DMX REFERENCE

eMotion Tube

Leding

Manufacturer	Leding
GDTF file	Leding_eMotion_tube_139145.gdtf
GDTF revision	v001 · 2026-04-17
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 8
Mode 5 ch 9
Mode HSV 9
Mode RGBMA 10
Mode 10 ch 11
Mode 12 ch 12
Mode 20 ch 14
Mode 40 ch 16
Mode 80 ch 17
Mode 85 ch 18
9 Technical specifications 20
10 Maintenance and cleaning 20
11 Troubleshooting 20
12 Disposal 21

1 About this manual

This document describes the eMotion Tube by Leding. It was compiled from the GDTF file Leding_eMotion_tube_139145.gdtf from the GDTF-Share library.

File revision: “v001”.

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 Leding; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
5 ch	5	102	1, 6, 11, 16, ...
HSV	3	170	1, 4, 7, 10, ...
RGBMA	5	102	1, 6, 11, 16, ...
10 ch	10	51	1, 11, 21, 31, ...
12 ch	12	42	1, 13, 25, 37, ...
20 ch	20	25	1, 21, 41, 61, ...
40 ch	40	12	1, 41, 81, 121, ...
80 ch	80	6	1, 81, 161, 241, ...
85 ch	85	6	1, 86, 171, 256, ...



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

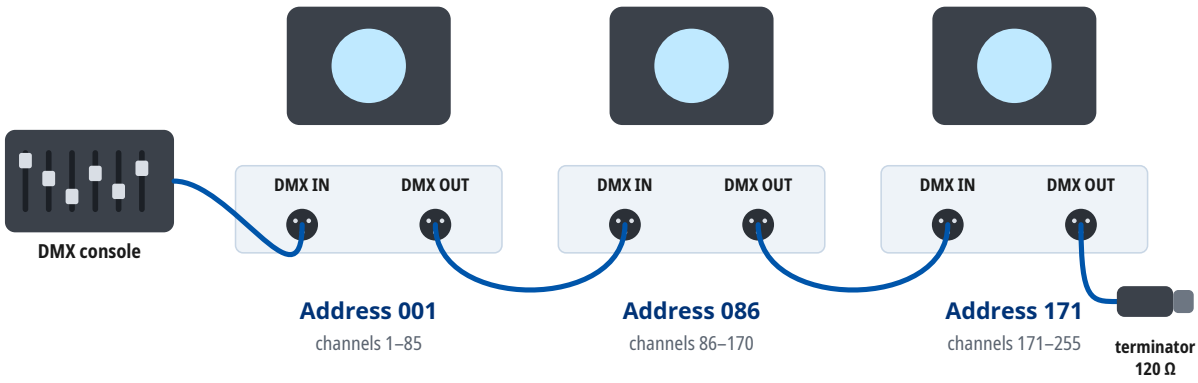
⚠ WARNING

- 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.
- 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 85 ch: every unit occupies 85 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

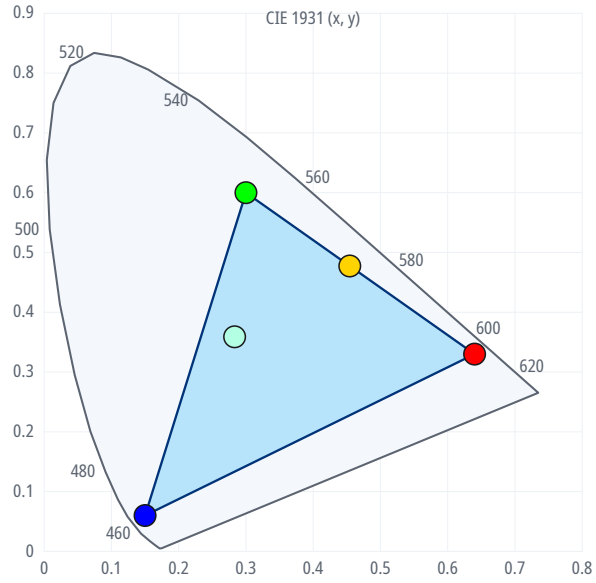
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “85 ch”: 85.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “85 ch”, you can use, for example, the start addresses 1, 86, 171, 256.
- 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

