DMX REFERENCE

Forza 60C

NANLITE Forza 60C

NANLITE



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GDTF file	Nanlite_Forza_60C_41301.gdtf
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1 About this manual

This document describes the NANLITE Forza 60C by NANLITE. It was compiled from the GDTF file Nanlite_Forza_60C_41301.gdtf from the GDTF-Share library.

File revision: “DMX V1.0 12.Jun.2023”.

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 NANLITE; 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	1.1 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
CCT+RGBW 8bit	14	36	1, 15, 29, 43, ...
CCT+RGBW 16bit	25	20	1, 26, 51, 76, ...
CCT+RGBLAC 8bit	14	36	1, 15, 29, 43, ...
CCT+RGBLAC 16bit	25	20	1, 26, 51, 76, ...
CCT+HSI 8bit	10	51	1, 11, 21, 31, ...
CCT+HSI 16bit	17	30	1, 18, 35, 52, ...
CCT 8bit	7	73	1, 8, 15, 22, ...
CCT 16bit	12	42	1, 13, 25, 37, ...
HSI 8bit	7	73	1, 8, 15, 22, ...
HSI 16bit	12	42	1, 13, 25, 37, ...
RGBW 8bit	11	46	1, 12, 23, 34, ...
RGBW 16bit	20	25	1, 21, 41, 61, ...
RGBLAC 8bit	11	46	1, 12, 23, 34, ...
RGBLAC 16bit	20	25	1, 21, 41, 61, ...
XY 8bit	7	73	1, 8, 15, 22, ...
XY 16bit	12	42	1, 13, 25, 37, ...
RGB 8bit (No Dimmer)	7	73	1, 8, 15, 22, ...
RGB 16bit (No Dimmer)	12	42	1, 13, 25, 37, ...



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Installation

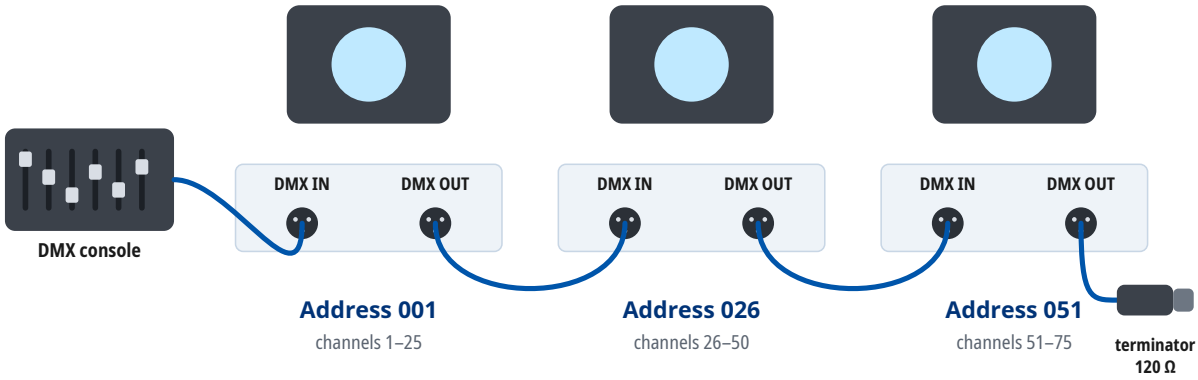
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 1.08 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 CCT+RGBW 16bit: every unit occupies 25 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

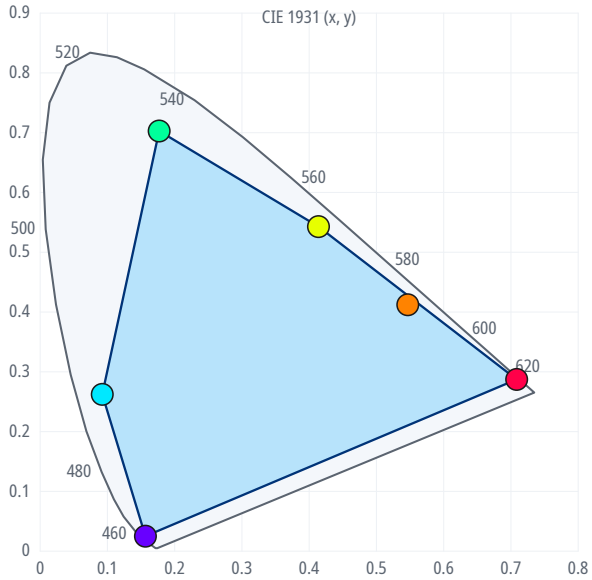
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “CCT+RGBW 16bit”: 25.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “CCT+RGBW 16bit”, you can use, for example, the start addresses 1, 26, 51, 76.
- 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

	CCT+RGBW 8bit 14 channels	CCT+RGBW 16bit 25 channels	CCT+RGBLAC 8bit 14 channels	CCT+RGBLAC 16bit 25 channels	CCT+HSI 8bit 10 channels	CCT+HSI 16bit 17 channels	CCT 8bit 7 channels	CCT 16bit 12 channels
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	12	21	12	21	8	13	5	8
Color mixing	5–8	4× (8–14)	5–10	6× (8–18)				
Color temperature	2	3	2	3	2	3	2	3

