DMX REFERENCE

COLORBLIND 400 BFX

OXO Light



Manufacturer	OXO Light
GDTF file	OXO_Light_COLORBLIND_400_BFX_103159.gdtf
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1 About this manual

This document describes the COLORBLIND 400 BFX by OXO Light. It was compiled from the GDTF file OXO_Light_COLORBLIND_400_BFX_103159.gdtf from the GDTF-Share library.

File revision: “Naming update”.

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 OXO Light; 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
Power consumption	30 W

DMX modes

Mode	Channels	Units in one universe	First start addresses
MODE 4CH (RGBW 8 bits)	4	128	1, 5, 9, 13, ...
MODE 14 CH (Macro 8bits)	14	36	1, 15, 29, 43, ...
MODE 14 CH (Macro 8bits) No Channel Function	14	36	1, 15, 29, 43, ...
MODE 37 CH (Blind Pixel 16bits)	37	13	1, 38, 75, 112, ...
MODE 37 CH (Blind Pixel 16bits) No Channel Function	37	13	1, 38, 75, 112, ...
MODE 36CH (RGBW Pixel 8 bits)	36	14	1, 37, 73, 109, ...
MODE 76 CH (Pixel + Strobe 16bits)	76	6	1, 77, 153, 229, ...
MODE 76 CH (Pixel + Strobe 16bits) No Channel Function	76	6	1, 77, 153, 229, ...
MODE 86 CH (Full 16bits)	86	5	1, 87, 173, 259, ...
MODE 86 CH (Full 16bits) No Channel Function	86	5	1, 87, 173, 259, ...


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

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

⚠ CAUTION

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

⚠ **CAUTION**

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

4 Installation

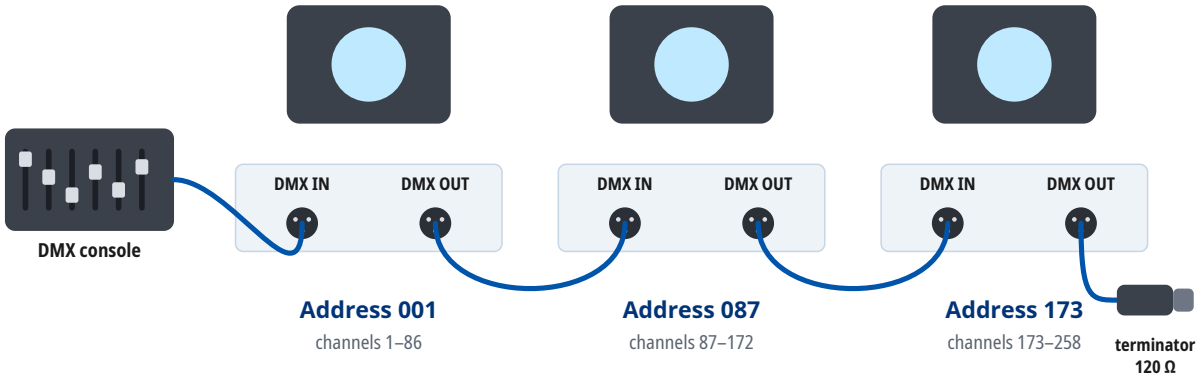
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



MODE 86 CH (Full 16bits): every unit occupies 86 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 86 CH (Full 16bits)”: 86.
- 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 86 CH (Full 16bits)”, you can use, for example, the start addresses 1, 87, 173, 259.
- 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 4CH (RGBW 8 bits) 4 channels	MODE 14 CH (Macro 8bits) 14 channels	MODE 14 CH (Macro 8bits) No Channel Function 14 channels	MODE 37 CH (Blind Pixel 16bits) 37 channels	MODE 37 CH (Blind Pixel 16bits) No Channel Function 37 channels	MODE 36CH (RGBW Pixel 8 bits) 36 channels	MODE 76 CH (Pixel + Strobe 16bits) 76 channels	MODE 76 CH (Pixel + Strobe 16bits) No Channel Function 76 channels
Pan / Tilt	✓	✓	✓	✓	✓	✓	✓	✓
Dimmer	**4**	**1, 6**	**1, 6**	20 channels (1–36)	20 channels (1–36)	18 channels (1–36)	18 channels (1–36)	18 channels (1–36)
Dimmer resolution	8 bit	8 bit	8 bit	16 bit	16 bit	8 bit	16 bit	16 bit
Shutter / strobe		**5, 14**	**5, 14**	**20, 37**	**20, 37**		**20, 48, 76**	**20, 48, 76**
Color mixing	**1–3**	**7–9**	**7–9**	**22–24, 30–32**	**22–24, 30–32**	44 channels (1–49)	76 channels (1–81)	76 channels (1–81)
Color temperature		**2**	**2**	**19**	**19**		**19**	**19**
Effects / macros		**3, 4, 10–13**	**3, 4, 10–13**	**25–28, 33–36**	**25–28, 33–36**			
Pixel control							**9 + 9 + 9 cells**	**9 + 9 + 9 cells**

Color wheel

1 Open DMX 0–3	2 White 2700 K DMX 4–7	3 White 3200K DMX 8–11	4 White 3500K DMX 12–15	5 White 4000K DMX 16–19	6 White 4500K DMX 20–23
7 White 5000K DMX 24–27	8 White 5600K DMX 28–31	9 White 6000K DMX 32–35	10 White 6500K DMX 36–39	11 White 7000K DMX 40–43	12 White 7500K DMX 44–47
13 White 8000K DMX 48–51	14 Mauve 126 DMX 52–55	15 Ultimate Violet 707 DMX 56–59	16 Dark Lavender 180 DMX 60–63	17 Cold Lavender 703 DMX 64–67	18 Light Lavender 052 DMX 68–71
19 Midnight Maya 508 DMX 72–75	20 Tokyo Blue 71 DMX 76–79	21 Zenith Blue 195 DMX 80–83	22 Elysian Blue 714 DMX 84–87	23 Just Blue 079 DMX 88–91	24 Sky Blue 68 DMX 92–95

