GDTF Fixture Reference · by SOH

DMX REFERENCE

X3

MIXSO X3 BEAM

PRJ

Manufacturer	PRJ
GDTF file	PRJ_X3_55623.gdtf
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Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Installation 4
5 Connections 4
6 Operation 5
7 Functions at a glance 5
8 DMX channels 7
Mode Standard 7
9 Technical specifications 10
10 Maintenance and cleaning 10
11 Troubleshooting 10
12 Disposal 11

1 About this manual

This document describes the MIXSO X3 BEAM by PRJ. It was compiled from the GDTF file PRJ_X3_55623.gdtf from the GDTF-Share library.

File revision: “2024”.

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 PRJ; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	15	34	1, 16, 31, 46, ...

No light? Check these channels

- Standard: CH 6 Dimmer above 0; CH 7 Strobe at 252–255 “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**

- 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 Installation

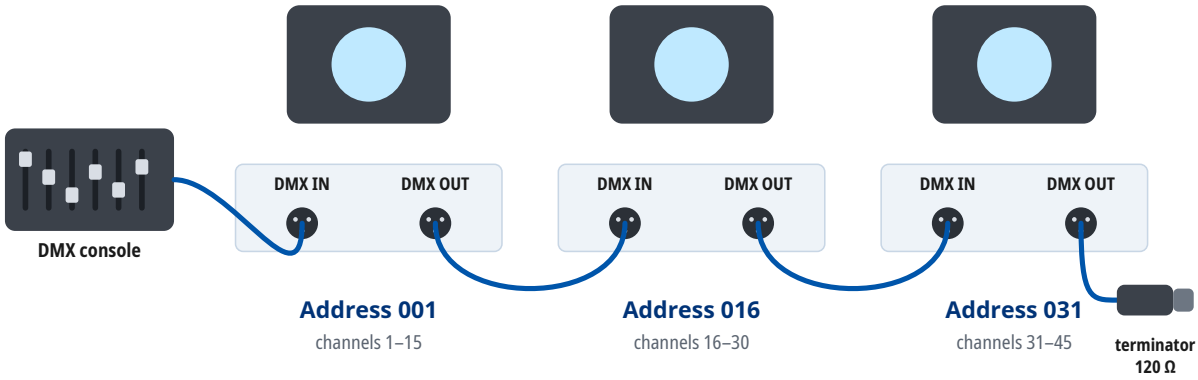
⚠ **WARNING**

- 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 Standard: every unit occupies 15 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 “Standard”: 15.
- 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 “Standard”, you can use, for example, the start addresses 1, 16, 31, 46.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

Functions in each DMX mode

	Standard 15 channels
Pan / Tilt	1, 3
Dimmer	6
Shutter / strobe	7
Color wheel	8
Gobo wheel	9
Gobo rotation	9
Prism	11–13
Frost	14
Focus	10

Color wheel



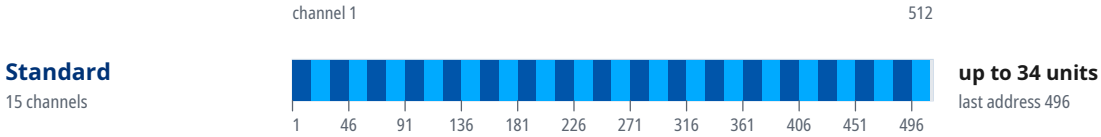
1 WHITE DMX 0–4	2 RED DMX 10–19	3 GREEN DMX 20–29	4 BLUE DMX 30–39	5 AMBER DMX 40–49	6 CYAN DMX 50–59
7 MAGENTA DMX 60–69	8 YELLOW DMX 70–79	9 LIGHT GREEN DMX 80–89	10 LIGHT BLUE DMX 90–99	11 PINK DMX 100–109	12 CTB DMX 110–119
13 CTO DMX 120–129	14 UV DMX 130–139	15 WHITE 1 DMX 140–150	16 CLOCK ROTATION	17 STOP	18 ANTICLOCK ROTATION

Gobo wheel

1 Gobo 1: OPEN DMX 0–4	7 GOBO 6 DMX 30–34	13 GOBO 12 DMX 60–64
2 GOBO 1 DMX 5–9	8 GOBO 7 DMX 35–39	14 GOBO 13 DMX 65–69
3 GOBO 2 DMX 10–14	9 GOBO 8 DMX 40–44	15 CLOCK ROTATION
4 GOBO 3 DMX 15–19	10 GOBO 9 DMX 45–49	16 STOP
5 GOBO 4 DMX 20–24	11 GOBO 10 DMX 50–54	17 ANTICLOCK ROTATION
6 GOBO 5 DMX 25–29	12 GOBO 11 DMX 55–59	

