DMX REFERENCE

SIRENA BAR

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_SIRENA_BAR_149885.gdtf
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1 About this manual

This document describes the SIRENA BAR by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_SIRENA_BAR_149885.gdtf from the GDTF-Share library.

File revision: “V1.0”.

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	18 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16CH	16	32	1, 17, 33, 49, ...
68CH	68	7	1, 69, 137, 205, ...

No light? Check these channels

- 16CH: CH 1 Dimmer 1 above 0; CH 3 Shutter at 0–9 or 250–255 “Open”; CH 12 Dimmer 2 above 0
- 68CH: CH 1 Dimmer 1 above 0; CH 3 Shutter at 0–9 or 250–255 “Open”; CH 12 Dimmer 2 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.

4 Installation

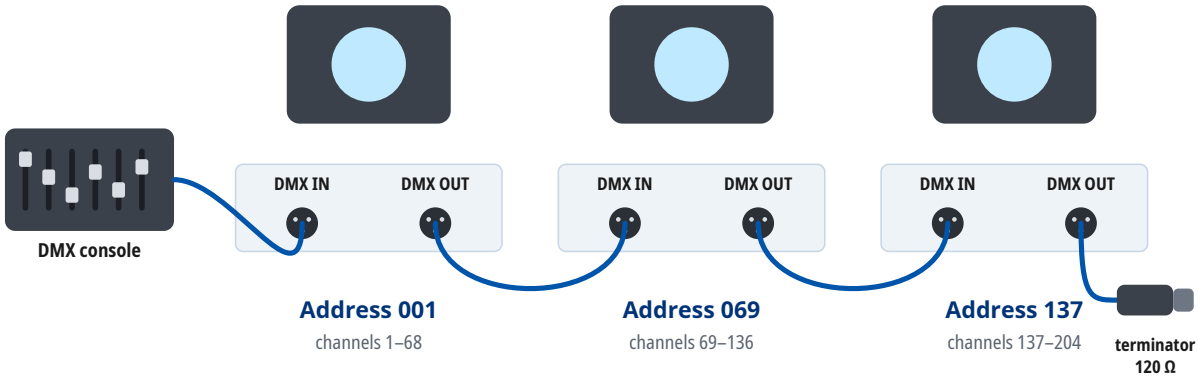
⚠ **WARNING**

- 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.
- Weight of the device: 18 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.

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 68CH: every unit occupies 68 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

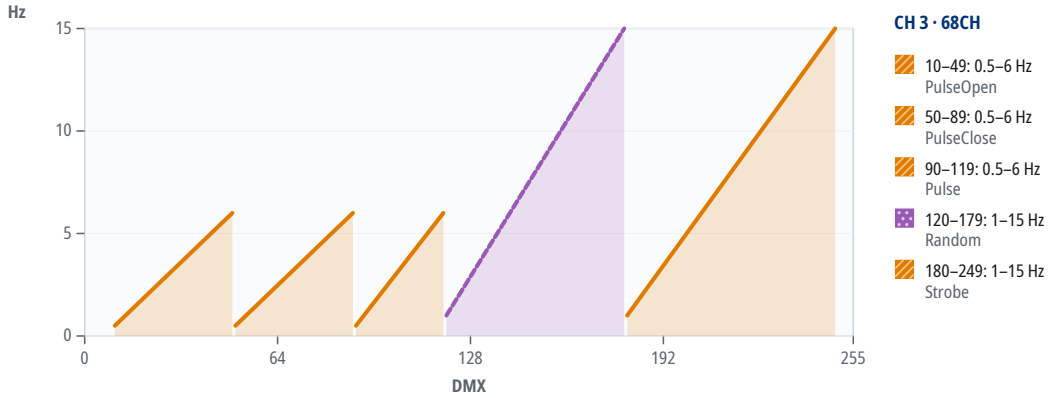
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “68CH”: 68.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “68CH”, you can use, for example, the start addresses 1, 69, 137, 205.
- 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.

