GDTF Fixture Reference · by SOH

DMX REFERENCE

WALL1810

PRstage



Manufacturer	PRstage
GDTF file	PRstage_WALL1810_158880.gdtf
GDTF revision	emc-v02 · 2026-09-05
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1 About this manual

This document describes the WALL1810 by PRstage. It was compiled from the GDTF file PRstage_WALL1810_158880.gdtf from the GDTF-Share library.

File revision: “emc-v02”.

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 PRstage; 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	24 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - 4CH	4	128	1, 5, 9, 13, ...
Mode 2 - 8CH	8	64	1, 9, 17, 25, ...
Mode 3 - 26CH	26	19	1, 27, 53, 79, ...
Mode 4 - 72 CH	72	7	1, 73, 145, 217, ...

No light? Check these channels

- Mode 2 - 8CH: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “Open”
- Mode 3 - 26CH: CH 1 Dimmer 1 above 0; CH 2 Strobe at 0–9 “Open”; CH 9 Dimmer above 0 (the same in each of the 18 cells)



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

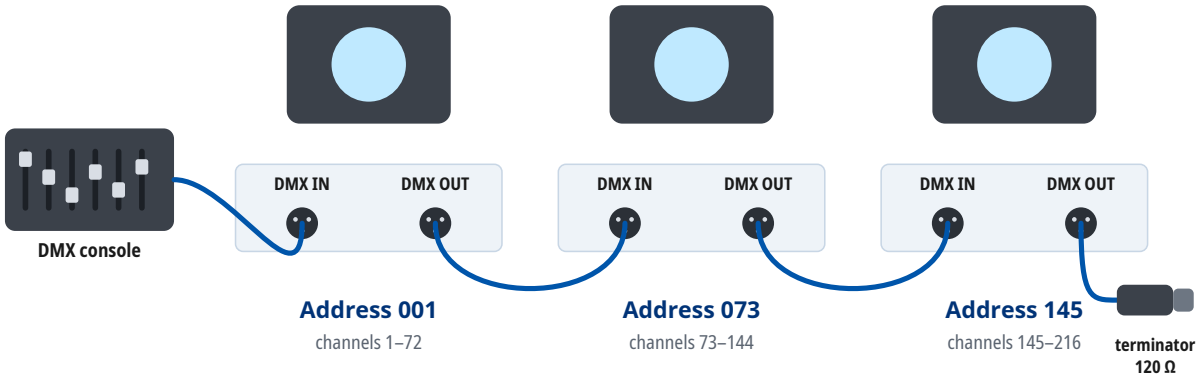
⚠ **WARNING**

- 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: 24.0404 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 4 - 72 CH: every unit occupies 72 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

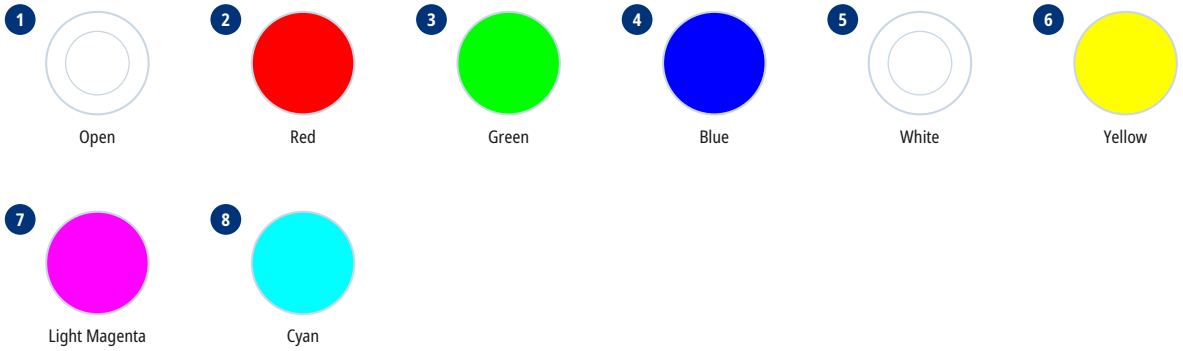
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 4 - 72 CH”: 72.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 4 - 72 CH”, you can use, for example, the start addresses 1, 73, 145, 217.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

