DMX REFERENCE

NanoPix Cyc8

LDDE



Manufacturer	LDDE
GDTF file	LDDE_NanoPix_Cyc8_126469.gdtf
GDTF revision	v_0_9_3 defined React To Master for Dimmer as Grand · 2026-01-28
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 8
Mode 8 - 8bit 8
Mode 9 - 8bit 9
Mode 10 - 8bit 9
Mode 24 - 8bit 10
Mode 25 - 8bit 11
Mode 26 - 8bit 11
Mode 16 - 16bit 12
Mode 17 - 16bit 13
Mode 48 - 16bit 13
Mode 49 - 16bit 15
10 Technical specifications 17
11 Maintenance and cleaning 17
12 Troubleshooting 17
13 Disposal 17

1 About this manual

This document describes the NanoPix Cyc8 by LDDE. It was compiled from the GDTF file LDDE_NanoPix_Cyc8_126469.gdtf from the GDTF-Share library.

File revision: “v_0_9_3 defined React To Master for Dimmer as Grand”.

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 LDDE; 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	12 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 8 - 8bit	8	64	1, 9, 17, 25, ...
Mode 9 - 8bit	9	56	1, 10, 19, 28, ...
Mode 10 - 8bit	10	51	1, 11, 21, 31, ...
Mode 24 - 8bit	24	21	1, 25, 49, 73, ...
Mode 25 - 8bit	25	20	1, 26, 51, 76, ...
Mode 26 - 8bit	26	19	1, 27, 53, 79, ...
Mode 16 - 16bit	17	30	1, 18, 35, 52, ...
Mode 17 - 16bit	17	30	1, 18, 35, 52, ...
Mode 48 - 16bit	48	10	1, 49, 97, 145, ...
Mode 49 - 16bit	49	10	1, 50, 99, 148, ...



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

4 Product description

Description in the GDTF file

“color visualisation may needs further refinement. (ce)”

5 Installation

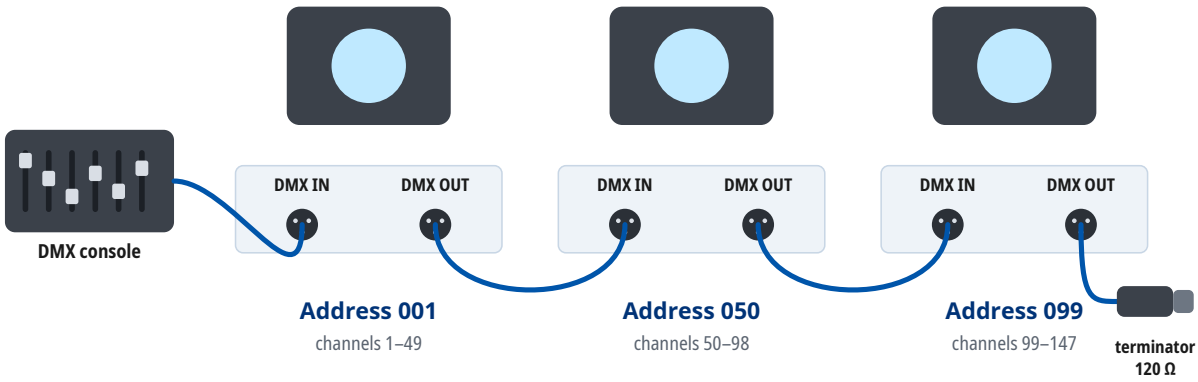
⚠ WARNING

- 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: 12 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 49 - 16bit: every unit occupies 49 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

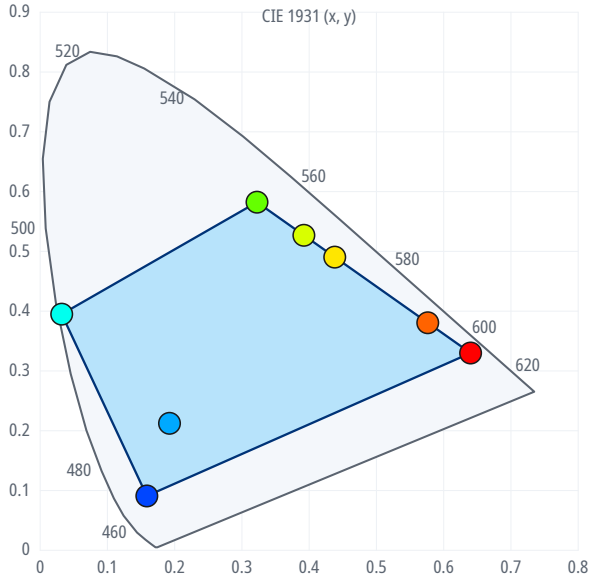
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 49 - 16bit”: 49.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 49 - 16bit”, you can use, for example, the start addresses 1, 50, 99, 148.
- 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