7 Functions at a glance

Functions in each DMX mode

	16CH 16 channels	68CH 68 channels
Dimmer	1, 12	1, 12
Shutter / strobe	3	3
Color mixing	13–16	13–68
Color temperature	6	6
Effects / macros	5, 7–11	5, 7–11

Strobe rate



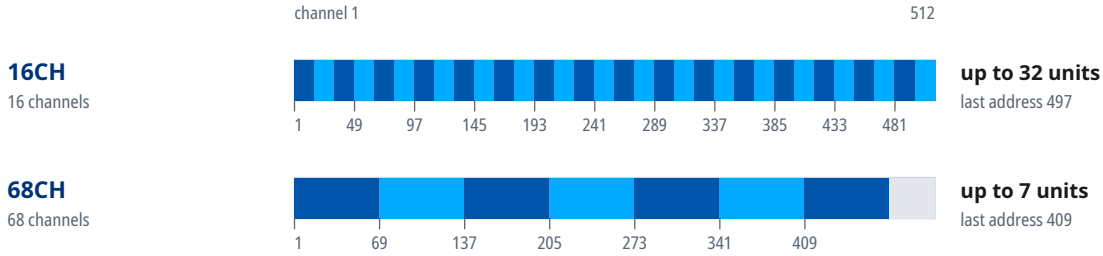
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12	13	14
CH 1	CH 5	CH 9	CH 13	CH 17	CH 21	CH 25	CH 29	CH 33	CH 37	CH 41	CH 45	CH 49	CH 53

14 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “68CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “68CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	341	11	U2 · 205	16	U3 · 69
2	69	7	409	12	U2 · 273	17	U3 · 137
3	137	8	U2 · 1	13	U2 · 341	18	U3 · 205
4	205	9	U2 · 69	14	U2 · 409	19	U3 · 273
5	273	10	U2 · 137	15	U3 · 1	20	U3 · 341

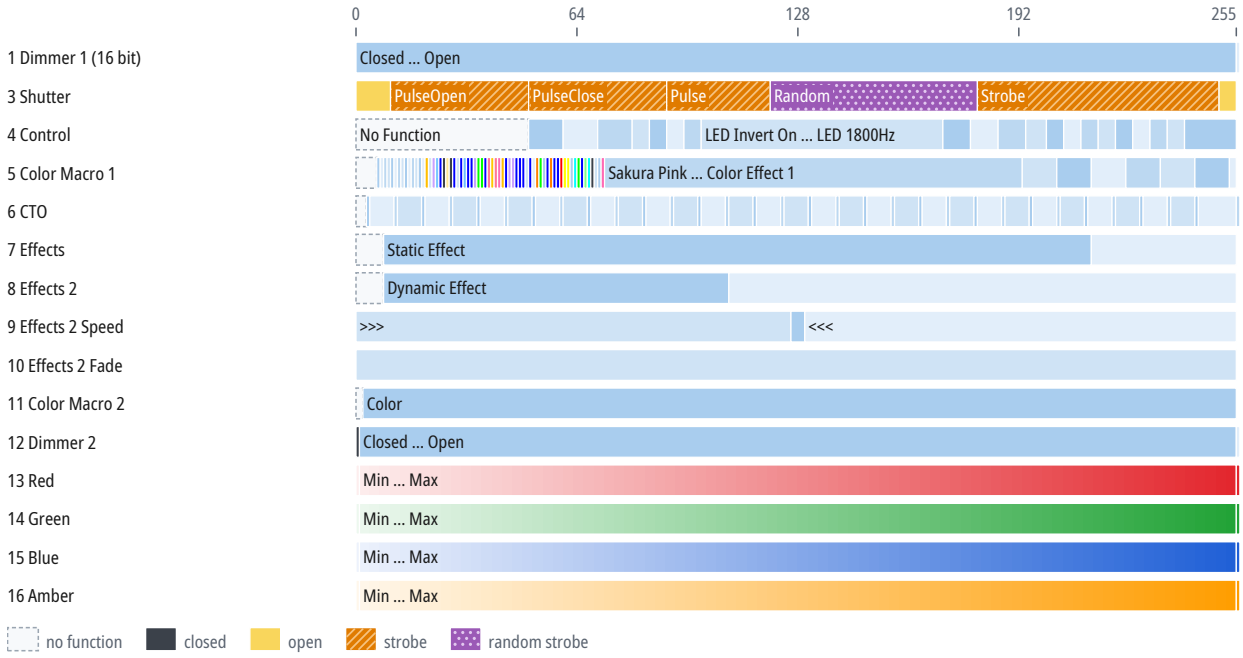
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 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 1 Dimmer 1 above 0; CH 3 Shutter at 0–9 or 250–255 “Open”; CH 12 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 13 Red 255, CH 14 Green 255, CH 15 Blue 255, CH 16 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	Closed ... Open
		255	Open
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–9	Open
		10–49	PulseOpen (0.5–6 Hz)
		50–89	PulseClose (0.5–6 Hz)
		90–119	Pulse (0.5–6 Hz)
		120–179	Random (1–15 Hz)
		180–249	Strobe (1–15 Hz)
		250–255	Open
4	Control	0–49	No Function
		50–59	Fan HighOutput
		60–69	Fan Standard
		70–79	Fan Silent
		80–84	Dis Blink Off
		85–89	Dis Blink On
		90–94	LED Invert Off
		95–99	LED Invert On

