DMX REFERENCE

LU Tilt Strobe

Luminus



Manufacturer	Luminus
GDTF file	Luminus_LU_Tilt_Strobe_125678.gdtf
GDTF revision	Rev3 · 2026-01-20
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 9
Mode 1 26DMX 10
Mode 2 33DMX 15
Mode 3 41DMX 18
Mode 4 64DMX 20
Mode 5 88DMX 23
10 Technical specifications 26
11 Maintenance and cleaning 26
12 Troubleshooting 27
13 Disposal 27

1 About this manual

This document describes the LU Tilt Strobe by Luminus. It was compiled from the GDTF file Luminus_LU_Tilt_Strobe_125678.gdtf from the GDTF-Share library.

File revision: “Rev3”.

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 Luminus; 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	12.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 26DMX	26	19	1, 27, 53, 79, ...
Mode 2 33DMX	33	15	1, 34, 67, 100, ...
Mode 3 41DMX	41	12	1, 42, 83, 124, ...
Mode 4 64DMX	64	8	1, 65, 129, 193, ...
Mode 5 88DMX	88	5	1, 89, 177, 265, ...

No light? Check these channels

- Mode 1 26DMX: CH 4 Dimmer above 0; CH 5 Strobe at 0–3 “Open”
- Mode 2 33DMX: CH 4 Dimmer 1 above 0; CH 5 Strobe 1 at 0–3 “Open”; CH 6 Dimmer 2 above 0; CH 7 Strobe 2 at 0–3 “Open”; CH 12 Dimmer 3 above 0; CH 13 Strobe 3 at 0–3 “Open”; CH 22 Dimmer 4 above 0; CH 23 Strobe 4 at 0–3 “Open”
- Mode 3 41DMX: CH 4 Dimmer 1 above 0; CH 5 Strobe 1 at 0–3 “Open”; CH 6 Dimmer 2 above 0; CH 7 Strobe 2 at 0–3 “Open”; CH 12 Dimmer 3 above 0; CH 13 Strobe 3 at 0–3 “Open”; CH 26 Dimmer 4 above 0; CH 27 Strobe 4 at 0–3 “Open”
- Mode 4 64DMX: CH 5 Dimmer 1 above 0; CH 6 Strobe 1 at 0–3 “Open”; CH 13 Dimmer 2 above 0; CH 14 Strobe 2 at 0–3 “Open”; CH 39 Dimmer 3 above 0; CH 40 Strobe 3 at 0–3 “Open”
- Mode 5 88DMX: CH 5 Dimmer 1 above 0; CH 6 Shutter 1 at 0–3 “Open”; CH 13 Dimmer 2 above 0; CH 14 Shutter 2 at 0–3 “Open”; CH 39 Dimmer 3 above 0; CH 40 Shutter 3 at 0–3 “Open”


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

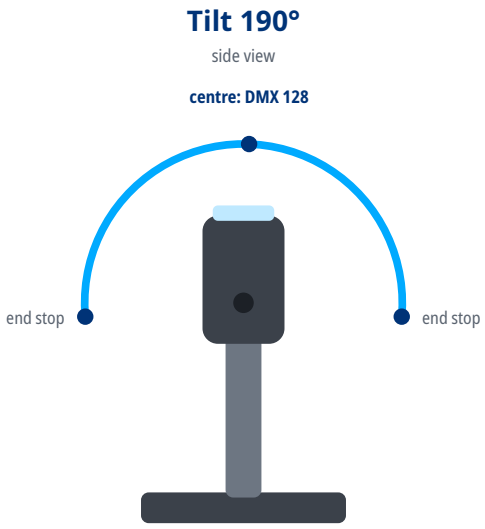
- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

⚠ 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: 12.7 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.

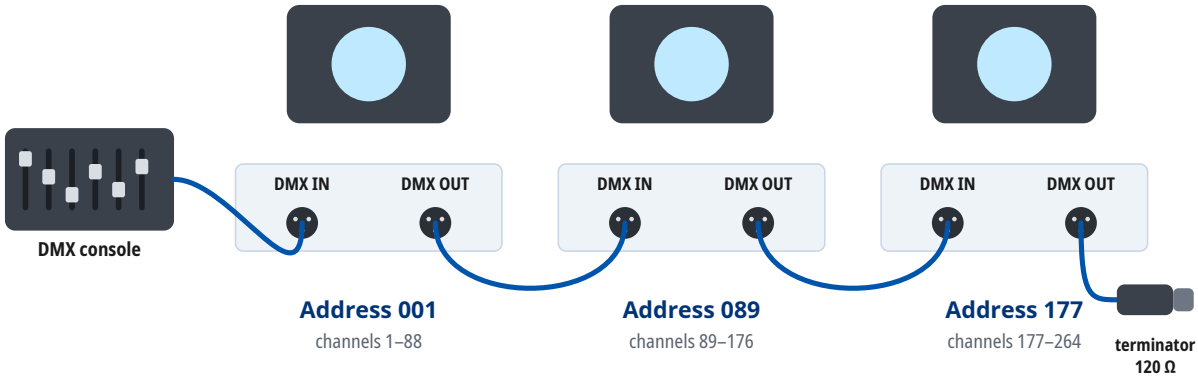
6 Connections

- 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 5 88DMX: every unit occupies 88 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 “Mode 5 88DMX”: 88.
- 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 5 88DMX”, you can use, for example, the start addresses 1, 89, 177, 265.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 26DMX 26 channels	Mode 2 33DMX 33 channels	Mode 3 41DMX 41 channels	Mode 4 64DMX 64 channels	Mode 5 88DMX 88 channels
Pan / Tilt	1	1	1	1	1
Dimmer	4	4 channels (4–22)	4 channels (4–26)	5, 13, 39	5, 13, 39
Shutter / strobe	5	4 channels (5–23)	4 channels (5–27)	6, 14, 40	6, 14, 40
Color mixing	6, 10–13, 18–21	8, 14–17, 24–27	8, 14–17, 28–31	7–12, 15–38, 41–64	7–12, 15–38, 41–88
Gobo wheel	7, 15, 23	9, 19, 29	9, 19, 33		
Effects / macros	14, 22	18, 28	18, 32		
Pixel control	✓	✓	✓	✓	12 cells

