4× (8–14)	8, 10, 12	7 channels (8–33)	6 channels (8–33)	22 channels (8–48)	58 channels (8–84)	57 channels (8–84)	10–63
Color temperature	17	17	17	17	17	17	17	8
Color wheel	16	16	16	16	16	16	16	
Zoom	6	6	6	6	6	6	6	6
Pixel control					✓	18 cells	18 cells	

Color wheel

1 Stepped Selction: 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

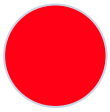
23 Filter 126 (Mauve)
DMX 73–75

24 Filter 128 (Bright Pink)
DMX 76–78

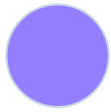
25 
Filter 131 (Marine Blue)
DMX 79–81

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

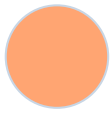
30 
Filter 137 (Special Lavender)
DMX 94–96

31
Filter 138 (Pale Green)
DMX 97–99

32 
Filter 140 (Summer Blue)
DMX 100–102

33 
Filter 141 (Bright Blue)
DMX 103–105

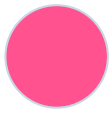
34 
Filter 143 (Pale Navy Blue)
DMX 106–108

35 
Filter 147 Apricot)
DMX 109–111

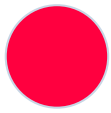
36 
Filter 148 (Bright Rose)
DMX 112–114

37
Filter 152 (Pale Gold)
DMX 115–117

38
Filter 154 (Pale Rose)
DMX 118–120

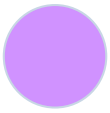
39 
Filter 157 (Pink)
DMX 121–123

40
Filter 162 (Bastard Amber)
DMX 124–126

41 
Filter 164 (Flame Red)
DMX 127–129

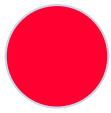
42 
Filter 165 (Daylight Blue)
DMX 130–132

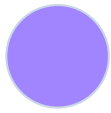
43
Filter 169 (Lilac Tint)
DMX 133–135

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

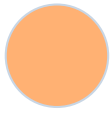
48 
Filter 194 (Surprise Pink)
DMX 148–150

49 
Filter 197 (Alice Blue)
DMX 151–153

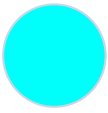
50 
Filter 201 (Full CT Blue)
DMX 154–156

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

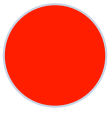
57
Filter 248 (Half Minus Green)
DMX 175–177

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

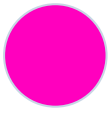
59
Filter 285 (Three Quarter CT Orange)
DMX 181–183

60 
Filter 352 (Glacier Blue)
DMX 184–186

61 
Filter 353 (Lighter Blue)
DMX 187–189

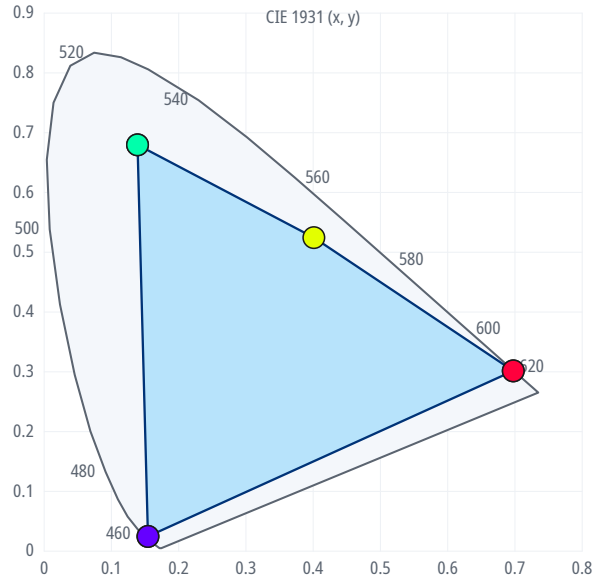
62 
Filter 507 (Madge)
DMX 190–192

63 
Filter 778 (Millennium Gold)
DMX 193–195

64 
Filter 793 (Vanity Fair)
DMX 196–198

65
Filter 798 (Chrysalis Pink)
DMX 199–202

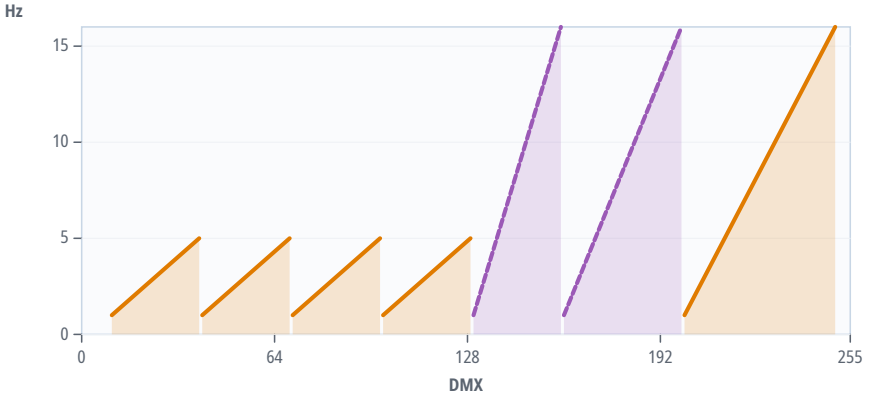
LED colors and the colors they mix



LED	x	y
RGBL Red	0.698	0.302
RGBL Green	0.139	0.680
RGBL Blue	0.154	0.025
RGBL Lime	0.401	0.524
RGB Red	0.698	0.302
RGB Blue	0.154	0.025
RGB Green	0.139	0.680

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

Strobe rate



CH 5 · Mode 3 Segments RGBL (48ch)

- 10–39: 1–5 Hz Pulse
- 40–69: 1–5 Hz Opening pulse
- 70–99: 1–5 Hz Closing pulse
- 100–129: 1–5 Hz Double flash
- 130–159: 1–16 Hz Random Pixel Strobe
- 160–199: 1–16 Hz Random Strobe
- 200–250: 1–16 Hz Strobe