CH	Function	DMX	Description
4	Control (continued)	100–169	LED Invert On ... LED 1800Hz
		170–177	LED 1800Hz
		178–185	LED 3600Hz
		186–193	LED 7200Hz
		194–199	LED 25000Hz
		200–204	Dim Linera
		205–209	Dim Square
		210–214	Dim Inv-Square
		215–219	Dim Curve S
		220–224	Dim Normal
		225–229	Dim Speed 1
		230–234	Dim Speed 2
		235–239	Dim Speed 3
		240–255	Control 1 1
5	Color Macro 1	0–5	No Function
		6	10000K
		7	9500K
		8	9000K
		9	8500K
		10	8000K
		11	7500K
		12	7000K
		13	6500K
		14	6000K
		15	5600K
		16	4500K
		17	3200K
		18	2500K
		19	1800K
		20	Medium Bastard Amber
		21	Fire
		22	Lavender
		23	Sky Blue
		24	Just Blue
		25	Dark Yellow Green
		26	Straw
		27	Dark Pink
		28	Peacock Blue
		29	Medium Blue-Green
		30	Steel Blue
		31	Light Blue
		32	Marine Blue

CH	Function	DMX	Description
5	Color Macro 1 (continued)	33	Medium Blue
		34	Special Lavender
		35	Pale Green
		36	Primary Green
		37	Bright Blue
		38	Bright Rose
		39	Pale Gold
		40	Pale Rose
		41	Pink
		42	Bastard Amber
		43	Daylight Blue
		44	Lilac Tint
		45	Deep Lavender
		46	Lagoon Blue
		47	Alice Blue
		48	Full C T Blue
		49	Half C T Blue
		50	Quarter C T Blue
		51	Half C T Orange
		52	Quarter C T Orange
		53	Filter Minus Green
		54	Half Minus Green
		55	Three Quarter C T Blue
		56	Three Quarter C T Orange
		57	Glacier Blue
		58	Lighter Blue
		59	Begonia Red
		60	Light Wheat Yellow
		61	Light Yellow
		62	Moon White
		63	Pale Cyan
		64	Grass Green
		65	Cold Blue
		66	Light Green
		67	Cyan Cloud
		68	Dark lavender
		69	Light Wind Chime
		70	Kao Mauve
		71	Sakura Pink
		72–192	Sakura Pink ... Color Effect 1
		193–202	Color Effect 1
		203–212	Color Effect 2