	5 ch 5 channels	HSV 3 channels	RGBMA 5 channels	10 ch 10 channels	12 ch 12 channels	20 ch 20 channels	40 ch 40 channels	80 ch 80 channels
Dimmer	1	3	✓	✓	1	✓	✓	✓
Shutter / strobe					8			
Color mixing			1–5	1–10	3–7	1–20	1–40	1–80
Pixel control						✓	8 cells	16 cells

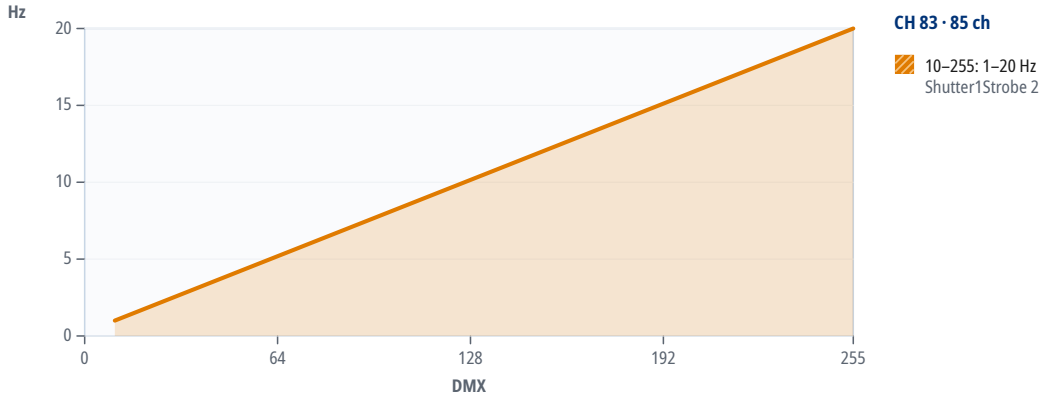
LED colors and the colors they mix



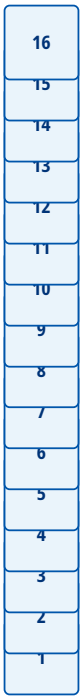
LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Mint	0.283	0.359
Amber	0.454	0.477

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

Strobe rate



Cells (pixels)



16 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “85 ch” drives them together.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “85 ch”

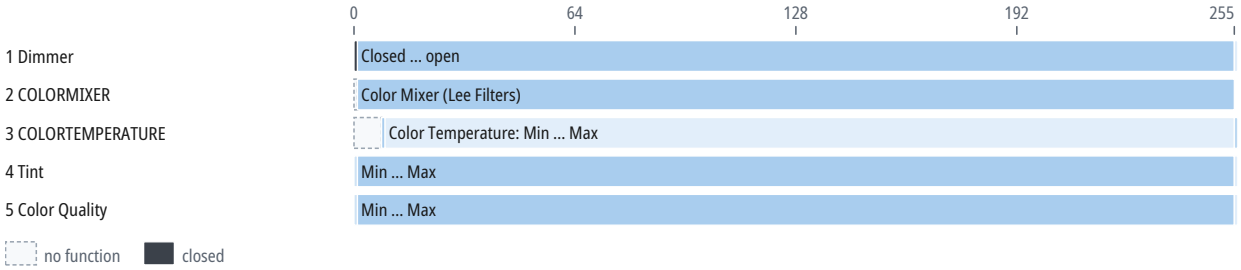
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	426	11	U2 · 341	16	U3 · 256
2	86	7	U2 · 1	12	U2 · 426	17	U3 · 341
3	171	8	U2 · 86	13	U3 · 1	18	U3 · 426
4	256	9	U2 · 171	14	U3 · 86	19	U4 · 1
5	341	10	U2 · 256	15	U3 · 171	20	U4 · 86

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 5 ch

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.