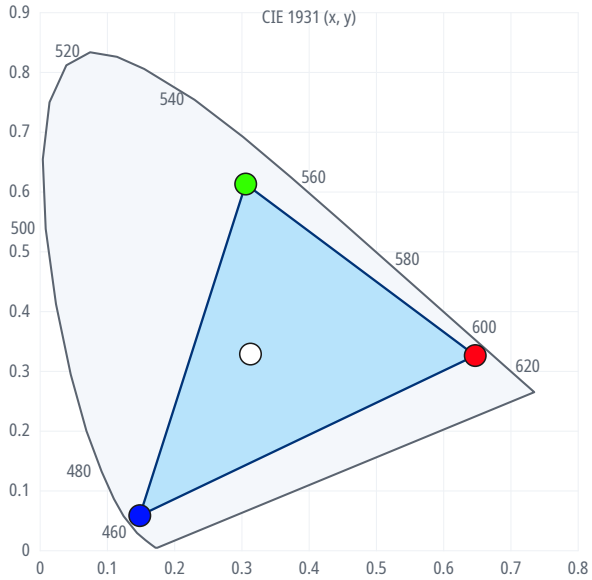
Functions in each DMX mode

	Mode 1 - 4CH 4 channels	Mode 2 - 8CH 8 channels	Mode 3 - 26CH 26 channels	Mode 4 - 72 CH 72 channels
Dimmer	✓	1	1, 9–26	✓
Shutter / strobe		2	2	
Color mixing	1–4	5–8	5–8	1–72
Effects / macros		3, 4	3, 4	
Pixel control			18 cells	18 cells

Color wheel



LED colors and the colors they mix



LED	x	y
Red	0.647	0.327
Green	0.306	0.613
Blue	0.148	0.059
White	0.313	0.329

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

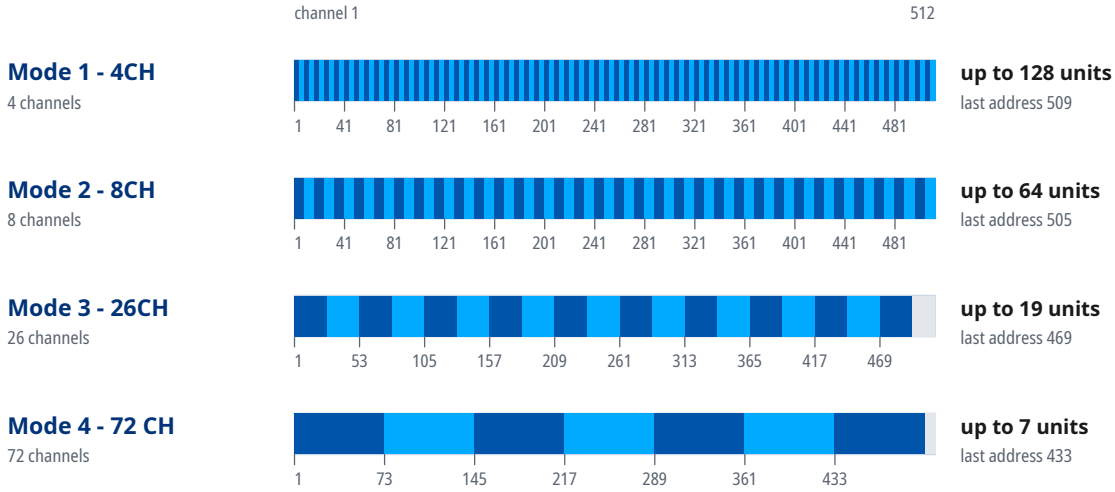
Cells (pixels)

1 CH 1	2 CH 5	3 CH 9	4 CH 13	5 CH 17	6 CH 21	7 CH 25	8 CH 29	9 CH 33
10 CH 37	11 CH 41	12 CH 45	13 CH 49	14 CH 53	15 CH 57	16 CH 61	17 CH 65	18 CH 69

18 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 9; numbered by their first DMX channel (CH) in the mode “Mode 4 - 72 CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 4 - 72 CH”