	Mode 8 - 8bit 8 channels	Mode 9 - 8bit 9 channels	Mode 10 - 8bit 10 channels	Mode 24 - 8bit 24 channels	Mode 25 - 8bit 25 channels	Mode 26 - 8bit 26 channels	Mode 16 - 16bit 17 channels	Mode 17 - 16bit 17 channels
Dimmer	✓	1	1	✓	1	1	✓	✓
Shutter / strobe			10			26	17	17
Color mixing	1–8	2–9	2–9	1–24, 33–40	2–25, 34–41	2–25, 34–41	8× (1–15)	8× (1–15)

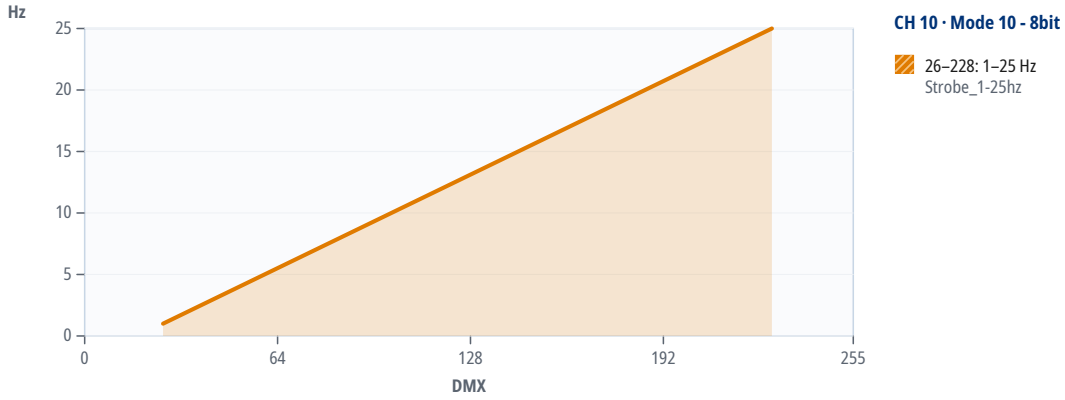
LED colors and the colors they mix



LED	x	y	nm
Royal Blue	0.159	0.091	450
Blue	0.192	0.212	470
Cyan	0.032	0.395	508
Green	0.322	0.582	532
Lime	0.392	0.527	567
Amber	0.438	0.490	588
Red	0.576	0.381	625
Deep red	0.640	0.330	655