Channel functions at a glance

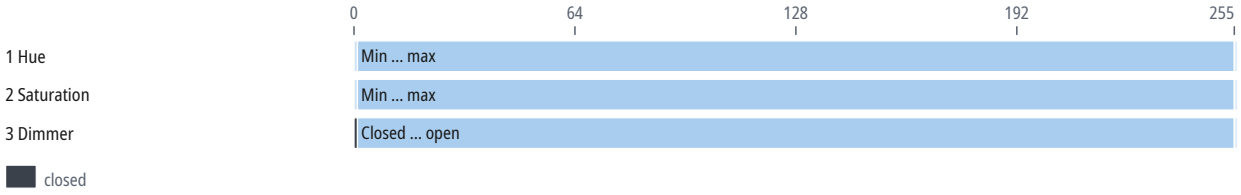


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
2	COLORMIXER	0	No Function
		1–255	Color Mixer (Lee Filters)
3	COLORTEMPERATURE	0–7	No Function
		8	Color Temperature: Min
		9–254	Color Temperature: Min ... Max
		255	Color Temperature: Max
4	Tint	0	Min
		1–254	Min ... Max
		255	Max
5	Color Quality	0	Min
		1–254	Min ... Max
		255	Max

Mode HSV

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255.

Channel functions at a glance

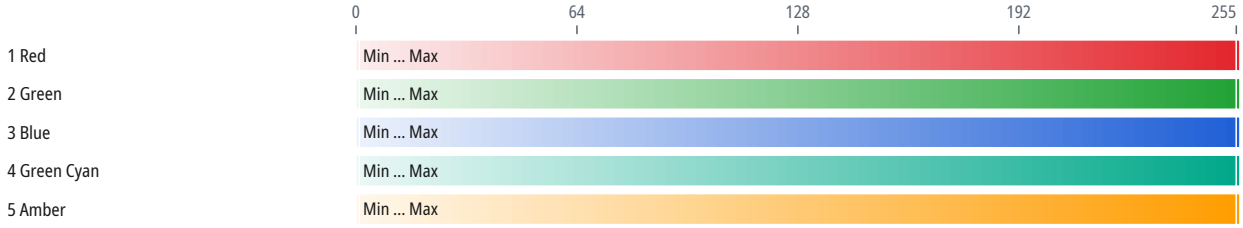


CH	Function	DMX	Description
1	Hue	0	Min
		1–254	Min … max
		255	Max
2	Saturation	0	Min
		1–254	Min … max
		255	Max
3	Dimmer		Same as CH 1 in the mode “5 ch” (p. 9)

Mode RGBMA

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Green Cyan 255, CH 5 Amber 255.

Channel functions at a glance

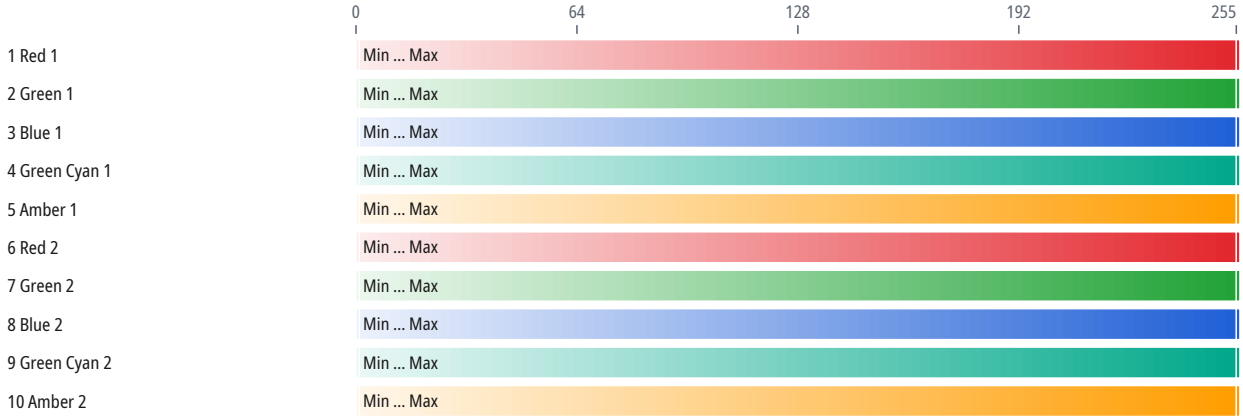


CH	Function	DMX	Description
1	Red		Color RGB_R 1
		0	Min
		1–254	Min … Max
		255	Max
2	Green		Color RGB_G 1
		0	Min
		1–254	Min … Max
		255	Max
3	Blue		Color RGB_B 1
		0	Min
		1–254	Min … Max
		255	Max
4	Green Cyan		Color RGB_GC 1
		0	Min
		1–254	Min … Max
		255	Max
5	Amber		Color RGB_RY 1
		0	Min
		1–254	Min … Max
		255	Max

Mode 10 ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Green Cyan 1 255, CH 5 Amber 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Green Cyan 2 255, CH 10 Amber 2 255.