25 Medium Blue 132
DMX 96–99

26 Glacier Blue 352
DMX 100–103

27 Steel Blue 117
DMX 104–107

28 Lagon Blue 172
DMX 108–111

29 Peacock Blue 115
DMX 112–115

30 Jade 323
DMX 116–119

31 Dark Yellow Green 090
DMX 120–123

32 Lee Green 121
DMX 124–127

33 Fern Green 122
DMX 128–131

34 Moss Green 089
DMX 132–135

35 Sally Green 505
DMX 136–139

36 Light Amber 102
DMX 140–143

37 Surprise Peach 017
DMX 144–147

38 Dark Salmon 008
DMX 148–151

39 Madge 507
DMX 152–155

40 Light Red 182
DMX 156–159

41 Scarlet 024
DMX 160–163

42 Pink 157
DMX 164–167

43 Ice and a Slice 513
DMX 168–171

44 Rose Pink 002
DMX 172–175

45 Magical Magenta 795
DMX 176–179

46 Bright Pink 128
DMX 180–183

47 Magenta 113
DMX 184–187

48 Lavander Tint 003
DMX 188–191

49 RAINBOW (from color 13 to 47)
DMX 192–195

50 FROZEN RAINBOW (from color 18 to 25)
DMX 196–199

51 GARDEN RAINBOW (from color 26 To 33)
DMX 200–203

52 WARM RAINBOW (from color 34 to 41)
DMX 204–207

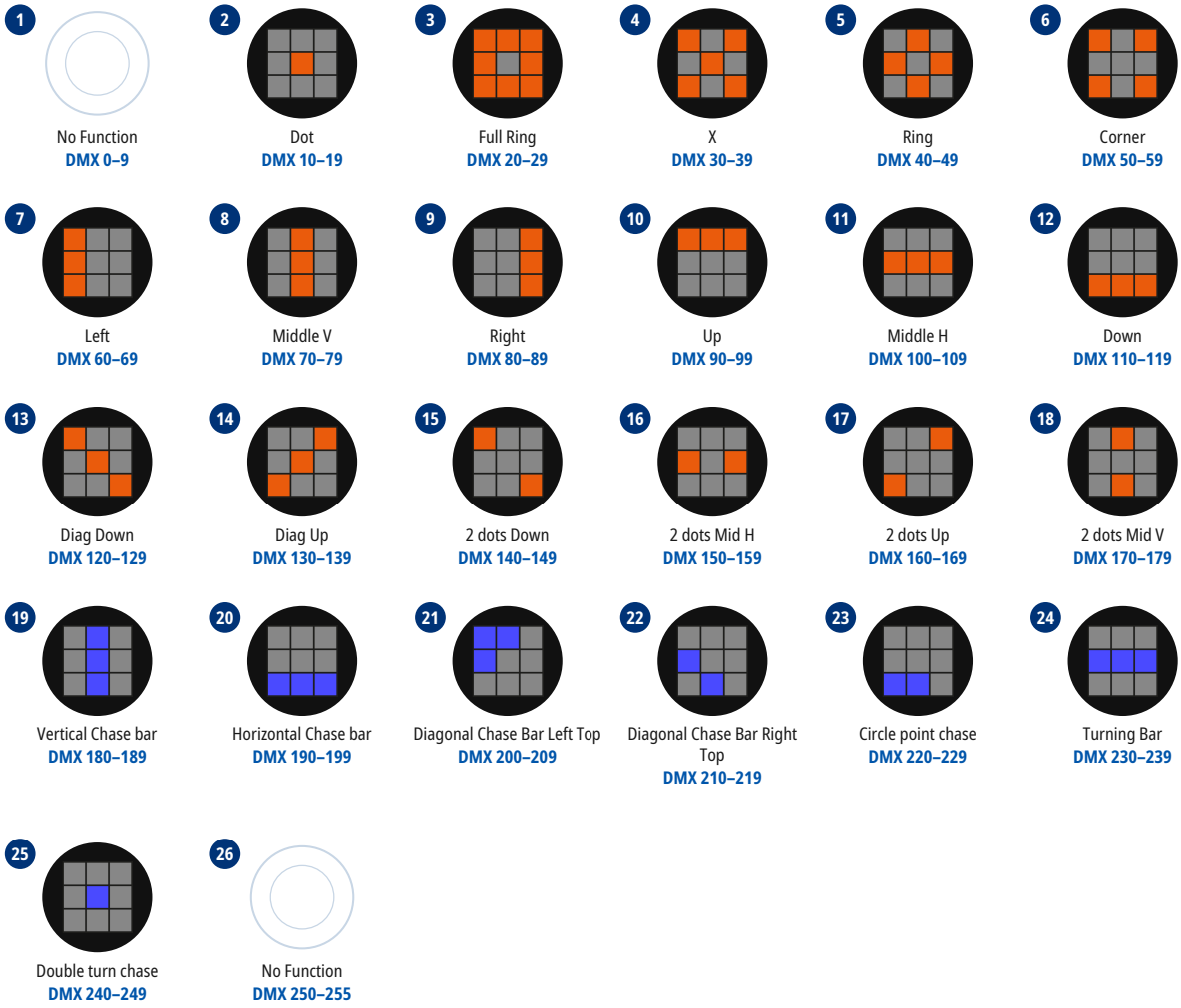
53 CANDY RAINBOW (from color 42 to 47)
DMX 208–211

