DMX REFERENCE

Vertex Console Layer

ioversal



Manufacturer	ioversal
GDTF file	Ioversal_Vertex_Console_Layer_88376.gdtf
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1 About this manual

This document describes the Vertex Console Layer by ioversal. It was compiled from the GDTF file Ioversal_Vertex_Console_Layer_88376.gdtf from the GDTF-Share library.

File revision: “20250305”.

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 ioversal; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	192	2	1, 193
Advance	252	2	1, 253

No light? Check these channels

- Standard: CH 1 Dimmer above 0
- Advance: CH 1 Dimmer above 0


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.

4 Installation

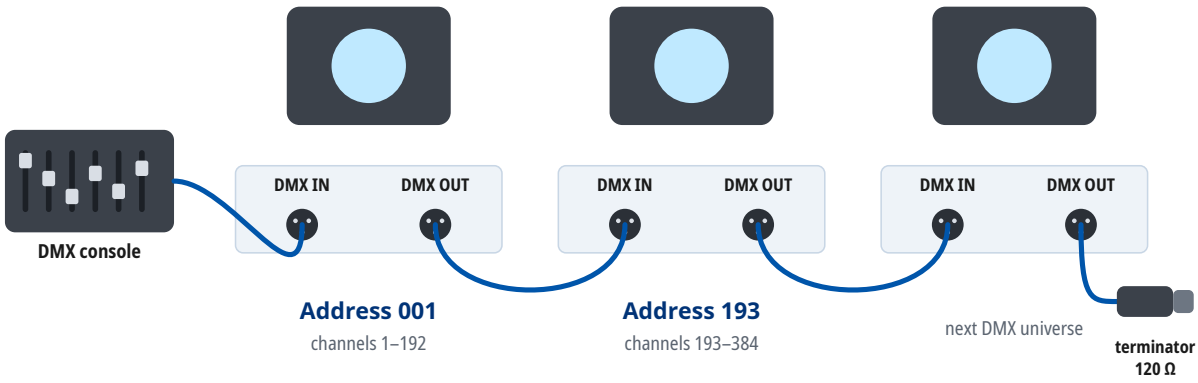
⚠ WARNING

- 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.
- 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 Standard: every unit occupies 192 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 “Advance”: 252.
- 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 “Advance”, you can use, for example, the start addresses 1, 253.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

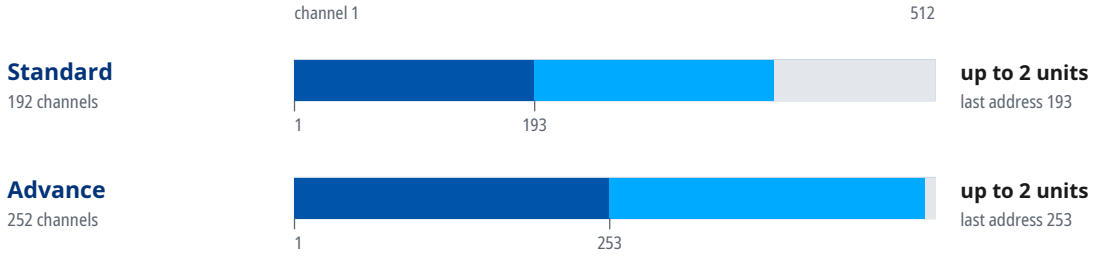
7 Functions at a glance

Functions in each DMX mode

	Standard 192 channels	Advance 252 channels
Dimmer	1	1
Color mixing	112, 114, 116	169, 171, 173
Iris	4× (82–88)	4 channels (128–136)

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Advance”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 253	11	U6 · 1	16	U8 · 253
2	253	7	U4 · 1	12	U6 · 253	17	U9 · 1
3	U2 · 1	8	U4 · 253	13	U7 · 1	18	U9 · 253
4	U2 · 253	9	U5 · 1	14	U7 · 253	19	U10 · 1
5	U3 · 1	10	U5 · 253	15	U8 · 1	20	U10 · 253

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 Standard

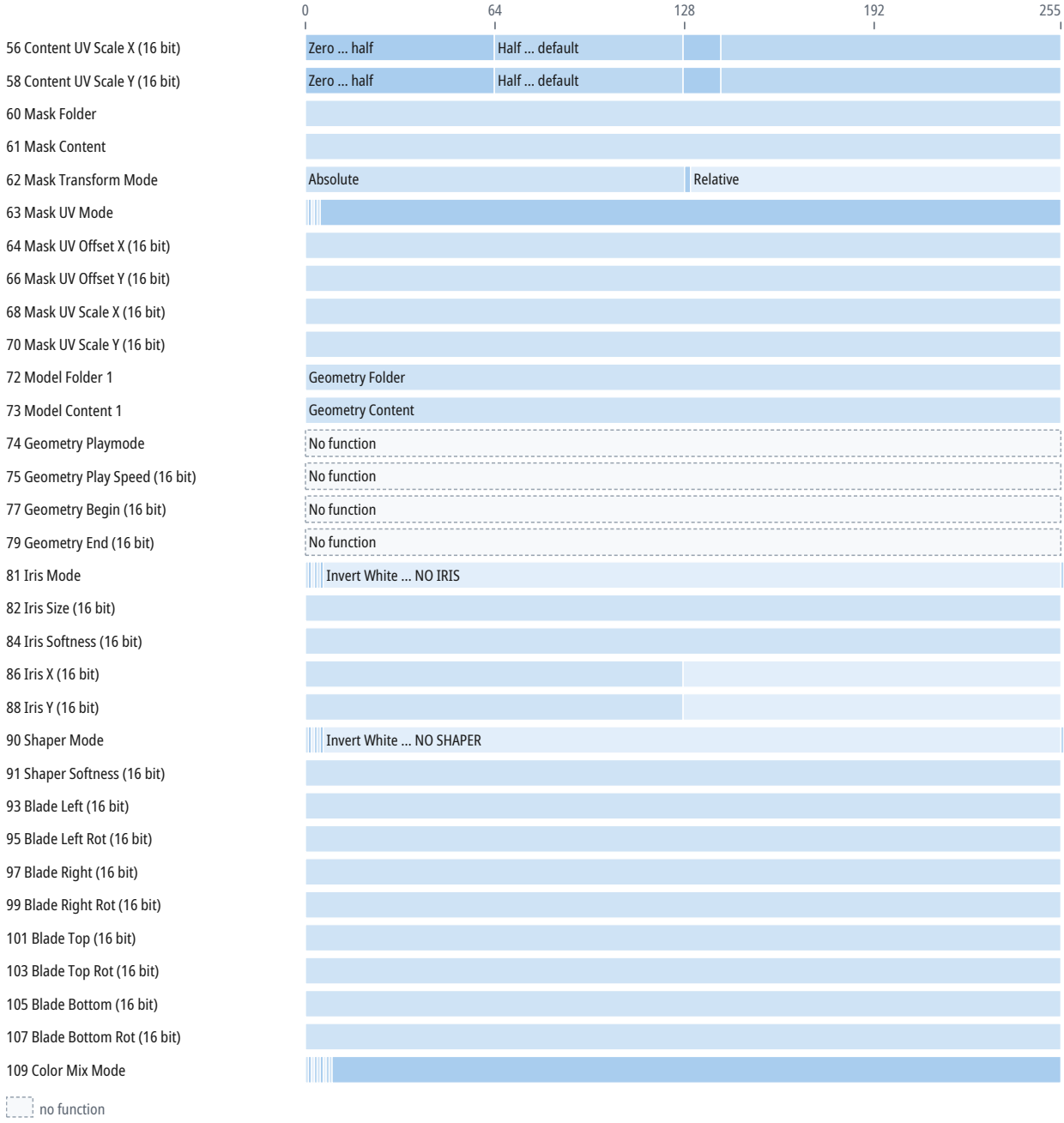
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

