DMX REFERENCE

F1000Prifile

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_F1000Prifile_37124.gdtf
GDTF revision	2023 · 2023-03-21
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 4
6 Connections 4
7 Operation 5
8 Functions at a glance 6
9 DMX channels 8
Mode F1000Prifile 9
10 Technical specifications 15
11 Maintenance and cleaning 16
12 Troubleshooting 16
13 Disposal 17

1 About this manual

This document describes the F1000Prifile by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_F1000Prifile_37124.gdtf from the GDTF-Share library.

File revision: “2023”.

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 LIGHT SKY; 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	39 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
F1000Prifile	37	13	1, 38, 75, 112, ...

No light? Check these channels

- F1000Prifile: CH 1 Shutter at 20–49 “Open” or 201–210; CH 2 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.

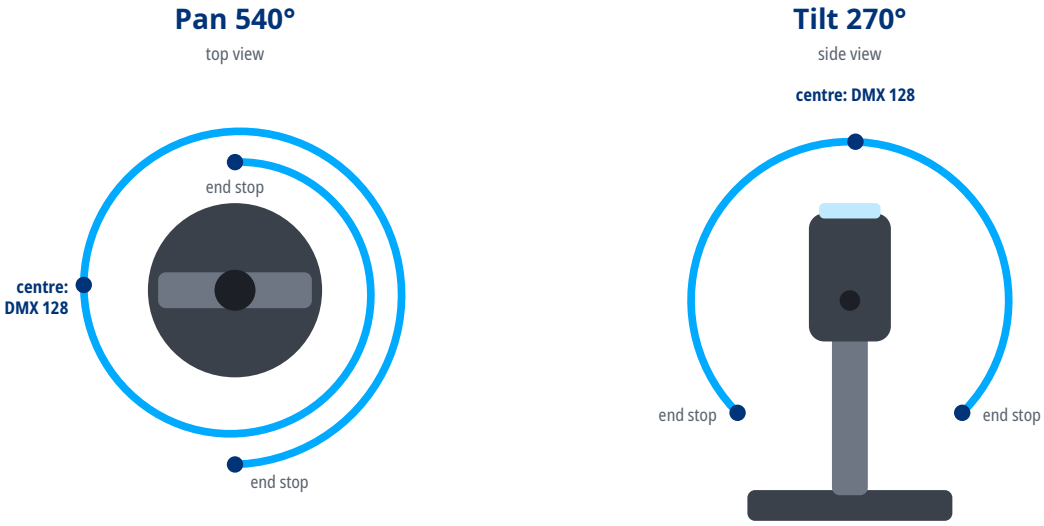
⚠ CAUTION

- 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

Range of movement



5 Installation

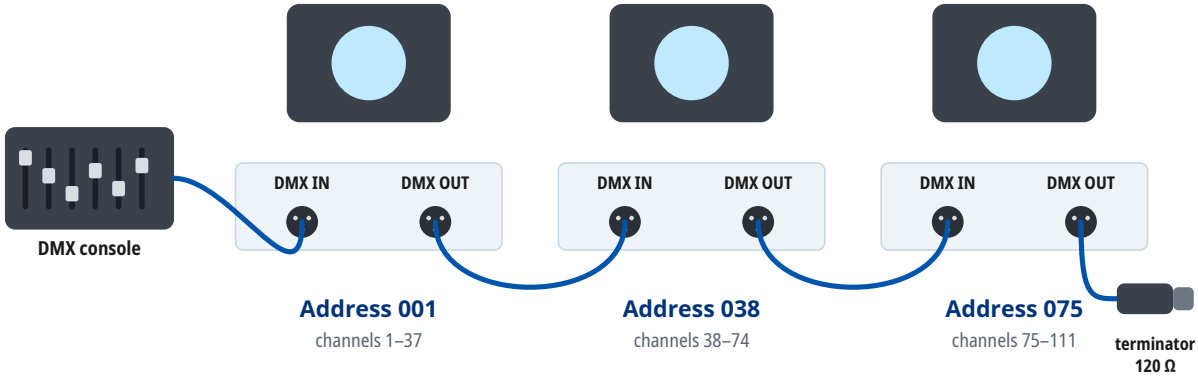
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 39 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 F1000Prifile: every unit occupies 37 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 “F1000Prifile”: 37.
- 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 “F1000Prifile”, you can use, for example, the start addresses 1, 38, 75, 112.
- 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