Gobo wheel 1

1	Open	DMX 0–9

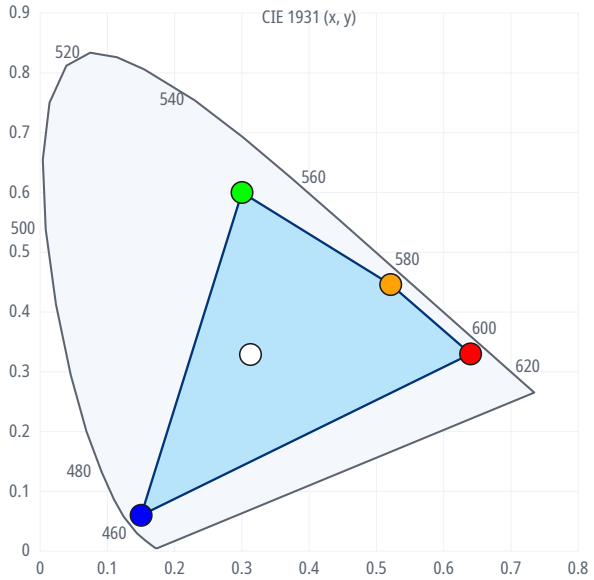
Gobo wheel 2

1	Open	DMX 0–9

Gobo wheel 3

1	Open	DMX 0–9

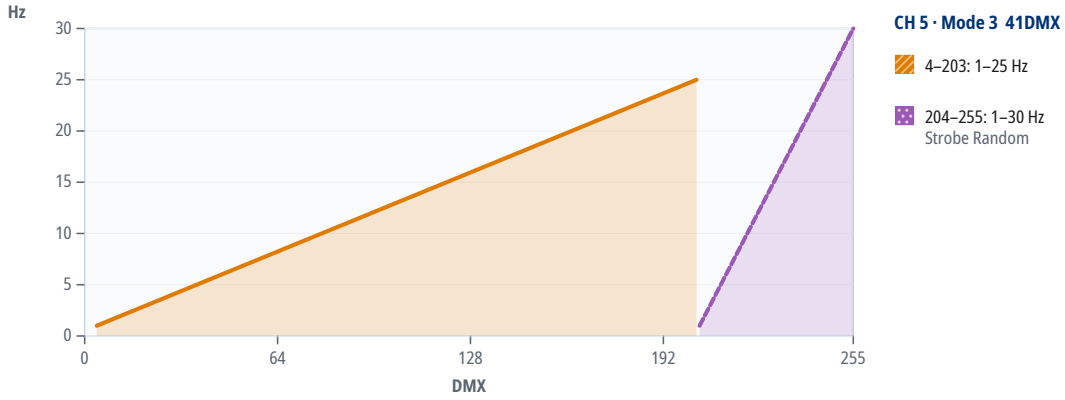
LED colors and the colors they mix



LED	x	y
R	0.640	0.330
G	0.300	0.600
B	0.150	0.060
W	0.313	0.329
A	0.521	0.446

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

Strobe rate



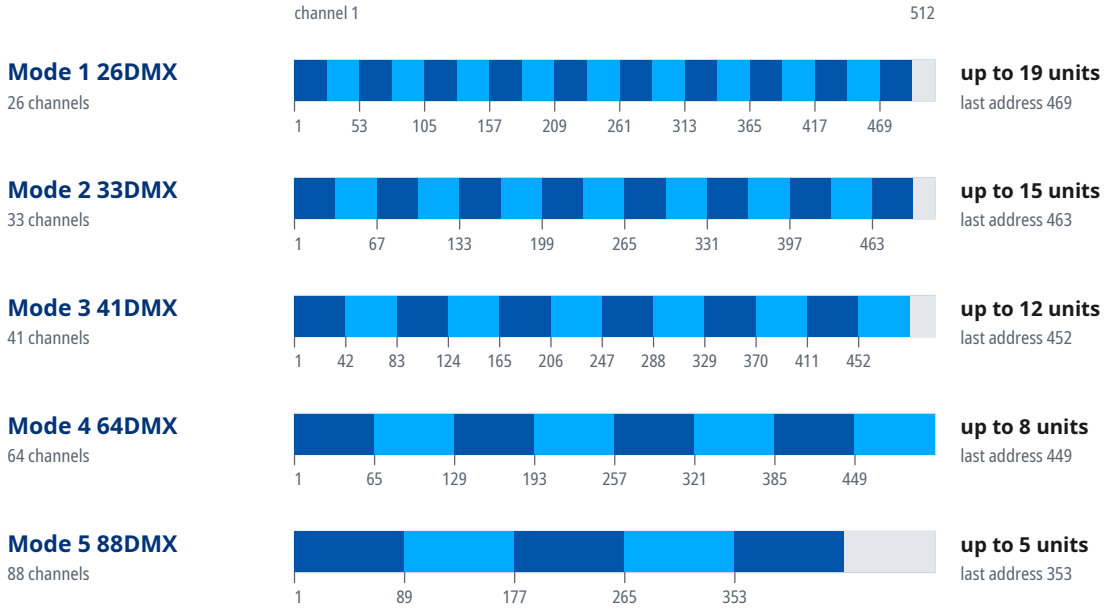
Cells (pixels)



6 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Mode 3 41DMX”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 5 88DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 1	11	U3 · 1	16	U4 · 1
2	89	7	U2 · 89	12	U3 · 89	17	U4 · 89
3	177	8	U2 · 177	13	U3 · 177	18	U4 · 177
4	265	9	U2 · 265	14	U3 · 265	19	U4 · 265
5	353	10	U2 · 353	15	U3 · 353	20	U4 · 353