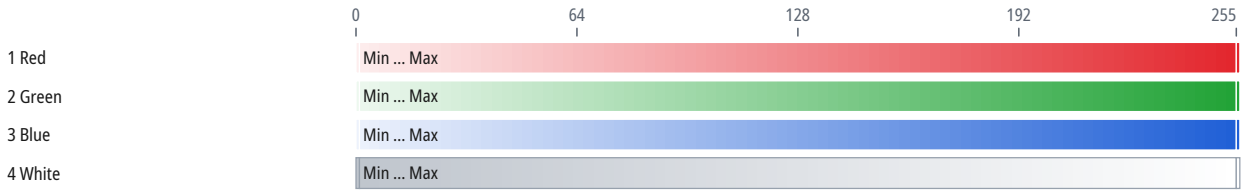
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	361	11	U2 · 217	16	U3 · 73
2	73	7	433	12	U2 · 289	17	U3 · 145
3	145	8	U2 · 1	13	U2 · 361	18	U3 · 217
4	217	9	U2 · 73	14	U2 · 433	19	U3 · 289
5	289	10	U2 · 145	15	U3 · 1	20	U3 · 361

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

Mode 1 - 4CH

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 White 255.

Channel functions at a glance



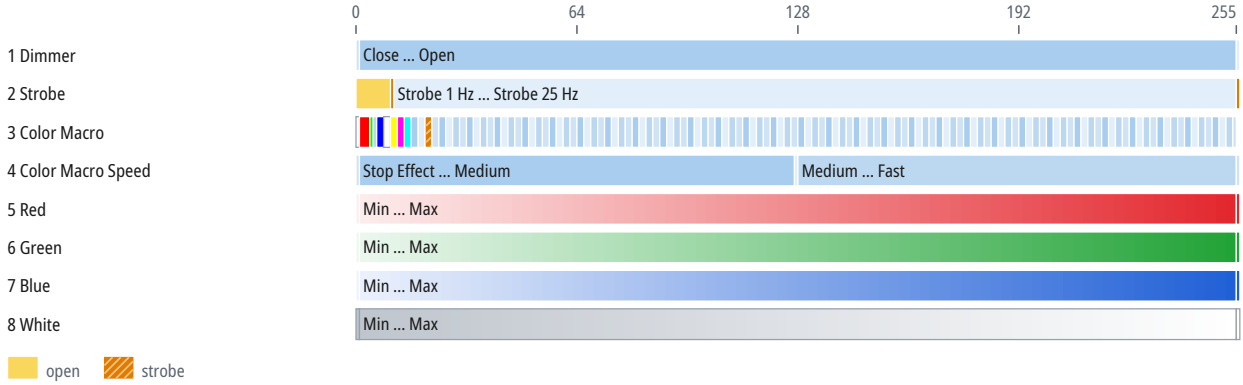
CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
3	Blue	0	Min
		1–254	Min … Max
		255	Max
4	White	0	Min
		1–254	Min … Max
		255	Max

Mode 2 - 8CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “Open”. 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	0	Close
		1–254	Close … Open
		255	Open
2	Strobe	0–9	Shutter: Open
		10	Strobe 1 Hz
		11–254	Strobe 1 Hz … Strobe 25 Hz
		255	Strobe 25 Hz
3	Color Macro	0	Open
		1–3	Red
		4	Green
		5	Green … Blue
		6–7	Blue
		8–9	White
		10–11	Yellow
		12–13	Light Magenta
		14–15	Cyan
		16–17	Color Change
		18–19	Rainbow
		20–21	Pulse

CH	Function	DMX	Description
3	Color Macro (continued)	22–23	Effect 1
		24–25	Effect 2
		26–27	Effect 3
		28–29	Effect 4
		30–31	Effect 5
		32–33	Effect 6
		34–35	Effect 7
		36–37	Effect 8
		38–39	Effect 9
		40–41	Effect 10
		42–43	Effect 11
		44–45	Effect 12
		46–47	Effect 13
		48–49	Effect 14
		50–51	Effect 15
		52–53	Effect 16
		54–55	Effect 17
		56–57	Effect 18
		58–59	Effect 19
		60–61	Effect 20
		62–63	Effect 21
		64–65	Effect 22
		66–67	Effect 23
		68–69	Effect 24
		70–71	Effect 25
		72–73	Effect 26
		74–75	Effect 27
		76–77	Effect 28
		78–79	Effect 29
		80–81	Effect 30
		82–83	Effect 31
		84–85	Effect 32
		86–87	Effect 33
		88–89	Effect 34
		90–91	Effect 35
		92–93	Effect 36
		94–95	Effect 37
		96–97	Effect 38
		98–99	Effect 39
		100–101	Effect 40
		102–103	Effect 41
		104–105	Effect 42