Channel functions at a glance



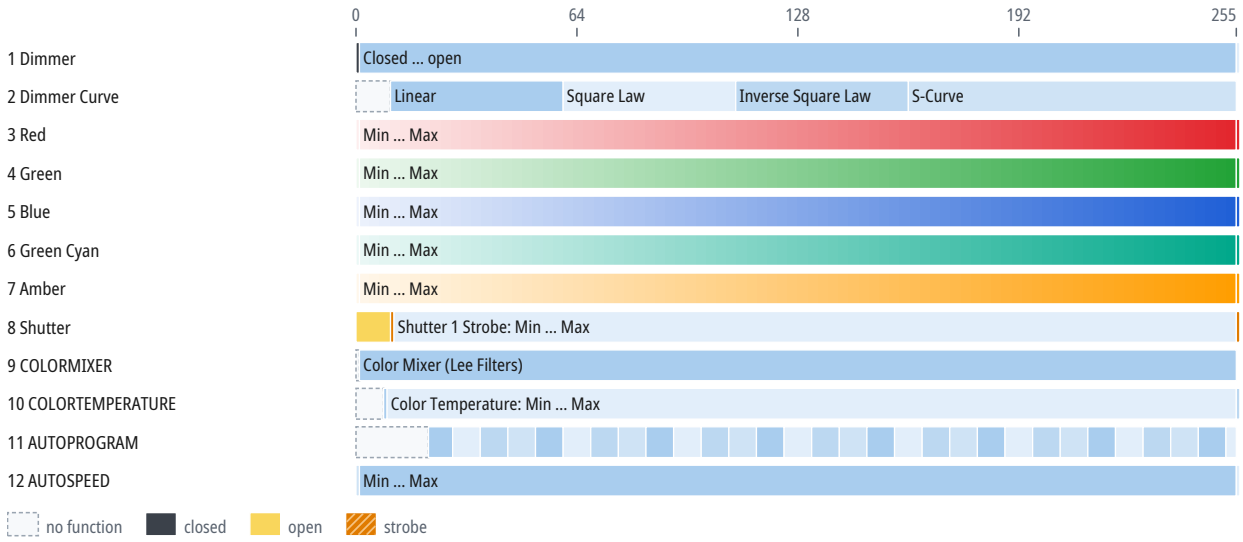
CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
2	Green 1		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
4	Green Cyan 1		Color RGB_GC 1
		0	Min
		1–254	Min ... Max
		255	Max
5	Amber 1		Color RGB_RY 1
		0	Min
		1–254	Min ... Max
		255	Max
6	Red 2		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
7	Green 2		Color RGB_G 1

CH	Function	DMX	Description
7	Green 2 (continued)	0	Min
		1–254	Min ... Max
		255	Max
8	Blue 2		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
9	Green Cyan 2		Color RGB_GC 1
		0	Min
		1–254	Min ... Max
		255	Max
10	Amber 2		Color RGB_RY 1
		0	Min
		1–254	Min ... Max
		255	Max

Mode 12 ch

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5 ch” (p. 9)
2	Dimmer Curve	0–9	No Function
		10–59	Linear
		60–109	Square Law
		110–159	Inverse Square Law