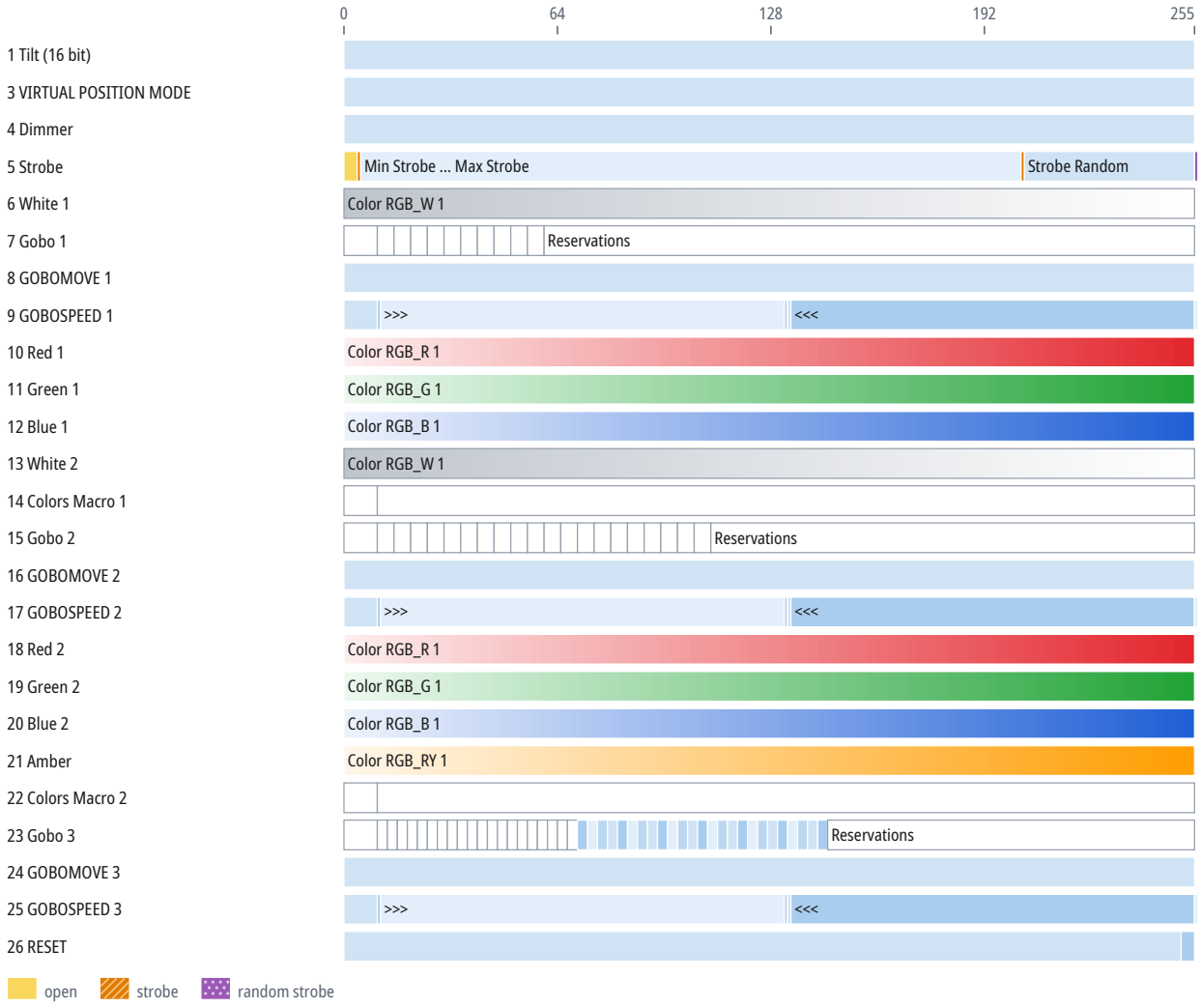
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 26DMX

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 4 Dimmer above 0; CH 5 Strobe at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 255, CH 6 White 1 255, CH 13 White 2 255, CH 21 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	190°
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	VIRTUAL POSITION MODE	0–255	
4	Dimmer	0–255	
5	Strobe	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
6	White 1		Color RGB_W 1

CH	Function	DMX	Description
6	White 1 (continued)	0–255	Color RGB_W 1
7	Gobo 1	0–9	Open
		10–14	Dynamic G1
		15–19	Dynamic G2
		20–24	Dynamic G3
		25–29	Dynamic G4
		30–34	Dynamic G5
		35–39	Dynamic G6
		40–44	Dynamic G7
		45–49	Dynamic G8
		50–54	Dynamic G9
		55–59	Dynamic G10
		60–255	Reservations
8	GOBOMOVE 1	0–255	
9	GOBOSPEED 1	0–9	GOBOSPEED 1
		10	>>>Max
		11–131	>>>
		132	>>>Min
		133	<<<Min
		134–254	<<<
		255	<<<Max
10	Red 1		Color RGB_R 1
		0–255	Color RGB_R 1
11	Green 1		Color RGB_G 1
		0–255	Color RGB_G 1
12	Blue 1		Color RGB_B 1
		0–255	Color RGB_B 1
13	White 2		Color RGB_W 1
		0–255	Color RGB_W 1
14	Colors Macro 1	0–9	Open
		10–255	ColorMacro
15	Gobo 2	0–9	Open
		10–14	Dynamic G1
		15–19	Dynamic G2
		20–24	Dynamic G3
		25–29	Dynamic G4
		30–34	Dynamic G5
		35–39	Dynamic G6
		40–44	Dynamic G7
		45–49	Dynamic G8
		50–54	Dynamic G9
		55–59	Dynamic G10

CH	Function	DMX	Description
15	Gobo 2 (continued)	60–64	Dynamic G11
		65–69	Dynamic G12
		70–74	Dynamic G13
		75–79	Dynamic G14
		80–84	Dynamic G15
		85–89	Dynamic G16
		90–94	Dynamic G17
		95–99	Dynamic G18
		100–104	Dynamic G19
		105–109	Dynamic G20
		110–255	Reservations
16	GOBOMOVE 2	0–255	
17	GOBOSPEED 2	0–9	GOBOSPEED 1
		10	>>>Max
		11–131	>>>
		132	>>>Min
		133	<<<Min
		134–254	<<<
		255	<<<Max
18	Red 2		Color RGB_R 1
		0–255	Color RGB_R 1
19	Green 2		Color RGB_G 1
		0–255	Color RGB_G 1
20	Blue 2		Color RGB_B 1
		0–255	Color RGB_B 1
21	Amber		Color RGB_RY 1
		0–255	Color RGB_RY 1
22	Colors Macro 2	0–9	Open
		10–255	ColorMacro
23	Gobo 3	0–9	Open
		10–12	Dynamic G1
		13–15	Dynamic G2
		16–18	Dynamic G3
		19–21	Dynamic G4
		22–24	Dynamic G5
		25–27	Dynamic G6
		28–30	Dynamic G7
		31–33	Dynamic G8
		34–36	Dynamic G9
		37–39	Dynamic G10
		40–42	Dynamic G11
		43–45	Dynamic G12