LED colors and the colors they mix

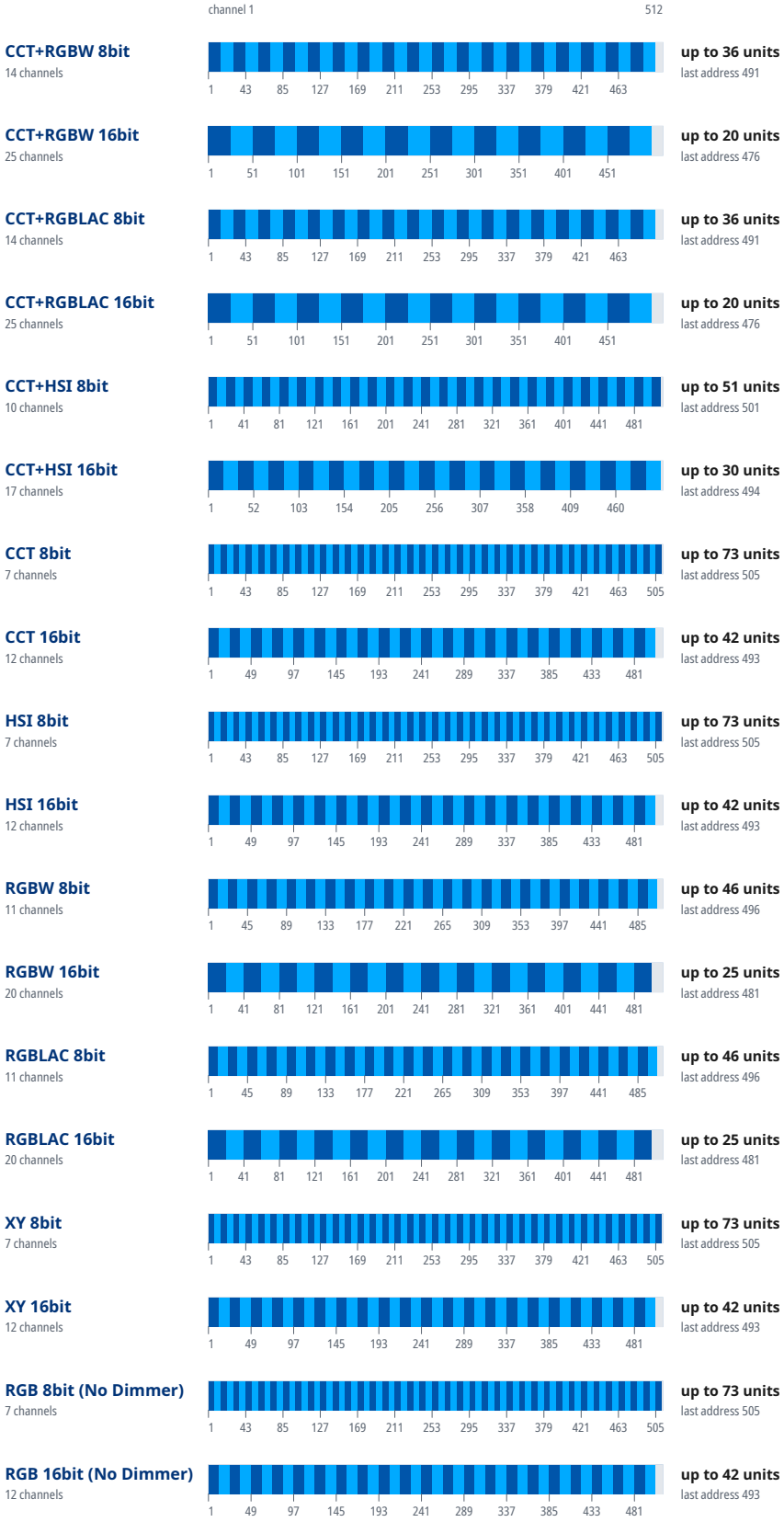


LED	x	y
Red_LED	0.709	0.287
Green_LED	0.177	0.703
Blue_LED	0.157	0.025
Lime_LED	0.414	0.543
Amber_LED	0.547	0.412
Cyan_LED	0.092	0.262

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

8 DMX channels

Units in one DMX universe



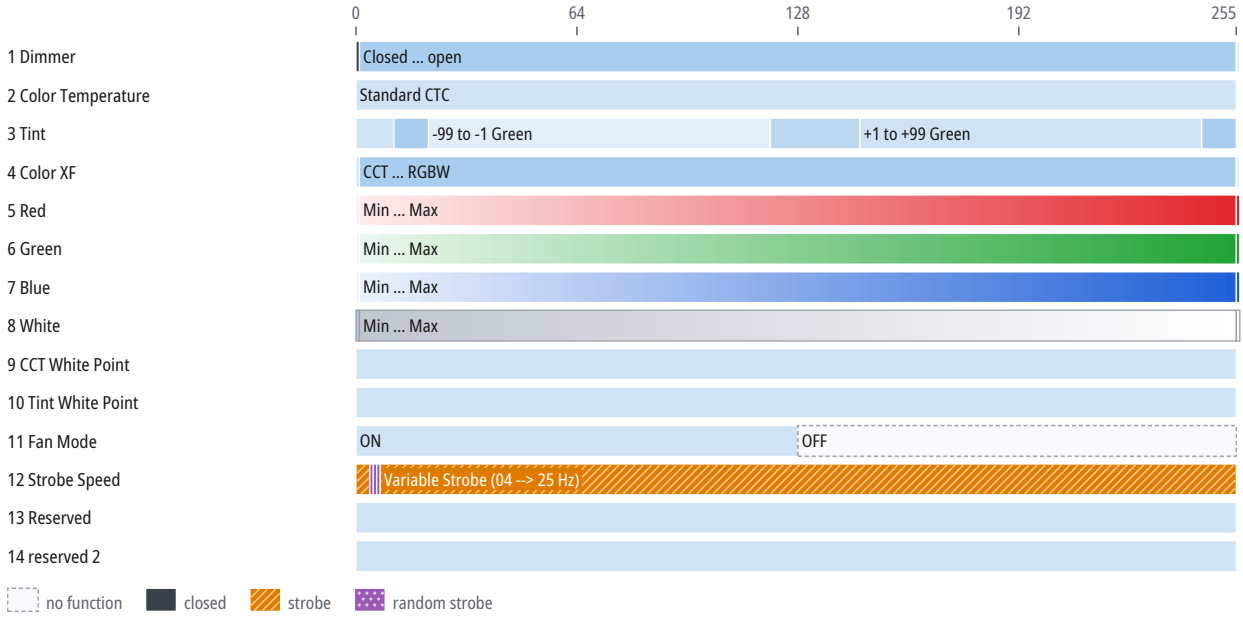
Start addresses of 20 units in the mode “CCT+RGBW 16bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

Mode CCT+RGBW 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 12 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
2	Color Temperature		Standard CTC
		0–255	Standard CTC (1800–20000 K)
3	Tint	0–10	Neutral/No Effect
		11–20	-100 Green
		21–119	-99 to -1 Green
		120–145	Neutral/No Effect
		146–244	+1 to +99 Green
		245–255	+100 Green
4	Color XF		Color Cross Fade
		0	CCT

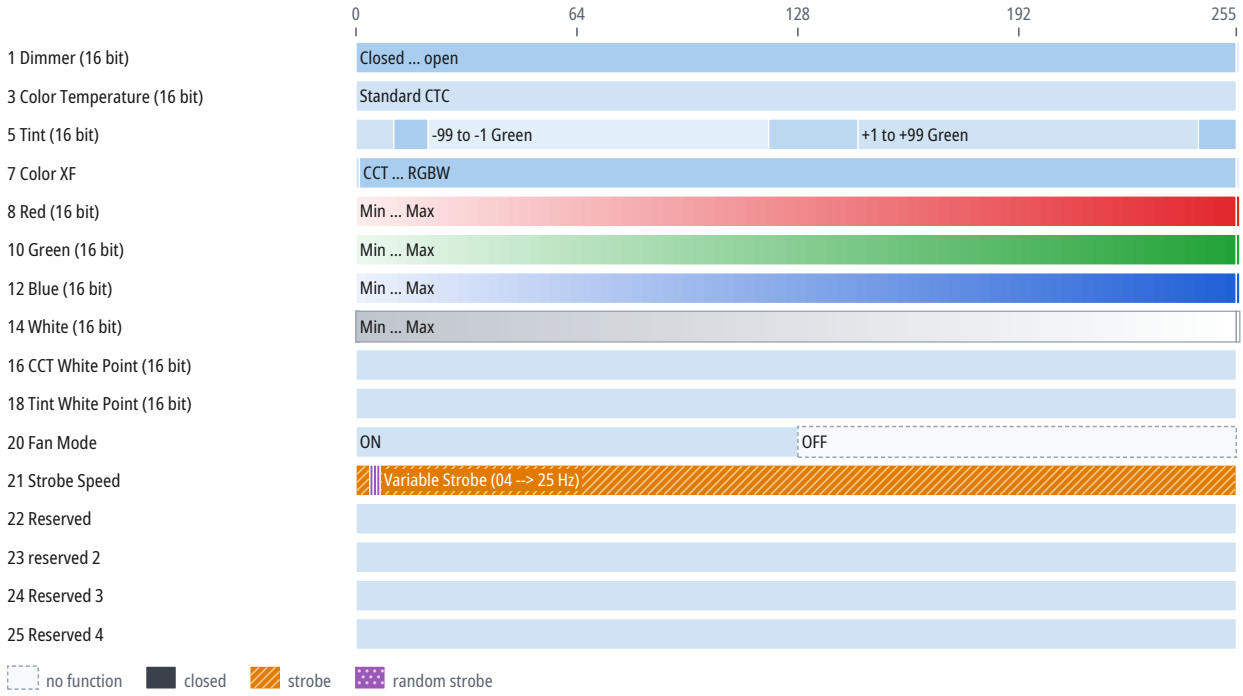
CH	Function	DMX	Description
4	Color XF (continued)	1–254	CCT ... RGBW
		255	RGBW
5	Red	0	Min
		1–254	Min ... Max
		255	Max
6	Green	0	Min
		1–254	Min ... Max
		255	Max
7	Blue	0	Min
		1–254	Min ... Max
		255	Max
8	White	0	Min
		1–254	Min ... Max
		255	Max
9	CCT White Point	0–255	
10	Tint White Point	0–255	
11	Fan Mode	0–127	ON
		128–255	OFF
12	Strobe Speed	0–3	OFF
		4	Random Fast
		5	Random Medium
		6	Random Slow
		7–255	Variable Strobe (04 --> 25 Hz)
13	Reserved	0–255	
14	reserved 2	0–255	

Mode CCT+RGBW 16bit

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; CH 21 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255, CH 14 White 255.