54 WATER (effect between color 19 and 22)
DMX 212–215

55 FIRE (effect between color 39 and 36)
DMX 216–219

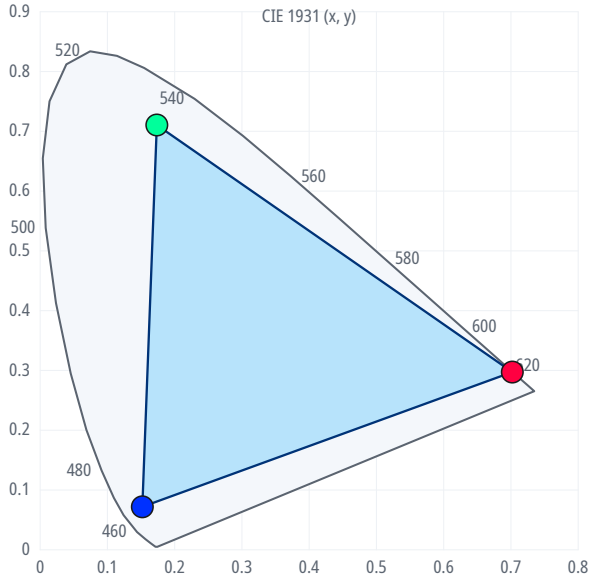
56 RESERVED

Gobo wheel



1 No Function DMX 0–9
2 Dot DMX 10–19
3 Full Ring DMX 20–29
4 X DMX 30–39
5 Ring DMX 40–49
6 Corner DMX 50–59
7 Left DMX 60–69
8 Middle V DMX 70–79
9 Right DMX 80–89
10 Up DMX 90–99
11 Middle H DMX 100–109
12 Down DMX 110–119
13 Diag Down DMX 120–129
14 Diag Up DMX 130–139
15 2 dots Down DMX 140–149
16 2 dots Mid H DMX 150–159
17 2 dots Up DMX 160–169
18 2 dots Mid V DMX 170–179
19 Vertical Chase bar DMX 180–189
20 Horizontal Chase bar DMX 190–199
21 Diagonal Chase Bar Left Top DMX 200–209
22 Diagonal Chase Bar Right Top DMX 210–219
23 Circle point chase DMX 220–229
24 Turning Bar DMX 230–239
25 Double turn chase DMX 240–249
26 No Function DMX 250–255

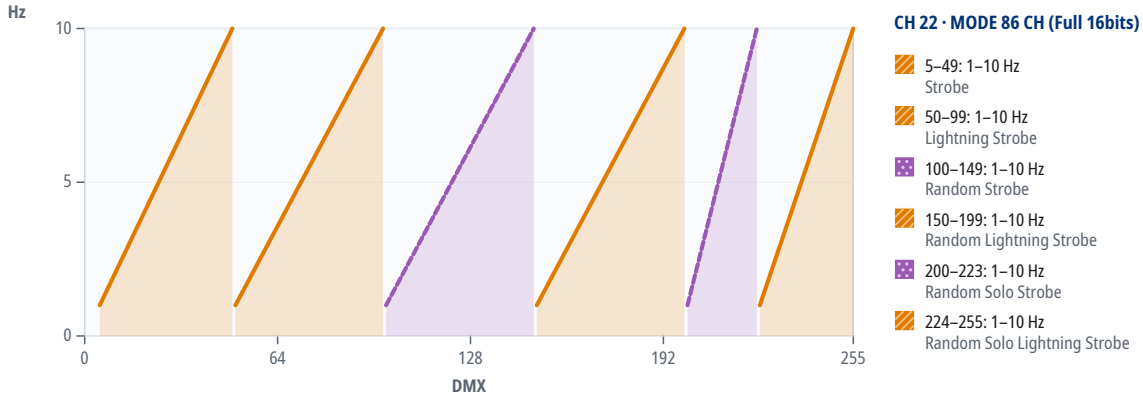
LED colors and the colors they mix



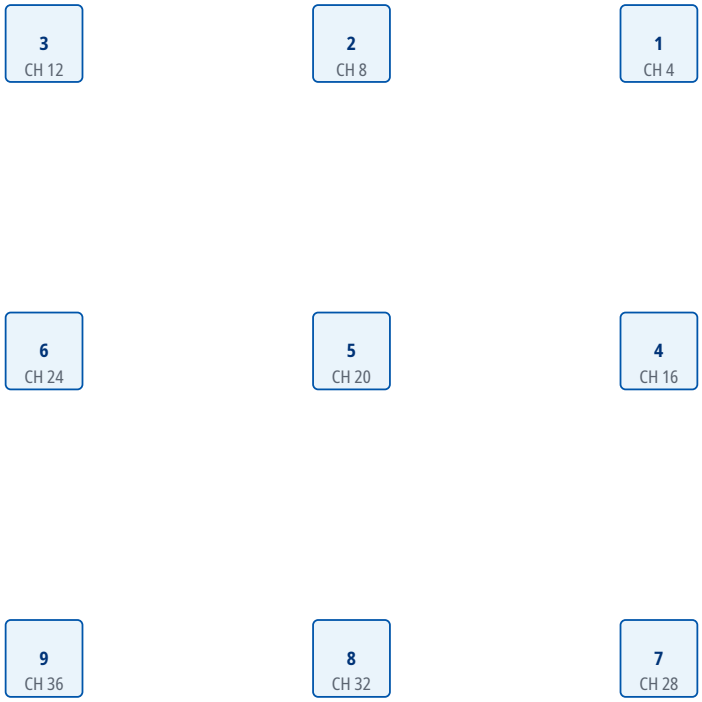
LED	x	y	nm
Red	0.702	0.297	626
Green	0.173	0.711	527
Blue	0.152	0.072	452