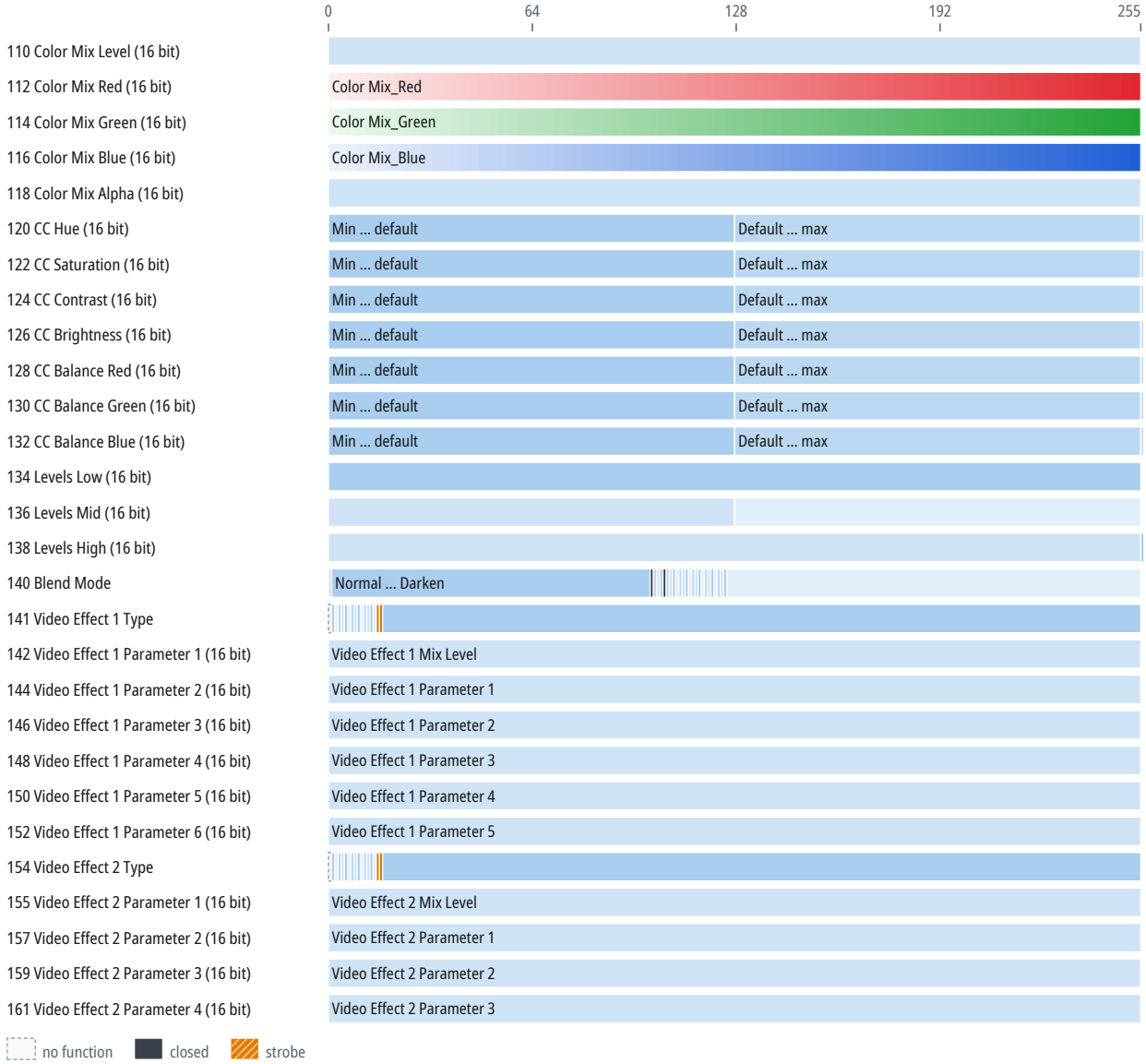
Channel functions at a glance



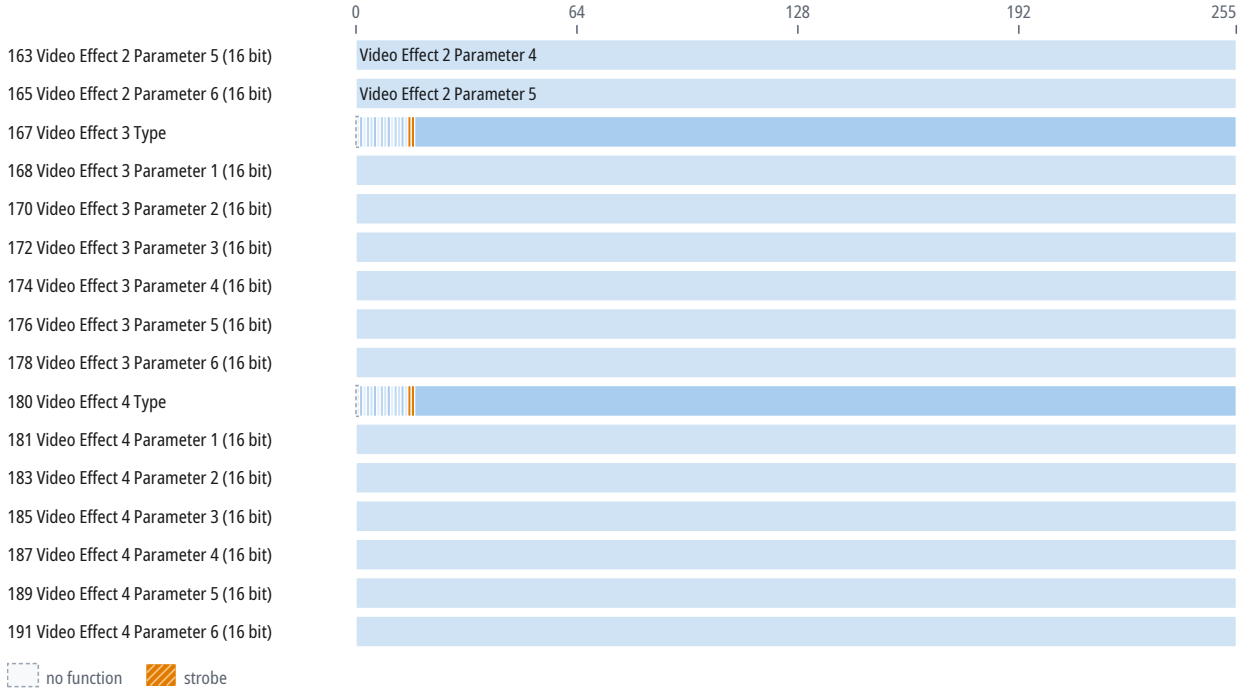
Channel functions at a glance



Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–254	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Wipe Mode	0	Dissolve
		1	T1 Disturbance
		2	T2 LeftToRight
		3	T3 RightToLeft
		4	T4 TopToBottm
		5	T5 BottomToTop
		6	T6 OuterToCenter H
		7	T7 OuterToCenter V
		8	T8 CenterToOuter H
		9	T9 CenterToOuter V
		10	T10 BottomLeft
		11	T11 TopLeft
		12	T12 TopRight
		13	T13 BottomRight
		14	T14 Radial Clockwise
		15	T15 Radial CounterClockwise
		16	T16 Radial Split Horizontal
		17	T17 Radial Split Vertical
		18	T18 Radial Split from Bottom
		19	T19 Radial Split from Top

CH	Function	DMX	Description
3	Wipe Mode (continued)	20	T20 Radial Diagonal 1
		21	T21 Radial Diagonal 2
		22	T22 Fan Bottom
		23	T23 Fan Left
		24	T24 Fan Top
		25	T25 Fan Right
		26	T26 Inv Fan Bottom
		27	T27 Inv Fan Left
		28	T28 Inv Fan Top
		29	T29 Inv Fan Right
		30	T30 Rhombus
		31	T31 Rhombus Invert
		32	T32 Rectangle
		33	T33 Rectangle Invert
		34	T34 Circle
		35	T35 Circle Invert
		36	T36 Clouds
		37	T37 Stripes H
		38–254	T37 Stripes H ... WipeContent
		255	WipeContent
4	Wipe Softness	0–255	
5	Wipe Softness Fine	0–255	Fine adjustment of CH 4
6	Volume	0–179	-60dB (mute) ... 0dB (default)
		179–255	0dB (default) ... +11dB
		255	+11dB
7	Volume Fine	0–255	Fine adjustment of CH 6
8	Position X	0–127	XYZ_X
		128	0
		128–255	XYZ_X
9	Position X Fine	0–255	Fine adjustment of CH 8
10	Position Y	0–127	XYZ_Y
		128	0
		128–255	XYZ_Y
11	Position Y Fine	0–255	Fine adjustment of CH 10
12	Position Z	0–127	XYZ_Z
		128	0
		128–255	XYZ_Z
13	Position Z Fine	0–255	Fine adjustment of CH 12
14	Rotation X	0	0
		0–255	Rot_X
15	Rotation X Fine	0–255	Fine adjustment of CH 14
16	Rot Mode X		Rot Mode_X (reserved)

CH	Function	DMX	Description
16	Rot Mode X (continued)	0–255	No function
17	Rot Mode X Fine	0–255	Fine adjustment of CH 16
18	Rot Speed X		Rot Speed_X (reserved)
		0–255	No function
19	Rot Speed X Fine	0–255	Fine adjustment of CH 18
20	Rotation Y	0–127	Rot_Y
		128	0
		128–255	Rot_Y
21	Rotation Y Fine	0–255	Fine adjustment of CH 20
22	Rot Mode Y		Rot Mode_Y (reserved)
		0–255	No function
23	Rot Mode Y Fine	0–255	Fine adjustment of CH 22
24	Rot Speed Y		Rot Speed_Y (reserved)
		0–255	No function
25	Rot Speed Y Fine	0–255	Fine adjustment of CH 24
26	Rotation Z	0–1	Rot_Z
		1–64	-360 … -180
		64–96	-180 … -90
		96–112	-90 … -45
		112–127	-45 … 0
		128–143	0 … 45
		143–159	45 … 90
		159–191	90 … 180
		191–254	180 … 360
		254	360
		254–255	Rot_Z
27	Rotation Z Fine	0–255	Fine adjustment of CH 26
28	Rot Mode Z		Rot Mode_Z (reserved)
		0–255	No function
29	Rot Mode Z Fine	0–255	Fine adjustment of CH 28
30	Rot Speed Z		Rot Speed_Z (reserved)
		0–255	No function
31	Rot Speed Z Fine	0–255	Fine adjustment of CH 30
32	Scale X	0–63	Scale_X
		64–127	50% … 100%
		128–135	100% … 200%
		135	200%
		136–255	Scale_X
33	Scale X Fine	0–255	Fine adjustment of CH 32
34	Scale Y	0–63	Scale_Y
		64–127	50% … 100%
		128–135	100% … 200%