Channel functions at a glance



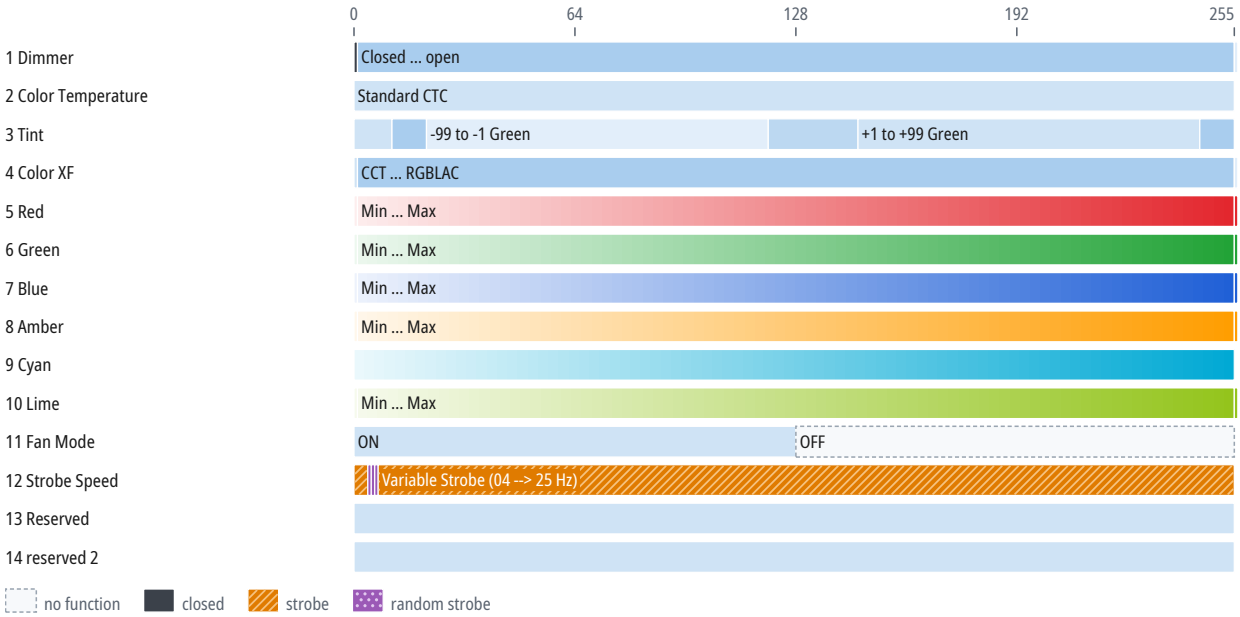
CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “CCT+RGBW 8bit” (p. 9)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT+RGBW 8bit” (p. 9)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color XF		Same as CH 4 in the mode “CCT+RGBW 8bit” (p. 9)
8	Red	0–255	Min ... Max
		255	Max
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green	0–255	Min ... Max
		255	Max
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue	0–255	Min ... Max
		255	Max
13	Blue Fine	0–255	Fine adjustment of CH 12

CH	Function	DMX	Description
14	White	0–255	Min ... Max
		255	Max
15	White Fine	0–255	Fine adjustment of CH 14
16	CCT White Point	0–255	
17	CCT White Point Fine	0–255	Fine adjustment of CH 16
18	Tint White Point	0–255	
19	Tint White Point Fine	0–255	Fine adjustment of CH 18
20	Fan Mode		Same as CH 11 in the mode “CCT+RGBW 8bit” (p. 10)
21	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
22	Reserved	0–255	
23	reserved 2	0–255	
24	Reserved 3	0–255	
25	Reserved 4	0–255	

Mode CCT+RGBLAC 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 12 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGBW 8bit” (p. 9)
2	Color Temperature		Same as CH 2 in the mode “CCT+RGBW 8bit” (p. 9)
3	Tint		Same as CH 3 in the mode “CCT+RGBW 8bit” (p. 9)
4	Color XF		Color Cross Fade
		0	CCT
		1–254	CCT ... RGBLAC
		255	RGBLAC

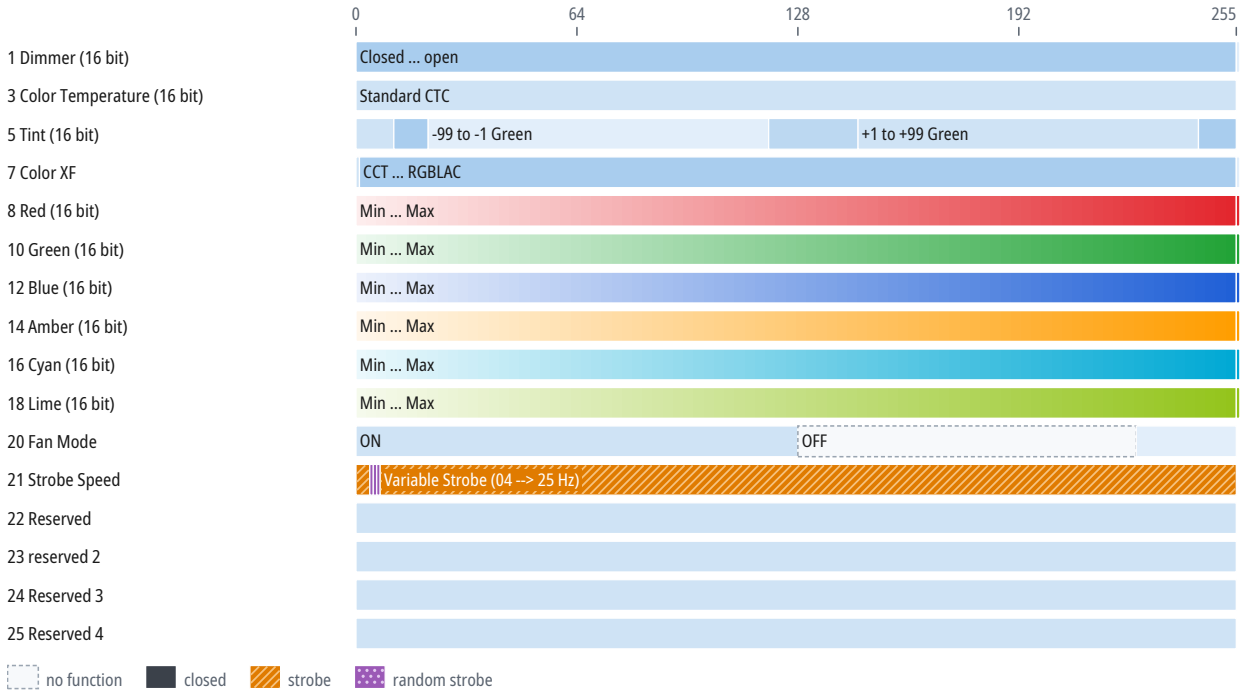
CH	Function	DMX	Description
5	Red		Same as CH 5 in the mode “CCT+RGBW 8bit” (p. 10)
6	Green		Same as CH 6 in the mode “CCT+RGBW 8bit” (p. 10)
7	Blue		Same as CH 7 in the mode “CCT+RGBW 8bit” (p. 10)
8	Amber	0	Min
		1–254	Min ... Max
		255	Max
9	Cyan	0–255	
10	Lime	0	Min
		1–254	Min ... Max
		255	Max
11	Fan Mode		Same as CH 11 in the mode “CCT+RGBW 8bit” (p. 10)
12	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
13	Reserved	0–255	
14	reserved 2	0–255	

Mode CCT+RGBLAC 16bit

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; CH 21 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255, CH 8 Red 255, CH 10 Green 255, CH 12 Blue 255.