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

Strobe rate



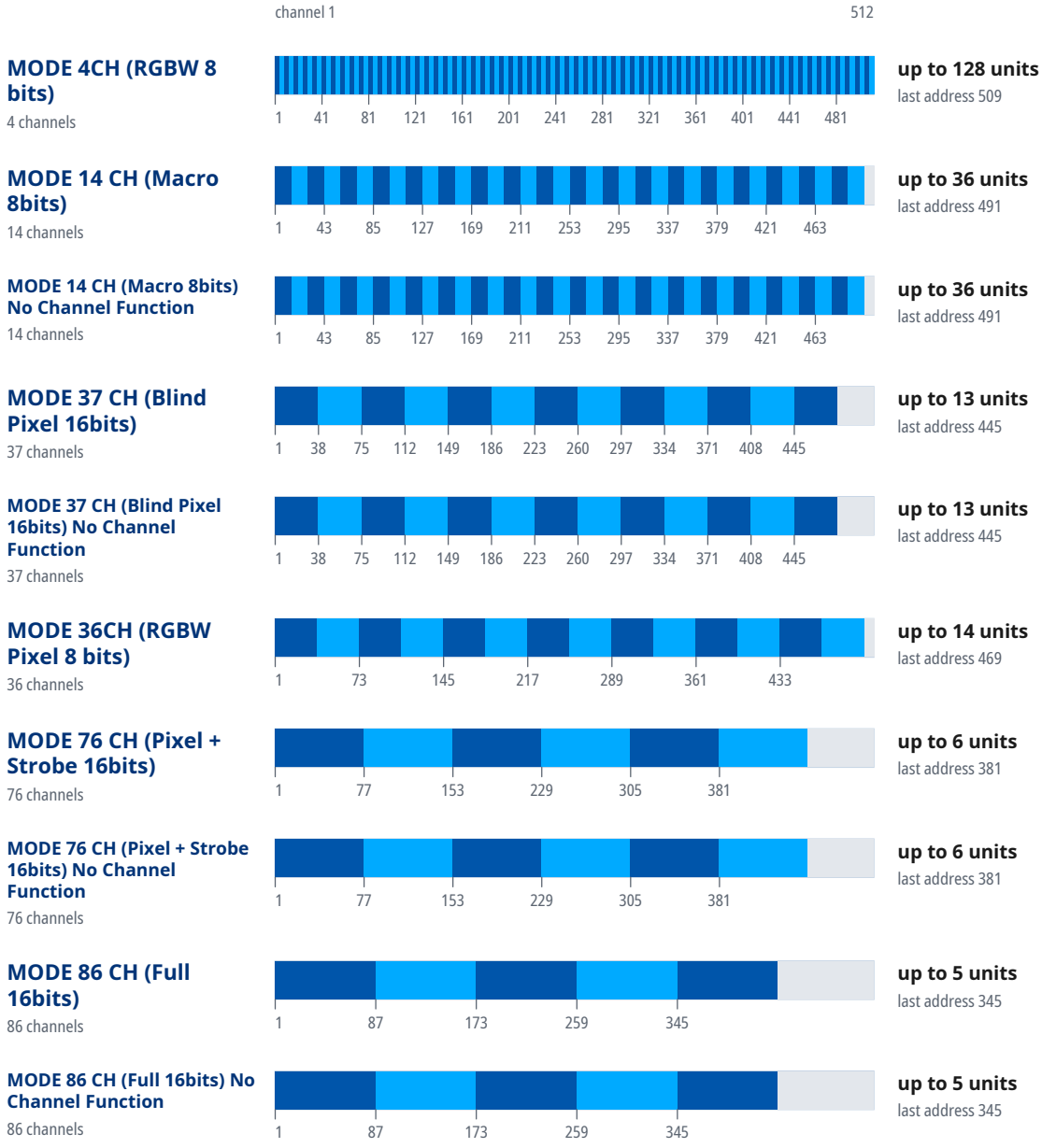
Cells (pixels)



9 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “MODE 86 CH (Full 16bits)”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “MODE 86 CH (Full 16bits)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 1	11	U3 · 1	16	U4 · 1
2	87	7	U2 · 87	12	U3 · 87	17	U4 · 87
3	173	8	U2 · 173	13	U3 · 173	18	U4 · 173
4	259	9	U2 · 259	14	U3 · 259	19	U4 · 259
5	345	10	U2 · 345	15	U3 · 345	20	U4 · 345

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 4CH (RGBW 8 bits)

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

CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min … Max
		255	Max
2	Green	0	Min
		1–254	Min … Max
		255	Max
3	Blue	0	Min
		1–254	Min … Max
		255	Max
4	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open

MODE 14 CH (Macro 8bits)

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 5 Shutter 1 at 0–4 “No Function”; CH 6 Dimmer 2 above 0; CH 14 Shutter 2 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Color Temperature 0, CH 5 Shutter 1 0, CH 6 Dimmer 2 255, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 12 Color Macro 0, CH 14 Shutter 2 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature	0	Tungsten 3000 K Dim Warm
		1–255	1800 K - 6500 K (1800–6500 K)
3	Effects 1	0–9	No Function
		10–19	Dot
		20–29	Full Ring
		30–39	X
		40–49	Ring
		50–59	Corner
		60–69	Left
		70–79	Middle V
		80–89	Right
		90–99	Up
		100–109	Middle H
		110–119	Down
		120–129	Diag Down
		130–139	Diag Up
		140–149	2 dots Down
		150–159	2 dots Mid H

CH	Function	DMX	Description
3	Effects 1 (continued)	160–169	2 dots Up
		170–179	2 dots Mid V
		180–189	Vertical Chase bar
		190–199	Horizontal Chase bar
		200–209	Diagonal Chase Bar Left Top
		210–219	Diagonal Chase Bar Right Top
		220–229	Circle point chase
		230–239	Turning Bar
		240–249	Double turn chase
		250–255	No Function
4	Effects Speed 1	0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
5	Shutter 1	0–4	No Function
		5–49	Strobe (1–10 Hz)
		50–99	Lightning Strobe (1–10 Hz)
		100–149	Random Strobe (1–10 Hz)
		150–199	Random Lightning Strobe (1–10 Hz)
		200–223	Random Solo Strobe (1–10 Hz)
		224–255	Random Solo Lightning Strobe (1–10 Hz)
6	Dimmer 2	0–255	
7	Red		Same as CH 1 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
8	Green		Same as CH 2 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
9	Blue		Same as CH 3 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
10	Effects 2	0–9	No Function
		10–19	Dot
		20–29	Full Ring
		30–39	X
		40–49	Ring
		50–59	Corner
		60–69	Left
		70–79	Middle V
		80–89	Right
		90–99	Up
		100–109	Middle H
		110–119	Down
		120–129	Diag Down
		130–139	Diag Up
		140–149	2 dots Down
		150–159	2 dots Mid H