CH	Function	DMX	Description
34	Scale Y (continued)	135	200%
		136–255	Scale_Y
35	Scale Y Fine	0–255	Fine adjustment of CH 34
36	Scale Z	0–63	Scale_Z
		64–127	50% … 100%
		128–135	100% … 200%
		135	200%
		136–255	Scale_Z
37	Scale Z Fine	0–255	Fine adjustment of CH 36
38	Output Fit	0	Pixel 1 to 1
		1–9	Pixel 1 to 1 … Output Fill
		10–19	Output Fill
		20–29	Output Fit
		30–39	Output Horizontal Fit
		40–49	Output Vertical Fit
		50–59	Canvas Fill
		60–69	Canvas Fit
		70–79	Canvas Horizontal Fit
		80–89	Canvas Vertical Fit
		90–99	Screen Fill
		100–109	Screen Fit
		110–119	Screen Horizontal Fit
		120–129	Screen Vertical Fit
		130–255	Output Fit
39	Playmode	0–7	Pause InPoint
		8–15	PlayOnce Continue DimAt0
		16–31	PlayLoop Continue DimAt0
		32–47	PingPong Continue DimAt0
		48–63	PlayOnce Pause DimAt0
		64–79	PlayLoop Pause DimAt0
		80–95	Ping Pong Pause DimAt0
		96–121	Ping Pong Pause DimAt0 … Pause Current Frame
		122–134	Pause Current Frame
		135	Pause Current Frame … PlayOnce SeekToInpoint DimAt0
		136–140	PlayOnce SeekToInpoint DimAt0
		141	PlayOnce SeekToInpoint DimAt0 … PlayLoop SeekToInpoint DimAt0
		142–148	PlayLoop SeekToInpoint DimAt0
		149	PlayLoop SeekToInpoint DimAt0 … PlayPingPong SeekToInpoint DimAt0
		150–156	PlayPingPong SeekToInpoint DimAt0
		157–164	PlayReverseOnce Continue DimAt0

CH	Function	DMX	Description
39	Playmode (continued)	165	PlayReverseOnce Continue DimAt0 … PlayReverseLoop Continue DimAt0
		166–173	PlayReverseLoop Continue DimAt0
		174	PlayReverseLoop Continue DimAt0 … PlayReverseOnce SeekToOutpoint DimAt0
		175–182	PlayReverseOnce SeekToOutpoint DimAt0
		183	PlayReverseOnce SeekToOutpoint DimAt0 … PlayReverseLoop SeekToOutpoint DimAt0
		184–191	PlayReverseLoop SeekToOutpoint DimAt0
		192–239	PlayReverseLoop SeekToOutpoint DimAt0 … Play Once Reset SeekToInpoint DimAt0
		240	Play Once Reset SeekToInpoint DimAt0
		241	Play Once Reset Reverse SeekToInpoint DimAt0
		242	Play Once Reset Continue DimAt0
		243	Play Once Reset Reverse Continue DimAt0
		244	Play Reverse Once Reset SeekToInpoint DimAt0
		245	Play Reverse Once Forward SeekToInpoint DimAt0
		246	Play Reverse Once Reset Continue DimAt0
		247	Play Reverse Once Reset DimAt0
		248–255	Pause On OutPoint
40	Play Speed	0–127	Play Speed
		127–191	Slow (0x) to Normal
		192	Normal Speed (1x)
		192–255	Normal to Fast (8x)
41	Play Speed Fine	0–255	Fine adjustment of CH 40
42	Play Begin	0	First Frame
		0–255	Play Begin
43	Play Begin Fine	0–255	Fine adjustment of CH 42
44	Play End	0	Last Frame
		0–255	Play End
45	Play End Fine	0–255	Fine adjustment of CH 44
46	Mask Mix Mode	0	BlackWhite
		1	WhiteBlack
		2	Alpha
		3	Alpha Invert
		4	Overlay
		5–255	Mask Mix Mode
47	Mask Mix Level	0–255	No Mask … Full Mask
		255	Full Mask
48	Mask Mix Level Fine	0–255	Fine adjustment of CH 47
49	Media Folder 1	0–255	Media Folder
50	Media Content	0–255	Media Content
51	Content UV Mode	0	Default

CH	Function	DMX	Description
51	Content UV Mode (continued)	1	Clamp
		2	Mirror
		3	Tile
		4	Border
		5–255	Content UVMode
52	Content UV Offset X	0–127	Content UVOffset_X
		128	Center
		128–255	Content UVOffset_X
53	Content UV Offset X Fine	0–255	Fine adjustment of CH 52
54	Content UV Offset Y	0–127	Content UVOffset_Y
		128	Center
		128–255	Content UVOffset_Y
55	Content UV Offset Y Fine	0–255	Fine adjustment of CH 54
56	Content UV Scale X	0–64	Zero … half
		64–127	Half … default
		128–140	Default … double
		140	Double
		140–255	Content UVScale_X
57	Content UV Scale X Fine	0–255	Fine adjustment of CH 56
58	Content UV Scale Y	0–64	Zero … half
		64–127	Half … default
		128–140	Default … double
		140	Double
		140–255	Content UVScale_Y
59	Content UV Scale Y Fine	0–255	Fine adjustment of CH 58
60	Mask Folder	0–255	
61	Mask Content	0–255	
62	Mask Transform Mode	0–127	Absolute
		128–129	Absolute … Relative
		130–255	Relative
63	Mask UV Mode	0	Default
		1	Clamp
		2	Mirror
		3	Tile
		4	Border
		5–255	Mask UVMode
64	Mask UV Offset X	0–255	
65	Mask UV Offset X Fine	0–255	Fine adjustment of CH 64
66	Mask UV Offset Y	0–255	
67	Mask UV Offset Y Fine	0–255	Fine adjustment of CH 66
68	Mask UV Scale X	0–255	
69	Mask UV Scale X Fine	0–255	Fine adjustment of CH 68

CH	Function	DMX	Description
70	Mask UV Scale Y	0–255	
71	Mask UV Scale Y Fine	0–255	Fine adjustment of CH 70
72	Model Folder 1	0–255	Geometry Folder
73	Model Content 1	0–255	Geometry Content
74	Geometry Playmode		Geometry Playmode (reserved)
		0–255	No function
75	Geometry Play Speed		Geometry Play Speed (reserved)
		0–255	No function
76	Geometry Play Speed Fine	0–255	Fine adjustment of CH 75
77	Geometry Begin		Geometry In Frame (reserved)
		0–255	No function
78	Geometry Begin Fine	0–255	Fine adjustment of CH 77
79	Geometry End		Geometry Out Frame (reserved)
		0–255	No function
80	Geometry End Fine	0–255	Fine adjustment of CH 79
81	Iris Mode	0	Alpha
		1	Invert Alpha
		2	Black
		3	Invert Black
		4	White
		5	Invert White
		6–254	Invert White ... NO IRIS
		255	NO IRIS
82	Iris Size	0–255	
83	Iris Size Fine	0–255	Fine adjustment of CH 82
84	Iris Softness	0–255	
85	Iris Softness Fine	0–255	Fine adjustment of CH 84
86	Iris X	0–127	Iris_X
		128	Center
		128–255	Iris_X
87	Iris X Fine	0–255	Fine adjustment of CH 86
88	Iris Y	0–127	Iris_Y
		128	Center
		128–255	Iris_Y
89	Iris Y Fine	0–255	Fine adjustment of CH 88
90	Shaper Mode	0	Alpha
		1	Invert Alpha
		2	Black
		3	Invert Black
		4	White
		5	Invert White
		6–254	Invert White ... NO SHAPER