CH	Function	DMX	Description
23	Gobo 3 (continued)	46–48	Dynamic G13
		49–51	Dynamic G14
		52–54	Dynamic G15
		55–57	Dynamic G16
		58–60	Dynamic G17
		61–63	Dynamic G18
		64–66	Dynamic G19
		67–69	Dynamic G20
		70–72	Dynamic G21
		73–75	Dynamic G22
		76–78	Dynamic G23
		79–81	Dynamic G24
		82–84	Dynamic G25
		85–87	Dynamic G26
		88–90	Dynamic G27
		91–93	Dynamic G28
		94–96	Dynamic G29
		97–99	Dynamic G30
		100–102	Dynamic G31
		103–105	Dynamic G32
		106–108	Dynamic G33
		109–111	Dynamic G34
		112–114	Dynamic G35
		115–117	Dynamic G36
		118–120	Dynamic G37
		121–123	Dynamic G38
		124–126	Dynamic G39
		127–129	Dynamic G40
		130–132	Dynamic G41
		133–135	Dynamic G42
		136–138	Dynamic G43
		139–141	Dynamic G44
		142–144	Dynamic G45
		145–255	Reservations
24	GOBOMOVE 3	0–255	

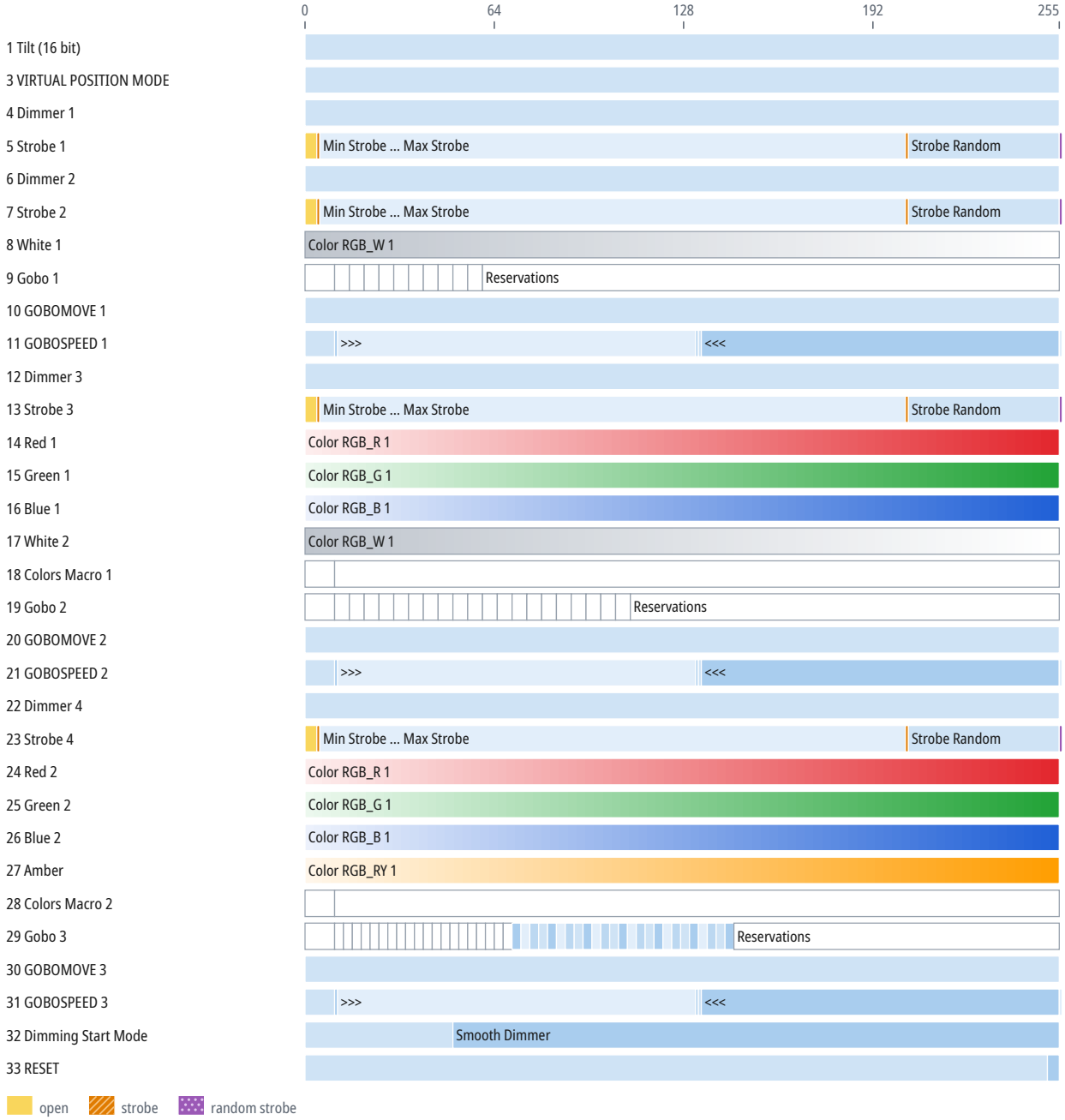
CH	Function	DMX	Description
25	GOBOSPEED 3	0–9	GOBOSPEED 1
		10	>>>Max
		11–131	>>>
		132	>>>Min
		133	<<<Min
		134–254	<<<
		255	<<<Max
26	RESET	0–250	RESET 1
		251–255	Reset

Mode 2 33DMX

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 4 Dimmer 1 above 0; CH 5 Strobe 1 at 0–3 “Open”; CH 6 Dimmer 2 above 0; CH 7 Strobe 2 at 0–3 “Open”; CH 12 Dimmer 3 above 0; CH 13 Strobe 3 at 0–3 “Open”; CH 22 Dimmer 4 above 0; CH 23 Strobe 4 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 1 255, CH 6 Dimmer 2 255, CH 8 White 1 255, CH 12 Dimmer 3 255, CH 17 White 2 255, CH 22 Dimmer 4 255, CH 27 Amber 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	190°
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	VIRTUAL POSITION MODE	0–255	
4	Dimmer 1	0–255	
5	Strobe 1	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
6	Dimmer 2	0–255	
7	Strobe 2	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
8	White 1		Same as CH 6 in the mode “Mode 1 26DMX” (p. 10)
9	Gobo 1		Same as CH 7 in the mode “Mode 1 26DMX” (p. 11)
10	GOBOMOVE 1	0–255	
11	GOBOSPEED 1		Same as CH 9 in the mode “Mode 1 26DMX” (p. 11)
12	Dimmer 3	0–255	
13	Strobe 3	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
14	Red 1		Same as CH 10 in the mode “Mode 1 26DMX” (p. 11)
15	Green 1		Same as CH 11 in the mode “Mode 1 26DMX” (p. 11)
16	Blue 1		Same as CH 12 in the mode “Mode 1 26DMX” (p. 11)
17	White 2		Same as CH 13 in the mode “Mode 1 26DMX” (p. 11)
18	Colors Macro 1		Same as CH 14 in the mode “Mode 1 26DMX” (p. 11)
19	Gobo 2		Same as CH 15 in the mode “Mode 1 26DMX” (p. 11)
20	GOBOMOVE 2	0–255	
21	GOBOSPEED 2		Same as CH 17 in the mode “Mode 1 26DMX” (p. 12)
22	Dimmer 4	0–255	
23	Strobe 4	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
24	Red 2		Same as CH 18 in the mode “Mode 1 26DMX” (p. 12)