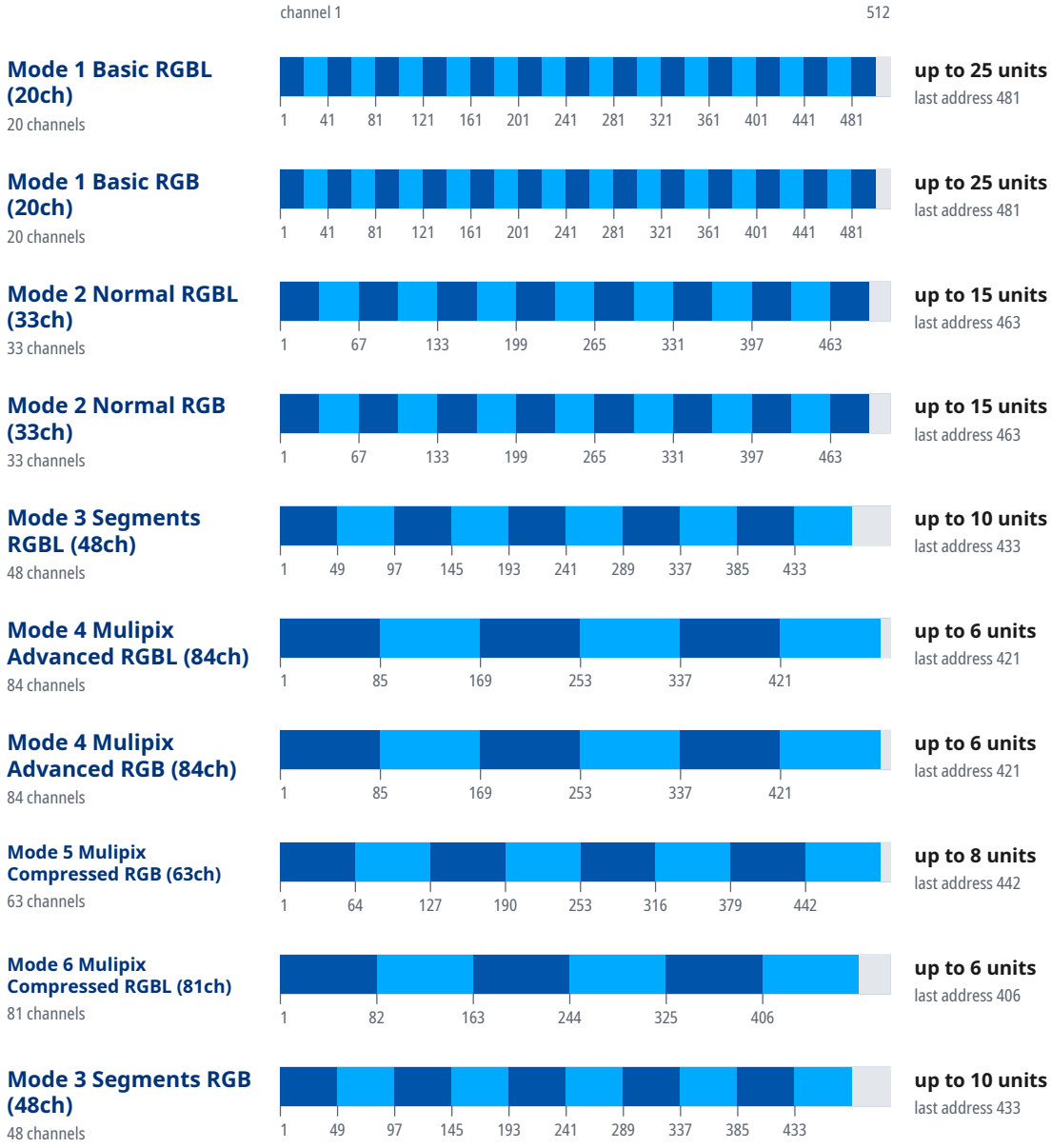
Cells (pixels)



18 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 9; the mode “Mode 3 Segments RGBL (48ch)” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 4 Mulipix Advanced RGBL (84ch)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	421	11	U2 · 337	16	U3 · 253
2	85	7	U2 · 1	12	U2 · 421	17	U3 · 337
3	169	8	U2 · 85	13	U3 · 1	18	U3 · 421
4	253	9	U2 · 169	14	U3 · 85	19	U4 · 1
5	337	10	U2 · 253	15	U3 · 169	20	U4 · 85

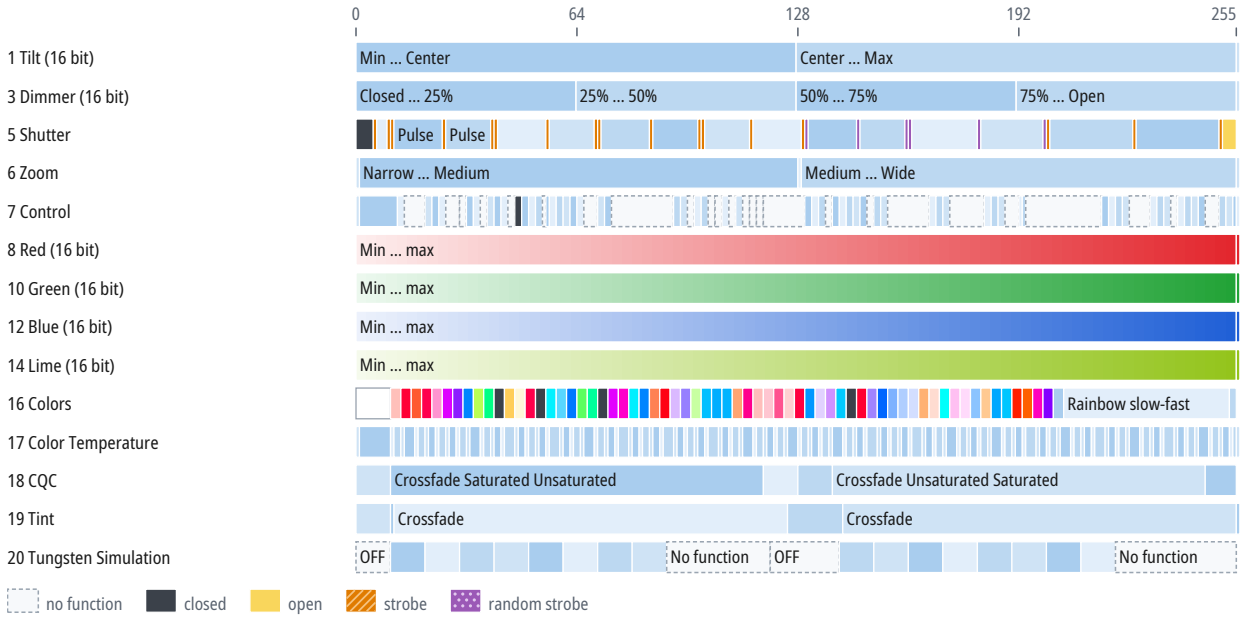
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 Basic RGBL (20ch)