CH	Function	DMX	Description
90	Shaper Mode (continued)	255	NO SHAPER
91	Shaper Softness	0–255	
92	Shaper Softness Fine	0–255	Fine adjustment of CH 91
93	Blade Left	0–255	
94	Blade Left Fine	0–255	Fine adjustment of CH 93
95	Blade Left Rot	0–255	
96	Blade Left Rot Fine	0–255	Fine adjustment of CH 95
97	Blade Right	0–255	
98	Blade Right Fine	0–255	Fine adjustment of CH 97
99	Blade Right Rot	0–255	
100	Blade Right Rot Fine	0–255	Fine adjustment of CH 99
101	Blade Top	0–255	
102	Blade Top Fine	0–255	Fine adjustment of CH 101
103	Blade Top Rot	0–255	
104	Blade Top Rot Fine	0–255	Fine adjustment of CH 103
105	Blade Bottom	0–255	
106	Blade Bottom Fine	0–255	Fine adjustment of CH 105
107	Blade Bottom Rot	0–255	
108	Blade Bottom Rot Fine	0–255	Fine adjustment of CH 107
109	Color Mix Mode	0	Default
		1	Multiply 4x
		2	Add 4x
		3	Subtract
		4	Divide
		5	ColorBalance
		6	Mix
		7	Multiply
		8	Add
		9–255	Color Mix Mode
110	Color Mix Level	0–255	
111	Color Mix Level Fine	0–255	Fine adjustment of CH 110
112	Color Mix Red	0–255	Color Mix_Red
113	Color Mix Red Fine	0–255	Fine adjustment of CH 112
114	Color Mix Green	0–255	Color Mix_Green
115	Color Mix Green Fine	0–255	Fine adjustment of CH 114
116	Color Mix Blue	0–255	Color Mix_Blue
117	Color Mix Blue Fine	0–255	Fine adjustment of CH 116
118	Color Mix Alpha	0–255	
119	Color Mix Alpha Fine	0–255	Fine adjustment of CH 118
120	CC Hue	0–127	Min … default
		128–255	Default … max
		255	Max

CH	Function	DMX	Description
121	CC Hue Fine	0–255	Fine adjustment of CH 120
122	CC Saturation	0–127	Min … default
		128–255	Default … max
		255	Max
123	CC Saturation Fine	0–255	Fine adjustment of CH 122
124	CC Contrast	0–127	Min … default
		128–255	Default … max
		255	Max
125	CC Contrast Fine	0–255	Fine adjustment of CH 124
126	CC Brightness	0–127	Min … default
		128–255	Default … max
		255	Max
127	CC Brightness Fine	0–255	Fine adjustment of CH 126
128	CC Balance Red	0–127	Min … default
		128–255	Default … max
		255	Max
129	CC Balance Red Fine	0–255	Fine adjustment of CH 128
130	CC Balance Green	0–127	Min … default
		128–255	Default … max
		255	Max
131	CC Balance Green Fine	0–255	Fine adjustment of CH 130
132	CC Balance Blue	0–127	Min … default
		128–255	Default … max
		255	Max
133	CC Balance Blue Fine	0–255	Fine adjustment of CH 132
134	Levels Low	0	Default
		0–255	Levels_Low
135	Levels Low Fine	0–255	Fine adjustment of CH 134
136	Levels Mid	0–127	Levels_Mid
		128	Default
		128–255	Levels_Mid
137	Levels Mid Fine	0–255	Fine adjustment of CH 136
138	Levels High	0–255	Levels_High
		255	Default
139	Levels High Fine	0–255	Fine adjustment of CH 138
140	Blend Mode	0	Normal
		1–100	Normal … Darken
		101	Darken
		102	Multiply
		103	Color Burn
		104	Linear Burn
		105	Darken Color

CH	Function	DMX	Description
140	Blend Mode (continued)	106	Lighten
		107	Screen
		108	Color Dodge
		109	Linear Dodge
		110	Overlay
		111	Soft Light
		112	Hard Light
		113	Vivid Light
		114	Linear Light
		115	Pin Light
		116	Hard Mix
		117	Difference
		118	Exclusion
		119	Subtract
		120	Divide
		121	Hue
		122	Saturation
		123	Color
		124	Luminosity
		125–255	Blend Mode
141	Video Effect 1 Type	0	Off
		1	Blur
		2	Drop Shadow
		3	RGB Key
		4	Green Key
		5	Flag
		6	Lens Flare
		7	Invert
		8	Sepia
		9	Mirror Horizontal
		10	Mirror Vertical
		11	Rain
		12	Local Scroll
		13	God Rays
		14	Neon Edge
		15	Strobe
		16	Strobe Alpha
		17–255	Video Effect 1 Type
142	Video Effect 1 Parameter 1		Video Effect 1 Mix Level
		0–255	Video Effect 1 Mix Level
143	Video Effect 1 Parameter 1 Fine	0–255	Fine adjustment of CH 142
144	Video Effect 1 Parameter 2	0–255	Video Effect 1 Parameter 1

CH	Function	DMX	Description
145	Video Effect 1 Parameter 2 Fine	0–255	Fine adjustment of CH 144
146	Video Effect 1 Parameter 3	0–255	Video Effect 1 Parameter 2
147	Video Effect 1 Parameter 3 Fine	0–255	Fine adjustment of CH 146
148	Video Effect 1 Parameter 4	0–255	Video Effect 1 Parameter 3
149	Video Effect 1 Parameter 4 Fine	0–255	Fine adjustment of CH 148
150	Video Effect 1 Parameter 5	0–255	Video Effect 1 Parameter 4
151	Video Effect 1 Parameter 5 Fine	0–255	Fine adjustment of CH 150
152	Video Effect 1 Parameter 6	0–255	Video Effect 1 Parameter 5
153	Video Effect 1 Parameter 6 Fine	0–255	Fine adjustment of CH 152
154	Video Effect 2 Type	0	Off
		1	Blur
		2	Drop Shadow
		3	RGB Key
		4	Green Key
		5	Flag
		6	Lens Flare
		7	Invert
		8	Sepia
		9	Mirror Horizontal
		10	Mirror Vertical
		11	Rain
		12	Local Scroll
		13	God Rays
		14	Neon Edge
		15	Strobe
		16	Strobe Alpha
		17–255	Video Effect 2 Type
155	Video Effect 2 Parameter 1		Video Effect 2 Mix Level
		0–255	Video Effect 2 Mix Level
156	Video Effect 2 Parameter 1 Fine	0–255	Fine adjustment of CH 155
157	Video Effect 2 Parameter 2	0–255	Video Effect 2 Parameter 1
158	Video Effect 2 Parameter 2 Fine	0–255	Fine adjustment of CH 157
159	Video Effect 2 Parameter 3	0–255	Video Effect 2 Parameter 2
160	Video Effect 2 Parameter 3 Fine	0–255	Fine adjustment of CH 159
161	Video Effect 2 Parameter 4	0–255	Video Effect 2 Parameter 3
162	Video Effect 2 Parameter 4 Fine	0–255	Fine adjustment of CH 161
163	Video Effect 2 Parameter 5	0–255	Video Effect 2 Parameter 4
164	Video Effect 2 Parameter 5 Fine	0–255	Fine adjustment of CH 163
165	Video Effect 2 Parameter 6	0–255	Video Effect 2 Parameter 5
166	Video Effect 2 Parameter 6 Fine	0–255	Fine adjustment of CH 165
167	Video Effect 3 Type	0	Off
		1	Blur

CH	Function	DMX	Description
167	Video Effect 3 Type (continued)	2	Drop Shadow
		3	RGB Key
		4	Green Key
		5	Flag
		6	Lens Flare
		7	Invert
		8	Sepia
		9	Mirror Horizontal
		10	Mirror Vertical
		11	Rain
		12	Local Scroll
		13	God Rays
		14	Neon Edge
		15	Strobe
		16	Strobe Alpha
		17–255	Video Effect 3 Type 1
168	Video Effect 3 Parameter 1	0–255	
169	Video Effect 3 Parameter 1 Fine	0–255	Fine adjustment of CH 168
170	Video Effect 3 Parameter 2	0–255	
171	Video Effect 3 Parameter 2 Fine	0–255	Fine adjustment of CH 170
172	Video Effect 3 Parameter 3	0–255	
173	Video Effect 3 Parameter 3 Fine	0–255	Fine adjustment of CH 172
174	Video Effect 3 Parameter 4	0–255	
175	Video Effect 3 Parameter 4 Fine	0–255	Fine adjustment of CH 174
176	Video Effect 3 Parameter 5	0–255	
177	Video Effect 3 Parameter 5 Fine	0–255	Fine adjustment of CH 176
178	Video Effect 3 Parameter 6	0–255	
179	Video Effect 3 Parameter 6 Fine	0–255	Fine adjustment of CH 178
180	Video Effect 4 Type	0	Off
		1	Blur
		2	Drop Shadow
		3	RGB Key
		4	Green Key
		5	Flag
		6	Lens Flare
		7	Invert
		8	Sepia
		9	Mirror Horizontal
		10	Mirror Vertical
		11	Rain
		12	Local Scroll
		13	God Rays