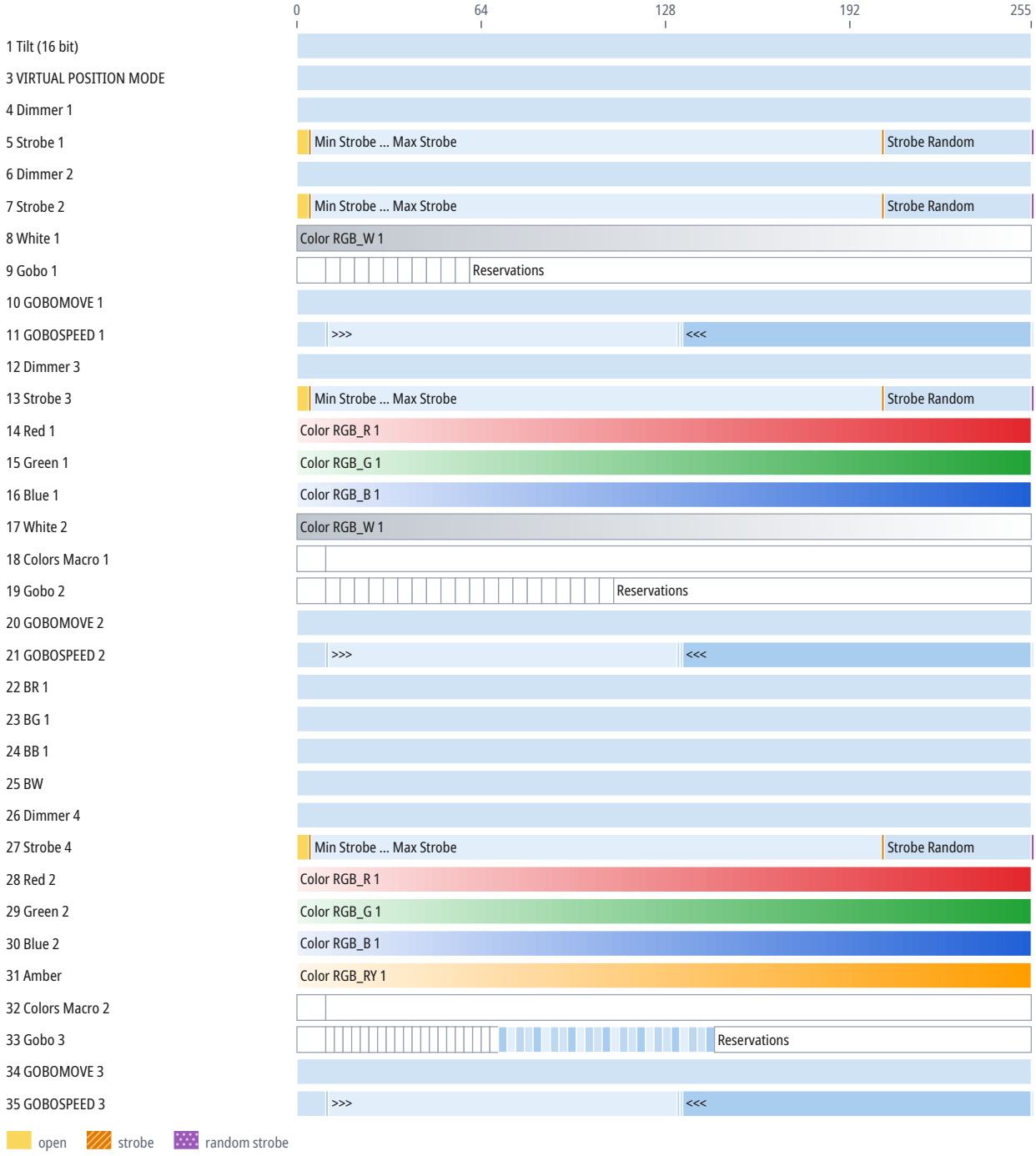
CH	Function	DMX	Description
25	Green 2		Same as CH 19 in the mode “Mode 1 26DMX” (p. 12)
26	Blue 2		Same as CH 20 in the mode “Mode 1 26DMX” (p. 12)
27	Amber		Same as CH 21 in the mode “Mode 1 26DMX” (p. 12)
28	Colors Macro 2		Same as CH 22 in the mode “Mode 1 26DMX” (p. 12)
29	Gobo 3		Same as CH 23 in the mode “Mode 1 26DMX” (p. 12)
30	GOBOMOVE 3	0–255	
31	GOBOSPEED 3		Same as CH 25 in the mode “Mode 1 26DMX” (p. 14)
32	Dimming Start Mode	0–49	Dimming Start Mode 1
		50–255	Smooth Dimmer
33	RESET		Same as CH 26 in the mode “Mode 1 26DMX” (p. 14)