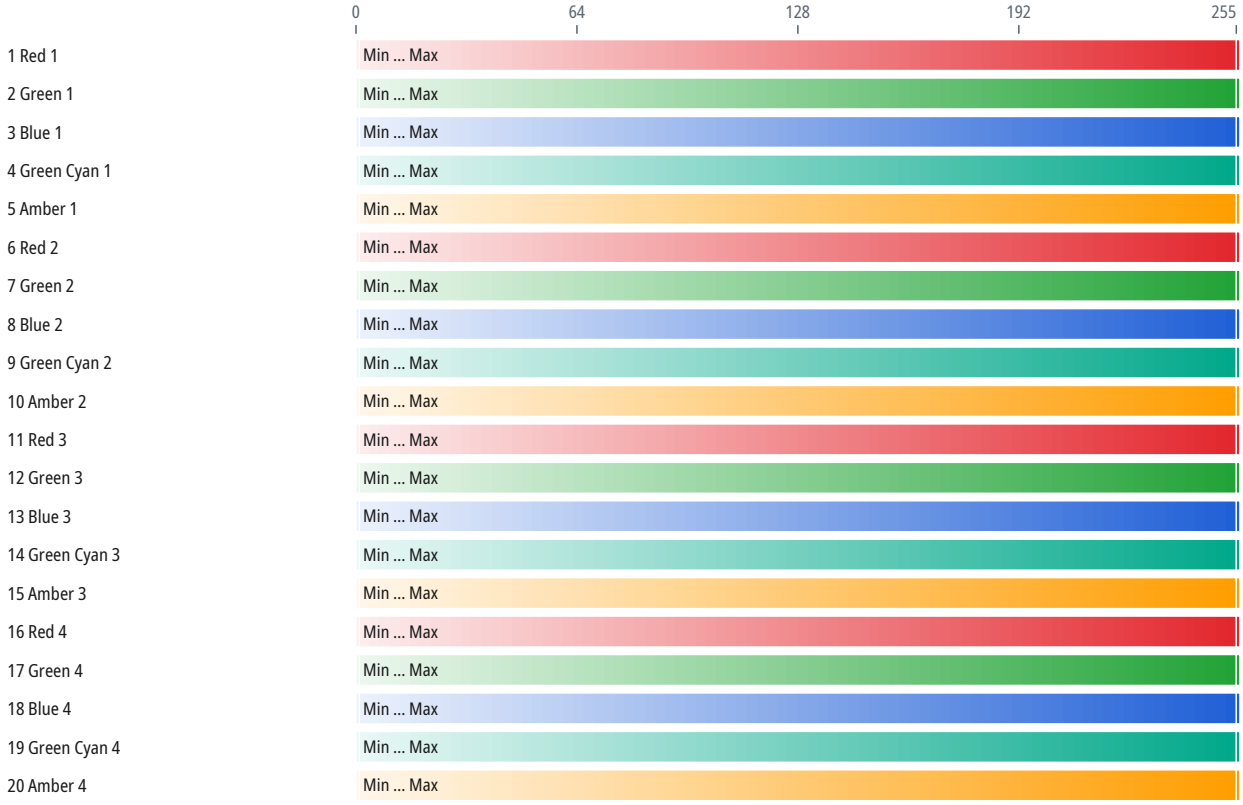
CH	Function	DMX	Description
2	Dimmer Curve (continued)	160–255	S-Curve
3	Red		Same as CH 1 in the mode “RGBMA” (p. 10)
4	Green		Same as CH 2 in the mode “RGBMA” (p. 10)
5	Blue		Same as CH 3 in the mode “RGBMA” (p. 10)
6	Green Cyan		Same as CH 4 in the mode “RGBMA” (p. 10)
7	Amber		Same as CH 5 in the mode “RGBMA” (p. 10)
8	Shutter	0–9	Shutter 1: Open
		10	Shutter 1 Strobe: Min
		11–254	Shutter 1 Strobe: Min ... Max
		255	Shutter 1 Strobe: Max
9	COLORMIXER		Same as CH 2 in the mode “5 ch” (p. 9)
10	COLORTEMPERATURE		Same as CH 3 in the mode “5 ch” (p. 9)
11	AUTOPROGRAM	0–20	No Function
		21–27	Auto 1
		28–35	Auto 2
		36–43	Auto 3
		44–51	Auto 4
		52–59	Auto 5
		60–67	Auto 6
		68–75	Auto 7
		76–83	Auto 8
		84–91	Auto 9
		92–99	Auto 10
		100–107	Auto 11
		108–115	Auto 12
		116–123	Auto 13
		124–131	Auto 14
		132–139	Auto 15
		140–147	Auto 16
		148–155	Auto 17
		156–163	Auto 18
		164–171	Auto 19
		172–179	Auto 20
		180–187	Auto 21
		188–195	Auto 22
		196–203	Auto 23
		204–211	Auto 24
		212–219	Auto 25
		220–227	Auto 26
		228–235	Auto 27
		236–243	Auto 28