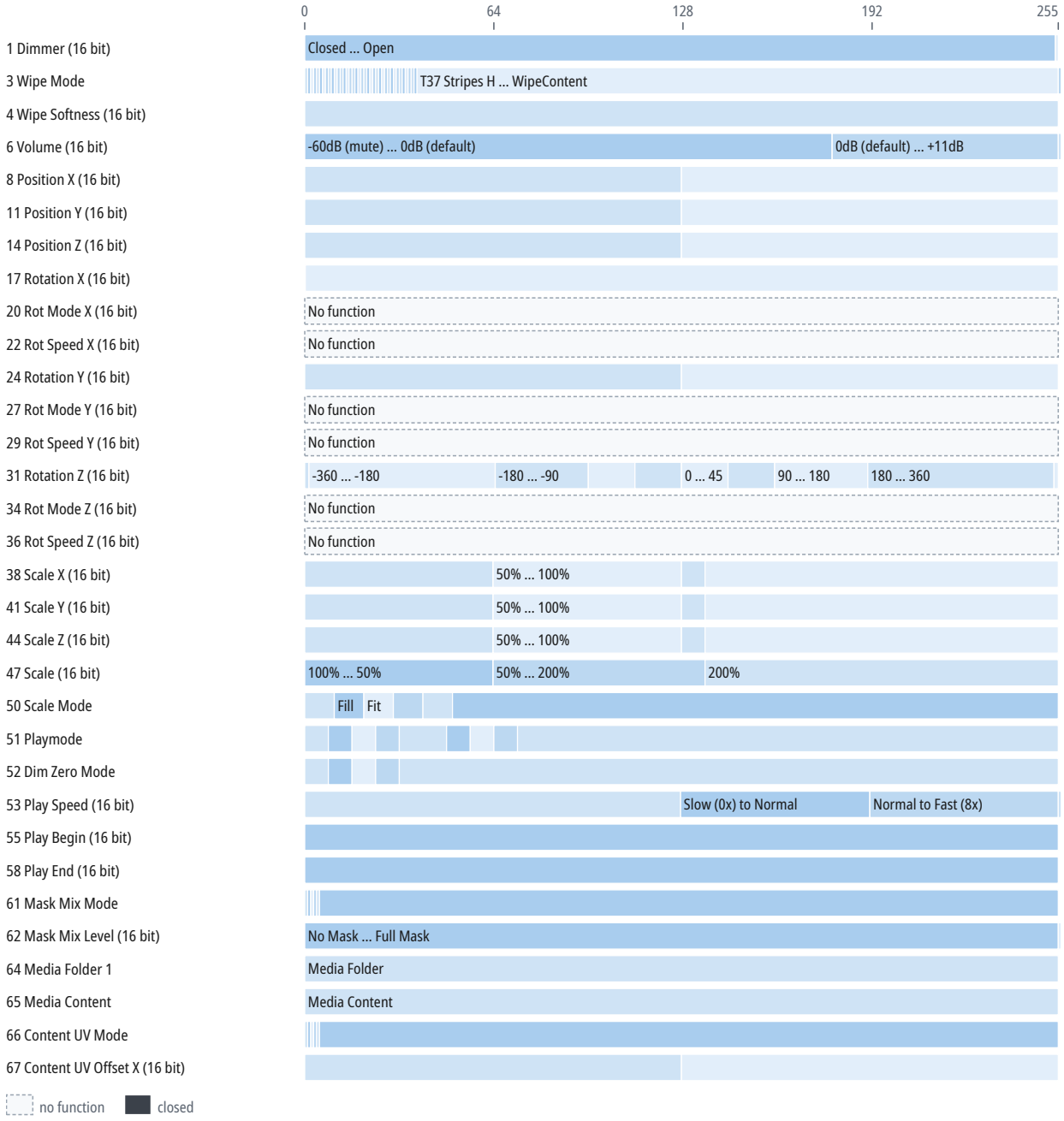
CH	Function	DMX	Description
180	Video Effect 4 Type (continued)	14	Neon Edge
		15	Strobe
		16	Strobe Alpha
		17–255	Video Effect 4 Type 1
181	Video Effect 4 Parameter 1	0–255	
182	Video Effect 4 Parameter 1 Fine	0–255	Fine adjustment of CH 181
183	Video Effect 4 Parameter 2	0–255	
184	Video Effect 4 Parameter 2 Fine	0–255	Fine adjustment of CH 183
185	Video Effect 4 Parameter 3	0–255	
186	Video Effect 4 Parameter 3 Fine	0–255	Fine adjustment of CH 185
187	Video Effect 4 Parameter 4	0–255	
188	Video Effect 4 Parameter 4 Fine	0–255	Fine adjustment of CH 187
189	Video Effect 4 Parameter 5	0–255	
190	Video Effect 4 Parameter 5 Fine	0–255	Fine adjustment of CH 189
191	Video Effect 4 Parameter 6	0–255	
192	Video Effect 4 Parameter 6 Fine	0–255	Fine adjustment of CH 191

Mode Advance

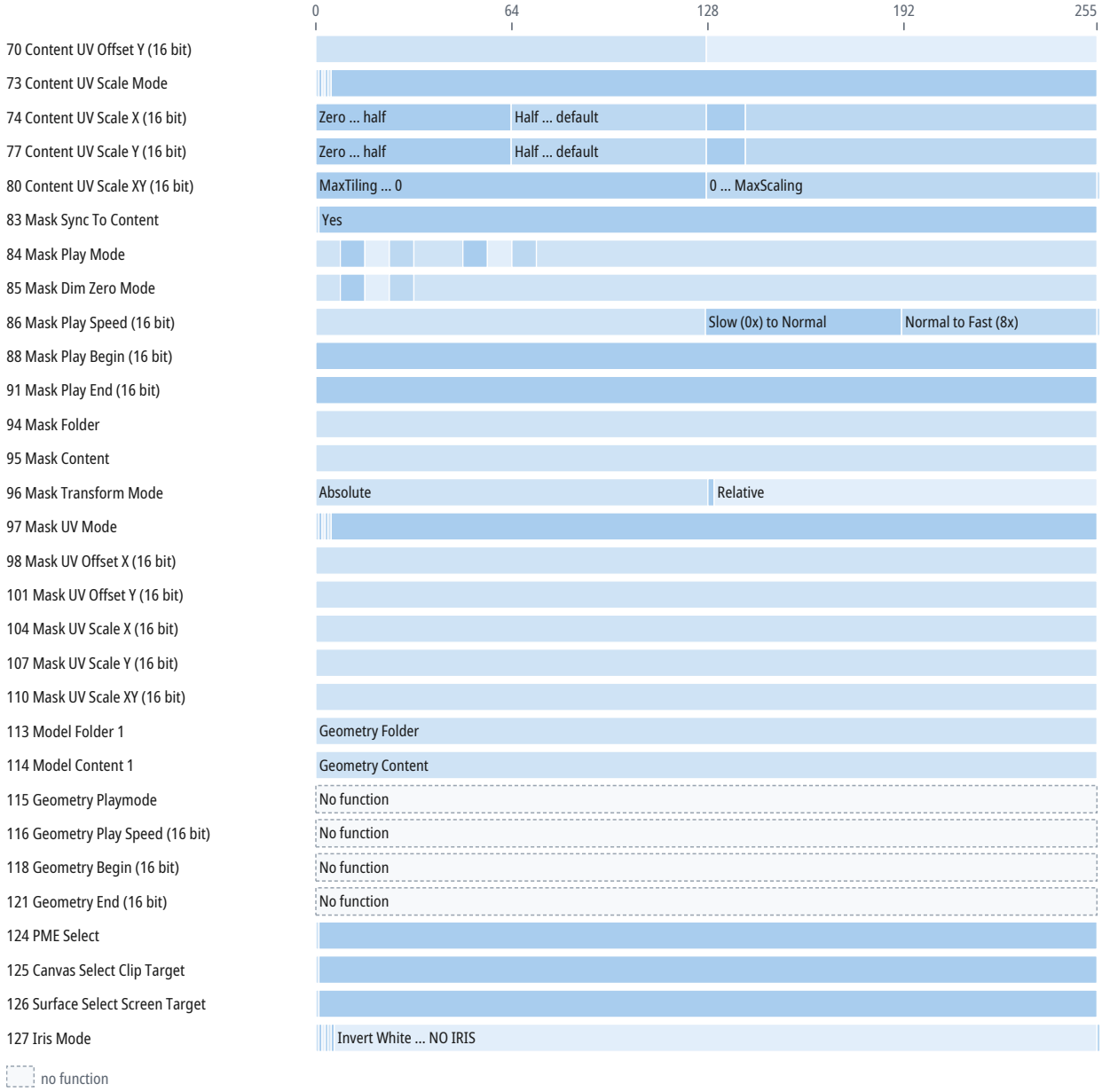
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