	F1000Prifile 37 channels
Pan / Tilt	32, 34
Dimmer	2
Shutter / strobe	1
Color mixing	3–5
Color temperature	6
Color wheel	7
Gobo wheel	10, 11
Gobo rotation	12
Prism	14, 15
Frost	16
Zoom	28
Focus	26, 29, 30
Iris	9
Effects / macros	8, 31

Gobo wheel 1

1 White
DMX 0



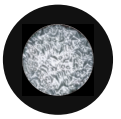
2 Gobo 1
DMX 35–39



3 Gobo 2
DMX 40–44



4 Gobo 3
DMX 45–49



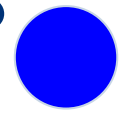
5 Gobo 4
DMX 50–54



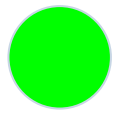
6 Gobo 5
DMX 55–60

Color wheel

1 White
DMX 0



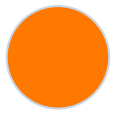
2 Blue
DMX 141–145



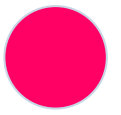
3 Green
DMX 146–150



4 Minus Green
DMX 151–155

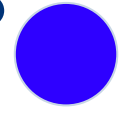


5 Orange
DMX 156–160

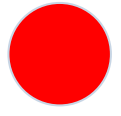


6 Magenta
DMX 161–165

7 CTB
DMX 166–170



8 UV
DMX 171–175



9 Red
DMX 176–180