CH	Function	DMX	Description
11	AUTOPROGRAM (continued)	244–251	Auto 29
		252–255	Auto 30
12	AUTOSPEED	0	Min
		1–254	Min ... Max
		255	Max

Mode 20 ch

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

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “10 ch” (p. 11)
2	Green 1		Same as CH 2 in the mode “10 ch” (p. 11)
3	Blue 1		Same as CH 3 in the mode “10 ch” (p. 11)
4	Green Cyan 1		Same as CH 4 in the mode “10 ch” (p. 11)
5	Amber 1		Same as CH 5 in the mode “10 ch” (p. 11)
6	Red 2		Same as CH 6 in the mode “10 ch” (p. 11)
7	Green 2		Same as CH 7 in the mode “10 ch” (p. 11)
8	Blue 2		Same as CH 8 in the mode “10 ch” (p. 12)

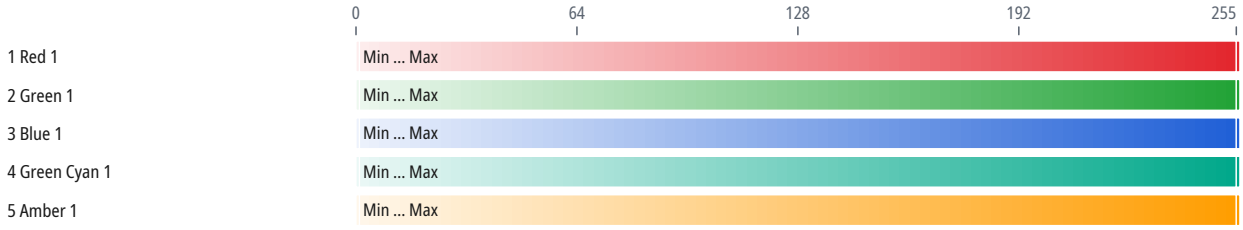
CH	Function	DMX	Description
9	Green Cyan 2		Same as CH 9 in the mode “10 ch” (p. 12)
10	Amber 2		Same as CH 10 in the mode “10 ch” (p. 12)
11	Red 3		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
12	Green 3		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max
13	Blue 3		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
14	Green Cyan 3		Color RGB_GC 1
		0	Min
		1–254	Min ... Max
		255	Max
15	Amber 3		Color RGB_RY 1
		0	Min
		1–254	Min ... Max
		255	Max
16	Red 4		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
17	Green 4		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max
18	Blue 4		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
19	Green Cyan 4		Color RGB_GC 1
		0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
20	Amber 4		Color RGB_RY 1
		0	Min
		1–254	Min … Max
		255	Max

Mode 40 ch

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 4 Green Cyan 255 (the same in each of the 8 cells), CH 5 Amber 255 (the same in each of the 8 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0	Min
		1–254	Min … Max
		255	Max
2	Green 1		Color RGB_G 1
		0	Min
		1–254	Min … Max
		255	Max
3	Blue 1		Color RGB_B 1
		0	Min
		1–254	Min … Max
		255	Max
4	Green Cyan 1		Color RGB_GC 1
		0	Min
		1–254	Min … Max
		255	Max
5	Amber 1		Color RGB_RY 1
		0	Min
		1–254	Min … Max
		255	Max

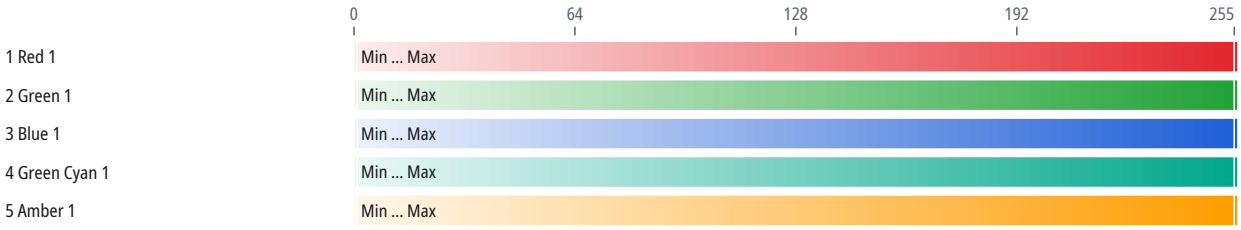
CH 1–40: 8 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Green Cyan	Amber	Cell	Red	Green	Blue	Green Cyan	Amber
1	1	2	3	4	5	2	6	7	8	9	10
3	11	12	13	14	15	4	16	17	18	19	20
5	21	22	23	24	25	6	26	27	28	29	30
7	31	32	33	34	35	8	36	37	38	39	40