CH	Function	DMX	Description
10	Effects 2 (continued)	160–169	2 dots Up
		170–179	2 dots Mid V
		180–189	Vertical Chase bar
		190–199	Horizontal Chase bar
		200–209	Diagonal Chase Bar Left Top
		210–219	Diagonal Chase Bar Right Top
		220–229	Circle point chase
		230–239	Turning Bar
		240–249	Double turn chase
		250–255	No Function
11	Effects Speed 2	0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
12	Color Macro	0–3	Open
		4–7	White 2700 K
		8–11	White 3200K
		12–15	White 3500K
		16–19	White 4000K
		20–23	White 4500K
		24–27	White 5000K
		28–31	White 5600K
		32–35	White 6000K
		36–39	White 6500K
		40–43	White 7000K
		44–47	White 7500K
		48–51	White 8000K
		52–55	Mauve 126
		56–59	Ultimate Violet 707
		60–63	Dark Lavender 180
		64–67	Cold Lavender 703
		68–71	Light Lavender 052
		72–75	Midnight Maya 508
		76–79	Tokyo Blue 71
		80–83	Zenith Blue 195
		84–87	Elysian Blue 714
		88–91	Just Blue 079
		92–95	Sky Blue 68
		96–99	Medium Blue 132
		100–103	Glacier Blue 352
		104–107	Steel Blue 117

CH	Function	DMX	Description
12	Color Macro (continued)	108–111	Lagon Blue 172
		112–115	Peacock Blue 115
		116–119	Jade 323
		120–123	Dark Yellow Green 090
		124–127	Lee Green 121
		128–131	Fern Green 122
		132–135	Moss Green 089
		136–139	Sally Green 505
		140–143	Light Amber 102
		144–147	Surprise Peach 017
		148–151	Dark Salmon 008
		152–155	Madge 507
		156–159	Light Red 182
		160–163	Scarlet 024
		164–167	Pink 157
		168–171	Ice and a Slice 513
		172–175	Rose Pink 002
		176–179	Magical Magenta 795
		180–183	Bright Pink 128
		184–187	Magenta 113
		188–191	Lavander Tint 003
		192–195	RAINBOW (from color 13 to 47)
		196–199	FROZEN RAINBOW (from color 18 to 25)
		200–203	GARDEN RAINBOW (from color 26 To 33)
		204–207	WARM RAINBOW (from color 34 to 41)
		208–211	CANDY RAINBOW (from color 42 to 47)
		212–215	WATER (effect between color 19 and 22)
		216–219	FIRE (effect between color 39 and 36)
		220–255	Open
13	Color Macro Speed	0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
14	Shutter 2	0–4	No Function
		5–49	Strobe (1–10 Hz)
		50–99	Lightning Strobe (1–10 Hz)
		100–149	Random Strobe (1–10 Hz)
		150–199	Random Lightning Strobe (1–10 Hz)
		200–223	Random Solo Strobe (1–10 Hz)
		224–255	Random Solo Lightning Strobe (1–10 Hz)

MODE 14 CH (Macro 8bits) No Channel Function

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 5 Shutter 1 at 0–4 “No Function”; CH 6 Dimmer 2 above 0; CH 14 Shutter 2 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Color Temperature 0, CH 5 Shutter 1 0, CH 6 Dimmer 2 255, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 12 Color Macro 0, CH 14 Shutter 2 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
3	Effects 1		Same as CH 3 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
4	Effects Speed 1		Same as CH 4 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
5	Shutter 1		No Function
		0–4	No Function
		5–49	Strobe ALL : Slow to Fast
		50–149	Lightning Strobe : Slow to Fast
		150–199	Ramdom Lighting Strobe : Slow to Fast
		200–223	Ramdom solo Strobe : Slow to Fast
		224–255	Ramdom Solo lighting Strobe : Slow to Fast
6	Dimmer 2	0–255	
7	Red		Same as CH 1 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
8	Green		Same as CH 2 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
9	Blue		Same as CH 3 in the mode “MODE 4CH (RGBW 8 bits)” (p. 12)
10	Effects 2		Same as CH 10 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
11	Effects Speed 2		Same as CH 11 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)
12	Color Macro		Same as CH 12 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)
13	Color Macro Speed		Same as CH 13 in the mode “MODE 14 CH (Macro 8bits)” (p. 15)
14	Shutter 2		No Function
		0–4	No Function
		5–49	Strobe ALL : Slow to Fast
		50–149	Lightning Strobe : Slow to Fast
		150–199	Ramdom Lighting Strobe : Slow to Fast
		200–223	Ramdom solo Strobe : Slow to Fast
		224–255	Ramdom Solo lighting Strobe : Slow to Fast

MODE 37 CH (Blind Pixel 16bits)

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 9 cells); CH 20 Shutter 1 at 0–4 “No Function”; CH 21 Dimmer 10 above 0; CH 29 Dimmer 11 above 0; CH 37 Shutter 2 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 19 Color Temperature 0, CH 20 Shutter 1 0, CH 21 Dimmer 10 255, CH 22 Red 1 255, CH 23 Green 1 255, CH 24 Blue 1 255, CH 27 Color Macro 1 0, CH 29 Dimmer 11 255, CH 30 Red 2 255, CH 31 Green 2 255, CH 32 Blue 2 255, CH 35 Color Macro 2 0, CH 37 Shutter 2 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
20	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
21	Dimmer 10	0–255	
22	Red 1	0	Min
		1–254	Min ... Max
		255	Max
23	Green 1	0	Min
		1–254	Min ... Max
		255	Max
24	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
25	Effects 1		Same as CH 3 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
26	Effects Speed 1		Same as CH 4 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
27	Color Macro 1	0–3	Open
		4–7	White 2700 K
		8–11	White 3200K
		12–15	White 3500K
		16–19	White 4000K
		20–23	White 4500K
		24–27	White 5000K
		28–31	White 5600K
		32–35	White 6000K
		36–39	White 6500K
		40–43	White 7000K
		44–47	White 7500K
		48–51	White 8000K
		52–55	Mauve 126
		56–59	Ultimate Violet 707
		60–63	Dark Lavender 180
		64–67	Cold Lavender 703

