DMX REFERENCE

VENOM LBS 330

Light4Me Venom LBS 330

KRISTENSEN LIVE



Manufacturer	KRISTENSEN LIVE
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1 About this manual

This document describes the Light4Me Venom LBS 330 by KRISTENSEN LIVE. It was compiled from the GDTF file KRISTENSEN_LIVE_VENOM_LBS_330_168128.gdtf from the GDTF-Share library.

File revision: “Initial Version”.

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 KRISTENSEN LIVE; 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	14.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16CH	16	32	1, 17, 33, 49, ...

No light? Check these channels

- 16CH: CH 2 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 3 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.

⚠ 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

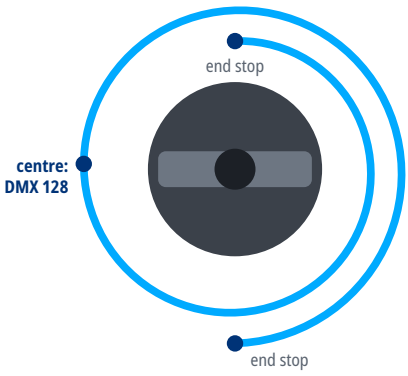
Description in the GDTF file

“Light4Me Venom LBS 330 hybrid beam/spot moving head, 330W PHX MSD 15R, 16CH mode”

Range of movement

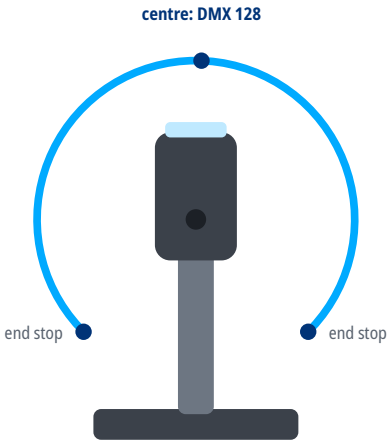
Pan 540°

top view



Tilt 270°

side view



5 Installation

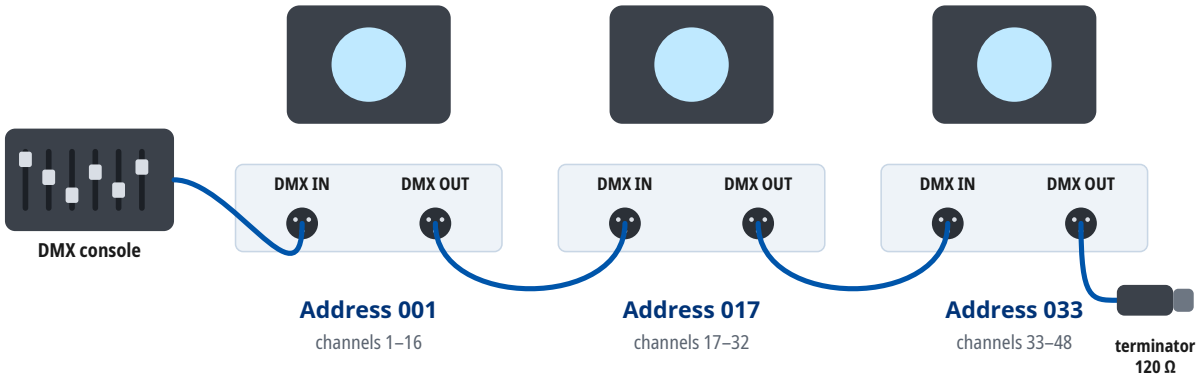
⚠ WARNING

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

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 16CH: every unit occupies 16 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 “16CH”: 16.
- 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 “16CH”, you can use, for example, the start addresses 1, 17, 33, 49.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	16CH 16 channels
Pan / Tilt	12, 14
Dimmer	3
Shutter / strobe	2
Color wheel	1
Gobo wheel	4–6
Gobo rotation	7
Prism	8, 9
Zoom	10
Focus	11

Color wheel

1. Color: Open — DMX 0–4
2. Red — DMX 9–12
3. Orange — DMX 18–21
4. Aquamarine — DMX 26–29
5. Green — DMX 35–38
6. Light Green — DMX 43–46
7. Lavender — DMX 52–55
8. Pink — DMX 60–63
9. Yellow — DMX 69–72
10. Magenta — DMX 77–81
11. Cyan — DMX 86–89
12. Light Yellow — DMX 94–98
13. 3200K — DMX 103–106
14. 8500K — DMX 111–115
15. UV — DMX 120–123