Mode 80 ch

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 4 Green Cyan 255 (the same in each of the 16 cells), CH 5 Amber 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
2	Green 1		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
4	Green Cyan 1		Color RGB_GC 1
		0	Min
		1–254	Min ... Max
		255	Max
5	Amber 1		Color RGB_RY 1
		0	Min
		1–254	Min ... Max
		255	Max

CH 1–80: 16 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 1–5); the table

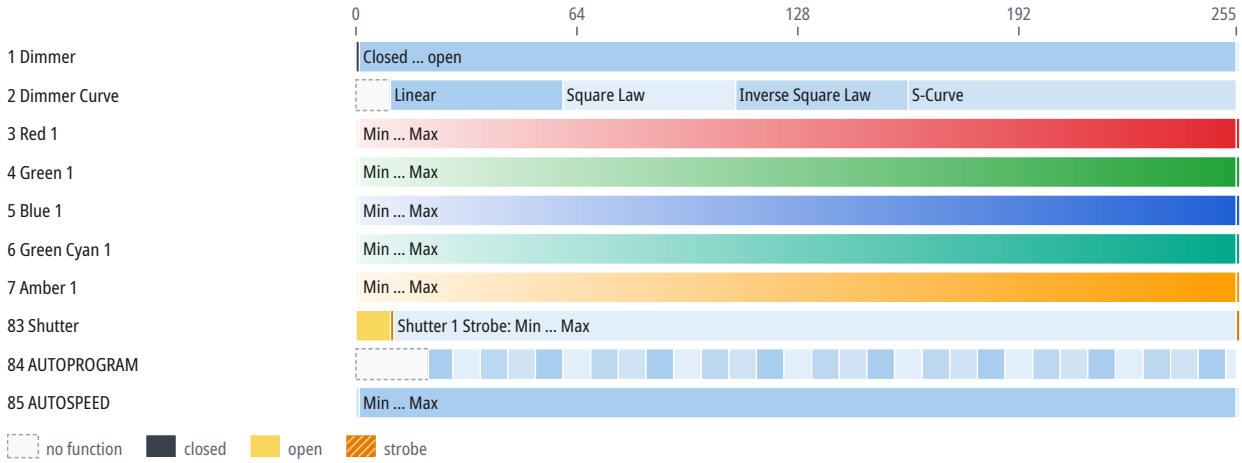
below gives each cell's channel numbers.

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

Mode 85 ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Dimmer Curve above 9; CH 83 Shutter at 0–9 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 6 Green Cyan 255 (the same in each of the 16 cells), CH 7 Amber 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5 ch” (p. 9)
2	Dimmer Curve		Same as CH 2 in the mode “12 ch” (p. 12)
3	Red 1		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
4	Green 1		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
5	Blue 1		Color RGB_B 1
		0	Min
		1–254	Min … Max
		255	Max
6	Green Cyan 1		Color RGB_GC 1
		0	Min
		1–254	Min … Max
		255	Max
7	Amber 1		Color RGB_RY 1
		0	Min
		1–254	Min … Max
		255	Max
83	Shutter		Same as CH 8 in the mode “12 ch” (p. 13)
84	AUTOPROGRAM		Same as CH 11 in the mode “12 ch” (p. 13)
85	AUTOSPEED		Same as CH 12 in the mode “12 ch” (p. 14)

CH 3–82: 16 cells of 5 channels each. Every cell works as cell 1 in the table above (CH 3–7); the table below gives each cell's channel numbers.

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

9 Technical specifications

Parameter	Value
Light source	LED
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

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.