Channel functions at a glance



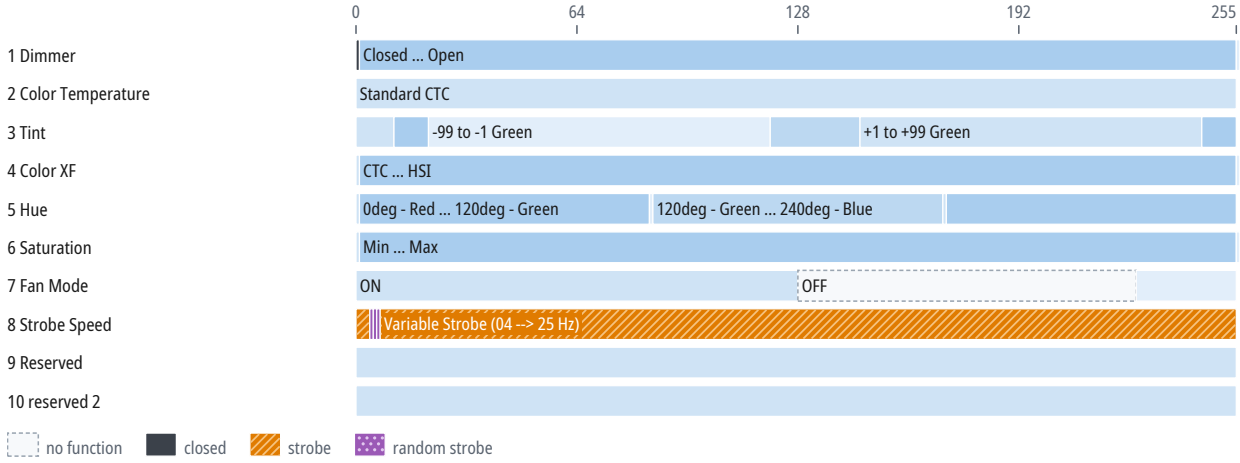
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+RGBW 16bit” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “CCT+RGBW 8bit” (p. 9)

CH	Function	DMX	Description
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 3 in the mode “CCT+RGBW 8bit” (p. 9)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color XF		Same as CH 4 in the mode “CCT+RGBLAC 8bit” (p. 12)
8	Red		Same as CH 8 in the mode “CCT+RGBW 16bit” (p. 11)
9	Red Fine	0–255	Fine adjustment of CH 8
10	Green		Same as CH 10 in the mode “CCT+RGBW 16bit” (p. 11)
11	Green Fine	0–255	Fine adjustment of CH 10
12	Blue		Same as CH 12 in the mode “CCT+RGBW 16bit” (p. 11)
13	Blue Fine	0–255	Fine adjustment of CH 12
14	Amber	0–255	Min … Max
		255	Max
15	Amber Fine	0–255	Fine adjustment of CH 14
16	Cyan	0–255	Min … Max
		255	Max
17	Cyan Fine	0–255	Fine adjustment of CH 16
18	Lime	0–255	Min … Max
		255	Max
19	Lime Fine	0–255	Fine adjustment of CH 18
20	Fan Mode	0–127	ON
		128–225	OFF
		226–255	Fan Mode 1
21	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
22	Reserved	0–255	
23	reserved 2	0–255	
24	Reserved 3	0–255	
25	Reserved 4	0–255	

Mode CCT+HSI 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255.

Channel functions at a glance



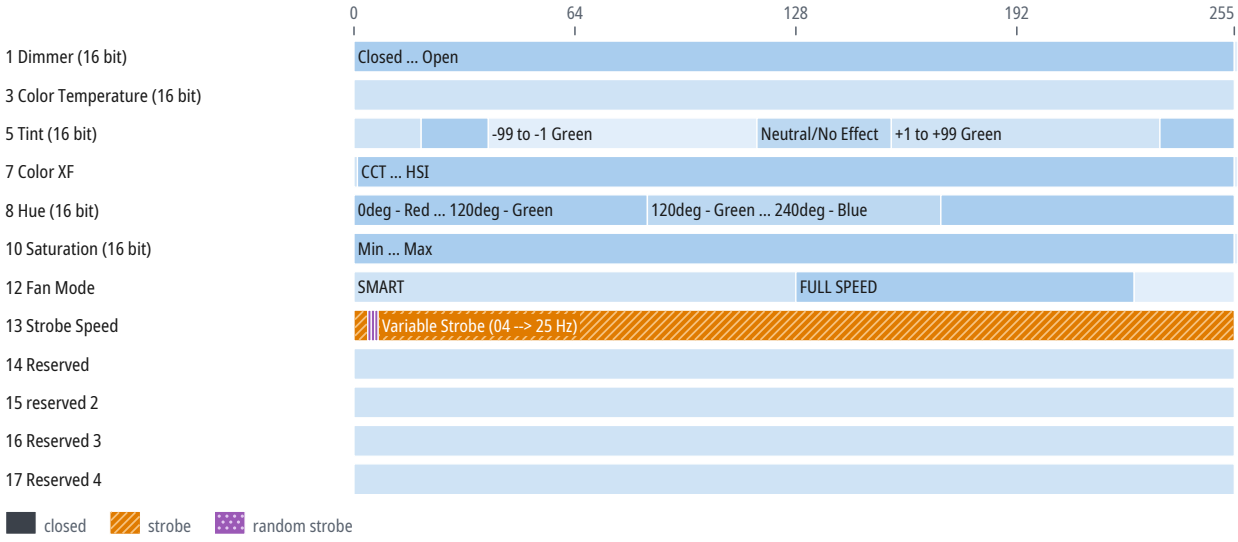
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Color Temperature		Same as CH 2 in the mode “CCT+RGBW 8bit” (p. 9)
3	Tint		Same as CH 3 in the mode “CCT+RGBW 8bit” (p. 9)
4	Color XF		Color Cross Fade
		0	CTC
		1–254	CTC ... HSI
		255	HSI
5	Hue	0	0deg - Red
		1–84	0deg - Red ... 120deg - Green
		85	120deg - Green
		86–169	120deg - Green ... 240deg - Blue
		170	240deg - Blue
		171–255	HSB_Hue
6	Saturation	0	Min
		1–254	Min ... Max
		255	Max
7	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
8	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
9	Reserved	0–255	
10	reserved 2	0–255	

Mode CCT+HSI 16bit

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; CH 13 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255.