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

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 5 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Shutter 255, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255, CH 14 Lime 255, CH 16 Colors 0, CH 17 Color Temperature 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer	0–63	Closed ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Open
		255	Open
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Shutter	0–4	Shutter closed: Closed
		5	Single Flash
		6–8	Single Flash ... Single Flash 2
		9	Single Flash 2
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set

CH	Function	DMX	Description
5	Shutter (continued)	40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow ... Medium
		145	Random Pixel Strobe: Medium
		146–158	Random Pixel Strobe: Medium ... Fast
		159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow ... Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
6	Zoom	0	Narrow
		1–127	Narrow ... Medium
		128	Medium
		129–254	Medium ... Wide
		255	Wide
7	Control	0	Idle
		1–11	Control 1 1
		12–13	i Q Service Connect
		14–19	No function
		20–21	Soft (Square)
		22–23	Linear

CH	Function	DMX	Description
7	Control (continued)	24–25	S-Curve
		26–29	No function
		30–31	Display Mode: Off
		32–33	Display Mode: Auto
		34–35	Display Mode: On
		36–37	No function
		38–39	Display Orientation: Auto
		40–41	Normal
		42–43	Inverted
		44–45	No function
		46–47	Blackout
		48–49	Hold
		50–51	Play captured scene
		52–53	Capture current scene
		54	No function
		55	Fan Mode
		56–57	Fan Minimum
		58–59	Fan Regulated
		60–61	Fan High
		62–63	Fan Medium
		64–65	Fan Low
		66–69	No function
		70–71	Pixel Mirror Off
		72–73	Pixel Mirror Y
		74–91	No function
		92–93	Position Feedback Off
		94–95	Position Feedback On
		96–97	PT Option: NoFeature
		98–99	Tilt Inversion Off
		100–101	Tilt Inversion On
		102–105	PT Option: NoFeature
		106–107	Tilt Disable Off
		108–109	PT Option: NoFeature
		110–111	Tilt Motor Current Disabled
		112–129	PT Option: NoFeature
		130–131	Fast Performance
		132–133	Normal Performance
		134–135	Smooth Performance
		136–137	No function
		138–139	8000K
		140–141	6500K
		142–143	5600K

CH	Function	DMX	Description
7	Control (continued)	144–145	4200K
		146–147	3200K
		148–149	No function
		150–151	Sub Module Mode Normal
		152–153	Sub Module Mode Independent
		154–165	No function
		166–167	RGB Mode
		168–169	RGBL Mode
		170–171	x;y Mode
		172–181	No function
		182–183	IQ Gamut Full
		184–185	IQ Gamut Rec 2020
		186–187	IQ Gamut Rec 706
		188–191	No function
		192	Hibernation Off
		193	Hibernation On
		194–215	No function
		216–217	PWM Optimal
		218–219	PWM High 1
		220–221	PWM High 2
		222–223	PWM Max
		224–229	No function
		230–231	Save Preset 1
		232–233	Save Preset 2
		234–235	Save Preset 3
		236–237	User Settings: NoFeature
		238–239	Load Preset 1
		240–241	Load Preset 2
		242–243	Load Preset 3
		244–245	Load Default
		246–249	No function
		250–251	Reset Pan Tilt
		252–253	Reset Head
		254	Reset All
		255	Reset 37
8	Red	0–255	Min … max
		255	Max
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green	0–255	Min … max
		255	Max
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue	0–255	Min … max

CH	Function	DMX	Description
12	Blue (continued)	255	Max
13	Blue Fine	0–255	Fine adjustment of CH 12
14	Lime	0–255	Min ... max
		255	Max
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Colors	0–9	Stepped Selction: 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)
		109–111	Filter 147 Apricot)
		112–114	Filter 148 (Bright Rose)
		115–117	Filter 152 (Pale Gold)

CH	Function	DMX	Description
16	Colors (continued)	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	Stop at first color
		205–252	Rainbow slow-fast
		253–255	Stop at current color
17	Color Temperature	0	Open Whitepoint Default
		1–9	CTC
		10	10000K
		11–12	10000K ... 9900K
		13	9900K
		14–16	9900K ... 9800K
		17	9800K
		18–19	9800K ... 9700K
		20	9700K
		21–22	9700K ... 9600K
		23	9600K

CH	Function	DMX	Description
17	Color Temperature (continued)	24–25	9600K … 9500K
		26	9500K
		27–28	9500K … 9400K
		29	9400K
		30–31	9400K … 9300K
		32	9300K
		33–35	9300K … 9200K
		36	9200K
		37–38	9200K … 9100K
		39	9100K
		40–41	9100K … 9000K
		42	9000K
		43–45	9000K … 8900K
		46	8900K
		47–48	8900K … 8800K
		49	8800K
		50–51	8800K … 8700K
		52	8700K
		53–54	8700K … 8600K
		55	8600K
		56–58	8600K … 8500K
		59	8500K
		60–61	8500K … 8400K
		62	8400K
		63–64	8400K … 8300K
		65	8300K
		66–68	8300K … 8200K
		69	8200K
		70–71	8200K … 8100K
		72	8100K
		73–74	8100K … 8000K
		75	8000K
		76–78	8000K … 7900K
		79	7900K
		80–81	7900K … 7800K
		82	7800K
		83–84	7800K … 7700K
		85	7700K
		86–87	7700K … 7600K
		88	7600K
		89–91	7600K … 7500K
		92	7500K

CH	Function	DMX	Description
17	Color Temperature (continued)	93–94	7500K … 7400K
		95	7400K
		96–97	7400K … 7300K
		98	7300K
		99–100	7300K … 7200K
		101	7200K
		102–104	7200K … 7100K
		105	7100K
		106–107	7100K … 7000K
		108	7000K
		109–110	7000K … 6900K
		111	6900K
		112–114	6900K … 6800K
		115	6800K
		116–117	6800K … 6700K
		118	6700K
		119–120	6700K … 6600K
		121	6600K
		122–123	6600K … 6500K
		124	6500K
		125–127	6500K … 6400K
		128	6400K
		129–130	6400K … 6300K
		131	6300K
		132–133	6300K … 6200K
		134	6200K
		135–136	6200K … 6100K
		137	6100K
		138–140	6100K … 6000K
		141	6000K
		142–143	6000K … 5900K
		144	5900K
		145–146	5900K … 5800K
		147	5800K
		148–150	5800K … 5700K
		151	5700K
		152–153	5700K … 5600K
		154	5600K
		155–156	5600K … 5500K
		157	5500K
		158–159	5500K … 5400K
		160	5400K

