DMX REFERENCE

Auroris 10

LiteGear Auroris 10 OS 2.8

LiteGear



Manufacturer	LiteGear
GDTF file	LiteGear_Auroris_10_39453.gdtf
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1 About this manual

This document describes the LiteGear Auroris 10 OS 2.8 by LiteGear. It was compiled from the GDTF file LiteGear_Auroris_10_39453.gdtf from the GDTF-Share library.

File revision: “2.05”.

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 LiteGear; 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	55.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1: Bi-Color Hybrid 8B	2	256	1, 3, 5, 7, ...
Mode 2: Bi-Color Hybrid + 16B	4	128	1, 5, 9, 13, ...
Mode 3: Bi-Color Hybrid + Pixel 8B	48	10	1, 49, 97, 145, ...
Mode 4: Bi-Color Hybrid + Pixel 16B	96	5	1, 97, 193, 289, ...
Mode 6: TrueHybrid 8B	3	170	1, 4, 7, 10, ...
Mode 7: TrueHybrid 16B	5	102	1, 6, 11, 16, ...
Mode 8: TrueHybrid Pixel 8B	72	7	1, 73, 145, 217, ...
Mode 9: TrueHybrid Pixel 16B	120	4	1, 121, 241, 361
Mode 11: Spectrum 8B	5	102	1, 6, 11, 16, ...
Mode 12: Spectrum 16B	9	56	1, 10, 19, 28, ...
Mode 13: Spectrum 8B Pixel	120	4	1, 121, 241, 361
Mode 14: Spectrum Pixel 16B	216	2	1, 217
Mode 16 - RGB 8B	3	170	1, 4, 7, 10, ...
Mode 17 - RGB 16B	6	85	1, 7, 13, 19, ...
Mode 18: RGB Pixel 8B	72	7	1, 73, 145, 217, ...
Mode 19 : RGB Pixel 16B	144	3	1, 145, 289
Mode 20: RGB Spectrum 8B	5	102	1, 6, 11, 16, ...
Mode 21: RGB Spectrum 16B	10	51	1, 11, 21, 31, ...
Mode 22: RGB Spectrum Pixel 8B	120	4	1, 121, 241, 361
Mode 23: RGB Spectrum Pixel 16B	240	2	1, 241



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

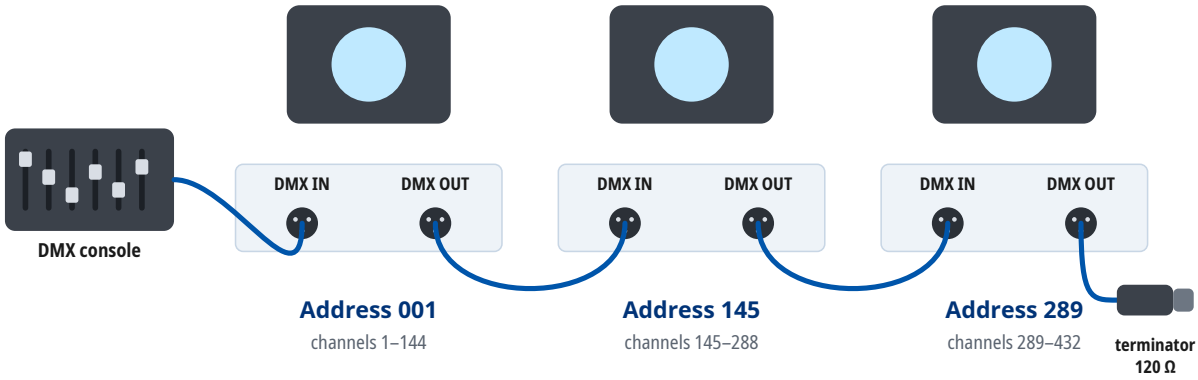
⚠ **WARNING**

- 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: 55.8 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 19 : RGB Pixel 16B: every unit occupies 144 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