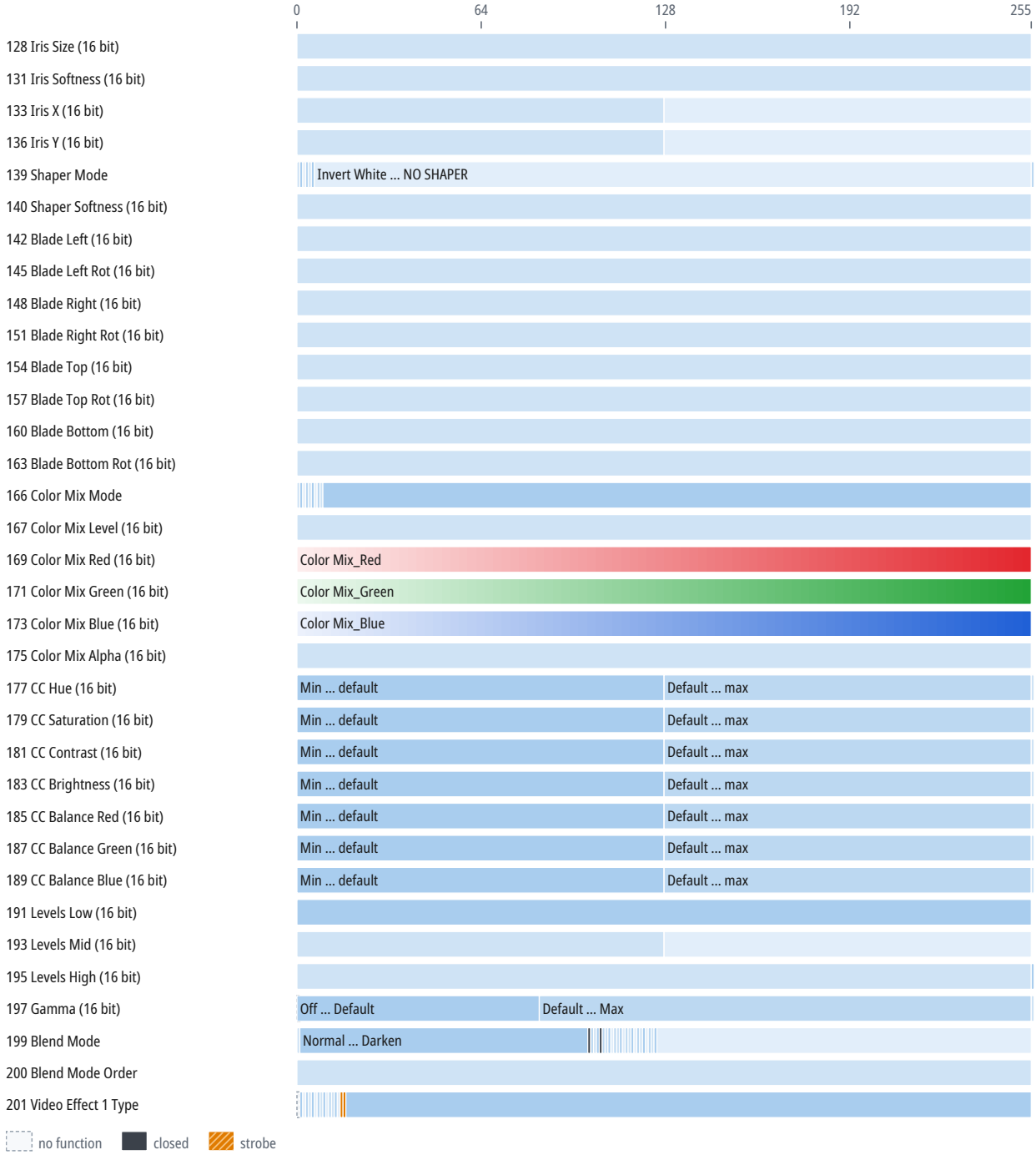
Channel functions at a glance



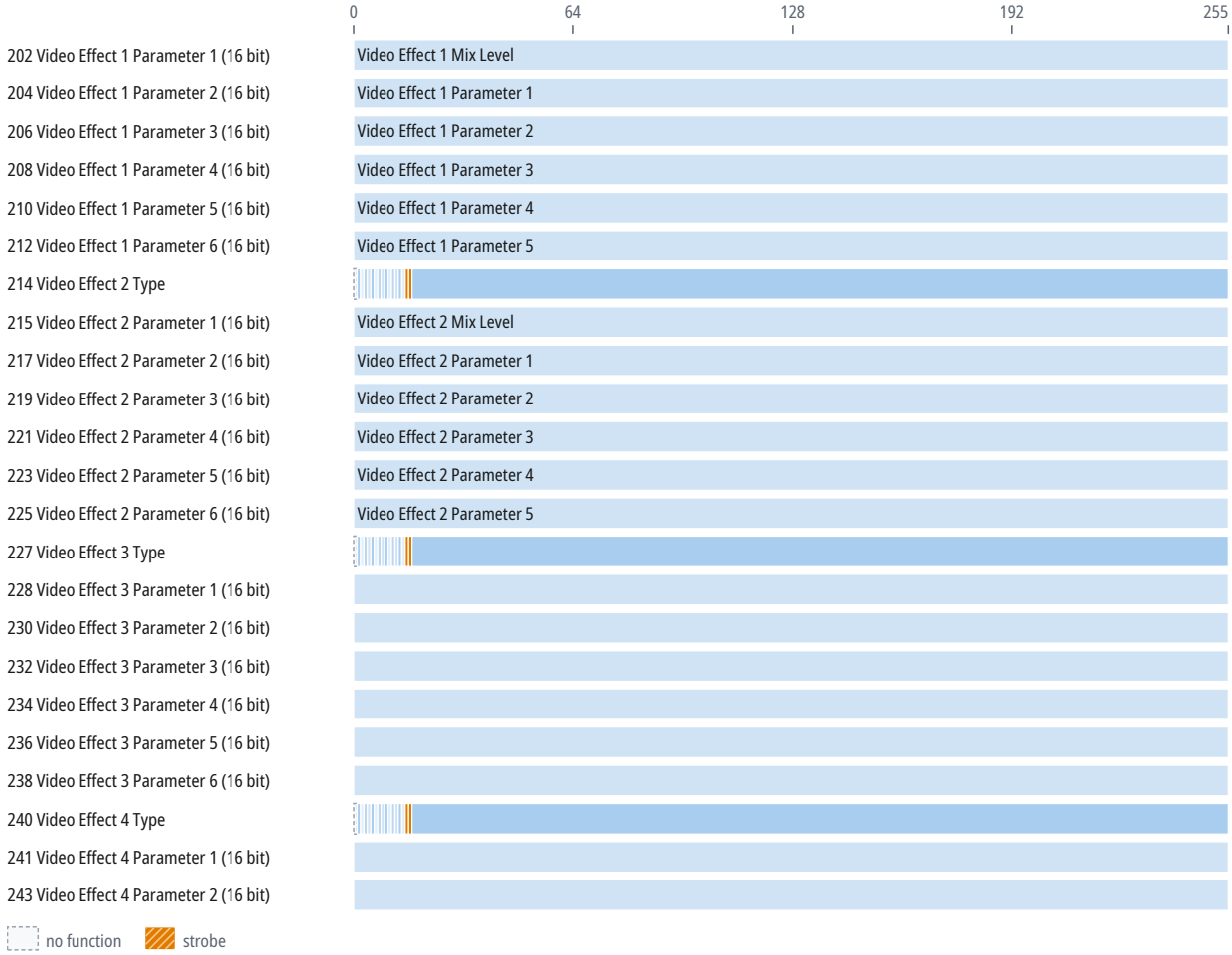
Channel functions at a glance



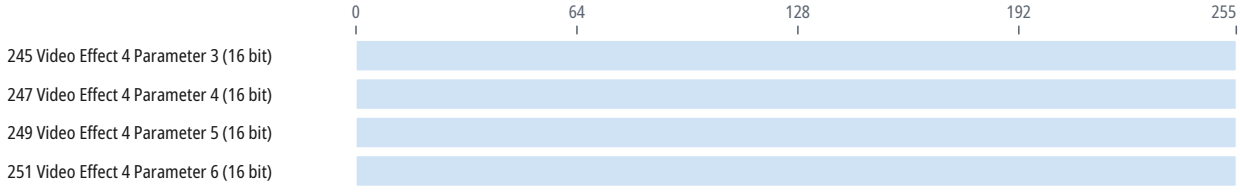
Channel functions at a glance



Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Standard” (p. 10)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Wipe Mode		Same as CH 3 in the mode “Standard” (p. 10)
4	Wipe Softness	0–255	
5	Wipe Softness Fine	0–255	Fine adjustment of CH 4
6	Volume		Same as CH 6 in the mode “Standard” (p. 11)
7	Volume Fine	0–255	Fine adjustment of CH 6
8	Position X	0–128	XYZ_X
		128	0
		128–255	XYZ_X

CH	Function	DMX	Description
9	Position X Fine	0–255	Fine adjustment of CH 8
10	Position X Fine 2	0–255	
11	Position Y	0–128	XYZ_Y
		128	0
		128–255	XYZ_Y
12	Position Y Fine	0–255	Fine adjustment of CH 11
13	Position Y Fine 2	0–255	
14	Position Z	0–128	XYZ_Z
		128	0
		128–255	XYZ_Z
15	Position Z Fine	0–255	Fine adjustment of CH 14
16	Position Z Fine 2	0–255	
17	Rotation X		Same as CH 14 in the mode “Standard” (p. 11)
18	Rotation X Fine	0–255	Fine adjustment of CH 17
19	Rotation X Fine 2	0–255	
20	Rot Mode X		Same as CH 16 in the mode “Standard” (p. 11)
21	Rot Mode X Fine	0–255	Fine adjustment of CH 20
22	Rot Speed X		Same as CH 18 in the mode “Standard” (p. 12)
23	Rot Speed X Fine	0–255	Fine adjustment of CH 22
24	Rotation Y	0–128	Rot_Y
		128	0
		128–255	Rot_Y
25	Rotation Y Fine	0–255	Fine adjustment of CH 24
26	Rotation Y Fine 2	0–255	
27	Rot Mode Y		Same as CH 22 in the mode “Standard” (p. 12)
28	Rot Mode Y Fine	0–255	Fine adjustment of CH 27
29	Rot Speed Y		Same as CH 24 in the mode “Standard” (p. 12)
30	Rot Speed Y Fine	0–255	Fine adjustment of CH 29
31	Rotation Z	0–1	Rot_Z
		1–64	-360 … -180
		64–96	-180 … -90
		96–112	-90 … -45
		112–128	-45 … 0
		128–143	0 … 45
		143–159	45 … 90
		159–191	90 … 180
		191–254	180 … 360
		254	360
		254–255	Rot_Z
32	Rotation Z Fine	0–255	Fine adjustment of CH 31
33	Rotation Z Fine 2	0–255	
34	Rot Mode Z		Same as CH 28 in the mode “Standard” (p. 12)