CH	Function	DMX	Description
17	Color Temperature (continued)	161–163	5400K … 5300K
		164	5300K
		165–166	5300K … 5200K
		167	5200K
		168–169	5200K … 5100K
		170	5100K
		171–173	5100K … 5000K
		174	5000K
		175–176	5000K … 4900K
		177	4900K
		178–179	4900K … 4800K
		180	4800K
		181–182	4800K … 4700K
		183	4700K
		184–186	4700K … 4600K
		187	4600K
		188–189	4600K … 4500K
		190	4500K
		191–192	4500K … 4400K
		193	4400K
		194–196	4400K … 4300K
		197	4300K
		198–199	4300K … 4200K
		200	4200K
		201–202	4200K … 4100K
		203	4100K
		204–206	4100K … 4000K
		207	4000K
		208–209	4000K … 3900K
		210	3900K
		211–212	3900K … 3800K
		213	3800K
		214–216	3800K … 3700K
		217	3700K
		218–219	3700K … 3600K
		220	3600K
		221–222	3600K … 3500K
		223	3500K
		224–226	3500K … 3400K
		227	3400K
		228–229	3400K … 3300K
		230	3300K

CH	Function	DMX	Description
17	Color Temperature (continued)	231–232	3300K ... 3200K
		233	3200K
		234–236	3200K ... 3100K
		237	3100K
		238–239	3100K ... 3000K
		240	3000K
		241–242	3000K ... 2900K
		243	2900K
		244–246	2900K ... 2800K
		247	2800K
		248–249	2800K ... 2700K
		250	2700K
		251–252	2700K ... 2600K
		253	2600K
		254	2500K
		255	CTC 2
18	CQC	0–9	HQ Saturated Color
		10–117	Crossfade Saturated Unsaturated
		118–127	HQ Unsaturated
		128–137	HO Unsaturated
		138–245	Crossfade Unsaturated Saturated
		246–255	HO Saturated
19	Tint	0–9	Open no correction
		10	Full Plus Magenta
		11–124	Crossfade
		125–140	Neutral
		141–254	Crossfade
		255	Full Plus Green
20	Tungsten Simulation	0–9	OFF
		10–19	Tungsten ACL 250W/28V
		20–29	Tungsten Blinder 650W/120V
		30–39	Tungsten750W/80V
		40–49	Tungsten 1000W/240V
		50–59	Tungsten 1200W/240V
		60–69	Tungsten 2000W/230V
		70–79	Tungsten 2500W/230V
		80–89	Tungsten 5000W/230V
		90–119	No function
		120–139	OFF
		140–149	FX Tungsten ACL 250W/28V
		150–159	FX Tungsten Blinder 650W/120V
		160–169	FX Tungsten750W/80V

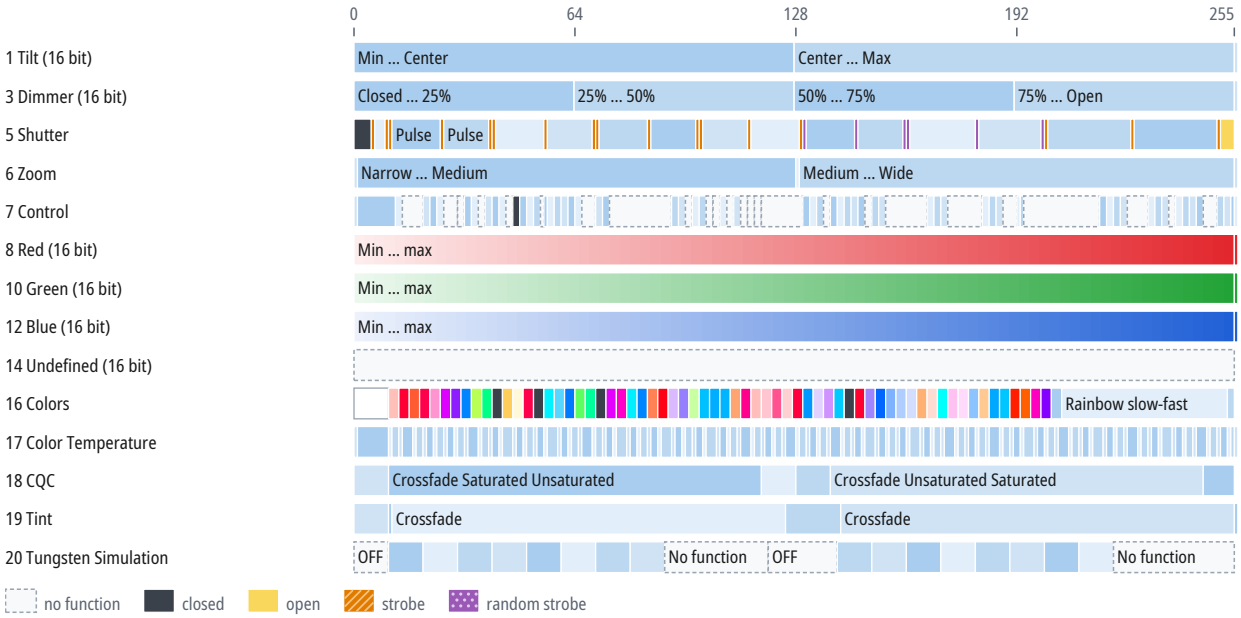
CH	Function	DMX	Description
20	Tungsten Simulation (continued)	170–179	FX Tungsten 1000W/240V
		180–189	FX Tungsten 1200W/240V
		190–199	FX Tungsten 2000W/230V
		200–209	FX Tungsten 2500W/230V
		210–219	FX Tungsten 5000W/230V
		220–255	No function

Mode 1 Basic RGB (20ch)

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

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 5 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Shutter 255, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255, CH 16 Colors 0, CH 17 Color Temperature 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer		Same as CH 3 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red		Same as CH 8 in the mode “Mode 1 Basic RGBL (20ch)” (p. 14)
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green		Same as CH 10 in the mode “Mode 1 Basic RGBL (20ch)” (p. 14)
11	Green Fine	0–255	Fine adjustment of CH 10

CH	Function	DMX	Description
12	Blue		Same as CH 12 in the mode “Mode 1 Basic RGBL (20ch)” (p. 14)
13	Blue Fine	0–255	Fine adjustment of CH 12
14	Undefined	0–255	
15	Undefined Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)

Mode 2 Normal RGBL (33ch)

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 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 14 Lime 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 2 255, CH 32 Green 2 255, CH 33 Blue 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1	0–63	Closed ... 25%
		64–127	25% ... 50%
		128–191	50% ... 75%
		192–255	75% ... Open
		255	Open