Channel functions at a glance



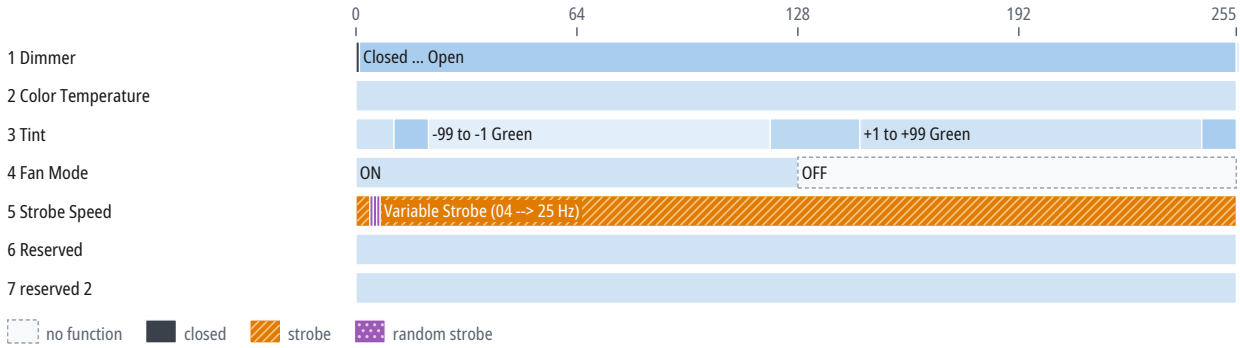
CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	1800–20000 K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint	0–19	Neutral/No Effect
		19–39	-100 Green
		39–117	-99 to -1 Green
		117–156	Neutral/No Effect
		156–234	+1 to +99 Green
		234–255	+100 Green
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color XF	0	CCT
		1–254	CCT ... HSI
		255	HSI
8	Hue	0–85	0deg - Red ... 120deg - Green
		85–170	120deg - Green ... 240deg - Blue
		170	240deg - Blue
		170–255	HSB_Hue
9	Hue Fine	0–255	Fine adjustment of CH 8
10	Saturation	0–255	Min ... Max

CH	Function	DMX	Description
10	Saturation (continued)	255	Max
11	Saturation Fine	0–255	Fine adjustment of CH 10
12	Fan Mode	0–127	SMART
		128–225	FULL SPEED
		226–255	Fan Mode 1
13	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
14	Reserved	0–255	
15	reserved 2	0–255	
16	Reserved 3	0–255	
17	Reserved 4	0–255	

Mode CCT 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Color Temperature 255.

Channel functions at a glance



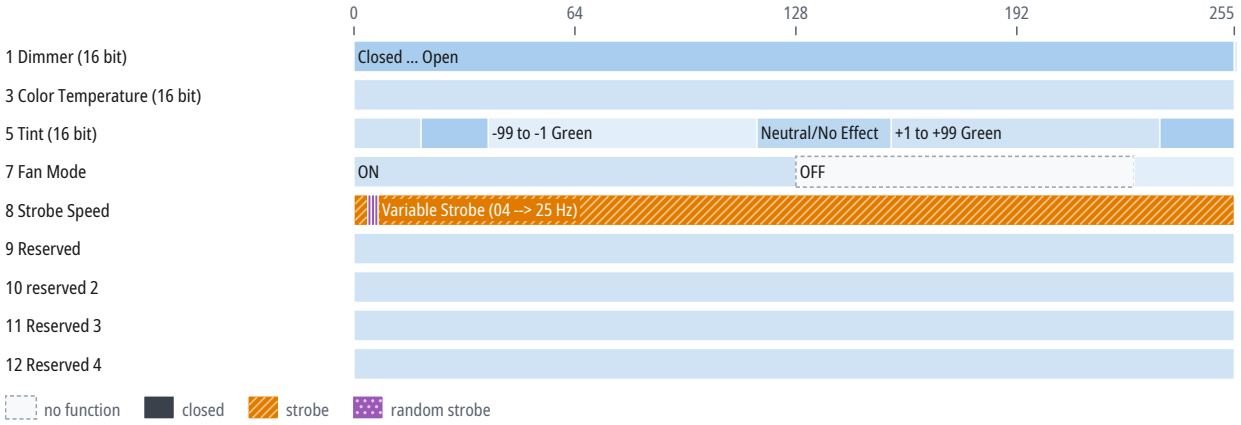
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 8bit” (p. 15)
2	Color Temperature	0–255	1800–20000 K
3	Tint		Same as CH 3 in the mode “CCT+RGBW 8bit” (p. 9)
4	Fan Mode		Same as CH 11 in the mode “CCT+RGBW 8bit” (p. 10)
5	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
6	Reserved	0–255	
7	reserved 2	0–255	

Mode CCT 16bit

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; CH 8 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Color Temperature 255.

Channel functions at a glance

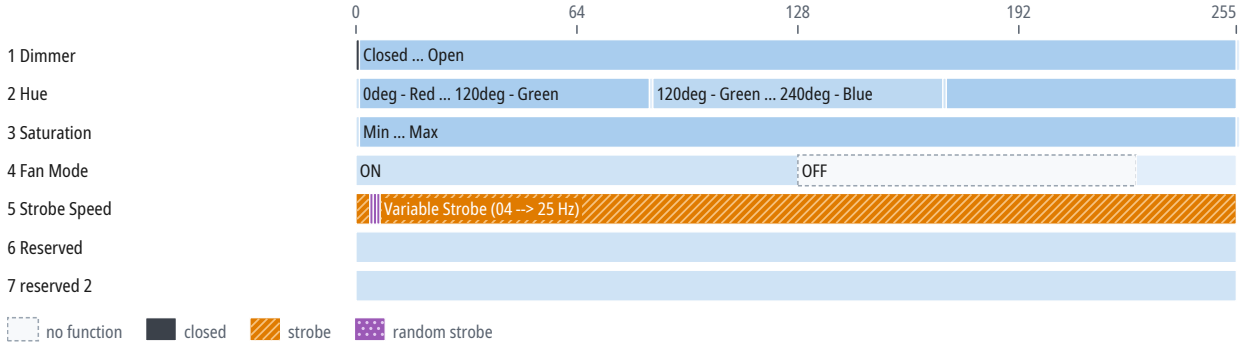


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 16bit” (p. 16)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	1800–20000 K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 5 in the mode “CCT+HSI 16bit” (p. 16)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
8	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
9	Reserved	0–255	
10	reserved 2	0–255	
11	Reserved 3	0–255	
12	Reserved 4	0–255	

Mode HSI 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



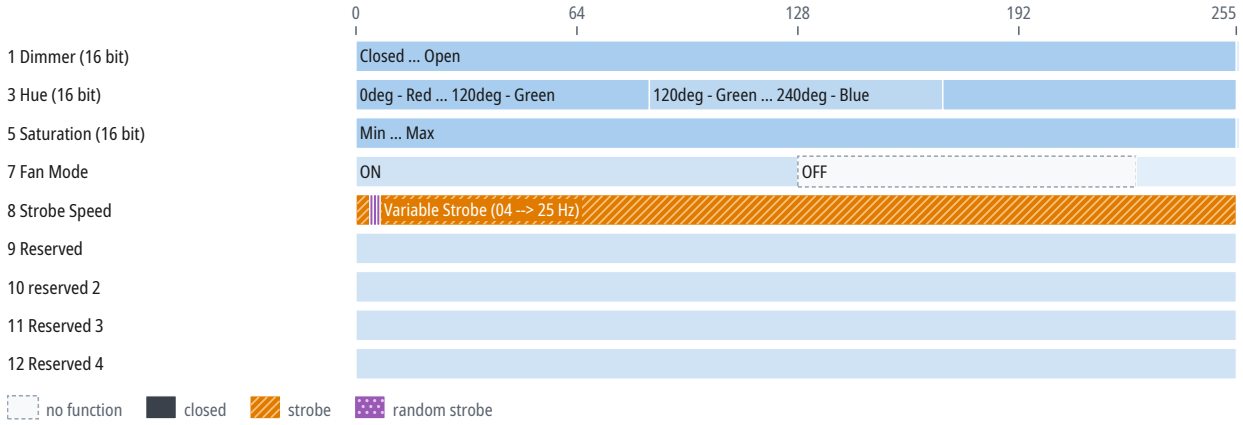
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 8bit” (p. 15)
2	Hue		Same as CH 5 in the mode “CCT+HSI 8bit” (p. 15)
3	Saturation		Same as CH 6 in the mode “CCT+HSI 8bit” (p. 15)
4	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
5	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
6	Reserved	0–255	
7	reserved 2	0–255	