Gobo wheel 1

1
Gobo: Open
DMX 0–2

2 
Gobo 1
DMX 3–6

3 
Gobo 2
DMX 7–10

4 
Gobo 3
DMX 11–14

5 
Gobo 4
DMX 15–18

6 
Gobo 5
DMX 19–22

7 
Gobo 6
DMX 23–26

8 
Gobo 7
DMX 27–30

9 
Gobo 8
DMX 31–34

10 
Gobo 9
DMX 35–38

11 
Gobo 10
DMX 39–42

12 
Gobo 11
DMX 43–46

13 
Gobo 12
DMX 47–50

14 
Gobo 13
DMX 51–54

15 
Gobo 14
DMX 55–58

16 
Gobo 15
DMX 59–62

17 
Beam Gobo 16
DMX 63–66

Gobo wheel 2

1
Gobo: Open
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

6 
Spot Gobo 5
DMX 50–60

Gobo wheel 3

1
Gobo: Open
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

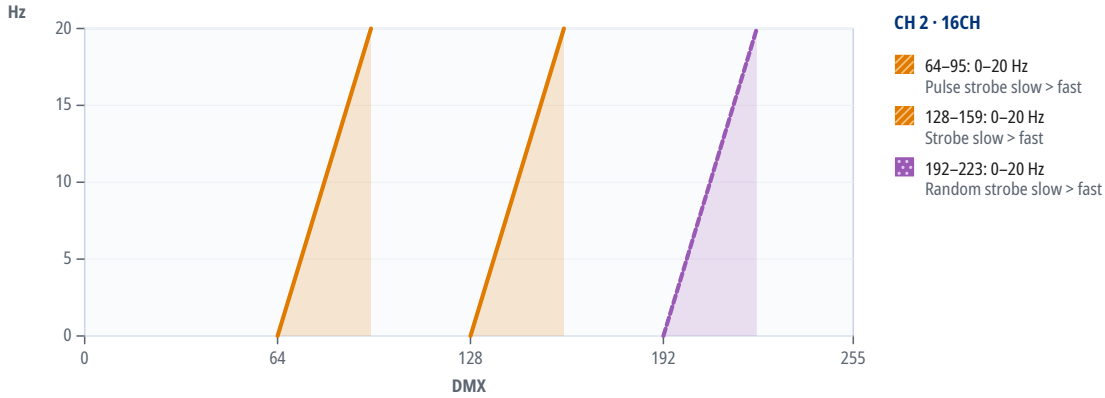
5 
Rot Gobo 4
DMX 40–50

Prism

1
Prism off
DMX 0–127

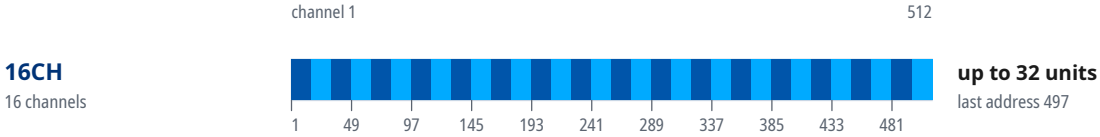
2 
42 facets
Prism on
DMX 128–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

Mode 16CH

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 2 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 2 Shutter 32, CH 3 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Colors	0–4	Color: Open
		5–8	Open + Red
		9–12	Red
		13–17	Red + Orange
		18–21	Orange
		22–25	Orange + Aquamarine
		26–29	Aquamarine
		30–34	Aquamarine + Green
		35–38	Green
		39–42	Green + Light Green
		43–46	Light Green
		47–51	Light Green + Lavender
		52–55	Lavender
		56–59	Lavender + Pink
		60–63	Pink
		64–68	Pink + Yellow
		69–72	Yellow
		73–76	Yellow + Magenta
		77–81	Magenta
		82–85	Magenta + Cyan

CH	Function	DMX	Description
1	Colors (continued)	86–89	Cyan
		90–93	Cyan + Light Yellow
		94–98	Light Yellow
		99–102	Light Yellow + 3200K
		103–106	3200K
		107–110	3200K + 8500K
		111–115	8500K
		116–119	8500K + UV
		120–123	UV
		124–127	UV + Open
		128–189	Color scroll fast > slow (200–20 °/s)
		190–193	Color stop
		194–255	Reverse color scroll slow > fast (20–200 °/s)
2	Shutter	0–31	Closed
		32–63	Open
		64–95	Pulse strobe slow > fast (0–20 Hz)
		96–127	Open 2
		128–159	Strobe slow > fast (0–20 Hz)
		160–191	Open 3
		192–223	Random strobe slow > fast (0–20 Hz)
		224–255	Open 4
3	Dimmer	0–255	
4	Gobo	0–2	Gobo: Open
		3–6	Gobo 1
		7–10	Gobo 2
		11–14	Gobo 3
		15–18	Gobo 4
		19–22	Gobo 5
		23–26	Gobo 6
		27–30	Gobo 7
		31–34	Gobo 8
		35–38	Gobo 9
		39–42	Gobo 10
		43–46	Gobo 11
		47–50	Gobo 12
		51–54	Gobo 13
		55–58	Gobo 14
		59–62	Gobo 15
		63–65	Gobo 16
		66–71	Gobo 1 shake
		72–77	Gobo 2 shake
		78–83	Gobo 3 shake