CH	Function	DMX	Description
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1	0–4	Shutter closed: Closed
		5	Single Flash
		6–8	Single Flash ... Single Flash 2
		9	Single Flash 2
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow ... Medium
		114	Double flash: Medium
		115–128	Double flash: Medium ... Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow ... Medium
		145	Random Pixel Strobe: Medium
		146–158	Random Pixel Strobe: Medium ... Fast
		159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow ... Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium ... Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow ... Medium
		225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open

CH	Function	DMX	Description
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red 1	0–255	Min ... max
		255	Max
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1	0–255	Min ... max
		255	Max
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1	0–255	Min ... max
		255	Max
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Lime		Same as CH 14 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority	0–9	Main and Sub HTP
		10–19	Main only
		20–29	Sub only
		30–39	Main and Sub additive
		40–49	Main minus Sub
		50–59	Sub minus Main
		60–69	Snap True Color Main over Sub
		70–79	Snap True Color Sub over Main
		80–89	Cross True Color Main over Sub
		90–99	Cross True Color Sub over Main
		100–127	No function
		128–130	Main only 2
		131–190	Cross Main HTP
		191–192	Main and Sub HTP
		193–252	Cross Sub HTP
		253–254	Sub only 2
		255	Mix Priority 1
22	Dimmer 2	0–63	Closed ... 25%
		64–127	25% ... 50%

CH	Function	DMX	Description
22	Dimmer 2 (continued)	128–191	50% … 75%
		191	75%
		192–255	75% … Open
		255	Open
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Shutter 2	0–4	Shutter closed: Closed
		5	Single Flash
		6–8	Single Flash … Single Flash 2
		9	Single Flash 2
		10	Pulse: Empty Channel Set
		11–24	Pulse
		25	Pulse: Empty Channel Set
		26–38	Pulse
		39	Pulse: Empty Channel Set
		40	Opening pulse: Empty Channel Set
		41–54	Opening pulse
		55	Opening pulse: Empty Channel Set
		56–68	Opening pulse
		69	Opening pulse: Empty Channel Set
		70	Closing pulse: Empty Channel Set
		71–84	Closing pulse
		85	Closing pulse: Empty Channel Set
		86–98	Closing pulse
		99	Closing pulse: Empty Channel Set
		100	Double flash: Slow
		101–113	Double flash: Slow … Medium
		114	Double flash: Medium
		115–128	Double flash: Medium … Fast
		129	Double flash: Fast
		130	Random Pixel Strobe: Slow
		131–144	Random Pixel Strobe: Slow … Medium
		145	Random Pixel Strobe: Medium
		146–158	Random Pixel Strobe: Medium … Fast
		159	Random Pixel Strobe: Fast
		160	Random Strobe: Slow
		161–179	Random Strobe: Slow … Medium
		180	Random Strobe: Medium
		181–198	Random Strobe: Medium … Fast
		199	Random Strobe: Fast
		200	Strobe: Slow
		201–224	Strobe: Slow … Medium

CH	Function	DMX	Description
24	Shutter 2 (continued)	225	Strobe: Medium
		226–249	Strobe: Medium ... Fast
		250	Strobe: Fast
		251–255	Shutter open: Open
25	Pattern Selection	0–9	Open (all Pixel aktiv)
		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
		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

CH	Function	DMX	Description
25	Pattern Selection (continued)	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
		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

CH	Function	DMX	Description
25	Pattern Selection (continued)	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
		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

CH	Function	DMX	Description
25	Pattern Selection (continued)	246–247	Special Pattern 10
		248–249	Special Pattern 11
		250–255	Random Pixel
26	Pattern Step / Speed	0–2	Stop (First Pattern Step)
		3–63	CW fast - slow (run Pattern Step 1n)
		64–66	Stop at current position
		67–127	CCW slow - fast (run Pattern Step n1)
		128–129	Patten Step 01
		130–131	Patten Step 02
		132–133	Patten Step 03
		134–135	Patten Step 04
		136–137	Patten Step 05
		138–139	Patten Step 06
		140–141	Patten Step 07
		142–143	Patten Step 08
		144–145	Patten Step 09
		146–147	Patten Step 10
		148–149	Patten Step 11
		150–151	Patten Step 12
		152–153	Patten Step 13
		154–155	Patten Step 14
		156–157	Patten Step 15
		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

CH	Function	DMX	Description
26	Pattern Step / Speed (continued)	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
		250–251	Patten Step 62
		252–253	Patten Step 63
		254–255	Patten Step 64
27	Pattern Crossfade	0–9	Open (snap 1)
		10–127	Crossfade
		128–137	Off (snap 2)
		138–255	Crossfade with Tail
28	Pattern Transition	0–9	=pen (snap 1)
		10	Normal Transition snap
		11–63	Normal Transition fade 5s
		64–73	Off (snap 2)
		74	Fade Over Black snap
		75–127	Fade Over Black fade 5s
		128–137	Off (snap 3)
		138	Fade Over Full snap
		139–191	Fade Over Full fade 5s

CH	Function	DMX	Description
28	Pattern Transition (continued)	192–255	No function
29	Fixture Total Number	0	Off
		1	Fixturev1
		2–10	Fixture 2...10
		11–253	11 Thru 254
		254	255
		255	Fixture Total Number
30	Fixture Position	0	Off
		1–10	Position 1...10
		11–254	11 Thru 254
		255	Position 255
31	Red 2	0	Min
		1–254	Min ... max
		255	Max
32	Green 2	0	Min
		1–254	Min ... max
		255	Max
33	Blue 2	0	Min
		1–254	Min ... max
		255	Max

Mode 2 Normal RGB (33ch)

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 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 2 255, CH 32 Green 2 255, CH 33 Blue 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “Mode 2 Normal RGBL (33ch)” (p. 23)
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1		Same as CH 5 in the mode “Mode 2 Normal RGBL (33ch)” (p. 24)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)

CH	Function	DMX	Description
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red 1		Same as CH 8 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1		Same as CH 10 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1		Same as CH 12 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Undefined	0–255	
15	Undefined Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority		Same as CH 21 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
22	Dimmer 2		Same as CH 22 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Shutter 2		Same as CH 24 in the mode “Mode 2 Normal RGBL (33ch)” (p. 26)
25	Pattern Selection		Same as CH 25 in the mode “Mode 2 Normal RGBL (33ch)” (p. 27)
26	Pattern Step / Speed		Same as CH 26 in the mode “Mode 2 Normal RGBL (33ch)” (p. 30)
27	Pattern Crossfade		Same as CH 27 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
28	Pattern Transition		Same as CH 28 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
29	Fixture Total Number		Same as CH 29 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
30	Fixture Position		Same as CH 30 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
31	Red 2		Same as CH 31 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
32	Green 2		Same as CH 32 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
33	Blue 2		Same as CH 33 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)