Mode HSI 16bit

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; CH 8 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

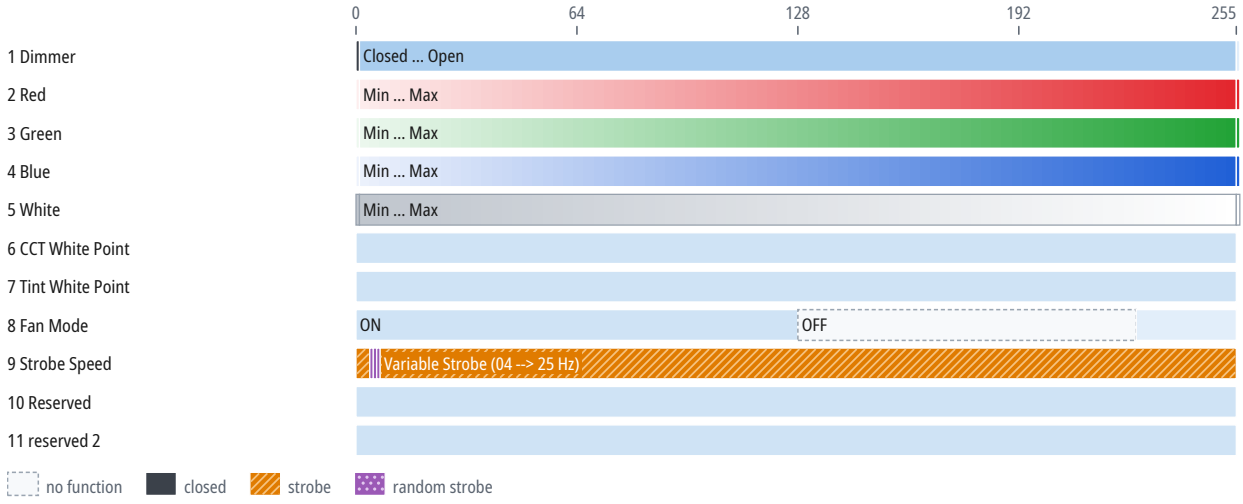


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 16bit” (p. 16)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Hue		Same as CH 8 in the mode “CCT+HSI 16bit” (p. 16)
4	Hue Fine	0–255	Fine adjustment of CH 3
5	Saturation		Same as CH 10 in the mode “CCT+HSI 16bit” (p. 16)
6	Saturation Fine	0–255	Fine adjustment of CH 5
7	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
8	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
9	Reserved	0–255	
10	reserved 2	0–255	
11	Reserved 3	0–255	
12	Reserved 4	0–255	

Mode RGBW 8bit

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

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 8bit” (p. 15)
2	Red		Same as CH 5 in the mode “CCT+RGBW 8bit” (p. 10)
3	Green		Same as CH 6 in the mode “CCT+RGBW 8bit” (p. 10)
4	Blue		Same as CH 7 in the mode “CCT+RGBW 8bit” (p. 10)
5	White		Same as CH 8 in the mode “CCT+RGBW 8bit” (p. 10)
6	CCT White Point	0–255	
7	Tint White Point	0–255	
8	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)

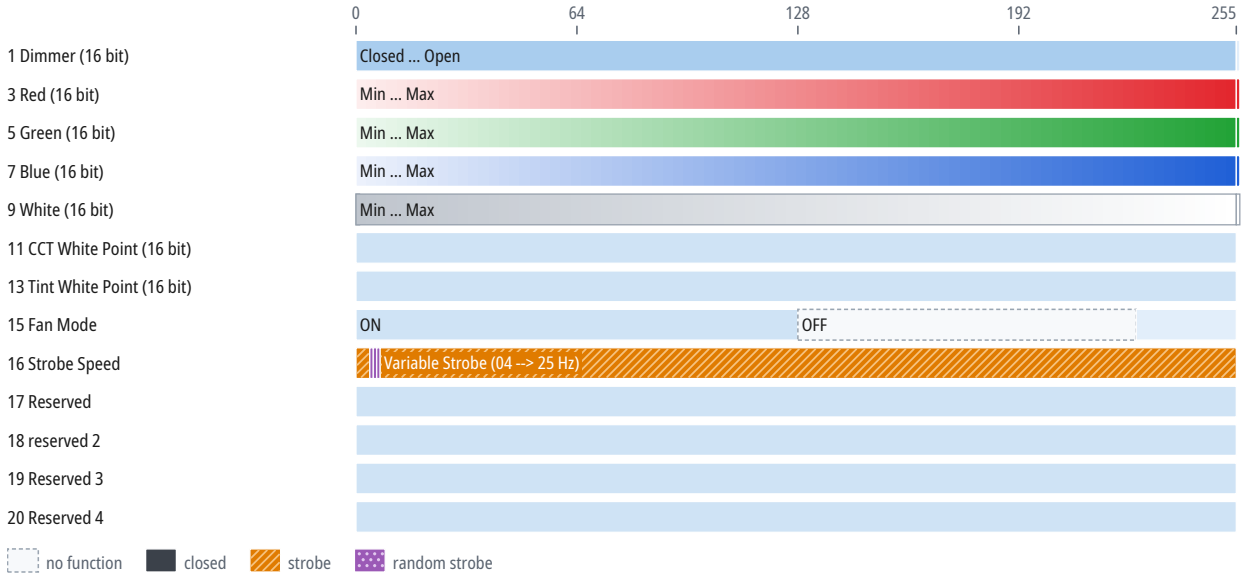
CH	Function	DMX	Description
9	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
10	Reserved	0–255	
11	reserved 2	0–255	

Mode RGBW 16bit

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; CH 16 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 9 White 255.

Channel functions at a glance



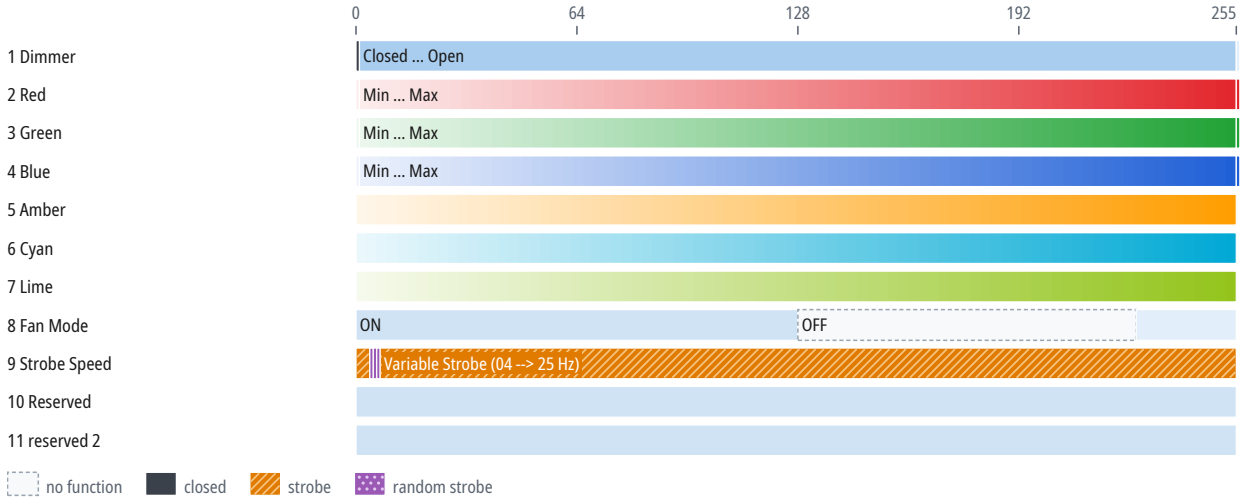
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 16bit” (p. 16)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 8 in the mode “CCT+RGBW 16bit” (p. 11)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 10 in the mode “CCT+RGBW 16bit” (p. 11)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 12 in the mode “CCT+RGBW 16bit” (p. 11)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White		Same as CH 14 in the mode “CCT+RGBW 16bit” (p. 12)
10	White Fine	0–255	Fine adjustment of CH 9
11	CCT White Point	0–255	
12	CCT White Point Fine	0–255	Fine adjustment of CH 11
13	Tint White Point	0–255	
14	Tint White Point Fine	0–255	Fine adjustment of CH 13
15	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)