Gobo wheel 2

1 White
DMX 0

2 Gobo 1
DMX 138–143



3 Gobo 2
DMX 144–149



4 Gobo 3
DMX 150–155



5 Gobo 4
DMX 156–161



6 Gobo 5
DMX 162–167



7 Gobo 6
DMX 168–173



8 Gobo 7
DMX 174–179



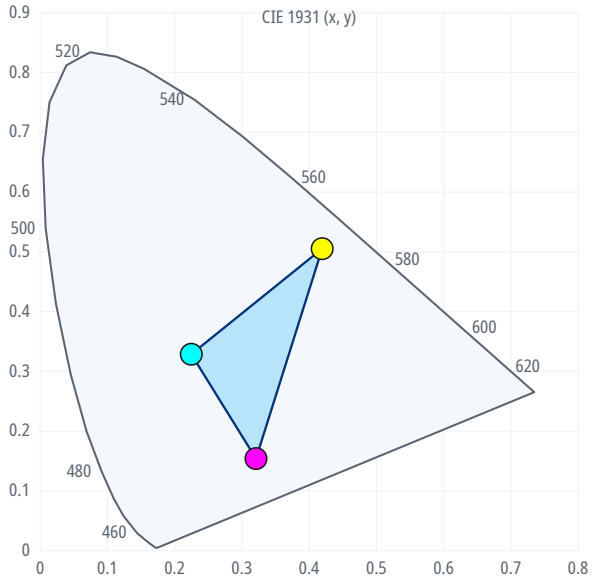
Prism

1 White
DMX 0–10

2 4 facets
Prism
DMX 255



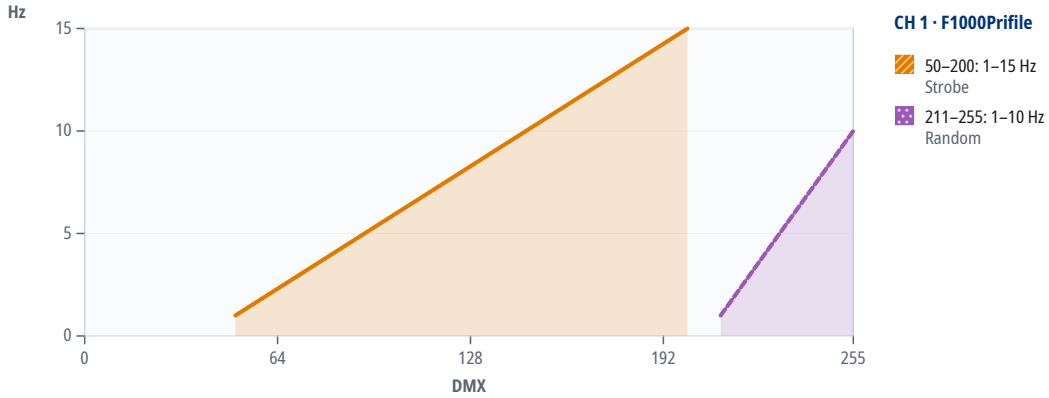
LED colors and the colors they mix



LED	x	y
Cyan	0.225	0.329
Magenta	0.321	0.154
Yellow	0.419	0.505

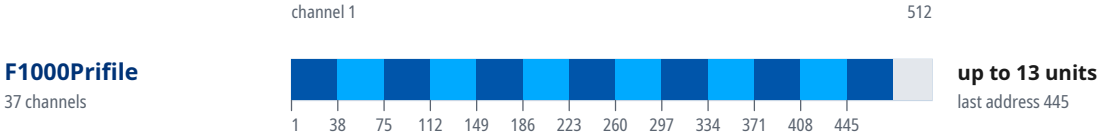
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “F1000Prifile”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	186	11	371	16	U2 · 75
2	38	7	223	12	408	17	U2 · 112
3	75	8	260	13	445	18	U2 · 149
4	112	9	297	14	U2 · 1	19	U2 · 186
5	149	10	334	15	U2 · 38	20	U2 · 223

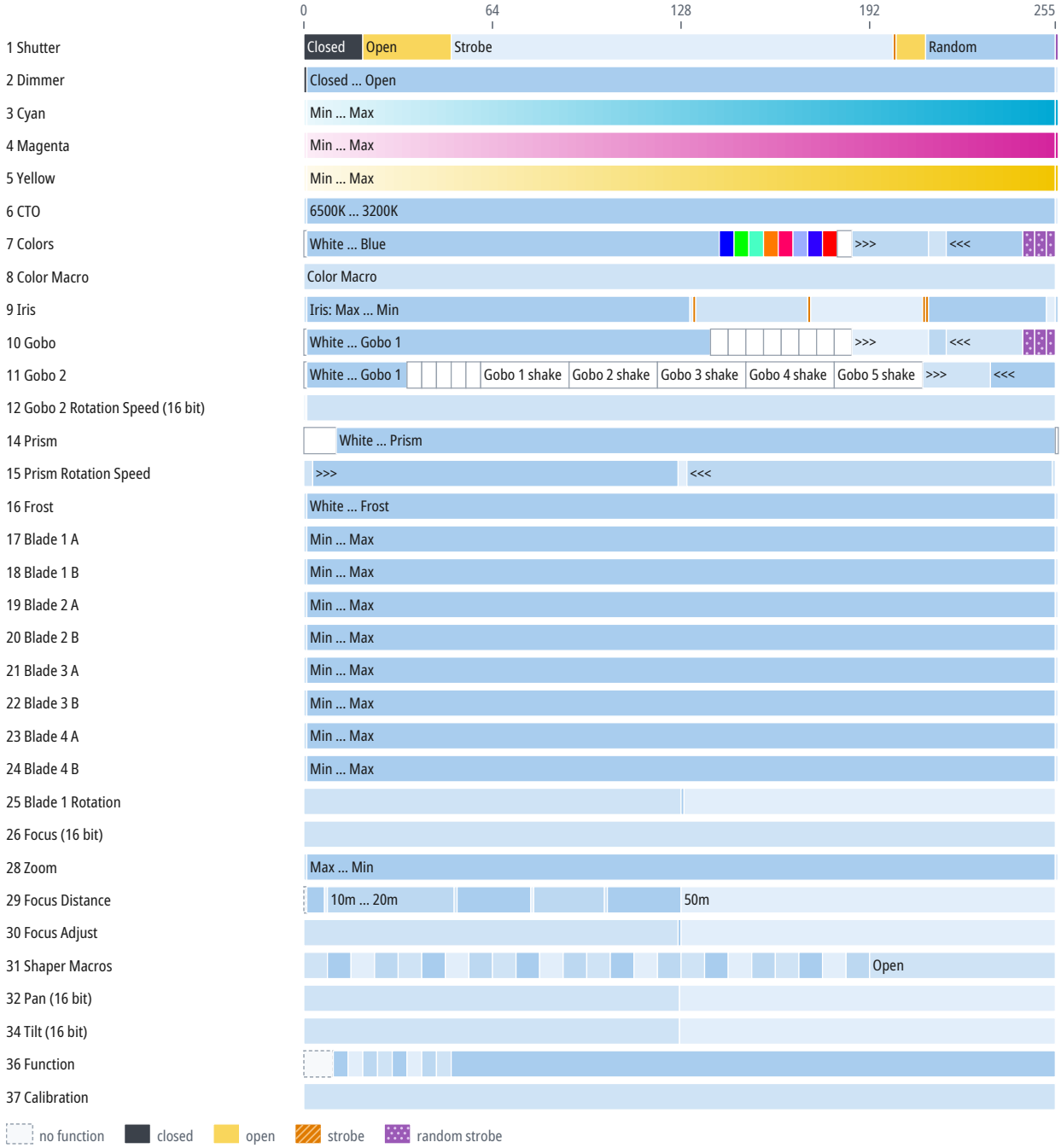
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode F1000Prifile