Mode 3 41DMX

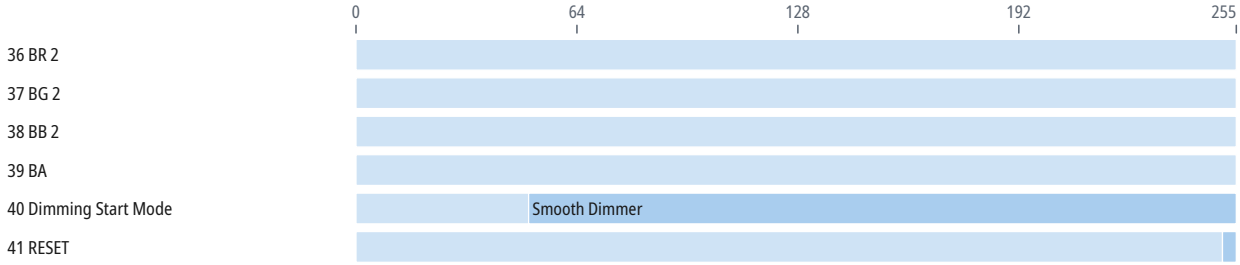
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Dimmer 1 above 0; CH 5 Strobe 1 at 0–3 “Open”; CH 6 Dimmer 2 above 0; CH 7 Strobe 2 at 0–3 “Open”; CH 12 Dimmer 3 above 0; CH 13 Strobe 3 at 0–3 “Open”; CH 26 Dimmer 4 above 0; CH 27 Strobe 4 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 1 255, CH 6 Dimmer 2 255, CH 8 White 1 255, CH 12 Dimmer 3 255, CH 17 White 2 255, CH 26 Dimmer 4 255, CH 31 Amber 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	190°
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	VIRTUAL POSITION MODE	0–255	
4	Dimmer 1	0–255	
5	Strobe 1		Same as CH 5 in the mode “Mode 2 33DMX” (p. 16)
6	Dimmer 2	0–255	
7	Strobe 2		Same as CH 7 in the mode “Mode 2 33DMX” (p. 16)
8	White 1		Same as CH 6 in the mode “Mode 1 26DMX” (p. 10)
9	Gobo 1		Same as CH 7 in the mode “Mode 1 26DMX” (p. 11)
10	GOBOMOVE 1	0–255	
11	GOBOSPEED 1		Same as CH 9 in the mode “Mode 1 26DMX” (p. 11)
12	Dimmer 3	0–255	
13	Strobe 3		Same as CH 13 in the mode “Mode 2 33DMX” (p. 16)
14	Red 1		Same as CH 10 in the mode “Mode 1 26DMX” (p. 11)
15	Green 1		Same as CH 11 in the mode “Mode 1 26DMX” (p. 11)
16	Blue 1		Same as CH 12 in the mode “Mode 1 26DMX” (p. 11)
17	White 2		Same as CH 13 in the mode “Mode 1 26DMX” (p. 11)
18	Colors Macro 1		Same as CH 14 in the mode “Mode 1 26DMX” (p. 11)
19	Gobo 2		Same as CH 15 in the mode “Mode 1 26DMX” (p. 11)
20	GOBOMOVE 2	0–255	
21	GOBOSPEED 2		Same as CH 17 in the mode “Mode 1 26DMX” (p. 12)
22	BR 1	0–255	
23	BG 1	0–255	
24	BB 1	0–255	
25	BW	0–255	
26	Dimmer 4	0–255	
27	Strobe 4		Same as CH 23 in the mode “Mode 2 33DMX” (p. 16)
28	Red 2		Same as CH 18 in the mode “Mode 1 26DMX” (p. 12)
29	Green 2		Same as CH 19 in the mode “Mode 1 26DMX” (p. 12)
30	Blue 2		Same as CH 20 in the mode “Mode 1 26DMX” (p. 12)
31	Amber		Same as CH 21 in the mode “Mode 1 26DMX” (p. 12)
32	Colors Macro 2		Same as CH 22 in the mode “Mode 1 26DMX” (p. 12)
33	Gobo 3		Same as CH 23 in the mode “Mode 1 26DMX” (p. 12)

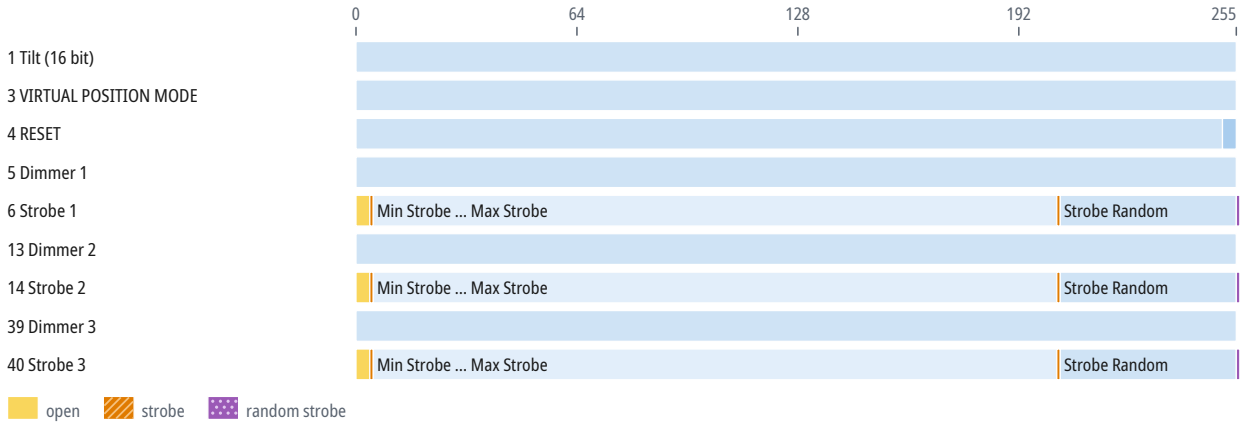
CH	Function	DMX	Description
34	GOBOMOVE 3	0–255	
35	GOBOSPEED 3		Same as CH 25 in the mode “Mode 1 26DMX” (p. 14)
36	BR 2	0–255	
37	BG 2	0–255	
38	BB 2	0–255	
39	BA	0–255	
40	Dimming Start Mode		Same as CH 32 in the mode “Mode 2 33DMX” (p. 17)
41	RESET		Same as CH 26 in the mode “Mode 1 26DMX” (p. 14)

Mode 4 64DMX

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 5 Dimmer 1 above 0; CH 6 Strobe 1 at 0–3 “Open”; CH 13 Dimmer 2 above 0; CH 14 Strobe 2 at 0–3 “Open”; CH 39 Dimmer 3 above 0; CH 40 Strobe 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 White 1 255, CH 8 White 2 255, CH 9 White 3 255, CH 10 White 4 255, CH 11 White 5 255, CH 12 White 6 255, CH 13 Dimmer 2 255, CH 18 White 7 255, CH 22 White 8 255, CH 26 White 9 255, CH 30 White 10 255, CH 34 White 11 255, CH 38 White 12 255, CH 39 Dimmer 3 255, CH 44 Amber 1 255, CH 48 Amber 2 255, CH 52 Amber 3 255, CH 56 Amber 4 255, CH 60 Amber 5 255, CH 64 Amber 6 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	190°
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	VIRTUAL POSITION MODE	0–255	
4	RESET		Same as CH 26 in the mode “Mode 1 26DMX” (p. 14)
5	Dimmer 1	0–255	
6	Strobe 1		Same as CH 5 in the mode “Mode 2 33DMX” (p. 16)
7	White 1		Same as CH 6 in the mode “Mode 1 26DMX” (p. 10)
8	White 2		Same as CH 13 in the mode “Mode 1 26DMX” (p. 11)
9	White 3		Color RGB_W 1
		0–255	Color RGB_W 1