CH	Function	DMX	Description
27	Color Macro 1 (continued)	68–71	Light Lavender 052
		72–75	Midnight Maya 508
		76–79	Tokyo Blue 71
		80–83	Zenith Blue 195
		84–87	Elysian Blue 714
		88–91	Just Blue 079
		92–95	Sky Blue 68
		96–99	Medium Blue 132
		100–103	Glacier Blue 352
		104–107	Steel Blue 117
		108–111	Lagon Blue 172
		112–115	Peacock Blue 115
		116–119	Jade 323
		120–123	Dark Yellow Green 090
		124–127	Lee Green 121
		128–131	Fern Green 122
		132–135	Moss Green 089
		136–139	Sally Green 505
		140–143	Light Amber 102
		144–147	Surprise Peach 017
		148–151	Dark Salmon 008
		152–155	Madge 507
		156–159	Light Red 182
		160–163	Scarlet 024
		164–167	Pink 157
		168–171	Ice and a Slice 513
		172–175	Rose Pink 002
		176–179	Magical Magenta 795
		180–183	Bright Pink 128
		184–187	Magenta 113
		188–191	Lavander Tint 003
		192–195	RAINBOW (from color 13 to 47)
		196–199	FROZEN RAINBOW (from color 18 to 25)
		200–203	GARDEN RAINBOW (from color 26 To 33)
		204–207	WARM RAINBOW (from color 34 to 41)
		208–211	CANDY RAINBOW (from color 42 to 47)
		212–215	WATER (effect between color 19 and 22)
		216–219	FIRE (effect between color 39 and 36)
		220–255	Open
28	Color Macro Speed 1	0	Stop
		1–126	<<<

CH	Function	DMX	Description
28	Color Macro Speed 1 (continued)	127–128	Stop <>
		129–254	>>>
		255	Stop
29	Dimmer 11	0–255	
30	Red 2	0	Min
		1–254	Min ... Max
		255	Max
31	Green 2	0	Min
		1–254	Min ... Max
		255	Max
32	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
33	Effects 2		Same as CH 10 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
34	Effects Speed 2		Same as CH 11 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)
35	Color Macro 2	0–3	Open
		4–7	White 2700 K
		8–11	White 3200K
		12–15	White 3500K
		16–19	White 4000K
		20–23	White 4500K
		24–27	White 5000K
		28–31	White 5600K
		32–35	White 6000K
		36–39	White 6500K
		40–43	White 7000K
		44–47	White 7500K
		48–51	White 8000K
		52–55	Mauve 126
		56–59	Ultimate Violet 707
		60–63	Dark Lavender 180
		64–67	Cold Lavender 703
		68–71	Light Lavender 052
		72–75	Midnight Maya 508
		76–79	Tokyo Blue 71
		80–83	Zenith Blue 195
		84–87	Elysian Blue 714
		88–91	Just Blue 079
		92–95	Sky Blue 68
		96–99	Medium Blue 132

CH	Function	DMX	Description
35	Color Macro 2 (continued)	100–103	Glacier Blue 352
		104–107	Steel Blue 117
		108–111	Lagon Blue 172
		112–115	Peacock Blue 115
		116–119	Jade 323
		120–123	Dark Yellow Green 090
		124–127	Lee Green 121
		128–131	Fern Green 122
		132–135	Moss Green 089
		136–139	Sally Green 505
		140–143	Light Amber 102
		144–147	Surprise Peach 017
		148–151	Dark Salmon 008
		152–155	Madge 507
		156–159	Light Red 182
		160–163	Scarlet 024
		164–167	Pink 157
		168–171	Ice and a Slice 513
		172–175	Rose Pink 002
		176–179	Magical Magenta 795
		180–183	Bright Pink 128
		184–187	Magenta 113
		188–191	Lavander Tint 003
		192–195	RAINBOW (from color 13 to 47)
		196–199	FROZEN RAINBOW (from color 18 to 25)
		200–203	GARDEN RAINBOW (from color 26 To 33)
		204–207	WARM RAINBOW (from color 34 to 41)
		208–211	CANDY RAINBOW (from color 42 to 47)
		212–215	WATER (effect between color 19 and 22)
		216–219	FIRE (effect between color 39 and 36)
		220–255	Open
36	Color Macro Speed 2	0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
37	Shutter 2		Same as CH 14 in the mode “MODE 14 CH (Macro 8bits)” (p. 15)

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

MODE 37 CH (Blind Pixel 16bits) No Channel Function

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 9 cells); CH 20 Shutter 1 at 0–4 “No Function”; CH 21 Dimmer 10 above 0; CH 29 Dimmer 11 above 0; CH 37 Shutter 2 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 19 Color Temperature 0, CH 20 Shutter 1 0, CH 21 Dimmer 10 255, CH 22 Red 1 255, CH 23 Green 1 255, CH 24 Blue 1 255, CH 27 Color Macro 1 0, CH 29 Dimmer 11 255, CH 30 Red 2 255, CH 31 Green 2 255, CH 32 Blue 2 255, CH 35 Color Macro 2 0, CH 37 Shutter 2 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
20	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits) No Channel Function” (p. 16)
21	Dimmer 10	0–255	
22	Red 1		Same as CH 22 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
23	Green 1		Same as CH 23 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
24	Blue 1		Same as CH 24 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
25	Effects 1		Same as CH 3 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
26	Effects Speed 1		Same as CH 4 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
27	Color Macro 1		Same as CH 27 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
28	Color Macro Speed 1		Same as CH 28 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 18)
29	Dimmer 11	0–255	
30	Red 2		Same as CH 30 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
31	Green 2		Same as CH 31 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
32	Blue 2		Same as CH 32 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
33	Effects 2		Same as CH 10 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
34	Effects Speed 2		Same as CH 11 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)