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 Shutter at 20–49 “Open” or 201–210; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20, CH 2 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Closed
		20–49	Open
		50–200	Strobe (1–15 Hz)

CH	Function	DMX	Description
1	Shutter (continued)	201–210	Open 2
		211–255	Random (1–10 Hz)
2	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
3	Cyan	0	Min
		1–254	Min ... Max
		255	Max
4	Magenta	0	Min
		1–254	Min ... Max
		255	Max
5	Yellow	0	Min
		1–254	Min ... Max
		255	Max
6	CTO	0	6500K
		1–254	6500K ... 3200K
		255	3200K
7	Colors	0	White
		1–140	White ... Blue
		141–145	Blue
		146–150	Green
		151–155	Minus Green
		156–160	Orange
		161–165	Magenta
		166–170	CTB
		171–175	UV
		176–180	Red
		181–185	White
		186–211	>>> (30–2 °/s)
		212–217	Color 1 Wheel Spin: Stop
		218–243	<<< (up to 30 °/s (5 rpm))
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
8	Color Macro	0–255	Color Macro
9	Iris	0	Iris: Max
		1–130	Iris: Max ... Min
		131	Iris: Min
		132	Iris Strobe: Slow
		133–170	Iris Strobe: Slow ... Fast
		171	Iris Strobe: Fast
		172–209	Iris Pulse Close

CH	Function	DMX	Description
9	Iris (continued)	210	PulseClose
		211	PulseOpen
		212–251	Iris Pulse Open
		252–254	Iris
		255	Iris: Max
10	Gobo	0	White
		1–137	White ... Gobo 1
		138–143	Gobo 1
		144–149	Gobo 2
		150–155	Gobo 3
		156–161	Gobo 4
		162–167	Gobo 5
		168–173	Gobo 6
		174–179	Gobo 7
		180–185	White
		186–211	>>> (30–2 °/s)
		212–217	Gobo Wheel Spin: Stop
		218–243	<<< (2–30 °/s)
		244–247	Random>>> (10–7.55 Hz)
		248–251	Random>> (6.73–4.27 Hz)
		252–255	Random> (3.45–1 Hz)
11	Gobo 2	0	White
		1–34	White ... Gobo 1
		35–39	Gobo 1
		40–44	Gobo 2
		45–49	Gobo 3
		50–54	Gobo 4
		55–59	Gobo 5
		60–89	Gobo 1 shake (1–10 Hz)
		90–119	Gobo 2 shake (1–10 Hz)
		120–149	Gobo 3 shake (1–10 Hz)
		150–179	Gobo 4 shake (1–10 Hz)
		180–209	Gobo 5 shake (1–10 Hz)
		210–232	>>> (30–5 °/s)
		233–255	<<< (5–30 °/s)
12	Gobo 2 Rotation Speed	0	>>> (600–5 °/s)
		0	Stop
		0	<<< (5–600 °/s)
		0	Stop
		1–255	Gobo 2 Pos Rotate 1
13	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Prism	0–10	White

CH	Function	DMX	Description
14	Prism (continued)	11–254	White ... Prism
		255	Prism
15	Prism Rotation Speed	0–2	Stop
		3–126	>>> (3600–30 °/s)
		127–129	Stop
		130–253	<<< (30–3600 °/s)
		254–255	Stop
16	Frost	0	White
		1–254	White ... Frost
		255	Frost
17	Blade 1 A	0	Min
		1–254	Min ... Max
		255	Max
18	Blade 1 B	0	Min
		1–254	Min ... Max
		255	Max
19	Blade 2 A	0	Min
		1–254	Min ... Max
		255	Max
20	Blade 2 B	0	Min
		1–254	Min ... Max
		255	Max
21	Blade 3 A	0	Min
		1–254	Min ... Max
		255	Max
22	Blade 3 B	0	Min
		1–254	Min ... Max
		255	Max
23	Blade 4 A	0	Min
		1–254	Min ... Max
		255	Max
24	Blade 4 B	0	Min
		1–254	Min ... Max
		255	Max
25	Blade 1 Rotation	0–127	Blade 1 Rot 1
		128	Default
		129–255	Blade 1 Rot 1
26	Focus	0–255	
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Zoom	0	Max
		1–254	Max ... Min
		255	Min