CH	Function	DMX	Description
10	White 4		Color RGB_W 1
		0–255	Color RGB_W 1
11	White 5		Color RGB_W 1
		0–255	Color RGB_W 1
12	White 6		Color RGB_W 1
		0–255	Color RGB_W 1
13	Dimmer 2	0–255	
14	Strobe 2		Same as CH 7 in the mode “Mode 2 33DMX” (p. 16)
15	Red 1		Same as CH 10 in the mode “Mode 1 26DMX” (p. 11)
16	Green 1		Same as CH 11 in the mode “Mode 1 26DMX” (p. 11)
17	Blue 1		Same as CH 12 in the mode “Mode 1 26DMX” (p. 11)
18	White 7		Color RGB_W 1
		0–255	Color RGB_W 1
19	Red 2		Same as CH 18 in the mode “Mode 1 26DMX” (p. 12)
20	Green 2		Same as CH 19 in the mode “Mode 1 26DMX” (p. 12)
21	Blue 2		Same as CH 20 in the mode “Mode 1 26DMX” (p. 12)
22	White 8		Color RGB_W 1
		0–255	Color RGB_W 1
23	Red 3		Color RGB_R 1
		0–255	Color RGB_R 1
24	Green 3		Color RGB_G 1
		0–255	Color RGB_G 1
25	Blue 3		Color RGB_B 1
		0–255	Color RGB_B 1
26	White 9		Color RGB_W 1
		0–255	Color RGB_W 1
27	Red 4		Color RGB_R 1
		0–255	Color RGB_R 1
28	Green 4		Color RGB_G 1
		0–255	Color RGB_G 1
29	Blue 4		Color RGB_B 1
		0–255	Color RGB_B 1
30	White 10		Color RGB_W 1
		0–255	Color RGB_W 1
31	Red 5		Color RGB_R 1
		0–255	Color RGB_R 1
32	Green 5		Color RGB_G 1
		0–255	Color RGB_G 1
33	Blue 5		Color RGB_B 1
		0–255	Color RGB_B 1
34	White 11		Color RGB_W 1

CH	Function	DMX	Description
34	White 11 (continued)	0–255	Color RGB_W 1
35	Red 6		Color RGB_R 1
		0–255	Color RGB_R 1
36	Green 6		Color RGB_G 1
		0–255	Color RGB_G 1
37	Blue 6		Color RGB_B 1
		0–255	Color RGB_B 1
38	White 12		Color RGB_W 1
		0–255	Color RGB_W 1
39	Dimmer 3	0–255	
40	Strobe 3		Same as CH 13 in the mode “Mode 2 33DMX” (p. 16)
41	Red 7		Color RGB_R 1
		0–255	Color RGB_R 1
42	Green 7		Color RGB_G 1
		0–255	Color RGB_G 1
43	Blue 7		Color RGB_B 1
		0–255	Color RGB_B 1
44	Amber 1		Color RGB_RY 1
		0–255	Color RGB_RY 1
45	Red 8		Color RGB_R 1
		0–255	Color RGB_R 1
46	Green 8		Color RGB_G 1
		0–255	Color RGB_G 1
47	Blue 8		Color RGB_B 1
		0–255	Color RGB_B 1
48	Amber 2		Color RGB_RY 1
		0–255	Color RGB_RY 1
49	Red 9		Color RGB_R 1
		0–255	Color RGB_R 1
50	Green 9		Color RGB_G 1
		0–255	Color RGB_G 1
51	Blue 9		Color RGB_B 1
		0–255	Color RGB_B 1
52	Amber 3		Color RGB_RY 1
		0–255	Color RGB_RY 1
53	Red 10		Color RGB_R 1
		0–255	Color RGB_R 1
54	Green 10		Color RGB_G 1
		0–255	Color RGB_G 1
55	Blue 10		Color RGB_B 1
		0–255	Color RGB_B 1
56	Amber 4		Color RGB_RY 1

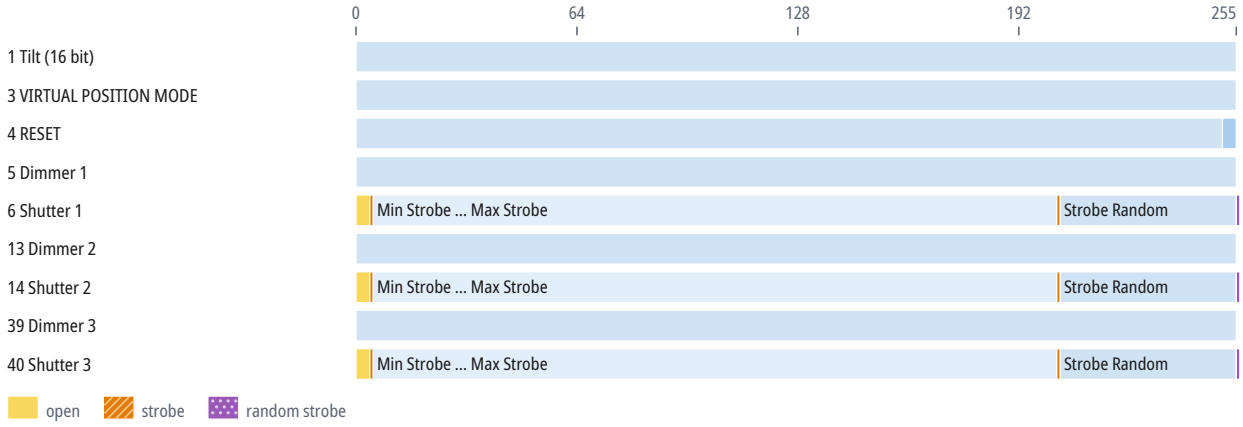
CH	Function	DMX	Description
56	Amber 4 (continued)	0–255	Color RGB_RY 1
57	Red 11		Color RGB_R 1
		0–255	Color RGB_R 1
58	Green 11		Color RGB_G 1
		0–255	Color RGB_G 1
59	Blue 11		Color RGB_B 1
		0–255	Color RGB_B 1
60	Amber 5		Color RGB_RY 1
		0–255	Color RGB_RY 1
61	Red 12		Color RGB_R 1
		0–255	Color RGB_R 1
62	Green 12		Color RGB_G 1
		0–255	Color RGB_G 1
63	Blue 12		Color RGB_B 1
		0–255	Color RGB_B 1
64	Amber 6		Color RGB_RY 1
		0–255	Color RGB_RY 1

