DMX REFERENCE

# PIXEL BAR 500

LED PIXEL BAR

Laguna Lighting

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| **Manufacturer** | Laguna Lighting |
| **GDTF file** | Laguna_Lighting_PIXEL_BAR_500_127236.gdtf |
| **GDTF revision** | V-02a · 2026-02-03 |
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# 1 About this manual

This document describes the LED PIXEL BAR by Laguna Lighting. It was compiled from the GDTF file Laguna_Lighting_PIXEL_BAR_500_127236.gdtf from the GDTF-Share library.

File revision: “V-02a”.

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 Laguna Lighting; 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 | 2 kg |

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| 32 Pixel | 96 | 5 | 1, 97, 193, 289, ... |
| 16 Pixel | 48 | 10 | 1, 49, 97, 145, ... |
| 8 Pixel | 24 | 21 | 1, 25, 49, 73, ... |



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

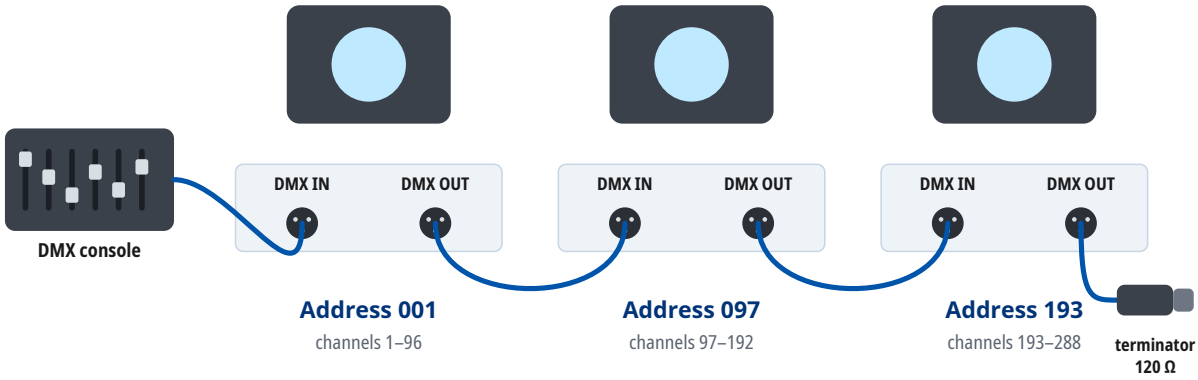
⚠ **WARNING**

- 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.
- Weight of the device: 2 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 32 Pixel: every unit occupies 96 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

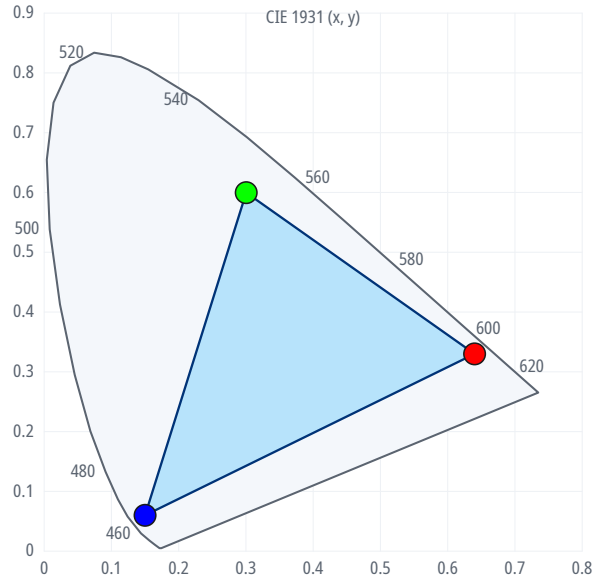
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “32 Pixel”: 96.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “32 Pixel”, you can use, for example, the start addresses 1, 97, 193, 289.
- 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

| | 32 Pixel<br>96 channels | 16 Pixel<br>48 channels | 8 Pixel<br>24 channels |
|---|---|---|---|
| Dimmer | ✓ | ✓ | ✓ |
| Color mixing | 1–96 | 1–48 | 1–24 |

## LED colors and the colors they mix




| LED | x | y |
|---|---|---|
| RED | 0.640 | 0.330 |
| GREEN | 0.300 | 0.600 |
| BRUE | 0.150 | 0.060 |

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

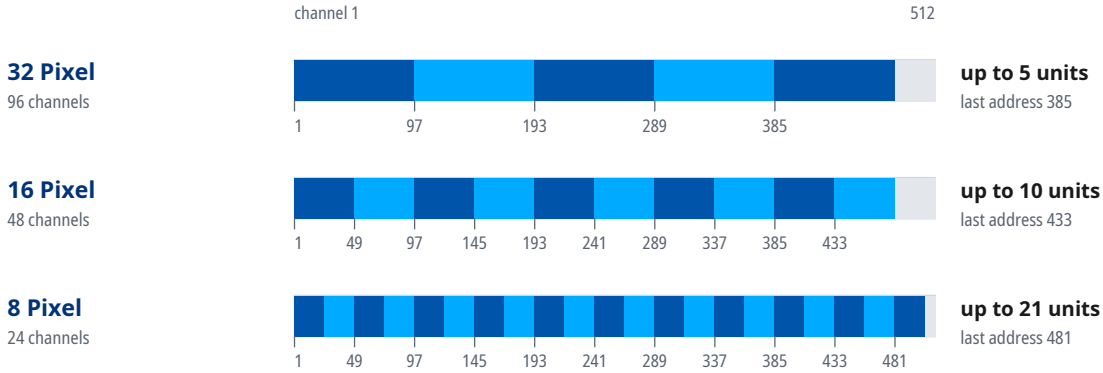
## Cells (pixels)

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CH 1 | CH 4 | CH 7 | CH 10 | CH 13 | CH 16 | CH 19 | CH 22 | CH 25 | CH 28 | CH 31 | CH 34 | CH 37 | CH 40 | CH 43 | CH 46 |
| 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| CH 49 | CH 52 | CH 55 | CH 58 | CH 61 | CH 64 | CH 67 | CH 70 | CH 73 | CH 76 | CH 79 | CH 82 | CH 85 | CH 88 | CH 91 | CH 94 |

32 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “32 Pixel”.