CH	Function	DMX	Description
5	Color Macro 1 (continued)	213–222	Color Effect 3
		223–232	Color Effect 4
		233–242	Rainbow 1
		243–252	Rainbow 2
		253–255	Rainbow 3
6	CTO	0–2	No Function
		3	10000K
		4–10	10000K … 9500K
		11	9500K
		12–18	9500K … 9000K
		19	9000K
		20–26	9000K … 8500K
		27	8500K
		28–34	8500K … 8200K
		35	8200K
		36–42	8200K … 8000K
		43	8000K
		44–50	8000K … 7800K
		51	7800K
		52–58	7800K … 7500K
		59	7500K
		60–66	7500K … 7200K
		67	7200K
		68–74	7200K … 7000K
		75	7000K
		76–82	7000K … 6800K
		83	6800K
		84–90	6800K … 6500K
		91	6500K
		92–98	6500K … 6200K
		99	6200K
		100–106	6200K … 6000K
		107	6000K
		108–114	6000K … 5800K
		115	5800K
		116–122	5800K … 5600K
		123	5600K
		124–130	5600K … 5400K
		131	5400K
		132–138	5400K … 5200K
		139	5200K
		140–146	5200K … 5000K

CH	Function	DMX	Description
6	CTO (continued)	147	5000K
		148–154	5000K … 4800K
		155	4800K
		156–162	4800K … 4500K
		163	4500K
		164–170	4500K … 4200K
		171	4200K
		172–178	4200K … 4000K
		179	4000K
		180–186	4000K … 3700K
		187	3700K
		188–194	3700K … 3500K
		195	3500K
		196–202	3500K … 3200K
		203	3200K
		204–210	3200K … 3000K
		211	3000K
		212–218	3000K … 2700K
		219	2700K
		220–226	2700K … 2500K
		227	2500K
		228–234	2500K … 2200K
		235	2200K
		236–242	2200K … 2000K
		243	2000K
		244–254	2000K … 1800K
		255	1800K
7	Effects	0–7	No Function
		8–212	Static Effect
		213–255	Effects 1 1
8	Effects 2	0–7	No Function
		8–107	Dynamic Effect
		108–255	Effects 2 1
9	Effects 2 Speed	0–125	>>>
		126–129	Stop
		130–255	<<<
10	Effects 2 Fade	0–255	
11	Color Macro 2	0–1	No Function
		2–255	Color
12	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open

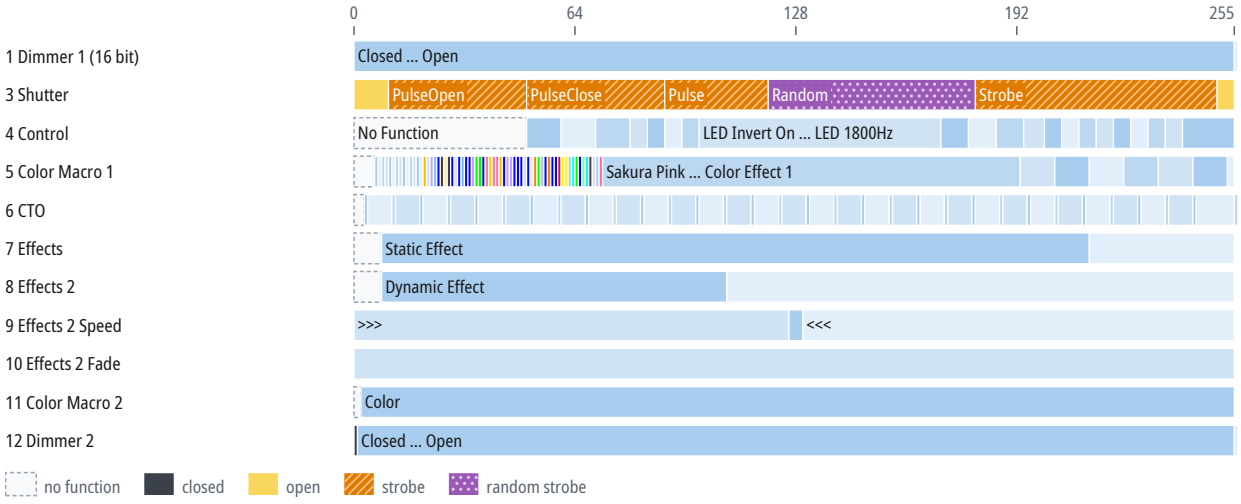
CH	Function	DMX	Description
13	Red	0	Min
		1–254	Min … Max
		255	Max
14	Green	0	Min
		1–254	Min … Max
		255	Max
15	Blue	0	Min
		1–254	Min … Max
		255	Max
16	Amber	0	Min
		1–254	Min … Max
		255	Max