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

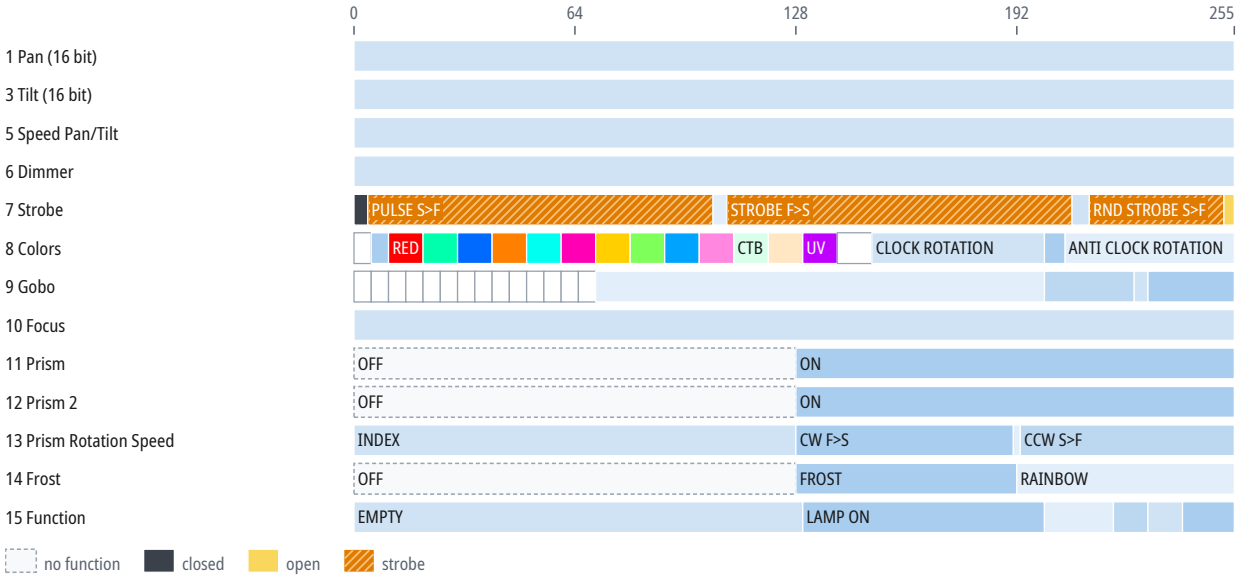
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	76	11	151	16	226
2	16	7	91	12	166	17	241
3	31	8	106	13	181	18	256
4	46	9	121	14	196	19	271
5	61	10	136	15	211	20	286

Mode Standard

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 6 Dimmer above 0; CH 7 Strobe at 252–255 “OPEN”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	

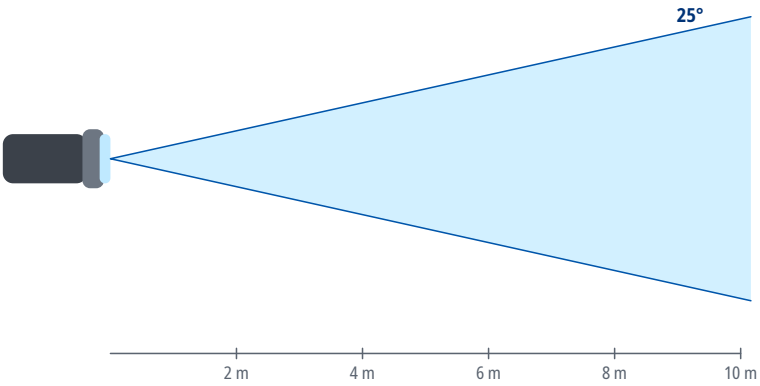
CH	Function	DMX	Description
6	Dimmer	0–255	
7	Strobe	0–3	CLOSED
		4–103	PULSE S>F
		104–107	PULSE S>F ... STROBE F>S
		108–207	STROBE F>S
		208–212	STROBE F>S ... RND STROBE S>F
		213–251	RND STROBE S>F
		252–255	OPEN
8	Colors	0–4	WHITE
		5–9	WHITE ... RED
		10–19	RED
		20–29	GREEN
		30–39	BLUE
		40–49	AMBER
		50–59	CYAN
		60–69	MAGENTA
		70–79	YELLOW
		80–89	LIGHT GREEN
		90–99	LIGHT BLUE
		100–109	PINK
		110–119	CTB
		120–129	CTO
		130–139	UV
		140–149	WHITE 1
		150–199	CLOCK ROTATION
		200–205	Color 1 Wheel Spin: STOP
		206–255	ANTI CLOCK ROTATION
9	Gobo	0–4	Gobo 1: OPEN
		5–9	GOBO 1
		10–14	GOBO 2
		15–19	GOBO 3
		20–24	GOBO 4
		25–29	GOBO 5
		30–34	GOBO 6
		35–39	GOBO 7
		40–44	GOBO 8
		45–49	GOBO 9
		50–54	GOBO 10
		55–59	GOBO 11
		60–64	GOBO 12
		65–69	GOBO 13
		70–199	Gobo 1 1

CH	Function	DMX	Description
9	Gobo (continued)	200–225	CLOCK ROTATION
		226–229	Gobo 1 Pos Rotate: STOP
		230–255	ANTICLOCK ROTATION
10	Focus	0–255	
11	Prism	0–127	OFF
		128–255	ON
12	Prism 2	0–127	OFF
		128–255	ON
13	Prism Rotation Speed	0–127	INDEX
		128–190	CW F>S
		191–192	STOP
		193–255	CCW S>F
14	Frost	0–127	OFF
		128–191	FROST
		192–255	RAINBOW
15	Function	0–129	EMPTY
		130–199	LAMP ON
		200–219	LAMP ON ... RESET
		220–229	RESET
		230–239	LAMP OFF
		240–255	Function 1

9 Technical specifications

Parameter	Value
Light source	LED
LED power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Beam angle	25°
Operating temperature	0 to 40 °C

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.

Problem	Remedy
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.

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.