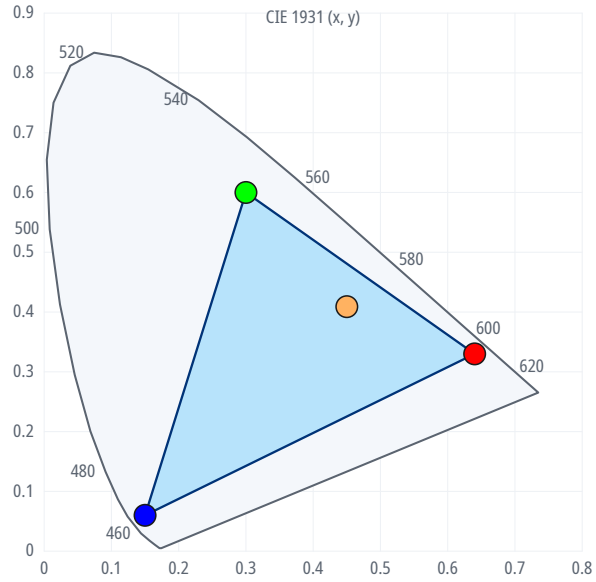
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 23: RGB Spectrum Pixel 16B”: 240.
- Choose start addresses so that the channels of individual devices do not overlap 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 23: RGB Spectrum Pixel 16B”, you can use, for example, the start addresses 1, 241.
- 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

	Mode 1: Bi-Color Hybrid 8B 2 channels	Mode 2: Bi-Color Hybrid + 16B 4 channels	Mode 3: Bi-Color Hybrid + Pixel 8B 48 channels	Mode 4: Bi-Color Hybrid + Pixel 16B 96 channels	Mode 6: TrueHybrid 8B 3 channels	Mode 7: TrueHybrid 16B 5 channels	Mode 8: TrueHybrid Pixel 8B 72 channels	Mode 9: TrueHybrid Pixel 16B 120 channels
Dimmer	1	1	96 channels (1–231)	96 channels (1–231)	1	1	96 channels (1–231)	96 channels (1–231)
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit
Color temperature	2	3	96 channels (2–232)	96 channels (3–233)	2	3	96 channels (2–232)	96 channels (3–233)

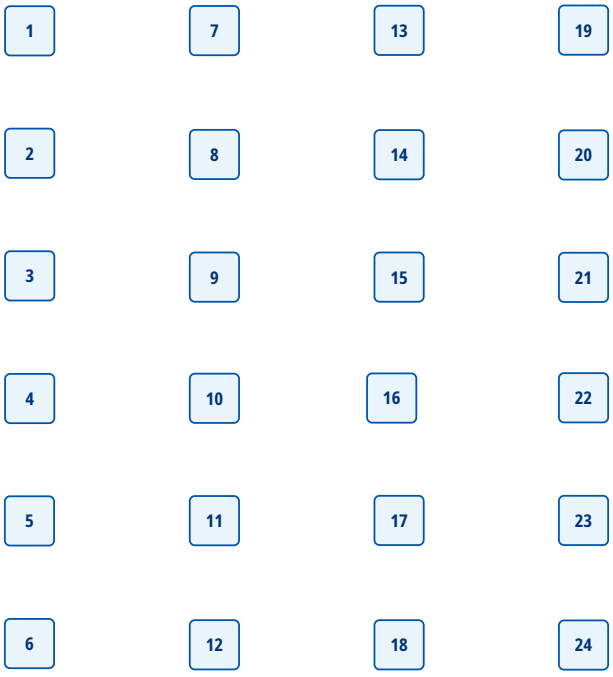
LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	640
Green	0.300	0.600	520
Blue	0.150	0.060	450
White	0.450	0.409	

