GDTF Fixture Reference · by SOH

DMX REFERENCE

FB4

Pangolin Laser Systems

Manufacturer	Pangolin Laser Systems
GDTF file	Pangolin_Laser_Systems_FB4_76181.gdtf
GDTF revision	ogV1 · 2024-10-17
Generated	2026-11-24

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 ... 6
Mode Max ... 7
9 Technical specifications ... 11
10 Maintenance and cleaning ... 11
11 Troubleshooting ... 11
12 Disposal ... 12

1 About this manual

This document describes the FB4 by Pangolin Laser Systems. It was compiled from the GDTF file Pangolin_Laser_Systems_FB4_76181.gdtf from the GDTF-Share library.

File revision: “ogV1”.

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 Pangolin Laser Systems; 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
Max	39	13	1, 40, 79, 118, ...



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.

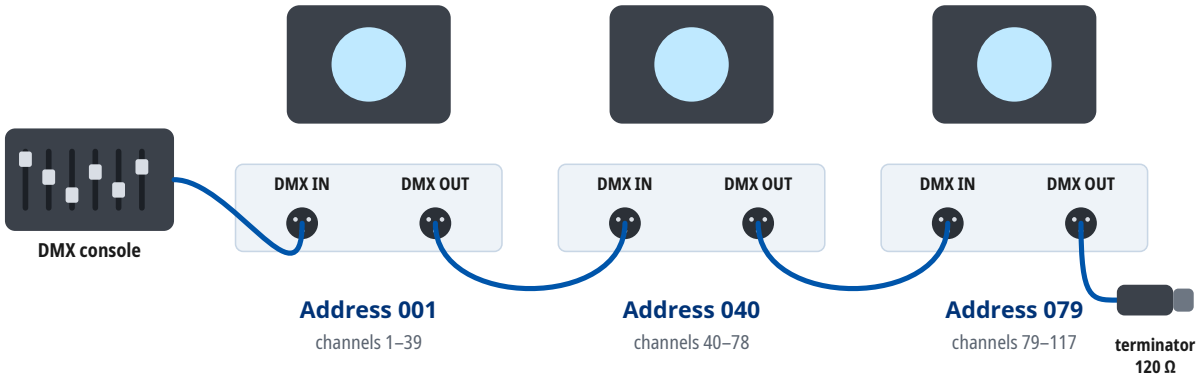
4 Installation

> ⚠ **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 Max: every unit occupies 39 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 “Max”: 39.
- 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 “Max”, you can use, for example, the start addresses 1, 40, 79, 118.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

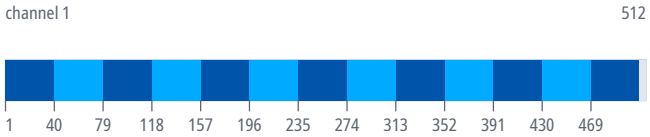
7 Functions at a glance

Functions in each DMX mode

	Max 39 channels
Pan / Tilt	28, 30
Dimmer	17
Shutter / strobe	39
Color mixing	33–35
Zoom	18

8 DMX channels

Units in one DMX universe



Max
39 channels

up to 13 units
last address 469

Start addresses of 20 units in the mode “Max”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

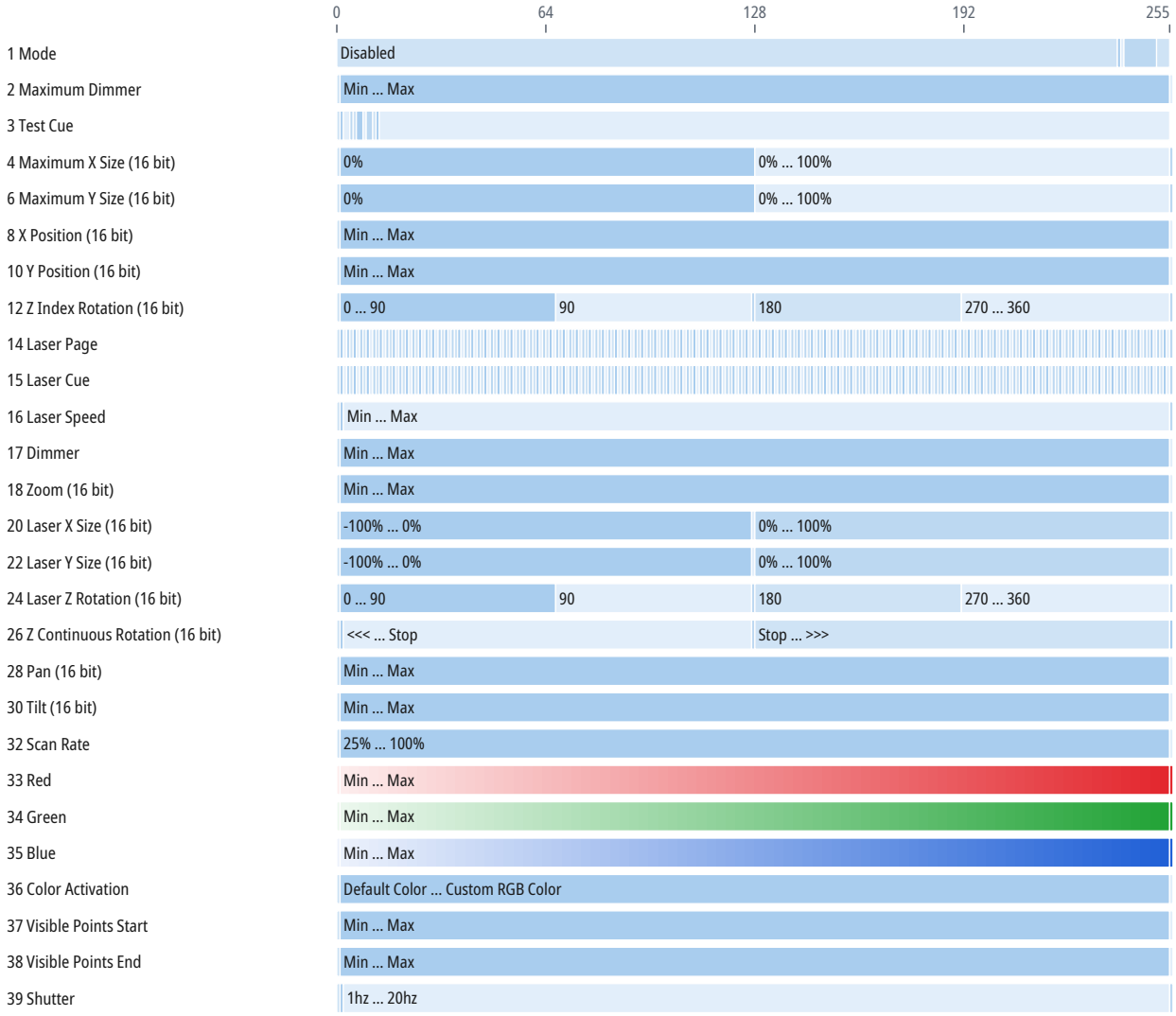
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Max