CH	Function	DMX	Description
4	Gobo (continued)	84–89	Gobo 4 shake
		90–95	Gobo 5 shake
		96–101	Gobo 6 shake
		102–107	Gobo 7 shake
		108–113	Gobo 8 shake
		114–119	Gobo 9 shake
		120–125	Gobo 10 shake
		126–131	Gobo 11 shake
		132–137	Gobo 12 shake
		138–143	Gobo 13 shake
		144–149	Gobo 14 shake
		150–155	Gobo 15 shake
		156–161	Gobo 16 shake
		162–204	Gobo scroll fast > slow (200–20 °/s)
		205–212	Gobo stop
		213–255	Reverse gobo scroll slow > fast (20–200 °/s)
5	Gobo 2	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 1 shake
		70–79	Gobo 2 shake
		80–89	Gobo 3 shake
		90–99	Gobo 4 shake
		100–109	Gobo 5 shake
		110–181	Gobo scroll fast > slow (200–20 °/s)
		182–183	Gobo stop
		184–255	Reverse gobo scroll slow > fast (20–200 °/s)
6	Gobo 3	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 1 shake
		60–69	Gobo 2 shake
		70–79	Gobo 3 shake
		80–89	Gobo 4 shake
		90–171	Gobo scroll fast > slow (200–20 °/s)
		172–173	Gobo stop
		174–255	Reverse gobo scroll slow > fast (20–200 °/s)

CH	Function	DMX	Description
7	Gobo 3 Rotation	0–127	Gobo index 0-360 (360°)
		128–190	Gobo rotation CCW fast > slow (300–10 °/s)
		191–192	Gobo rotation stop
		193–255	Gobo rotation CW slow > fast (10–300 °/s)
8	Prism	0–127	Prism off
		128–255	Prism on
9	Prism Rotation	0–127	Prism index 0-360 (360°)
		128–190	Prism rotation CCW fast > slow (300–10 °/s)
		191–192	Prism rotation stop
		193–255	Prism rotation CW slow > fast (10–300 °/s)
10	Zoom	0–255	2–25°
11	Focus	0–255	Focus
12	Pan	0–255	540°
13	Pan Fine	0–255	Fine adjustment of CH 12
14	Tilt	0–255	270°
15	Tilt Fine	0–255	Fine adjustment of CH 14
16	Control	0–99	No function
		100–105	Lamp off
		106–199	No function 2
		200–205	Lamp on
		206–209	No function 3
		210–215	Reset pan/tilt
		216–221	No function 4
		222–235	Reset effects
		236–249	No function 5
		250–255	Reset all

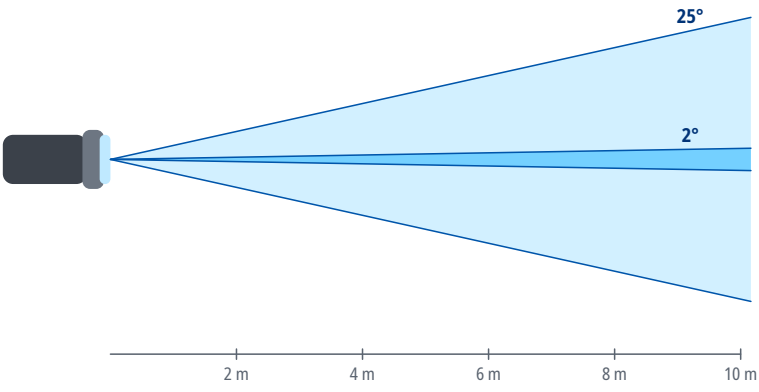
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	330 W
Luminous flux	12,000 lm
Color temperature	7,500 K
Color rendering index (CRI)	75
Optics	
Zoom	2–25°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	14.5 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–20 Hz
Color wheel rotation	up to 200 °/s (33 rpm)
Gobo wheel 1 rotation	up to 200 °/s (33 rpm)
Gobo wheel 2 rotation	up to 200 °/s (33 rpm)
Gobo wheel 3 rotation	up to 200 °/s (33 rpm)
Gobo 3 rotation	up to 300 °/s (50 rpm)
Prism rotation	up to 300 °/s (50 rpm)

Spot diameter



Distance	Ø 2°	Ø 25°
2 m	0.07 m	0.89 m
4 m	0.14 m	1.8 m
6 m	0.21 m	2.7 m
8 m	0.28 m	3.5 m
10 m	0.35 m	4.4 m
15 m	0.52 m	6.7 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.