CH	Function	DMX	Description
35	Rot Mode Z Fine	0–255	Fine adjustment of CH 34
36	Rot Speed Z		Same as CH 30 in the mode “Standard” (p. 12)
37	Rot Speed Z Fine	0–255	Fine adjustment of CH 36
38	Scale X	0–64	Scale_X
		64–128	50% ... 100%
		128–135	100% ... 200%
		135	200%
		135–255	Scale_X
39	Scale X Fine	0–255	Fine adjustment of CH 38
40	Scale X Fine 2	0–255	
41	Scale Y	0–64	Scale_Y
		64–128	50% ... 100%
		128–135	100% ... 200%
		135	200%
		135–255	Scale_Y
42	Scale Y Fine	0–255	Fine adjustment of CH 41
43	Scale Y Fine 2	0–255	
44	Scale Z	0–64	Scale_Z
		64–128	50% ... 100%
		128–135	100% ... 200%
		135	200%
		135–255	Scale_Z
45	Scale Z Fine	0–255	Fine adjustment of CH 44
46	Scale Z Fine 2	0–255	
47	Scale	0–63	100% ... 50%
		63	50%
		64–135	50% ... 200%
		135–255	200%
48	Scale Fine	0–255	Fine adjustment of CH 47
49	Scale Fine 2	0–255	
50	Scale Mode	0–9	1to1 Pixel
		10–19	Fill
		20–29	Fit
		30–39	Horizontal Fit
		40–49	Vertical Fit
		50–255	Scale Mode
51	Playmode	0–7	Pause InPoint
		8–15	Pause OutPoint
		16–23	Pause Current
		24–31	Play Once
		32–47	Play Loop
		48–55	Play PingPong

CH	Function	DMX	Description
51	Playmode (continued)	56–63	Play Once Reverse
		64–71	Play Loop Reverse
		72–255	Playmode
52	Dim Zero Mode	0–7	Continue
		8–15	Pause
		16–23	InPoint
		24–31	OutPoint
		32–255	Dim Zero Mode
53	Play Speed		Same as CH 40 in the mode “Standard” (p. 14)
54	Play Speed Fine	0–255	Fine adjustment of CH 53
55	Play Begin		Same as CH 42 in the mode “Standard” (p. 14)
56	Play Begin Fine	0–255	Fine adjustment of CH 55
57	Play Begin Fine 2	0–255	
58	Play End		Same as CH 44 in the mode “Standard” (p. 14)
59	Play End Fine	0–255	Fine adjustment of CH 58
60	Play End Fine 2	0–255	
61	Mask Mix Mode		Same as CH 46 in the mode “Standard” (p. 14)
62	Mask Mix Level		Same as CH 47 in the mode “Standard” (p. 14)
63	Mask Mix Level Fine	0–255	Fine adjustment of CH 62
64	Media Folder 1	0–255	Media Folder
65	Media Content	0–255	Media Content
66	Content UV Mode		Same as CH 51 in the mode “Standard” (p. 14)
67	Content UV Offset X	0–128	Content UVOffset_X
		128	Center
		128–255	Content UVOffset_X
68	Content UV Offset X Fine	0–255	Fine adjustment of CH 67
69	Content UV Offset X Fine 2	0–255	
70	Content UV Offset Y	0–128	Content UVOffset_Y
		128	Center
		128–255	Content UVOffset_Y
71	Content UV Offset Y Fine	0–255	Fine adjustment of CH 70
72	Content UV Offset Y Fine 2	0–255	
73	Content UV Scale Mode	0	1to1 Pixel
		1	Fit
		2	Fill
		3	Horizontal Fit
		4	Vertical Fit
		5–255	Content UVScale Mode
74	Content UV Scale X	0–64	Zero … half
		64–128	Half … default
		128–140	Default … double
		140	Double

CH	Function	DMX	Description
74	Content UV Scale X (continued)	140–255	Content UVScale_X
75	Content UV Scale X Fine	0–255	Fine adjustment of CH 74
76	Content UV Scale X Fine 2	0–255	
77	Content UV Scale Y	0–64	Zero ... half
		64–128	Half ... default
		128–140	Default ... double
		140	Double
		140–255	Content UVScale_Y
78	Content UV Scale Y Fine	0–255	Fine adjustment of CH 77
79	Content UV Scale Y Fine 2	0–255	
80	Content UV Scale XY	0–127	MaxTiling ... 0
		127	0
		128–255	0 ... MaxScaling
		255	MaxScaling
81	Content UV Scale XY Fine	0–255	Fine adjustment of CH 80
82	Content UV Scale XY Fine 2	0–255	
83	Mask Sync To Content	0	No
		1–255	Yes
84	Mask Play Mode	0–7	Pause InPoint
		8–15	Pause OutPoint
		16–23	Pause Current
		24–31	Play Once
		32–47	Play Loop
		48–55	Play PingPong
		56–63	Play Once Reverse
		64–71	Play Loop Reverse
		72–255	Mask Playmode
85	Mask Dim Zero Mode	0–7	Continue
		8–15	Pause
		16–23	InPoint
		24–31	OutPoint
		32–255	Mask Dim Zero Mode
86	Mask Play Speed	0–127	Mask Play Speed
		127–191	Slow (0x) to Normal
		192	Normal Speed (1x)
		192–255	Normal to Fast (8x)
87	Mask Play Speed Fine	0–255	Fine adjustment of CH 86
88	Mask Play Begin	0	First Frame
		0–255	Mask Play Begin
89	Mask Play Begin Fine	0–255	Fine adjustment of CH 88
90	Mask Play Begin Fine 2	0–255	
91	Mask Play End	0	Last Frame

CH	Function	DMX	Description
91	Mask Play End (continued)	0–255	Mask Play End
92	Mask Play End Fine	0–255	Fine adjustment of CH 91
93	Mask Play End Fine 2	0–255	
94	Mask Folder	0–255	
95	Mask Content	0–255	
96	Mask Transform Mode		Same as CH 62 in the mode “Standard” (p. 15)
97	Mask UV Mode		Same as CH 63 in the mode “Standard” (p. 15)
98	Mask UV Offset X	0	
99	Mask UV Offset X Fine	0–255	Fine adjustment of CH 98
100	Mask UV Offset X Fine 2	0–255	
101	Mask UV Offset Y	0	
102	Mask UV Offset Y Fine	0–255	Fine adjustment of CH 101
103	Mask UV Offset Y Fine 2	0–255	
104	Mask UV Scale X	0	
105	Mask UV Scale X Fine	0–255	Fine adjustment of CH 104
106	Mask UV Scale X Fine 2	0–255	
107	Mask UV Scale Y	0	
108	Mask UV Scale Y Fine	0–255	Fine adjustment of CH 107
109	Mask UV Scale Y Fine 2	0–255	
110	Mask UV Scale XY	0	
111	Mask UV Scale XY Fine	0–255	Fine adjustment of CH 110
112	Mask UV Scale XY Fine 2	0–255	
113	Model Folder 1	0–255	Geometry Folder
114	Model Content 1	0–255	Geometry Content
115	Geometry Playmode		Same as CH 74 in the mode “Standard” (p. 16)
116	Geometry Play Speed		Same as CH 75 in the mode “Standard” (p. 16)
117	Geometry Play Speed Fine	0–255	Fine adjustment of CH 116
118	Geometry Begin		Same as CH 77 in the mode “Standard” (p. 16)
119	Geometry Begin Fine	0–255	Fine adjustment of CH 118
120	Geometry Begin Fine 2	0–255	
121	Geometry End		Same as CH 79 in the mode “Standard” (p. 16)
122	Geometry End Fine	0–255	Fine adjustment of CH 121
123	Geometry End Fine 2	0–255	
124	PME Select	0	LivePME
		1–255	PMESelect
125	Canvas Select Clip Target	0	No change
		1–255	Canvas Select Clip Target
126	Surface Select Screen Target	0	No change
		1–255	Surface Select Screen Target
127	Iris Mode		Same as CH 81 in the mode “Standard” (p. 16)
128	Iris Size	0	
129	Iris Size Fine	0–255	Fine adjustment of CH 128