CH	Function	DMX	Description
3	Color Macro (continued)	106–107	Effect 43
		108–109	Effect 44
		110–111	Effect 45
		112–113	Effect 46
		114–115	Effect 47
		116–117	Effect 48
		118–119	Effect 49
		120–121	Effect 50
		122–123	Effect 51
		124–125	Effect 52
		126–127	Effect 53
		128–129	Effect 54
		130–131	Effect 55
		132–133	Effect 56
		134–135	Effect 57
		136–137	Effect 58
		138–139	Effect 59
		140–141	Effect 60
		142–143	Effect 61
		144–145	Effect 62
		146–147	Effect 63
		148–149	Effect 64
		150–151	Effect 65
		152–153	Effect 66
		154–155	Effect 67
		156–157	Effect 68
		158–159	Effect 69
		160–161	Effect 70
		162–163	Effect 71
		164–165	Effect 72
		166–167	Effect 73
		168–169	Effect 74
		170–171	Effect 75
		172–173	Effect 76
		174–175	Effect 77
		176–177	Effect 78
		178–179	Effect 79
		180–181	Effect 80
		182–183	Effect 81
		184–185	Effect 82
		186–187	Effect 83
		188–189	Effect 84

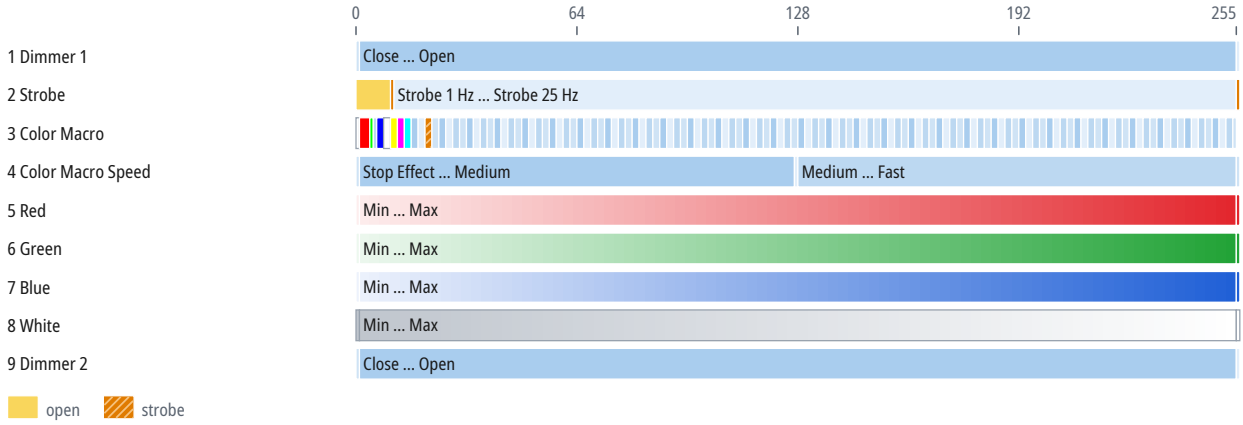
CH	Function	DMX	Description
3	Color Macro (continued)	190–191	Effect 85
		192–193	Effect 86
		194–195	Effect 87
		196–197	Effect 88
		198–199	Effect 89
		200–201	Effect 90
		202–203	Effect 91
		204–205	Effect 92
		206–207	Effect 93
		208–209	Effect 94
		210–211	Effect 95
		212–213	Effect 96
		214–215	Effect 97
		216–217	Effect 98
		218–219	Effect 99
		220–221	Effect 100
		222–223	Effect 101
		224–225	Effect 102
		226–227	Effect 103
		228–229	Effect 104
		230–231	Effect 105
		232–233	Effect 106
		234–235	Effect 107
		236–237	Effect 108
		238–239	Effect 109
		240–241	Effect 110
		242–243	Effect 111
		244–245	Effect 112
		246–247	Effect 113
		248–249	Effect 114
		250–251	Effect 115
		252–253	Effect 116
		254–255	Effect 117
4	Color Macro Speed		Color Macro Rate
		0	Stop Effect
		1–126	Stop Effect ... Medium
		127	Medium
		128–254	Medium ... Fast
		255	Fast
5	Red		Same as CH 1 in the mode “Mode 1 - 4CH” (p. 8)