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

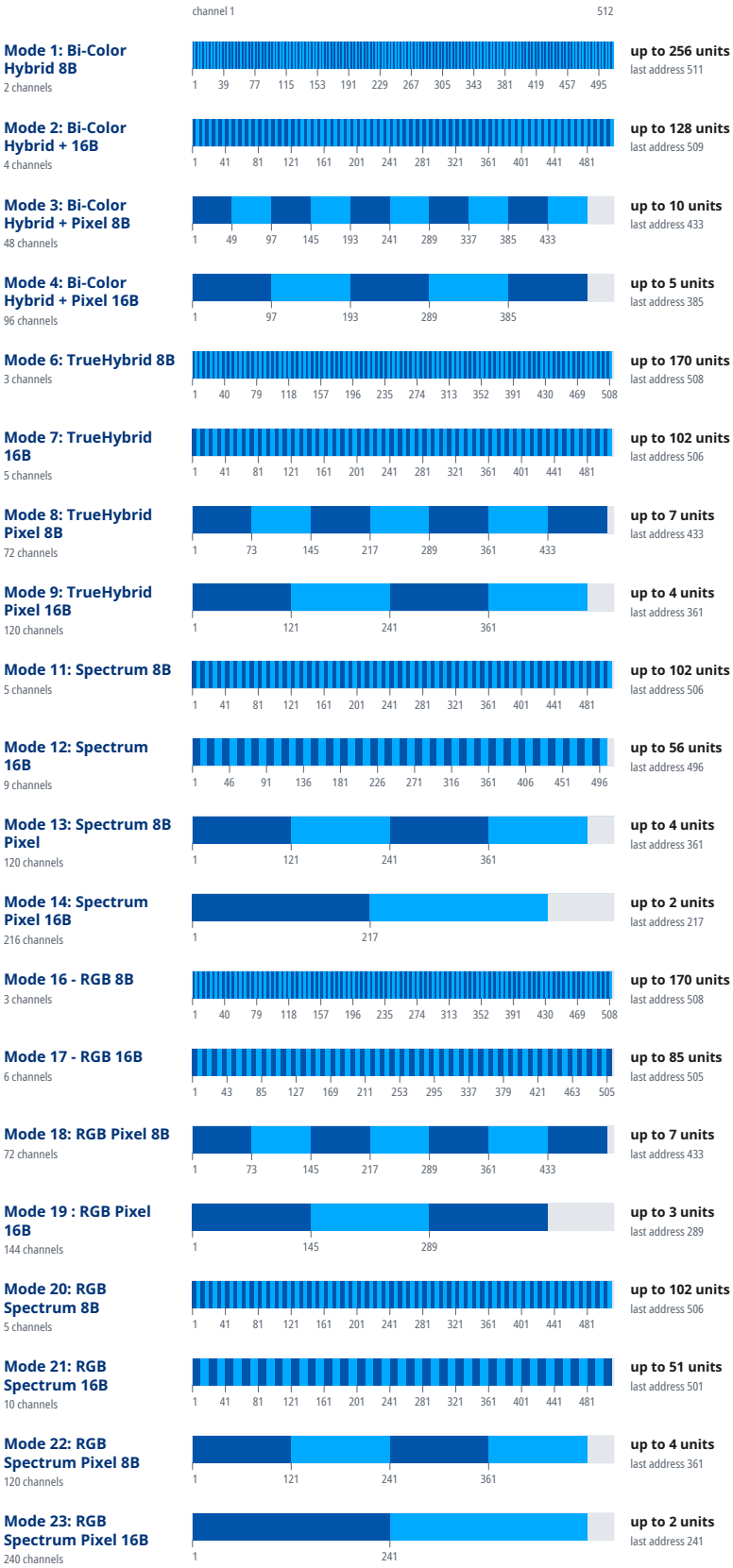
Cells (pixels)



Cells where the GDTF file places them (seen from above), 24 in all; numbered in the order of their first DMX channel in the mode “Mode 13: Spectrum 8B Pixel”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 23: RGB Spectrum Pixel 16B”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 241	11	U6 · 1	16	U8 · 241
2	241	7	U4 · 1	12	U6 · 241	17	U9 · 1
3	U2 · 1	8	U4 · 241	13	U7 · 1	18	U9 · 241
4	U2 · 241	9	U5 · 1	14	U7 · 241	19	U10 · 1
5	U3 · 1	10	U5 · 241	15	U8 · 1	20	U10 · 241

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 1: Bi-Color Hybrid 8B

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	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0–255	2600–6000 K

Mode 2: Bi-Color Hybrid + 16B

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 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2600–6000 K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3

Mode 3: Bi-Color Hybrid + Pixel 8B

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0–255	2600–6000 K

CH 1–48: 24 cells of 2 channels each. Every cell works as cell 1 in the table above (CH 1–2); the table below gives each cell's channel numbers.