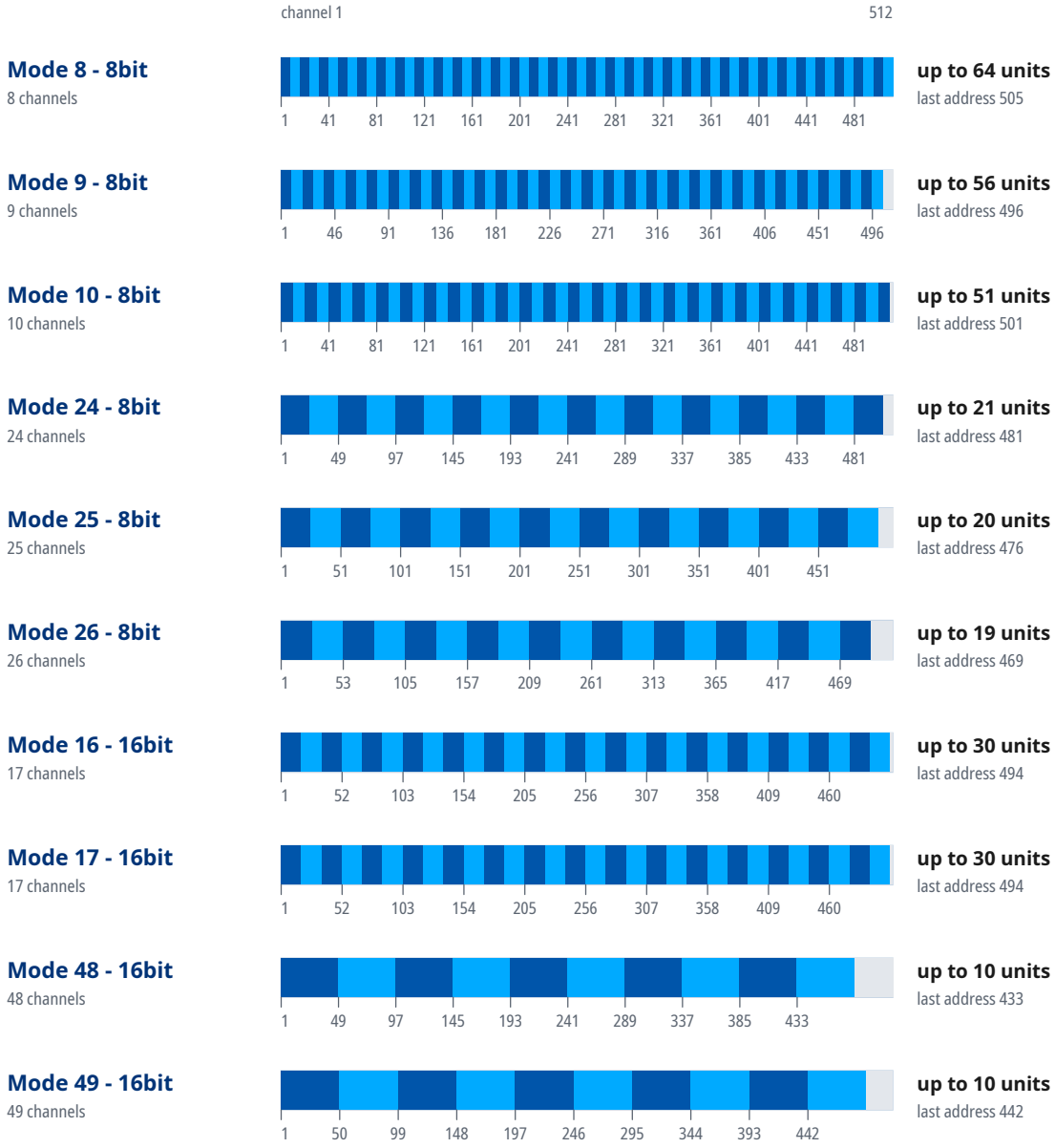
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate


Hz
25
20
15
10
5
0
0
64
128
192
255
DMX
CH 10 · Mode 10 - 8bit
26–228: 1–25 Hz
Strobe_1-25hz

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 49 - 16bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	246	11	U2 · 1	16	U2 · 246
2	50	7	295	12	U2 · 50	17	U2 · 295
3	99	8	344	13	U2 · 99	18	U2 · 344
4	148	9	393	14	U2 · 148	19	U2 · 393
5	197	10	442	15	U2 · 197	20	U2 · 442

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 8 - 8bit

The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 255, CH 2 Red 255, CH 3 Amber 255, CH 4 Lime 255, CH 5 Green 255, CH 6 Cyan 255, CH 7 Blue 255, CH 8 Indigo 255.

CH	Function	DMX	Description
1	Color Add DR		Deep Red
		0–255	Deep Red
2	Red	0–255	Red
3	Amber	0–255	Amber
4	Lime	0–255	Lime
5	Green	0–255	Green
6	Cyan	0–255	Cyan
7	Blue	0–255	Blue
8	Indigo		Royal Blue
		0–255	Royal Blue

Mode 9 - 8bit

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, CH 2 Color Add DR 255, CH 3 Red 255, CH 4 Amber 255, CH 5 Lime 255, CH 6 Green 255, CH 7 Cyan 255, CH 8 Blue 255, CH 9 Indigo 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Add DR		Same as CH 1 in the mode “Mode 8 - 8bit” (p. 8)
3	Red	0–255	Red
4	Amber	0–255	Amber
5	Lime	0–255	Lime
6	Green	0–255	Green
7	Cyan	0–255	Cyan
8	Blue	0–255	Blue
9	Indigo		Same as CH 8 in the mode “Mode 8 - 8bit” (p. 8)