Mode 3 Segments RGBL (48ch)

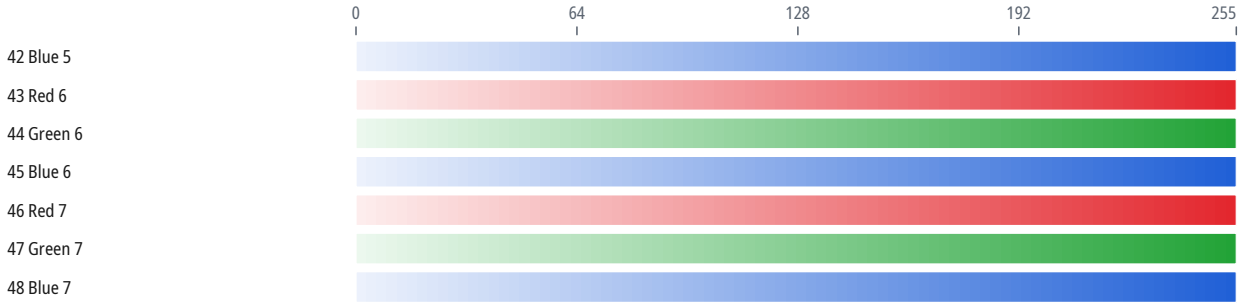
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 14 Lime 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 2 255, CH 32 Green 2 255, CH 33 Blue 2 255, CH 34 Red 3 255, CH 35 Green 3 255, CH 36 Blue 3 255, CH 37 Red 4 255, CH 38 Green 4 255, CH 39 Blue 4 255, CH 40 Red 5 255, CH 41 Green 5 255, CH 42 Blue 5 255, CH 43 Red 6 255, CH 44 Green 6 255, CH 45 Blue 6 255, CH 46 Red 7 255, CH 47 Green 7 255, CH 48 Blue 7 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “Mode 2 Normal RGBL (33ch)” (p. 23)
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1		Same as CH 5 in the mode “Mode 2 Normal RGBL (33ch)” (p. 24)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red 1		Same as CH 8 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1		Same as CH 10 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1		Same as CH 12 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Lime		Same as CH 14 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority		Same as CH 21 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
22	Dimmer 2		Same as CH 22 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22

CH	Function	DMX	Description
24	Shutter 2		Same as CH 24 in the mode “Mode 2 Normal RGBL (33ch)” (p. 26)
25	Pattern Selection		Same as CH 25 in the mode “Mode 2 Normal RGBL (33ch)” (p. 27)
26	Pattern Step / Speed		Same as CH 26 in the mode “Mode 2 Normal RGBL (33ch)” (p. 30)
27	Pattern Crossfade		Same as CH 27 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
28	Pattern Transition		Same as CH 28 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
29	Fixture Total Number		Same as CH 29 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
30	Fixture Position		Same as CH 30 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
31	Red 2		Same as CH 31 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
32	Green 2		Same as CH 32 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
33	Blue 2		Same as CH 33 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
34	Red 3	0	Min
		1–254	Min … max
		255	Max
35	Green 3	0	Min
		1–254	Min … max
		255	Max
36	Blue 3	0	Min
		1–254	Min … max
		255	Max
37	Red 4	0	Min
		1–254	Min … max
		255	Max
38	Green 4	0	Min
		1–254	Min … max
		255	Max
39	Blue 4	0	Min
		1–254	Min … max
		255	Max
40	Red 5	0–255	
41	Green 5	0–255	
42	Blue 5	0–255	
43	Red 6	0–255	
44	Green 6	0–255	
45	Blue 6	0–255	

CH	Function	DMX	Description
46	Red 7	0–255	
47	Green 7	0–255	
48	Blue 7	0–255	

Mode 4 Mulipix Advanced RGBL (84ch)

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 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 14 Lime 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 255 (the same in each of the 18 cells), CH 32 Green 255 (the same in each of the 18 cells), CH 33 Blue 255 (the same in each of the 18 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “Mode 2 Normal RGBL (33ch)” (p. 23)
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1		Same as CH 5 in the mode “Mode 2 Normal RGBL (33ch)” (p. 24)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red 1		Same as CH 8 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1		Same as CH 10 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1		Same as CH 12 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Lime		Same as CH 14 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
15	Lime Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority		Same as CH 21 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
22	Dimmer 2		Same as CH 22 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Shutter 2		Same as CH 24 in the mode “Mode 2 Normal RGBL (33ch)” (p. 26)
25	Pattern Selection		Same as CH 25 in the mode “Mode 2 Normal RGBL (33ch)” (p. 27)
26	Pattern Step / Speed		Same as CH 26 in the mode “Mode 2 Normal RGBL (33ch)” (p. 30)
27	Pattern Crossfade		Same as CH 27 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)

CH	Function	DMX	Description
28	Pattern Transition		Same as CH 28 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
29	Fixture Total Number		Same as CH 29 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
30	Fixture Position		Same as CH 30 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
31	Red 2	0	Min
		1–254	Min ... max
		255	Max
32	Green 2	0	Min
		1–254	Min ... max
		255	Max
33	Blue 2	0	Min
		1–254	Min ... max
		255	Max

CH 31–84: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 31–33); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	31	32	33	2	34	35	36	3	37	38	39
4	40	41	42	5	43	44	45	6	46	47	48
7	49	50	51	8	52	53	54	9	55	56	57
10	58	59	60	11	61	62	63	12	64	65	66
13	67	68	69	14	70	71	72	15	73	74	75
16	76	77	78	17	79	80	81	18	82	83	84

Mode 4 Mulipix Advanced RGB (84ch)

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 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 255 (the same in each of the 18 cells), CH 32 Green 255 (the same in each of the 18 cells), CH 33 Blue 255 (the same in each of the 18 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “Mode 2 Normal RGBL (33ch)” (p. 23)
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1		Same as CH 5 in the mode “Mode 2 Normal RGBL (33ch)” (p. 24)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)

CH	Function	DMX	Description
8	Red 1		Same as CH 8 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1		Same as CH 10 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1		Same as CH 12 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Undefined	0–255	
15	Undefined Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority		Same as CH 21 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
22	Dimmer 2		Same as CH 22 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Shutter 2		Same as CH 24 in the mode “Mode 2 Normal RGBL (33ch)” (p. 26)
25	Pattern Selection		Same as CH 25 in the mode “Mode 2 Normal RGBL (33ch)” (p. 27)
26	Pattern Step / Speed		Same as CH 26 in the mode “Mode 2 Normal RGBL (33ch)” (p. 30)
27	Pattern Crossfade		Same as CH 27 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
28	Pattern Transition		Same as CH 28 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
29	Fixture Total Number		Same as CH 29 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
30	Fixture Position		Same as CH 30 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
31	Red 2	0	Min
		1–254	Min … max
		255	Max
32	Green 2	0	Min
		1–254	Min … max
		255	Max

CH	Function	DMX	Description
33	Blue 2	0	Min
		1–254	Min ... max
		255	Max

CH 31–84: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 31–33); the table below gives each cell's channel numbers.