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

Mode 4: Bi-Color Hybrid + Pixel 16B

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 above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 0 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature 1	0–255	2600–6000 K
4	Color Temperature 1 Fine	0–255	Fine adjustment of CH 3

CH 1–96: 24 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

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

Mode 6: TrueHybrid 8B

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 100.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
3	Tint	0–10	Neutral
		11–20	Full Minus Green
		21–119	Minus Green Range
		120–145	Neutral
		146–244	Plus Green Range
		245–255	Full Plus Green

Mode 7: TrueHybrid 16B

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 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “Mode 6: TrueHybrid 8B” (p. 11)

Mode 8: TrueHybrid Pixel 8B

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
3	Tint 1	0–10	Neutral
		11–20	Full Minus Green
		21–119	Minus Green Range
		120–145	Neutral
		146–244	Plus Green Range
		245–255	Full Plus Green

CH 1–72: 24 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	Dimmer	Color Temperature	Tint	Cell	Dimmer	Color Temperature	Tint	Cell	Dimmer	Color Temperature	Tint
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

Mode 9: TrueHybrid Pixel 16B

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 above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
4	Color Temperature 1 Fine	0–255	Fine adjustment of CH 3
5	Tint 1	0–10	Neutral
		11–20	Full Minus Green
		21–119	Minus Green Range
		120–145	Neutral
		146–244	Plus Green Range
		245–255	Full Plus Green

CH 1–120: 24 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	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Tint	Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Tint
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

Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Tint	Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Tint
15	71	72	73	74	75	16	76	77	78	79	80
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120

Mode 11: Spectrum 8B

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 100.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature		Same as CH 2 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
3	Tint		Same as CH 3 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
4	Saturation	0–255	
5	Hue	0–255	

Mode 12: Spectrum 16B

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 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
6	Saturation	0–255	
7	Saturation Fine	0–255	Fine adjustment of CH 6
8	Hue	0–255	
9	Hue Fine	0–255	Fine adjustment of CH 8

Mode 13: Spectrum 8B Pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)

CH	Function	DMX	Description
3	Tint 1	0–10	Neutral
		11–20	Full Minus Green
		21–119	Minus Green Range
		120–145	Neutral
		146–244	Plus Green Range
		245–255	Full Plus Green
4	Saturation 1	0–255	
5	Hue 1	0–255	

CH 1–120: 24 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	Dimmer	Color Temperature	Tint	Saturation	Hue	Cell	Dimmer	Color Temperature	Tint	Saturation	Hue
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
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120

Mode 14: Spectrum Pixel 16B

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 above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
4	Color Temperature 1 Fine	0–255	Fine adjustment of CH 3
5	Tint 1	0–10	Neutral
		11–20	Full Minus Green
		21–119	Minus Green Range
		120–145	Neutral
		146–244	Plus Green Range

CH	Function	DMX	Description
5	Tint 1 (continued)	245–255	Full Plus Green
6	Saturation 1	0–255	
7	Saturation 1 Fine	0–255	Fine adjustment of CH 6
8	Hue 1	0–255	
9	Hue 1 Fine	0–255	Fine adjustment of CH 8

CH 1–216: 24 cells of 9 channels each. Every cell works as cell 1 in the table above (CH 1–9); the table below gives each cell's channel numbers.

Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Tint	Saturation	Saturation Fine	Hue	Hue Fine
1	1	2	3	4	5	6	7	8	9
2	10	11	12	13	14	15	16	17	18
3	19	20	21	22	23	24	25	26	27
4	28	29	30	31	32	33	34	35	36
5	37	38	39	40	41	42	43	44	45
6	46	47	48	49	50	51	52	53	54
7	55	56	57	58	59	60	61	62	63
8	64	65	66	67	68	69	70	71	72
9	73	74	75	76	77	78	79	80	81
10	82	83	84	85	86	87	88	89	90
11	91	92	93	94	95	96	97	98	99
12	100	101	102	103	104	105	106	107	108
13	109	110	111	112	113	114	115	116	117
14	118	119	120	121	122	123	124	125	126
15	127	128	129	130	131	132	133	134	135
16	136	137	138	139	140	141	142	143	144
17	145	146	147	148	149	150	151	152	153
18	154	155	156	157	158	159	160	161	162
19	163	164	165	166	167	168	169	170	171
20	172	173	174	175	176	177	178	179	180
21	181	182	183	184	185	186	187	188	189
22	190	191	192	193	194	195	196	197	198
23	199	200	201	202	203	204	205	206	207
24	208	209	210	211	212	213	214	215	216

Mode 16 - RGB 8B

The GDTF file gives these values for a console's Highlight function: CH 1 Red 100, CH 2 Green 100, CH 3 Blue 100.

CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	

Mode 17 - RGB 16B

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 Red 255, CH 3 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Red	0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5

Mode 18: RGB Pixel 8B

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	

CH 1–72: 24 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

Mode 19 : RGB Pixel 16B

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 Red 255 (the same in each of the 24 cells), CH 3 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Red 1	0–255	
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	
6	Blue 1 Fine	0–255	Fine adjustment of CH 5

CH 1–144: 24 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96
17	97	98	99	100	101	102
18	103	104	105	106	107	108
19	109	110	111	112	113	114
20	115	116	117	118	119	120
21	121	122	123	124	125	126
22	127	128	129	130	131	132
23	133	134	135	136	137	138
24	139	140	141	142	143	144

Mode 20: RGB Spectrum 8B

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 100, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature		Same as CH 2 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
3	Red	0–255	
4	Green	0–255	
5	Blue	0–255	

Mode 21: RGB Spectrum 16B

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 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 5 Red 255, CH 7 Green 255, CH 9 Blue 255.

CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “Mode 6: TrueHybrid 8B” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Red	0–255	
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green	0–255	
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue	0–255	
10	Blue Fine	0–255	Fine adjustment of CH 9

Mode 22: RGB Spectrum Pixel 8B

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100 (the same in each of the 24 cells), CH 3 Red 255 (the same in each of the 24 cells), CH 4 Green 255 (the same in each of the 24 cells), CH 5 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
3	Red 1	0–255	
4	Green 1	0–255	
5	Blue 1	0–255	

CH 1–120: 24 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	Dimmer	Color Temperature	Red	Green	Blue	Cell	Dimmer	Color Temperature	Red	Green	Blue
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
17	81	82	83	84	85	18	86	87	88	89	90
19	91	92	93	94	95	20	96	97	98	99	100
21	101	102	103	104	105	22	106	107	108	109	110
23	111	112	113	114	115	24	116	117	118	119	120

Mode 23: RGB Spectrum Pixel 16B

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 above 0 (the same in each of the 24 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 24 cells), CH 5 Red 255 (the same in each of the 24 cells), CH 7 Green 255 (the same in each of the 24 cells), CH 9 Blue 255 (the same in each of the 24 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature 1	0–59	2000-2590 (2000–2590 K)
		60–179	2600-5575 (2600–5575 K)
		180–221	5600-7650 (5600–7650 K)
		222–255	7700-11000 (7700–11000 K)
4	Color Temperature 1 Fine	0–255	Fine adjustment of CH 3
5	Red 1	0–255	
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1	0–255	
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1	0–255	
10	Blue 1 Fine	0–255	Fine adjustment of CH 9

CH 1–240: 24 cells of 10 channels each. Every cell works as cell 1 in the table above (CH 1–10); the table below gives each cell's channel numbers.

Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
1	1	2	3	4	5	6	7	8	9	10
2	11	12	13	14	15	16	17	18	19	20
3	21	22	23	24	25	26	27	28	29	30

Cell	Dimmer	Dimmer Fine	Color Temperature	Color Temperature Fine	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
4	31	32	33	34	35	36	37	38	39	40
5	41	42	43	44	45	46	47	48	49	50
6	51	52	53	54	55	56	57	58	59	60
7	61	62	63	64	65	66	67	68	69	70
8	71	72	73	74	75	76	77	78	79	80
9	81	82	83	84	85	86	87	88	89	90
10	91	92	93	94	95	96	97	98	99	100
11	101	102	103	104	105	106	107	108	109	110
12	111	112	113	114	115	116	117	118	119	120
13	121	122	123	124	125	126	127	128	129	130
14	131	132	133	134	135	136	137	138	139	140
15	141	142	143	144	145	146	147	148	149	150
16	151	152	153	154	155	156	157	158	159	160
17	161	162	163	164	165	166	167	168	169	170
18	171	172	173	174	175	176	177	178	179	180
19	181	182	183	184	185	186	187	188	189	190
20	191	192	193	194	195	196	197	198	199	200
21	201	202	203	204	205	206	207	208	209	210
22	211	212	213	214	215	216	217	218	219	220
23	221	222	223	224	225	226	227	228	229	230
24	231	232	233	234	235	236	237	238	239	240

9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x00BA, device model ID 0x0001)
Weight	55.8 kg
Operating temperature	0 to 50 °C

Speeds and ranges

Parameter	Value
Color temperature range	2000–11000 K

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.