Mode 10 - 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 10 Shutter at 0–25 or 229–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Add DR 255, CH 3 Red 255, CH 4 Amber 255, CH 5 Lime 255, CH 6 Green 255, CH 7 Cyan 255, CH 8 Blue 255, CH 9 Indigo 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Add DR		Same as CH 1 in the mode “Mode 8 - 8bit” (p. 8)
3	Red	0–255	Red
4	Amber	0–255	Amber
5	Lime	0–255	Lime
6	Green	0–255	Green
7	Cyan	0–255	Cyan
8	Blue	0–255	Blue

9	Indigo		Same as CH 8 in the mode “Mode 8 - 8bit” (p. 8)
10	Shutter	0–25	Strobe Open: Open Strobe
		26–228	Strobe_1-25hz (1–25 Hz)
		229–255	Strobe Open: Open Strobe

Mode 24 - 8bit

The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 1 255, CH 2 Red 1 255, CH 3 Amber 1 255, CH 4 Lime 1 255, CH 5 Green 1 255, CH 6 Cyan 1 255, CH 7 Blue 1 255, CH 8 Indigo 1 255, CH 9 Color Add DR 2 255, CH 10 Red 2 255, CH 11 Amber 2 255, CH 12 Lime 2 255, CH 13 Green 2 255, CH 14 Cyan 2 255, CH 15 Blue 2 255, CH 16 Indigo 2 255, CH 17 Color Add DR 3 255, CH 18 Red 3 255, CH 19 Amber 3 255, CH 20 Lime 3 255, CH 21 Green 3 255, CH 22 Cyan 3 255, CH 23 Blue 3 255, CH 24 Indigo 3 255.

CH	Function	DMX	Description
1	Color Add DR 1		Deep Red
		0–255	Deep Red
2	Red 1	0–255	Red
3	Amber 1	0–255	Amber
4	Lime 1	0–255	Lime
5	Green 1	0–255	Green
6	Cyan 1	0–255	Cyan
7	Blue 1	0–255	Blue
8	Indigo 1		Royal Blue
		0–255	Royal Blue
9	Color Add DR 2		Deep Red
		0–255	Deep Red
10	Red 2	0–255	Red
11	Amber 2	0–255	Amber
12	Lime 2	0–255	Lime
13	Green 2	0–255	Green
14	Cyan 2	0–255	Cyan
15	Blue 2	0–255	Blue
16	Indigo 2		Royal Blue
CH	**Function**	**DMX**	**Description**
16	Indigo 2 (continued)	0–255	Royal Blue
17	Color Add DR 3		Deep Red
		0–255	Deep Red
18	Red 3	0–255	Red
19	Amber 3	0–255	Amber
20	Lime 3	0–255	Lime
21	Green 3	0–255	Green
22	Cyan 3	0–255	Cyan
23	Blue 3	0–255	Blue
24	Indigo 3		Royal Blue
		0–255	Royal Blue

Mode 25 - 8bit

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, CH 2 Color Add DR 1 255, CH 3 Red 1 255, CH 4 Amber 1 255, CH 5 Lime 1 255, CH 6 Green 1 255, CH 7 Cyan 1 255, CH 8 Blue 1 255, CH 9 Indigo 1 255, CH 10 Color Add DR 2 255, CH 11 Red 2 255, CH 12 Amber 2 255, CH 13 Lime 2 255, CH 14 Green 2 255, CH 15 Cyan 2 255, CH 16 Blue 2 255, CH 17 Indigo 2 255, CH 18 Color Add DR 3 255, CH 19 Red 3 255, CH 20 Amber 3 255, CH 21 Lime 3 255, CH 22 Green 3 255, CH 23 Cyan 3 255, CH 24 Blue 3 255, CH 25 Indigo 3 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Add DR 1		Same as CH 1 in the mode “Mode 24 - 8bit” (p. 9)
3	Red 1	0–255	Red
4	Amber 1	0–255	Amber
5	Lime 1	0–255	Lime
6	Green 1	0–255	Green
7	Cyan 1	0–255	Cyan
8	Blue 1	0–255	Blue
9	Indigo 1		Same as CH 8 in the mode “Mode 24 - 8bit” (p. 9)
10	Color Add DR 2		Same as CH 9 in the mode “Mode 24 - 8bit” (p. 9)
11	Red 2	0–255	Red
12	Amber 2	0–255	Amber
13	Lime 2	0–255	Lime
14	Green 2	0–255	Green
15	Cyan 2	0–255	Cyan
16	Blue 2	0–255	Blue
17	Indigo 2		Same as CH 16 in the mode “Mode 24 - 8bit” (p. 9)
18	Color Add DR 3		Same as CH 17 in the mode “Mode 24 - 8bit” (p. 10)
19	Red 3	0–255	Red
20	Amber 3	0–255	Amber
21	Lime 3	0–255	Lime
22	Green 3	0–255	Green
23	Cyan 3	0–255	Cyan
CH	Function	DMX	Description
24	Blue 3	0–255	Blue
25	Indigo 3		Same as CH 24 in the mode “Mode 24 - 8bit” (p. 10)