CH	Function	DMX	Description
6	Green		Same as CH 2 in the mode “Mode 1 - 4CH” (p. 8)
7	Blue		Same as CH 3 in the mode “Mode 1 - 4CH” (p. 9)
8	White		Same as CH 4 in the mode “Mode 1 - 4CH” (p. 9)

Mode 3 - 26CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Strobe at 0–9 “Open”; CH 9 Dimmer above 0 (the same in each of the 18 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 9 Dimmer 255 (the same in each of the 18 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Close
		1–254	Close ... Open
		255	Open
2	Strobe		Same as CH 2 in the mode “Mode 2 - 8CH” (p. 9)
3	Color Macro		Same as CH 3 in the mode “Mode 2 - 8CH” (p. 9)
4	Color Macro Speed		Same as CH 4 in the mode “Mode 2 - 8CH” (p. 12)
5	Red		Same as CH 1 in the mode “Mode 1 - 4CH” (p. 8)
6	Green		Same as CH 2 in the mode “Mode 1 - 4CH” (p. 8)
7	Blue		Same as CH 3 in the mode “Mode 1 - 4CH” (p. 9)
8	White		Same as CH 4 in the mode “Mode 1 - 4CH” (p. 9)
9	Dimmer 2	0	Close
		1–254	Close ... Open
		255	Open

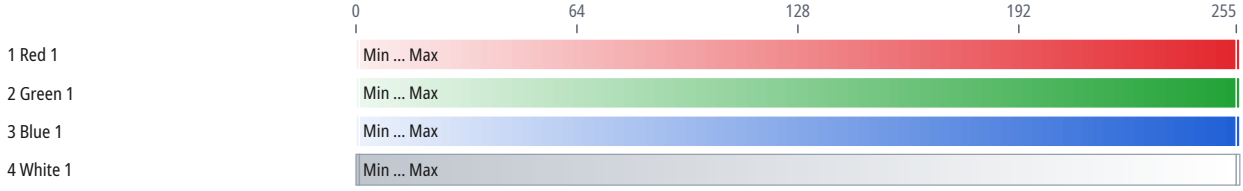
CH 9–26: 18 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 9); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	9	2	10	3	11	4	12	5	13	6	14
7	15	8	16	9	17	10	18	11	19	12	20
13	21	14	22	15	23	16	24	17	25	18	26

Mode 4 - 72 CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 18 cells), CH 2 Green 255 (the same in each of the 18 cells), CH 3 Blue 255 (the same in each of the 18 cells), CH 4 White 255 (the same in each of the 18 cells).

Channel functions at a glance



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	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–72: 18 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.

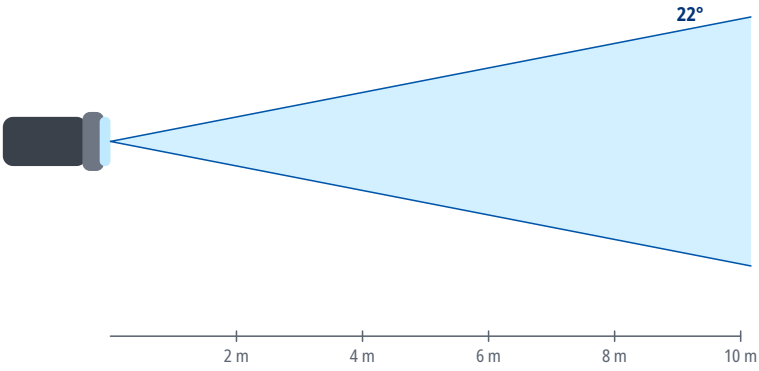
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72

9 Technical specifications

Parameter	Value
Weight	24 kg
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 22°
2 m	0.78 m
4 m	1.6 m
6 m	2.3 m
8 m	3.1 m
10 m	3.9 m
15 m	5.8 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.