CH	Function	DMX	Description
16	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
17	Reserved	0–255	
18	reserved 2	0–255	
19	Reserved 3	0–255	
20	Reserved 4	0–255	

Mode RGBLAC 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 9 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance



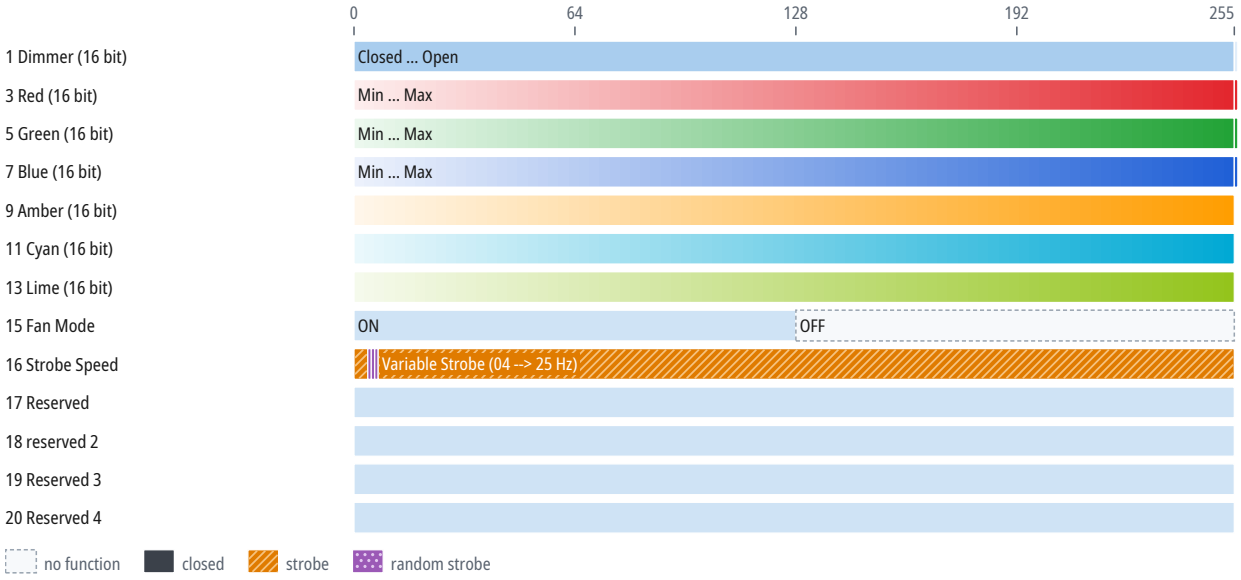
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 8bit” (p. 15)
2	Red		Same as CH 5 in the mode “CCT+RGBW 8bit” (p. 10)
3	Green		Same as CH 6 in the mode “CCT+RGBW 8bit” (p. 10)
4	Blue		Same as CH 7 in the mode “CCT+RGBW 8bit” (p. 10)
5	Amber	0–255	
6	Cyan	0–255	
7	Lime	0–255	
8	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
9	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
10	Reserved	0–255	
11	reserved 2	0–255	

Mode RGBLAC 16bit

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; CH 16 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255.

Channel functions at a glance

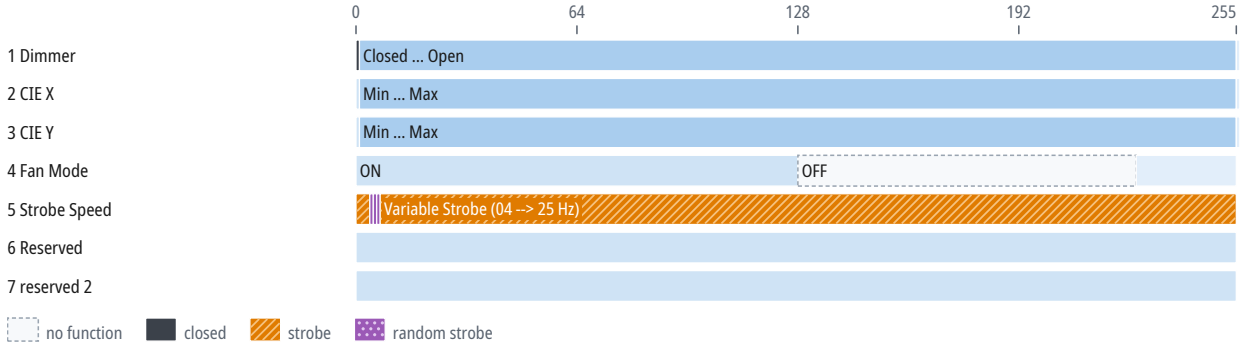


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 16bit” (p. 16)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 8 in the mode “CCT+RGBW 16bit” (p. 11)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 10 in the mode “CCT+RGBW 16bit” (p. 11)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 12 in the mode “CCT+RGBW 16bit” (p. 11)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Amber	0–255	
10	Amber Fine	0–255	Fine adjustment of CH 9
11	Cyan	0–255	
12	Cyan Fine	0–255	Fine adjustment of CH 11
13	Lime	0–255	
14	Lime Fine	0–255	Fine adjustment of CH 13
15	Fan Mode		Same as CH 11 in the mode “CCT+RGBW 8bit” (p. 10)
16	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
17	Reserved	0–255	
18	reserved 2	0–255	
19	Reserved 3	0–255	
20	Reserved 4	0–255	

Mode XY 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 5 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



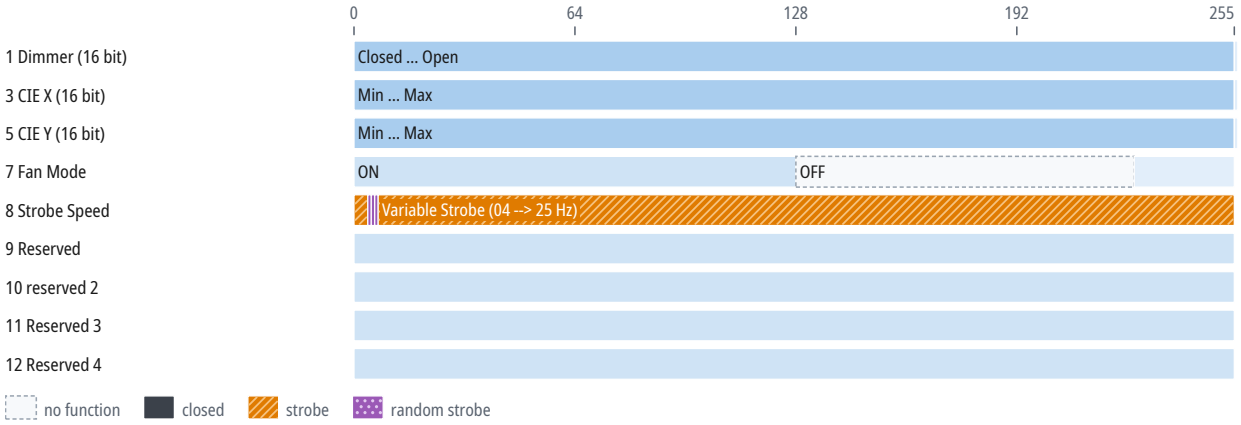
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 8bit” (p. 15)
2	CIE X	0	Min
		1–254	Min ... Max
		255	Max
3	CIE Y	0	Min
		1–254	Min ... Max
		255	Max
4	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
5	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
6	Reserved	0–255	
7	reserved 2	0–255	