Mode 26 - 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 26 Shutter at 0–25 or 229–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Add DR 1 255, CH 3 Red 1 255, CH 4 Amber 1 255, CH 5 Lime 1 255, CH 6 Green 1 255, CH 7 Cyan 1 255, CH 8 Blue 1 255, CH 9 Indigo 1 255, CH 10 Color Add DR 2 255, CH 11 Red 2 255, CH 12 Amber 2 255, CH 13 Lime 2 255, CH 14 Green 2 255, CH 15 Cyan 2 255, CH 16 Blue 2 255, CH 17 Indigo 2 255, CH 18 Color Add DR 3 255, CH 19 Red 3 255, CH 20 Amber 3 255, CH 21 Lime 3 255, CH 22 Green 3 255, CH 23 Cyan 3 255, CH 24 Blue 3 255, CH 25 Indigo 3 255.

CH	Function	DMX	Description

1	Dimmer	0–255	
2	Color Add DR 1		Same as CH 1 in the mode “Mode 24 - 8bit” (p. 9)
3	Red 1	0–255	Red
4	Amber 1	0–255	Amber
5	Lime 1	0–255	Lime
6	Green 1	0–255	Green
7	Cyan 1	0–255	Cyan
8	Blue 1	0–255	Blue
9	Indigo 1		Same as CH 8 in the mode “Mode 24 - 8bit” (p. 9)
10	Color Add DR 2		Same as CH 9 in the mode “Mode 24 - 8bit” (p. 9)
11	Red 2	0–255	Red
12	Amber 2	0–255	Amber
13	Lime 2	0–255	Lime
14	Green 2	0–255	Green
15	Cyan 2	0–255	Cyan
16	Blue 2	0–255	Blue
17	Indigo 2		Same as CH 16 in the mode “Mode 24 - 8bit” (p. 9)
18	Color Add DR 3		Same as CH 17 in the mode “Mode 24 - 8bit” (p. 10)
19	Red 3	0–255	Red
20	Amber 3	0–255	Amber
21	Lime 3	0–255	Lime
22	Green 3	0–255	Green
23	Cyan 3	0–255	Cyan
24	Blue 3	0–255	Blue
25	Indigo 3		Same as CH 24 in the mode “Mode 24 - 8bit” (p. 10)
26	Shutter		Same as CH 10 in the mode “Mode 10 - 8bit” (p. 9)

Mode 16 - 16bit

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 17 Shutter at 0–25 or 229–255. The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 255, CH 3 Red 255, CH 5 Amber 255, CH 7 Lime 255, CH 9 Green 255, CH 11 Cyan 255, CH 13 Blue 255, CH 15 Indigo 255.

CH	Function	DMX	Description
1	Color Add DR		Same as CH 1 in the mode “Mode 8 - 8bit” (p. 8)
2	Color Add DR Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Red
4	Red Fine	0–255	Fine adjustment of CH 3
5	Amber	0–255	Amber
6	Amber Fine	0–255	Fine adjustment of CH 5
7	Lime	0–255	Lime
8	Lime Fine	0–255	Fine adjustment of CH 7
9	Green	0–255	Green
10	Green Fine	0–255	Fine adjustment of CH 9

11	Cyan	0–255	Cyan
12	Cyan Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	Blue
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Indigo		Same as CH 8 in the mode “Mode 8 - 8bit” (p. 8)
16	Indigo Fine	0–255	Fine adjustment of CH 15
17	Shutter		Same as CH 10 in the mode “Mode 10 - 8bit” (p. 9)

Mode 17 - 16bit

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 17 Shutter at 0–25 or 229–255. The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 255, CH 3 Red 255, CH 5 Amber 255, CH 7 Lime 255, CH 9 Green 255, CH 11 Cyan 255, CH 13 Blue 255, CH 15 Indigo 255.