Mode 5 88DMX

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 5 Dimmer 1 above 0; CH 6 Shutter 1 at 0–3 “Open”; CH 13 Dimmer 2 above 0; CH 14 Shutter 2 at 0–3 “Open”; CH 39 Dimmer 3 above 0; CH 40 Shutter 3 at 0–3 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 1 255, CH 7 White 1 255, CH 8 White 2 255, CH 9 White 3 255, CH 10 White 4 255, CH 11 White 5 255, CH 12 White 6 255, CH 13 Dimmer 2 255, CH 18 White 7 255, CH 22 White 8 255, CH 26 White 9 255, CH 30 White 10 255, CH 34 White 11 255, CH 38 White 12 255, CH 39 Dimmer 3 255, CH 44 Amber 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–255	190°
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	VIRTUAL POSITION MODE	0–255	
4	RESET		Same as CH 26 in the mode “Mode 1 26DMX” (p. 14)
5	Dimmer 1	0–255	
6	Shutter 1	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
7	White 1		Same as CH 6 in the mode “Mode 1 26DMX” (p. 10)
8	White 2		Same as CH 13 in the mode “Mode 1 26DMX” (p. 11)
9	White 3		Same as CH 9 in the mode “Mode 4 64DMX” (p. 20)
10	White 4		Same as CH 10 in the mode “Mode 4 64DMX” (p. 21)
11	White 5		Same as CH 11 in the mode “Mode 4 64DMX” (p. 21)
12	White 6		Same as CH 12 in the mode “Mode 4 64DMX” (p. 21)
13	Dimmer 2	0–255	
14	Shutter 2	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
15	Red 1		Same as CH 10 in the mode “Mode 1 26DMX” (p. 11)
16	Green 1		Same as CH 11 in the mode “Mode 1 26DMX” (p. 11)
17	Blue 1		Same as CH 12 in the mode “Mode 1 26DMX” (p. 11)
18	White 7		Same as CH 18 in the mode “Mode 4 64DMX” (p. 21)
19	Red 2		Same as CH 18 in the mode “Mode 1 26DMX” (p. 12)
20	Green 2		Same as CH 19 in the mode “Mode 1 26DMX” (p. 12)
21	Blue 2		Same as CH 20 in the mode “Mode 1 26DMX” (p. 12)
22	White 8		Same as CH 22 in the mode “Mode 4 64DMX” (p. 21)
23	Red 3		Same as CH 23 in the mode “Mode 4 64DMX” (p. 21)
24	Green 3		Same as CH 24 in the mode “Mode 4 64DMX” (p. 21)
25	Blue 3		Same as CH 25 in the mode “Mode 4 64DMX” (p. 21)
26	White 9		Same as CH 26 in the mode “Mode 4 64DMX” (p. 21)
27	Red 4		Same as CH 27 in the mode “Mode 4 64DMX” (p. 21)
28	Green 4		Same as CH 28 in the mode “Mode 4 64DMX” (p. 21)
29	Blue 4		Same as CH 29 in the mode “Mode 4 64DMX” (p. 21)
30	White 10		Same as CH 30 in the mode “Mode 4 64DMX” (p. 21)
31	Red 5		Same as CH 31 in the mode “Mode 4 64DMX” (p. 21)
32	Green 5		Same as CH 32 in the mode “Mode 4 64DMX” (p. 21)

CH	Function	DMX	Description
33	Blue 5		Same as CH 33 in the mode “Mode 4 64DMX” (p. 21)
34	White 11		Same as CH 34 in the mode “Mode 4 64DMX” (p. 21)
35	Red 6		Same as CH 35 in the mode “Mode 4 64DMX” (p. 22)
36	Green 6		Same as CH 36 in the mode “Mode 4 64DMX” (p. 22)
37	Blue 6		Same as CH 37 in the mode “Mode 4 64DMX” (p. 22)
38	White 12		Same as CH 38 in the mode “Mode 4 64DMX” (p. 22)
39	Dimmer 3	0–255	
40	Shutter 3	0–3	No Feature: Open
		4	Min Strobe
		5–202	Min Strobe ... Max Strobe
		203	Max Strobe
		204–255	Strobe Random (1–30 Hz)
41	Red 7		Color RGB_R 1
		0–255	Color RGB_R 1
42	Green 7		Color RGB_G 1
		0–255	Color RGB_G 1
43	Blue 7		Color RGB_B 1
		0–255	Color RGB_B 1
44	Amber 1		Color RGB_RY 1
		0–255	Color RGB_RY 1

CH 41–88: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 41–44); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Amber	Cell	Red	Green	Blue	Amber
1	41	42	43	44	2	45	46	47	48
3	49	50	51	52	4	53	54	55	56
5	57	58	59	60	6	61	62	63	64
7	65	66	67	68	8	69	70	71	72
9	73	74	75	76	10	77	78	79	80
11	81	82	83	84	12	85	86	87	88

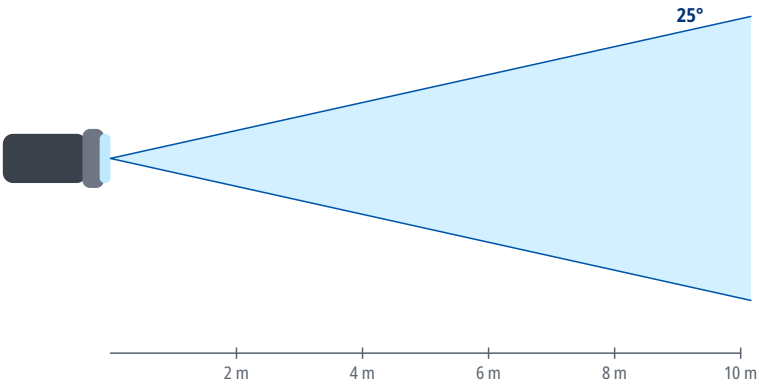
10 Technical specifications

Parameter	Value
Light source	discharge lamp
Tilt	190°
Weight	12.7 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

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.

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.