CH	Function	DMX	Description
130	Iris Size Fine 2	0–255	
131	Iris Softness	0–255	
132	Iris Softness Fine	0–255	Fine adjustment of CH 131
133	Iris X	0–128	Iris_X
		128	Center
		128–255	Iris_X
134	Iris X Fine	0–255	Fine adjustment of CH 133
135	Iris X Fine 2	0–255	
136	Iris Y	0–128	Iris_Y
		128	Center
		128–255	Iris_Y
137	Iris Y Fine	0–255	Fine adjustment of CH 136
138	Iris Y Fine 2	0–255	
139	Shaper Mode		Same as CH 90 in the mode “Standard” (p. 16)
140	Shaper Softness	0–255	
141	Shaper Softness Fine	0–255	Fine adjustment of CH 140
142	Blade Left	0	
143	Blade Left Fine	0–255	Fine adjustment of CH 142
144	Blade Left Fine 2	0–255	
145	Blade Left Rot	0	
146	Blade Left Rot Fine	0–255	Fine adjustment of CH 145
147	Blade Left Rot Fine 2	0–255	
148	Blade Right	0	
149	Blade Right Fine	0–255	Fine adjustment of CH 148
150	Blade Right Fine 2	0–255	
151	Blade Right Rot	0	
152	Blade Right Rot Fine	0–255	Fine adjustment of CH 151
153	Blade Right Rot Fine 2	0–255	
154	Blade Top	0	
155	Blade Top Fine	0–255	Fine adjustment of CH 154
156	Blade Top Fine 2	0–255	
157	Blade Top Rot	0	
158	Blade Top Rot Fine	0–255	Fine adjustment of CH 157
159	Blade Top Rot Fine 2	0–255	
160	Blade Bottom	0	
161	Blade Bottom Fine	0–255	Fine adjustment of CH 160
162	Blade Bottom Fine 2	0–255	
163	Blade Bottom Rot	0	
164	Blade Bottom Rot Fine	0–255	Fine adjustment of CH 163
165	Blade Bottom Rot Fine 2	0–255	
166	Color Mix Mode		Same as CH 109 in the mode “Standard” (p. 17)
167	Color Mix Level	0–255	

CH	Function	DMX	Description
168	Color Mix Level Fine	0–255	Fine adjustment of CH 167
169	Color Mix Red	0–255	Color Mix_Red
170	Color Mix Red Fine	0–255	Fine adjustment of CH 169
171	Color Mix Green	0–255	Color Mix_Green
172	Color Mix Green Fine	0–255	Fine adjustment of CH 171
173	Color Mix Blue	0–255	Color Mix_Blue
174	Color Mix Blue Fine	0–255	Fine adjustment of CH 173
175	Color Mix Alpha	0–255	
176	Color Mix Alpha Fine	0–255	Fine adjustment of CH 175
177	CC Hue		Same as CH 120 in the mode “Standard” (p. 17)
178	CC Hue Fine	0–255	Fine adjustment of CH 177
179	CC Saturation		Same as CH 122 in the mode “Standard” (p. 18)
180	CC Saturation Fine	0–255	Fine adjustment of CH 179
181	CC Contrast		Same as CH 124 in the mode “Standard” (p. 18)
182	CC Contrast Fine	0–255	Fine adjustment of CH 181
183	CC Brightness		Same as CH 126 in the mode “Standard” (p. 18)
184	CC Brightness Fine	0–255	Fine adjustment of CH 183
185	CC Balance Red		Same as CH 128 in the mode “Standard” (p. 18)
186	CC Balance Red Fine	0–255	Fine adjustment of CH 185
187	CC Balance Green		Same as CH 130 in the mode “Standard” (p. 18)
188	CC Balance Green Fine	0–255	Fine adjustment of CH 187
189	CC Balance Blue		Same as CH 132 in the mode “Standard” (p. 18)
190	CC Balance Blue Fine	0–255	Fine adjustment of CH 189
191	Levels Low		Same as CH 134 in the mode “Standard” (p. 18)
192	Levels Low Fine	0–255	Fine adjustment of CH 191
193	Levels Mid		Same as CH 136 in the mode “Standard” (p. 18)
194	Levels Mid Fine	0–255	Fine adjustment of CH 193
195	Levels High		Same as CH 138 in the mode “Standard” (p. 18)
196	Levels High Fine	0–255	Fine adjustment of CH 195
197	Gamma	0–84	Off ... Default
		84–255	Default ... Max
		255	Max
198	Gamma Fine	0–255	Fine adjustment of CH 197
199	Blend Mode		Same as CH 140 in the mode “Standard” (p. 18)
200	Blend Mode Order	0–255	
201	Video Effect 1 Type		Same as CH 141 in the mode “Standard” (p. 19)
202	Video Effect 1 Parameter 1		Same as CH 142 in the mode “Standard” (p. 19)
203	Video Effect 1 Parameter 1 Fine	0–255	Fine adjustment of CH 202
204	Video Effect 1 Parameter 2	0–255	Video Effect 1 Parameter 1
205	Video Effect 1 Parameter 2 Fine	0–255	Fine adjustment of CH 204
206	Video Effect 1 Parameter 3	0–255	Video Effect 1 Parameter 2
207	Video Effect 1 Parameter 3 Fine	0–255	Fine adjustment of CH 206

CH	Function	DMX	Description
208	Video Effect 1 Parameter 4	0–255	Video Effect 1 Parameter 3
209	Video Effect 1 Parameter 4 Fine	0–255	Fine adjustment of CH 208
210	Video Effect 1 Parameter 5	0–255	Video Effect 1 Parameter 4
211	Video Effect 1 Parameter 5 Fine	0–255	Fine adjustment of CH 210
212	Video Effect 1 Parameter 6	0–255	Video Effect 1 Parameter 5
213	Video Effect 1 Parameter 6 Fine	0–255	Fine adjustment of CH 212
214	Video Effect 2 Type		Same as CH 154 in the mode “Standard” (p. 20)
215	Video Effect 2 Parameter 1		Same as CH 155 in the mode “Standard” (p. 20)
216	Video Effect 2 Parameter 1 Fine	0–255	Fine adjustment of CH 215
217	Video Effect 2 Parameter 2	0–255	Video Effect 2 Parameter 1
218	Video Effect 2 Parameter 2 Fine	0–255	Fine adjustment of CH 217
219	Video Effect 2 Parameter 3	0–255	Video Effect 2 Parameter 2
220	Video Effect 2 Parameter 3 Fine	0–255	Fine adjustment of CH 219
221	Video Effect 2 Parameter 4	0–255	Video Effect 2 Parameter 3
222	Video Effect 2 Parameter 4 Fine	0–255	Fine adjustment of CH 221
223	Video Effect 2 Parameter 5	0–255	Video Effect 2 Parameter 4
224	Video Effect 2 Parameter 5 Fine	0–255	Fine adjustment of CH 223
225	Video Effect 2 Parameter 6	0–255	Video Effect 2 Parameter 5
226	Video Effect 2 Parameter 6 Fine	0–255	Fine adjustment of CH 225
227	Video Effect 3 Type		Same as CH 167 in the mode “Standard” (p. 20)
228	Video Effect 3 Parameter 1	0–255	
229	Video Effect 3 Parameter 1 Fine	0–255	Fine adjustment of CH 228
230	Video Effect 3 Parameter 2	0–255	
231	Video Effect 3 Parameter 2 Fine	0–255	Fine adjustment of CH 230
232	Video Effect 3 Parameter 3	0–255	
233	Video Effect 3 Parameter 3 Fine	0–255	Fine adjustment of CH 232
234	Video Effect 3 Parameter 4	0–255	
235	Video Effect 3 Parameter 4 Fine	0–255	Fine adjustment of CH 234
236	Video Effect 3 Parameter 5	0–255	
237	Video Effect 3 Parameter 5 Fine	0–255	Fine adjustment of CH 236
238	Video Effect 3 Parameter 6	0–255	
239	Video Effect 3 Parameter 6 Fine	0–255	Fine adjustment of CH 238
240	Video Effect 4 Type		Same as CH 180 in the mode “Standard” (p. 21)
241	Video Effect 4 Parameter 1	0–255	
242	Video Effect 4 Parameter 1 Fine	0–255	Fine adjustment of CH 241
243	Video Effect 4 Parameter 2	0–255	
244	Video Effect 4 Parameter 2 Fine	0–255	Fine adjustment of CH 243
245	Video Effect 4 Parameter 3	0–255	
246	Video Effect 4 Parameter 3 Fine	0–255	Fine adjustment of CH 245
247	Video Effect 4 Parameter 4	0–255	
248	Video Effect 4 Parameter 4 Fine	0–255	Fine adjustment of CH 247
249	Video Effect 4 Parameter 5	0–255	

CH	Function	DMX	Description
250	Video Effect 4 Parameter 5 Fine	0–255	Fine adjustment of CH 249
251	Video Effect 4 Parameter 6	0–255	
252	Video Effect 4 Parameter 6 Fine	0–255	Fine adjustment of CH 251

9 Technical specifications

Parameter	Value
Operating temperature	0 to 40 °C

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.