Mode XY 16bit

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; CH 8 Strobe Speed at 0–3 “OFF”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

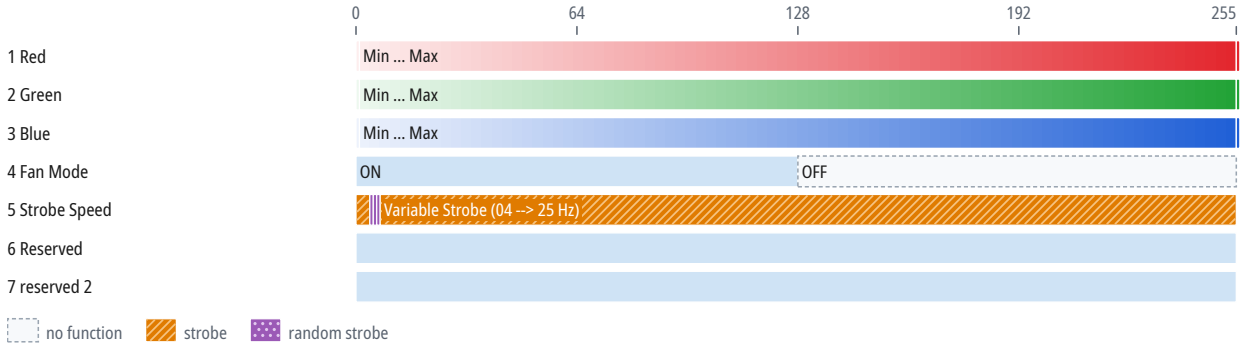


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “CCT+HSI 16bit” (p. 16)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CIE X	0–255	Min ... Max
		255	Max
4	CIE X Fine	0–255	Fine adjustment of CH 3
5	CIE Y	0–255	Min ... Max
		255	Max
6	CIE Y Fine	0–255	Fine adjustment of CH 5
7	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
8	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
9	Reserved	0–255	
10	reserved 2	0–255	
11	Reserved 3	0–255	
12	Reserved 4	0–255	

Mode RGB 8bit (No Dimmer)

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Strobe Speed at 0–3 “OFF”.

Channel functions at a glance



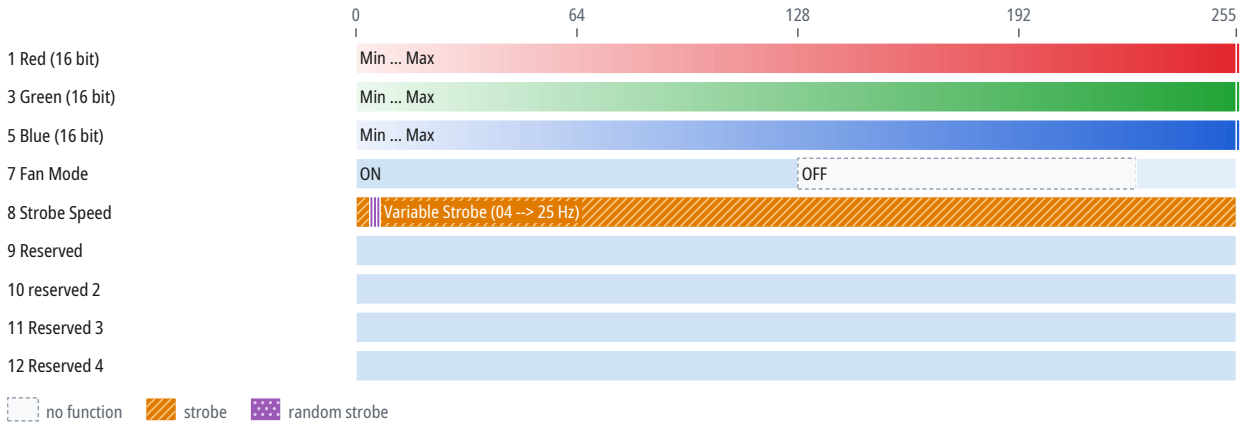
CH	Function	DMX	Description
1	Red		Same as CH 5 in the mode “CCT+RGBW 8bit” (p. 10)
2	Green		Same as CH 6 in the mode “CCT+RGBW 8bit” (p. 10)
3	Blue		Same as CH 7 in the mode “CCT+RGBW 8bit” (p. 10)
4	Fan Mode		Same as CH 11 in the mode “CCT+RGBW 8bit” (p. 10)
5	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
6	Reserved	0–255	
7	reserved 2	0–255	

Mode RGB 16bit (No Dimmer)

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 8 Strobe Speed at 0–3 “OFF”.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 8 in the mode “CCT+RGBW 16bit” (p. 11)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 10 in the mode “CCT+RGBW 16bit” (p. 11)

CH	Function	DMX	Description
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 12 in the mode “CCT+RGBW 16bit” (p. 11)
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Fan Mode		Same as CH 20 in the mode “CCT+RGBLAC 16bit” (p. 14)
8	Strobe Speed		Same as CH 12 in the mode “CCT+RGBW 8bit” (p. 10)
9	Reserved	0–255	
10	reserved 2	0–255	
11	Reserved 3	0–255	
12	Reserved 4	0–255	

9 Technical specifications

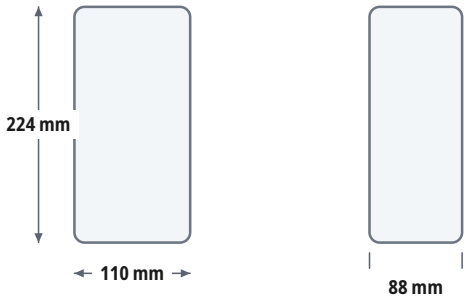
Parameter	Value
Light	
Light source	LED
LED power	88 W
Luminous flux	4,745 lm
Color temperature	5,600 K
Color rendering index (CRI)	96
Optics	
Beam angle	48°
Control	
RDM	yes (manufacturer ID 0x0008, device model ID 0x0207)
Dimensions and construction	
Weight	1.1 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

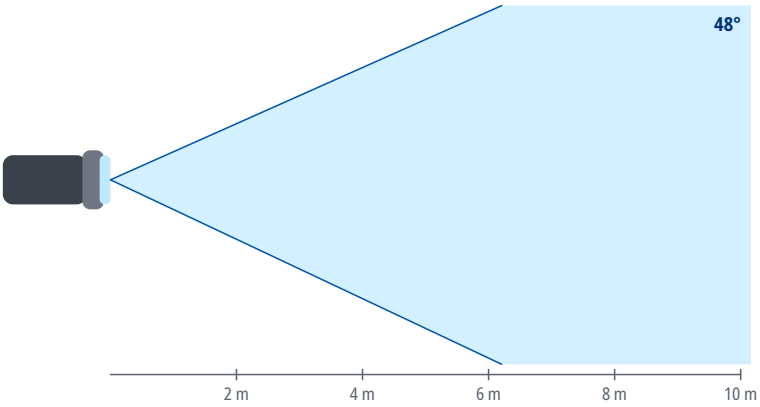
Parameter	Value
Color temperature range	1800–20000 K

Dimensions

weight 1.1 kg



Spot diameter



Distance	Ø 48°
2 m	1.8 m
4 m	3.6 m
6 m	5.3 m
8 m	7.1 m
10 m	8.9 m
15 m	13.4 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.