CH	Function	DMX	Description
35	Color Macro 2		Same as CH 35 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
36	Color Macro Speed 2		Same as CH 36 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 20)
37	Shutter 2		Same as CH 14 in the mode “MODE 14 CH (Macro 8bits) No Channel Function” (p. 16)

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

MODE 36CH (RGBW Pixel 8 bits)

If the device receives DMX in this mode but gives no light, check these channels: CH 4 Dimmer above 0 (the same in each of the 9 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 9 cells), CH 2 Green 255 (the same in each of the 9 cells), CH 3 Blue 255 (the same in each of the 9 cells), CH 4 Dimmer 255 (the same in each of the 9 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open

CH 1–36: 9 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	Red	Green	Blue	Dimmer	Cell	Red	Green	Blue	Dimmer
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					

MODE 76 CH (Pixel + Strobe 16bits)

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 9 cells); CH 20 Shutter 1 at 0–4 “No Function”; CH 76 Shutter 3 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 20 Shutter 1 0, CH 21 Red 255 (the same in each of the 9 cells), CH 22 Green 255 (the same in each of the 9 cells), CH 23 Blue 255 (the same in each of the 9 cells), CH 49 Red 255 (the same in each of the 9 cells), CH 50 Green 255 (the same in each of the 9 cells), CH 51 Blue 255 (the same in each of the 9 cells), CH 76 Shutter 3 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
20	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
21	Red 1	0	Min
		1–254	Min ... Max
		255	Max
22	Green 1	0	Min
		1–254	Min ... Max
		255	Max
23	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
48	Shutter 2		Color Macro 1 Rate 1
		0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
49	Red 10	0	Min
		1–254	Min ... Max
		255	Max
50	Green 10	0	Min
		1–254	Min ... Max
		255	Max
51	Blue 10	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
76	Shutter 3	0–4	No Function
		5–49	Strobe (1–10 Hz)
		50–99	Lightning Strobe (1–10 Hz)
		100–149	Random Strobe (1–10 Hz)
		150–199	Random Lightning Strobe (1–10 Hz)
		200–223	Random Solo Strobe (1–10 Hz)
		224–255	Random Solo Lightning Strobe (1–10 Hz)

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

CH 21–47: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 21–23); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	21	22	23	2	24	25	26	3	27	28	29
4	30	31	32	5	33	34	35	6	36	37	38
7	39	40	41	8	42	43	44	9	45	46	47

CH 49–75: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 49–51); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	49	50	51	2	52	53	54	3	55	56	57
4	58	59	60	5	61	62	63	6	64	65	66
7	67	68	69	8	70	71	72	9	73	74	75

MODE 76 CH (Pixel + Strobe 16bits) No Channel Function

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 9 cells); CH 20 Shutter 1 at 0–4 “No Function”; CH 76 Shutter 3 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 19 Color Temperature 0, CH 20 Shutter 1 0, CH 21 Red 255 (the same in each of the 9 cells), CH 22 Green 255 (the same in each of the 9 cells), CH 23 Blue 255 (the same in each of the 9 cells), CH 49 Red 255 (the same in each of the 9 cells), CH 50 Green 255 (the same in each of the 9 cells), CH 51 Blue 255 (the same in each of the 9 cells).

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)

CH	Function	DMX	Description
20	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits) No Channel Function” (p. 16)
21	Red 1	0	Min
		1–254	Min ... Max
		255	Max
22	Green 1	0	Min
		1–254	Min ... Max
		255	Max
23	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
48	Shutter 2		Same as CH 48 in the mode “MODE 76 CH (Pixel + Strobe 16bits)” (p. 23)
49	Red 10	0	Min
		1–254	Min ... Max
		255	Max
50	Green 10	0	Min
		1–254	Min ... Max
		255	Max
51	Blue 10	0	Min
		1–254	Min ... Max
		255	Max
76	Shutter 3		No Function
		0–4	No Function
		5–49	Strobe ALL : Slow to Fast
		50–149	Lightning Strobe : Slow to Fast
		150–199	Ramdom Lighting Strobe : Slow to Fast
		200–223	Ramdom solo Strobe : Slow to Fast
		224–255	Ramdom Solo lighting Strobe : Slow to Fast

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

CH 21–47: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 21–23); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	21	22	23	2	24	25	26	3	27	28	29
4	30	31	32	5	33	34	35	6	36	37	38
7	39	40	41	8	42	43	44	9	45	46	47

CH 49–75: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 49–51); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	49	50	51	2	52	53	54	3	55	56	57
4	58	59	60	5	61	62	63	6	64	65	66
7	67	68	69	8	70	71	72	9	73	74	75

MODE 86 CH (Full 16bits)

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 9 cells); CH 22 Shutter 1 at 0–4 “No Function”; CH 54 Shutter 2 at 0–4 “No Function”; CH 86 Shutter 3 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 19 Color Temperature 0, CH 22 Shutter 1 0, CH 23 Red 255 (the same in each of the 9 cells), CH 24 Green 255 (the same in each of the 9 cells), CH 25 Blue 255 (the same in each of the 9 cells), CH 52 Color Macro 1 0, CH 54 Shutter 2 0, CH 55 Red 255 (the same in each of the 9 cells), CH 56 Green 255 (the same in each of the 9 cells), CH 57 Blue 255 (the same in each of the 9 cells), CH 84 Color Macro 2 0, CH 86 Shutter 3 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
20	Effects 1	0–255	
21	Effects Speed 1	0–255	
22	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
23	Red 1	0	Min
		1–254	Min ... Max
		255	Max
24	Green 1	0	Min
		1–254	Min ... Max
		255	Max
25	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
50	Effects 2		Same as CH 10 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
51	Effects Speed 2		Same as CH 11 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)
52	Color Macro 1		Same as CH 27 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
53	Color Macro Speed 1		Same as CH 28 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 18)
54	Shutter 2		Same as CH 14 in the mode “MODE 14 CH (Macro 8bits)” (p. 15)
55	Red 10	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
56	Green 10	0	Min
		1–254	Min ... Max
		255	Max
57	Blue 10	0	Min
		1–254	Min ... Max
		255	Max
82	Effects 3	0–9	No Function
		10–19	Dot
		20–29	Full Ring
		30–39	X
		40–49	Ring
		50–59	Corner
		60–69	Left
		70–79	Middle V
		80–89	Right
		90–99	Up
		100–109	Middle H
		110–119	Down
		120–129	Diag Down
		130–139	Diag Up
		140–149	2 dots Down
		150–159	2 dots Mid H
		160–169	2 dots Up
		170–179	2 dots Mid V
		180–189	Vertical Chase bar
		190–199	Horizontal Chase bar
		200–209	Diagonal Chase Bar Left Top
		210–219	Diagonal Chase Bar Right Top
		220–229	Circle point chase
		230–239	Turning Bar
		240–249	Double turn chase
		250–255	No Function
83	Effects Speed 3	0	Stop
		1–126	<<<
		127–128	Stop <>
		129–254	>>>
		255	Stop
84	Color Macro 2		Same as CH 35 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
85	Color Macro Speed 2		Same as CH 36 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 20)
86	Shutter 3		Same as CH 76 in the mode “MODE 76 CH (Pixel + Strobe 16bits)” (p. 24)