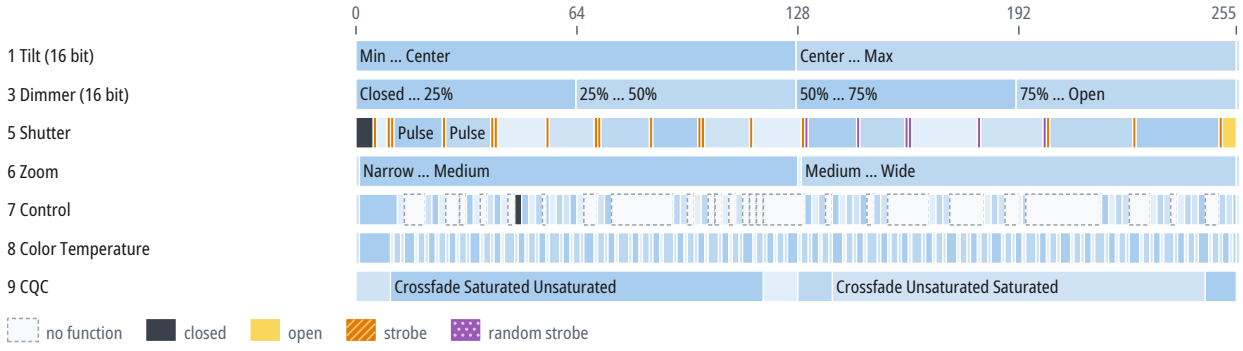
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	31	32	33	2	34	35	36	3	37	38	39
4	40	41	42	5	43	44	45	6	46	47	48
7	49	50	51	8	52	53	54	9	55	56	57
10	58	59	60	11	61	62	63	12	64	65	66
13	67	68	69	14	70	71	72	15	73	74	75
16	76	77	78	17	79	80	81	18	82	83	84

Mode 5 Mulipix Compressed RGB (63ch)

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 3 Dimmer above 0; CH 5 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Shutter 255, CH 8 Color Temperature 0, CH 10 Red 255 (the same in each of the 18 cells), CH 11 Green 255 (the same in each of the 18 cells), CH 12 Blue 255 (the same in each of the 18 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer		Same as CH 3 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)

CH	Function	DMX	Description
9	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
10	Red 1	0	Min
		1–254	Min … max
		255	Max
11	Green 1	0	Min
		1–254	Min … max
		255	Max
12	Blue 1	0	Min
		1–254	Min … max
		255	Max

CH 10–63: 18 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 10–12); the table below gives each cell's channel numbers.

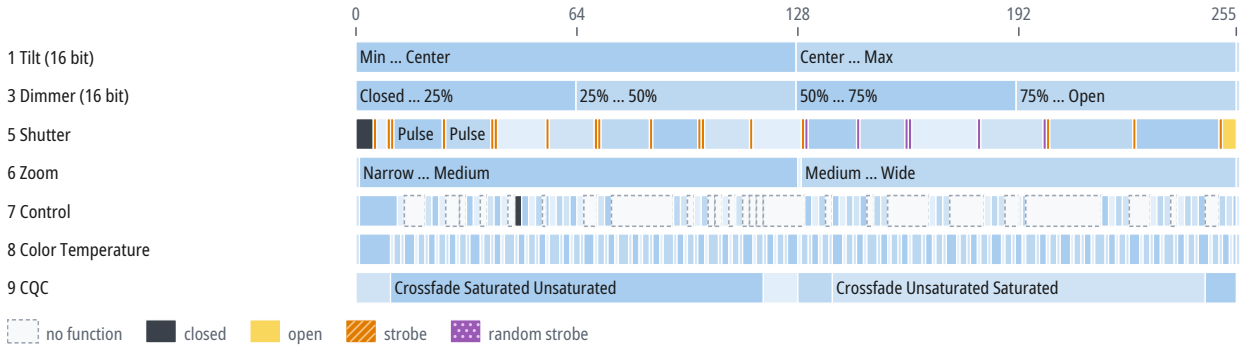
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	10	11	12	2	13	14	15	3	16	17	18
4	19	20	21	5	22	23	24	6	25	26	27
7	28	29	30	8	31	32	33	9	34	35	36
10	37	38	39	11	40	41	42	12	43	44	45
13	46	47	48	14	49	50	51	15	52	53	54
16	55	56	57	17	58	59	60	18	61	62	63

Mode 6 Mulipix Compressed RGBL (81ch)

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 3 Dimmer above 0; CH 5 Shutter at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 5 Shutter 255, CH 8 Color Temperature 0, CH 10 Red 255 (the same in each of the 18 cells), CH 11 Green 255 (the same in each of the 18 cells), CH 12 Blue 255 (the same in each of the 18 cells), CH 13 Lime 255 (the same in each of the 18 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer		Same as CH 3 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Shutter		Same as CH 5 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
9	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
10	Red 1	0	Min
		1–254	Min … max
		255	Max
11	Green 1	0	Min
		1–254	Min … max
		255	Max
12	Blue 1	0	Min
		1–254	Min … max
		255	Max
13	Lime 1	0	Min
		1–254	Min … max
		255	Max

CH 10–81: 18 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 10–13); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Lime	Cell	Red	Green	Blue	Lime
1	10	11	12	13	2	14	15	16	17
3	18	19	20	21	4	22	23	24	25
5	26	27	28	29	6	30	31	32	33
7	34	35	36	37	8	38	39	40	41
9	42	43	44	45	10	46	47	48	49
11	50	51	52	53	12	54	55	56	57
13	58	59	60	61	14	62	63	64	65
15	66	67	68	69	16	70	71	72	73
17	74	75	76	77	18	78	79	80	81

Mode 3 Segments RGB (48ch)