CH	Function	DMX	Description
1	Color Add DR		Same as CH 1 in the mode “Mode 8 - 8bit” (p. 8)
2	Color Add DR Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Red
4	Red Fine	0–255	Fine adjustment of CH 3
5	Amber	0–255	Amber
6	Amber Fine	0–255	Fine adjustment of CH 5
7	Lime	0–255	Lime
8	Lime Fine	0–255	Fine adjustment of CH 7
9	Green	0–255	Green
10	Green Fine	0–255	Fine adjustment of CH 9
11	Cyan	0–255	Cyan
12	Cyan Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	Blue
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Indigo		Same as CH 8 in the mode “Mode 8 - 8bit” (p. 8)
16	Indigo Fine	0–255	Fine adjustment of CH 15
CH	**Function**	**DMX**	**Description**
17	Shutter		Same as CH 10 in the mode “Mode 10 - 8bit” (p. 9)

Mode 48 - 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 1 255, CH 3 Red 1 255, CH 5 Amber 1 255, CH 7 Lime 1 255, CH 9 Green 1 255, CH 11 Cyan 1 255, CH 13 Blue 1 255, CH 15 Indigo 1 255, CH 17 Color Add DR 2 255, CH 19 Red 2 255, CH 21 Amber 2 255, CH 23 Lime 2 255, CH 25 Green 2 255, CH 27 Cyan 2 255, CH 29 Blue 2 255, CH 31 Indigo 2 255, CH 33 Color Add DR 3 255, CH 35 Red 3 255, CH 37 Amber 3 255, CH 39 Lime 3 255, CH 41 Green 3 255, CH 43 Cyan 3 255, CH 45 Blue 3 255, CH 47 Indigo 3 255.

CH	Function	DMX	Description
1	Color Add DR 1		Same as CH 1 in the mode “Mode 24 - 8bit” (p. 9)

2	Color Add DR 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1	0–255	Red
4	Red 1 Fine	0–255	Fine adjustment of CH 3
5	Amber 1	0–255	Amber
6	Amber 1 Fine	0–255	Fine adjustment of CH 5
7	Lime 1	0–255	Lime
8	Lime 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1	0–255	Green
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Cyan 1	0–255	Cyan
12	Cyan 1 Fine	0–255	Fine adjustment of CH 11
13	Blue 1	0–255	Blue
14	Blue 1 Fine	0–255	Fine adjustment of CH 13
15	Indigo 1		Same as CH 8 in the mode “Mode 24 - 8bit” (p. 9)
16	Indigo 1 Fine	0–255	Fine adjustment of CH 15
17	Color Add DR 2		Same as CH 9 in the mode “Mode 24 - 8bit” (p. 9)
18	Color Add DR 2 Fine	0–255	Fine adjustment of CH 17
19	Red 2	0–255	Red
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Amber 2	0–255	Amber
22	Amber 2 Fine	0–255	Fine adjustment of CH 21
23	Lime 2	0–255	Lime
24	Lime 2 Fine	0–255	Fine adjustment of CH 23
25	Green 2	0–255	Green
26	Green 2 Fine	0–255	Fine adjustment of CH 25
27	Cyan 2	0–255	Cyan
28	Cyan 2 Fine	0–255	Fine adjustment of CH 27
29	Blue 2	0–255	Blue
30	Blue 2 Fine	0–255	Fine adjustment of CH 29
31	Indigo 2		Same as CH 16 in the mode “Mode 24 - 8bit” (p. 9)
32	Indigo 2 Fine	0–255	Fine adjustment of CH 31

CH	Function	DMX	Description
33	Color Add DR 3		Same as CH 17 in the mode “Mode 24 - 8bit” (p. 10)
34	Color Add DR 3 Fine	0–255	Fine adjustment of CH 33
35	Red 3	0–255	Red
36	Red 3 Fine	0–255	Fine adjustment of CH 35
37	Amber 3	0–255	Amber
38	Amber 3 Fine	0–255	Fine adjustment of CH 37
39	Lime 3	0–255	Lime
40	Lime 3 Fine	0–255	Fine adjustment of CH 39
41	Green 3	0–255	Green
42	Green 3 Fine	0–255	Fine adjustment of CH 41
43	Cyan 3	0–255	Cyan