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

CH 23–49: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 23–25); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	23	24	25	2	26	27	28	3	29	30	31
4	32	33	34	5	35	36	37	6	38	39	40
7	41	42	43	8	44	45	46	9	47	48	49

CH 55–81: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 55–57); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	55	56	57	2	58	59	60	3	61	62	63
4	64	65	66	5	67	68	69	6	70	71	72
7	73	74	75	8	76	77	78	9	79	80	81

MODE 86 CH (Full 16bits) No Channel Function

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 9 cells); CH 22 Shutter 1 at 0–4 “No Function”; CH 54 Shutter 2 at 0–4 “No Function”; CH 86 Shutter 3 at 0–4 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 9 cells), CH 19 Color Temperature 0, CH 22 Shutter 1 0, CH 23 Red 255 (the same in each of the 9 cells), CH 24 Green 255 (the same in each of the 9 cells), CH 25 Blue 255 (the same in each of the 9 cells), CH 52 Color Macro 1 0, CH 54 Shutter 2 0, CH 55 Red 255 (the same in each of the 9 cells), CH 56 Green 255 (the same in each of the 9 cells), CH 57 Blue 255 (the same in each of the 9 cells), CH 84 Color Macro 2 0, CH 86 Shutter 3 0.

CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
19	Color Temperature		Same as CH 2 in the mode “MODE 14 CH (Macro 8bits)” (p. 12)
20	Effects 1	0–255	
21	Effects Speed 1	0–255	
22	Shutter 1		Same as CH 5 in the mode “MODE 14 CH (Macro 8bits) No Channel Function” (p. 16)
23	Red 1	0	Min
		1–254	Min ... Max
		255	Max
24	Green 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
25	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
50	Effects 2		Same as CH 10 in the mode “MODE 14 CH (Macro 8bits)” (p. 13)
51	Effects Speed 2		Same as CH 11 in the mode “MODE 14 CH (Macro 8bits)” (p. 14)
52	Color Macro 1		Same as CH 27 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 17)
53	Color Macro Speed 1		Same as CH 28 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 18)
54	Shutter 2		Same as CH 14 in the mode “MODE 14 CH (Macro 8bits) No Channel Function” (p. 16)
55	Red 10	0	Min
		1–254	Min ... Max
		255	Max
56	Green 10	0	Min
		1–254	Min ... Max
		255	Max
57	Blue 10	0	Min
		1–254	Min ... Max
		255	Max
82	Effects 3		Same as CH 82 in the mode “MODE 86 CH (Full 16bits)” (p. 27)
83	Effects Speed 3		Same as CH 83 in the mode “MODE 86 CH (Full 16bits)” (p. 27)
84	Color Macro 2		Same as CH 35 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 19)
85	Color Macro Speed 2		Same as CH 36 in the mode “MODE 37 CH (Blind Pixel 16bits)” (p. 20)
86	Shutter 3		Same as CH 76 in the mode “MODE 76 CH (Pixel + Strobe 16bits) No Channel Function” (p. 25)

CH 1–18: 9 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	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine	Cell	Dimmer	Dimmer Fine
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									

CH 23–49: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 23–25); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	23	24	25	2	26	27	28	3	29	30	31
4	32	33	34	5	35	36	37	6	38	39	40
7	41	42	43	8	44	45	46	9	47	48	49

CH 55–81: 9 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 55–57); the table

below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	55	56	57	2	58	59	60	3	61	62	63
4	64	65	66	5	67	68	69	6	70	71	72
7	73	74	75	8	76	77	78	9	79	80	81

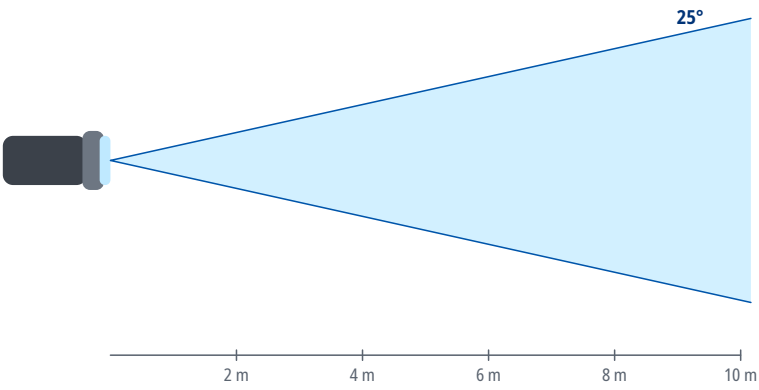
9 Technical specifications

Parameter	Value
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x5C40, device model ID 0x0085)
Power supply	100–240 V, 50/60 Hz
Power consumption	30 W
Power connectors	powerCON TRUE1 IN
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–6500 K
Strobe frequency	1–10 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.

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.