# 8 DMX channels

### Units in one DMX universe




### Start addresses of 20 units in the mode “32 Pixel”

| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | U2 · 1 | 11 | U3 · 1 | 16 | U4 · 1 |
| 2 | 97 | 7 | U2 · 97 | 12 | U3 · 97 | 17 | U4 · 97 |
| 3 | 193 | 8 | U2 · 193 | 13 | U3 · 193 | 18 | U4 · 193 |
| 4 | 289 | 9 | U2 · 289 | 14 | U3 · 289 | 19 | U4 · 289 |
| 5 | 385 | 10 | U2 · 385 | 15 | U3 · 385 | 20 | U4 · 385 |

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 32 Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 32 cells), CH 2 Green 255 (the same in each of the 32 cells), CH 3 Blue 255 (the same in each of the 32 cells).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |
| **2** | Green 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |
| **3** | Blue 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |

CH 1–96: 32 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 2 | 4 | 5 | 6 | 3 | 7 | 8 | 9 |
| 4 | 10 | 11 | 12 | 5 | 13 | 14 | 15 | 6 | 16 | 17 | 18 |
| 7 | 19 | 20 | 21 | 8 | 22 | 23 | 24 | 9 | 25 | 26 | 27 |
| 10 | 28 | 29 | 30 | 11 | 31 | 32 | 33 | 12 | 34 | 35 | 36 |
| 13 | 37 | 38 | 39 | 14 | 40 | 41 | 42 | 15 | 43 | 44 | 45 |
| 16 | 46 | 47 | 48 | 17 | 49 | 50 | 51 | 18 | 52 | 53 | 54 |
| 19 | 55 | 56 | 57 | 20 | 58 | 59 | 60 | 21 | 61 | 62 | 63 |
| 22 | 64 | 65 | 66 | 23 | 67 | 68 | 69 | 24 | 70 | 71 | 72 |
| 25 | 73 | 74 | 75 | 26 | 76 | 77 | 78 | 27 | 79 | 80 | 81 |
| 28 | 82 | 83 | 84 | 29 | 85 | 86 | 87 | 30 | 88 | 89 | 90 |
| 31 | 91 | 92 | 93 | 32 | 94 | 95 | 96 | | | | |

## Mode 16 Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0 | MIN |
| | | 1–254 | MIN ... MAX |
| | | 255 | MAX |
| **2** | Green 1 | 0 | MIN |
| | | 1–254 | MIN ... MAX |
| | | 255 | MAX |
| **3** | Blue 1 | 0 | MIN |
| | | 1–254 | MIN ... MAX |
| | | 255 | MAX |

CH 1–48: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 2 | 4 | 5 | 6 | 3 | 7 | 8 | 9 |
| 4 | 10 | 11 | 12 | 5 | 13 | 14 | 15 | 6 | 16 | 17 | 18 |
| 7 | 19 | 20 | 21 | 8 | 22 | 23 | 24 | 9 | 25 | 26 | 27 |
| 10 | 28 | 29 | 30 | 11 | 31 | 32 | 33 | 12 | 34 | 35 | 36 |
| 13 | 37 | 38 | 39 | 14 | 40 | 41 | 42 | 15 | 43 | 44 | 45 |
| 16 | 46 | 47 | 48 | | | | | | | | |

## Mode 8 Pixel

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells).

| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |
| **2** | Green 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |
| **3** | Blue 1 | 0 | MIN |
| | | 1–254 | MIN … MAX |
| | | 255 | MAX |

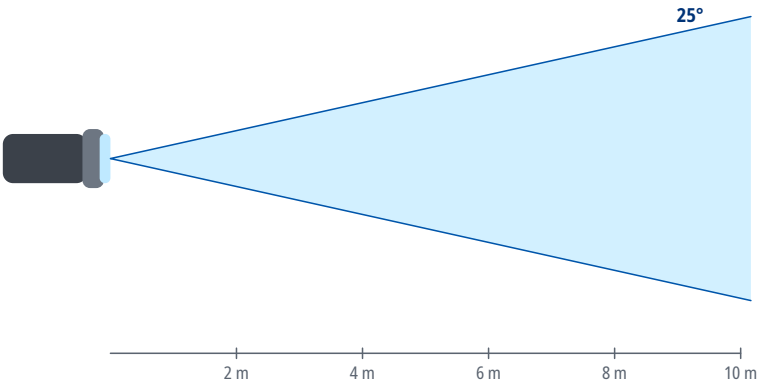
CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 2 | 4 | 5 | 6 | 3 | 7 | 8 | 9 |
| 4 | 10 | 11 | 12 | 5 | 13 | 14 | 15 | 6 | 16 | 17 | 18 |
| 7 | 19 | 20 | 21 | 8 | 22 | 23 | 24 | | | | |

# 9 Technical specifications

| Parameter | Value |
|---|---|
| Light source | discharge lamp |
| Weight | 2 kg |
| Operating temperature | -4 to 40 °C |

### Spot diameter




| Distance | Ø 25° |
|---|---|
| 2 m | 0.89 m |
| 4 m | 1.8 m |
| 6 m | 2.7 m |
| 8 m | 3.5 m |
| 10 m | 4.4 m |
| 15 m | 6.7 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.