44	Cyan 3 Fine	0–255	Fine adjustment of CH 43
45	Blue 3	0–255	Blue
46	Blue 3 Fine	0–255	Fine adjustment of CH 45
47	Indigo 3		Same as CH 24 in the mode “Mode 24 - 8bit” (p. 10)
48	Indigo 3 Fine	0–255	Fine adjustment of CH 47

Mode 49 - 16bit

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 49 Shutter at 0–25 or 229–255. The GDTF file gives these values for a console's Highlight function: CH 1 Color Add DR 1 255, CH 3 Red 1 255, CH 5 Amber 1 255, CH 7 Lime 1 255, CH 9 Green 1 255, CH 11 Cyan 1 255, CH 13 Blue 1 255, CH 15 Indigo 1 255, CH 17 Color Add DR 2 255, CH 19 Red 2 255, CH 21 Amber 2 255, CH 23 Lime 2 255, CH 25 Green 2 255, CH 27 Cyan 2 255, CH 29 Blue 2 255, CH 31 Indigo 2 255, CH 33 Color Add DR 3 255, CH 35 Red 3 255, CH 37 Amber 3 255, CH 39 Lime 3 255, CH 41 Green 3 255, CH 43 Cyan 3 255, CH 45 Blue 3 255, CH 47 Indigo 3 255.

CH	Function	DMX	Description
1	Color Add DR 1		Same as CH 1 in the mode “Mode 24 - 8bit” (p. 9)
2	Color Add DR 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1	0–255	Red
4	Red 1 Fine	0–255	Fine adjustment of CH 3
5	Amber 1	0–255	Amber
6	Amber 1 Fine	0–255	Fine adjustment of CH 5
7	Lime 1	0–255	Lime
8	Lime 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1	0–255	Green
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Cyan 1	0–255	Cyan
12	Cyan 1 Fine	0–255	Fine adjustment of CH 11
13	Blue 1	0–255	Blue
14	Blue 1 Fine	0–255	Fine adjustment of CH 13
15	Indigo 1		Same as CH 8 in the mode “Mode 24 - 8bit” (p. 9)
16	Indigo 1 Fine	0–255	Fine adjustment of CH 15
CH	**Function**	**DMX**	**Description**
17	Color Add DR 2		Same as CH 9 in the mode “Mode 24 - 8bit” (p. 9)
18	Color Add DR 2 Fine	0–255	Fine adjustment of CH 17
19	Red 2	0–255	Red
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Amber 2	0–255	Amber
22	Amber 2 Fine	0–255	Fine adjustment of CH 21
23	Lime 2	0–255	Lime
24	Lime 2 Fine	0–255	Fine adjustment of CH 23
25	Green 2	0–255	Green
26	Green 2 Fine	0–255	Fine adjustment of CH 25
27	Cyan 2	0–255	Cyan

28	Cyan 2 Fine	0–255	Fine adjustment of CH 27
29	Blue 2	0–255	Blue
30	Blue 2 Fine	0–255	Fine adjustment of CH 29
31	Indigo 2		Same as CH 16 in the mode “Mode 24 - 8bit” (p. 9)
32	Indigo 2 Fine	0–255	Fine adjustment of CH 31
33	Color Add DR 3		Same as CH 17 in the mode “Mode 24 - 8bit” (p. 10)
34	Color Add DR 3 Fine	0–255	Fine adjustment of CH 33
35	Red 3	0–255	Red
36	Red 3 Fine	0–255	Fine adjustment of CH 35
37	Amber 3	0–255	Amber
38	Amber 3 Fine	0–255	Fine adjustment of CH 37
39	Lime 3	0–255	Lime
40	Lime 3 Fine	0–255	Fine adjustment of CH 39
41	Green 3	0–255	Green
42	Green 3 Fine	0–255	Fine adjustment of CH 41
43	Cyan 3	0–255	Cyan
44	Cyan 3 Fine	0–255	Fine adjustment of CH 43
45	Blue 3	0–255	Blue
46	Blue 3 Fine	0–255	Fine adjustment of CH 45
47	Indigo 3		Same as CH 24 in the mode “Mode 24 - 8bit” (p. 10)
48	Indigo 3 Fine	0–255	Fine adjustment of CH 47
49	Shutter		Same as CH 10 in the mode “Mode 10 - 8bit” (p. 9)

10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT
Power connectors	PowerConBlue IN, NAC3FCB IN, powerCON TRUE1 IN
Weight	12 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

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.

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.