CH	Function	DMX	Description
29	Focus Distance	0	Off
		1–6	Off ... 10m
		7	10m
		8–50	10m ... 20m
		51	20m
		52–76	20m ... 30m
		77	30m
		78–101	30m ... 40m
		102	40m
		103–127	40m ... 50m
		128–255	50m
30	Focus Adjust	0–126	Focus 1 Adjust 1
		127	Clear
		128–255	Focus 1 Adjust 1
31	Shaper Macros	0–7	Open
		8–15	Max Square
		16–23	Min Square
		24–31	Bar
		32–39	Rectangular
		40–47	Vertical bars
		48–55	Rectangular
		56–63	Trapezoid
		64–71	Max Trapezoid UP
		72–79	Min Trapezoid UP
		80–87	Max Trapezoid Down
		88–95	Min Trapezoid Down
		96–103	Max Trapezoid Left
		104–111	Min Trapezoid Left
		112–119	Max Trapezoid Right
		120–127	Min Trapezoid Right
		128–135	Up Semicircle
		136–143	Right upper Fan-shaped
		144–151	Right Semicircle
		152–159	Lower Right Fan-shaped
		160–167	Lower Semicircle
		168–175	Lower left Fan-shaped
		176–183	Left Semicircle
		184–191	Left upper Fan-shaped
		192–255	Open
32	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1

CH	Function	DMX	Description
33	Pan Fine	0–255	Fine adjustment of CH 32
34	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
35	Tilt Fine	0–255	Fine adjustment of CH 34
36	Function	0–9	NO FUNCTION
		10–14	RESET ALL
		15–19	RESET DIMMER SHUTTER
		20–24	RESET CMY CTO
		25–29	RESET EFFECTS
		30–34	RESET PT
		35–39	RESET PT ... LAMP ON
		40–44	LAMP ON
		45–49	LAMP OFF
		50–255	Function 1
37	Calibration	0–255	

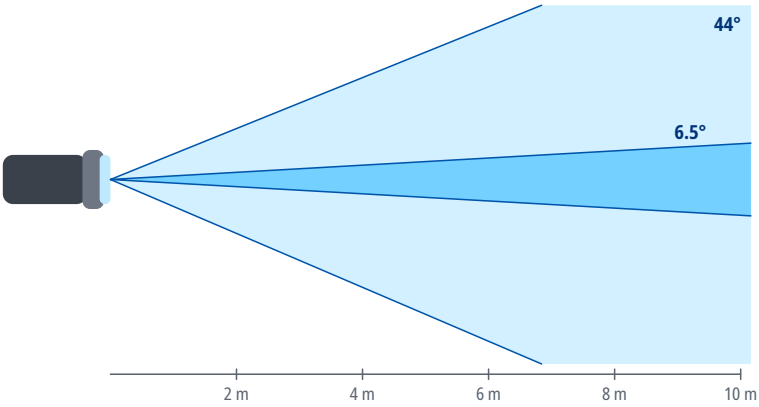
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	40,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	91
Optics	
Zoom	6.5–44°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3888, device model ID 0x0010)
Dimensions and construction	
Weight	39 kg
Operating environment	
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3200–6500 K
Strobe frequency	1–15 Hz
Color wheel rotation	up to 30 °/s (5 rpm)
Gobo wheel 1 rotation	up to 30 °/s (5 rpm)
Gobo wheel 2 rotation	up to 30 °/s (5 rpm)
Gobo 1 rotation	up to 600 °/s (100 rpm)
Prism rotation	up to 3600 °/s (600 rpm)

Spot diameter



Distance	Ø 6.5°	Ø 44°
2 m	0.23 m	1.6 m
4 m	0.45 m	3.2 m
6 m	0.68 m	4.8 m
8 m	0.91 m	6.5 m
10 m	1.1 m	8.1 m
15 m	1.7 m	12.1 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.