Mode 68CH

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 1 above 0; CH 3 Shutter at 0–9 or 250–255 “Open”; CH 12 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 13 Red 255 (the same in each of the 14 cells), CH 14 Green 255 (the same in each of the 14 cells), CH 15 Blue 255 (the same in each of the 14 cells), CH 16 Amber 255 (the same in each of the 14 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “16CH” (p. 9)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “16CH” (p. 9)
4	Control		Same as CH 4 in the mode “16CH” (p. 9)
5	Color Macro 1		Same as CH 5 in the mode “16CH” (p. 10)
6	CTO		Same as CH 6 in the mode “16CH” (p. 12)
7	Effects		Same as CH 7 in the mode “16CH” (p. 13)
8	Effects 2		Same as CH 8 in the mode “16CH” (p. 13)

CH	Function	DMX	Description
9	Effects 2 Speed		Same as CH 9 in the mode “16CH” (p. 13)
10	Effects 2 Fade	0–255	
11	Color Macro 2		Same as CH 11 in the mode “16CH” (p. 13)
12	Dimmer 2		Same as CH 12 in the mode “16CH” (p. 13)
13	Red 1	0	Min
		1–254	Min ... Max
		255	Max
14	Green 1	0	Min
		1–254	Min ... Max
		255	Max
15	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
16	Amber 1	0	Min
		1–254	Min ... Max
		255	Max

CH 13–68: 14 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 13–16); the table below gives each cell's channel numbers.

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

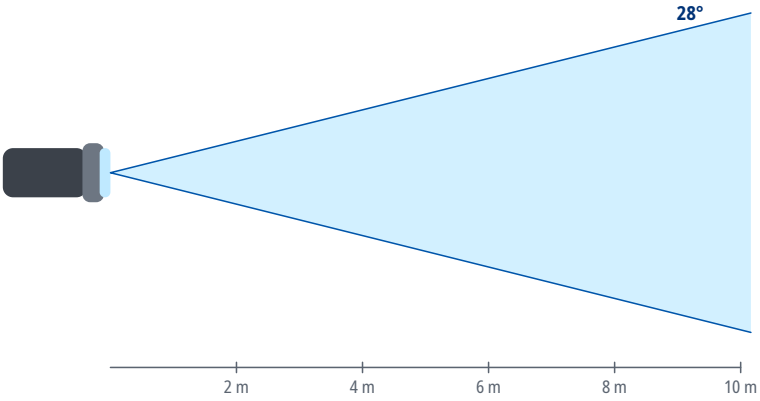
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x3888, device model ID 0x0119)
Weight	18 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–10000 K
Strobe frequency	1–15 Hz

Spot diameter



Distance	Ø 28°
2 m	1 m
4 m	2 m
6 m	3 m
8 m	4 m
10 m	5 m
15 m	7.5 m

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

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.