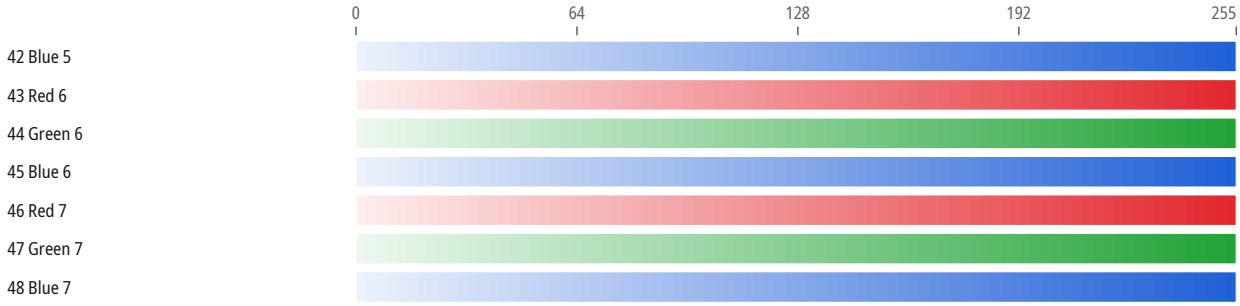
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer 1 above 0; CH 5 Shutter 1 at 251–255 “Open”; CH 22 Dimmer 2 above 0; CH 24 Shutter 2 at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 255, CH 8 Red 1 255, CH 10 Green 1 255, CH 12 Blue 1 255, CH 16 Colors 0, CH 17 Color Temperature 0, CH 22 Dimmer 2 255, CH 24 Shutter 2 255, CH 31 Red 2 255, CH 32 Green 2 255, CH 33 Blue 2 255, CH 34 Red 3 255, CH 35 Green 3 255, CH 36 Blue 3 255, CH 37 Red 4 255, CH 38 Green 4 255, CH 39 Blue 4 255, CH 40 Red 5 255, CH 41 Green 5 255, CH 42 Blue 5 255, CH 43 Red 6 255, CH 44 Green 6 255, CH 45 Blue 6 255, CH 46 Red 7 255, CH 47 Green 7 255, CH 48 Blue 7 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Mode 1 Basic RGBL (20ch)” (p. 11)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1		Same as CH 3 in the mode “Mode 2 Normal RGBL (33ch)” (p. 23)
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1		Same as CH 5 in the mode “Mode 2 Normal RGBL (33ch)” (p. 24)
6	Zoom		Same as CH 6 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
7	Control		Same as CH 7 in the mode “Mode 1 Basic RGBL (20ch)” (p. 12)
8	Red 1		Same as CH 8 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
9	Red 1 Fine	0–255	Fine adjustment of CH 8
10	Green 1		Same as CH 10 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
11	Green 1 Fine	0–255	Fine adjustment of CH 10
12	Blue 1		Same as CH 12 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
13	Blue 1 Fine	0–255	Fine adjustment of CH 12
14	Undefined	0–255	
15	Undefined Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 16 in the mode “Mode 1 Basic RGBL (20ch)” (p. 15)
17	Color Temperature		Same as CH 17 in the mode “Mode 1 Basic RGBL (20ch)” (p. 16)
18	CQC		Same as CH 18 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
19	Tint		Same as CH 19 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
20	Tungsten Simulation		Same as CH 20 in the mode “Mode 1 Basic RGBL (20ch)” (p. 20)
21	Mix Priority		Same as CH 21 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
22	Dimmer 2		Same as CH 22 in the mode “Mode 2 Normal RGBL (33ch)” (p. 25)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22

CH	Function	DMX	Description
24	Shutter 2		Same as CH 24 in the mode “Mode 2 Normal RGBL (33ch)” (p. 26)
25	Pattern Selection		Same as CH 25 in the mode “Mode 2 Normal RGBL (33ch)” (p. 27)
26	Pattern Step / Speed		Same as CH 26 in the mode “Mode 2 Normal RGBL (33ch)” (p. 30)
27	Pattern Crossfade		Same as CH 27 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
28	Pattern Transition		Same as CH 28 in the mode “Mode 2 Normal RGBL (33ch)” (p. 31)
29	Fixture Total Number		Same as CH 29 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
30	Fixture Position		Same as CH 30 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
31	Red 2		Same as CH 31 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
32	Green 2		Same as CH 32 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
33	Blue 2		Same as CH 33 in the mode “Mode 2 Normal RGBL (33ch)” (p. 32)
34	Red 3		Same as CH 34 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
35	Green 3		Same as CH 35 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
36	Blue 3		Same as CH 36 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
37	Red 4		Same as CH 37 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
38	Green 4		Same as CH 38 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
39	Blue 4		Same as CH 39 in the mode “Mode 3 Segments RGBL (48ch)” (p. 37)
40	Red 5	0–255	
41	Green 5	0–255	
42	Blue 5	0–255	
43	Red 6	0–255	
44	Green 6	0–255	
45	Blue 6	0–255	
46	Red 7	0–255	
47	Green 7	0–255	
48	Blue 7	0–255	

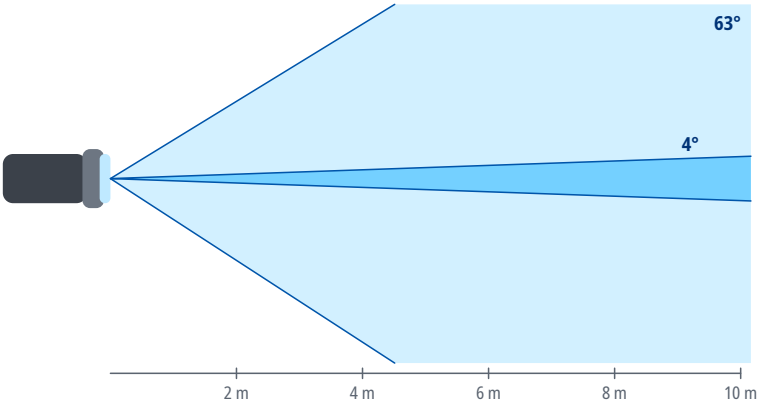
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	4–63°
Tilt	196°
RDM	yes (manufacturer ID 0x676C, device model ID 0x0041)
Weight	27.2 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–10000 K
Strobe frequency	1–16 Hz
Color wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 4°	Ø 63°
2 m	0.14 m	2.5 m
4 m	0.28 m	4.9 m
6 m	0.42 m	7.4 m
8 m	0.56 m	9.8 m
10 m	0.7 m	12.3 m
15 m	1 m	18.4 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.