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

The GDTF file gives these values for a console's Highlight function: CH 17 Dimmer 255, CH 33 Red 255, CH 34 Green 255, CH 35 Blue 255, CH 36 Color Activation 255, CH 39 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Mode	0–238	Disabled
		239	Disabled ... Setup Mode
		240	Setup Mode
		241–250	Setup Mode ... Playback Mode
		251–255	Playback Mode
2	Maximum Dimmer	0	Min
		1–254	Min ... Max
		255	Max
3	Test Cue	0	Disabled
		1	Test Cue 1

CH	Function	DMX	Description
3	Test Cue (continued)	2–3	Test Cue 2
		4	Test Cue 3
		5	Test Cue 4
		6–7	Test Cue 5
		8	Test Cue 6
		9–10	Test Cue 7
		11	Test Cue 8
		12	Test Cue 12
		13–255	Test Cue 1
4	Maximum X Size	0–1	-100%
		1–128	0%
		128–255	0% ... 100%
		255	100%
5	Maximum X Size Fine	0–255	Fine adjustment of CH 4
6	Maximum Y Size	0–1	-100%
		1–128	0%
		128–255	0% ... 100%
		255	100%
7	Maximum Y Size Fine	0–255	Fine adjustment of CH 6
8	X Position	0–1	Min
		1–255	Min ... Max
		255	Max
9	X Position Fine	0–255	Fine adjustment of CH 8
10	Y Position	0–1	Min
		1–255	Min ... Max
		255	Max
11	Y Position Fine	0–255	Fine adjustment of CH 10
12	Z Index Rotation	0–1	0
		1–67	0 ... 90
		67–127	90
		127–128	90 ... 180
		128–191	180
		191	270
		192–255	270 ... 360
		255	360
13	Z Index Rotation Fine	0–255	Fine adjustment of CH 12
14	Laser Page	0	Disabled
		1–255	Page 1...255
15	Laser Cue	0	Disabled
		1–255	Cue 1...255
16	Laser Speed	0	Default Speed
		1	Min

CH	Function	DMX	Description
16	Laser Speed (continued)	2–254	Min ... Max
		255	Max
17	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
18	Zoom	0–1	Min
		1–255	Min ... Max
		255	Max
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Laser X Size	0–1	-100%
		1–127	-100% ... 0%
		127–128	0%
		128–255	0% ... 100%
		255	100%
21	Laser X Size Fine	0–255	Fine adjustment of CH 20
22	Laser Y Size	0–1	-100%
		1–127	-100% ... 0%
		127–128	0%
		128–255	0% ... 100%
		255	100%
23	Laser Y Size Fine	0–255	Fine adjustment of CH 22
24	Laser Z Rotation	0–1	0
		1–67	0 ... 90
		67–127	90
		127–128	90 ... 180
		128–191	180
		191	270
		192–255	270 ... 360
		255	360
25	Laser Z Rotation Fine	0–255	Fine adjustment of CH 24
26	Z Continuous Rotation	0–1	Reset
		1–2	<<<
		2–127	<<< ... Stop
		127–128	Stop
		128–255	Stop ... >>>
		255	>>>
27	Z Continuous Rotation Fine	0–255	Fine adjustment of CH 26
28	Pan	0–1	Min
		1–255	Min ... Max
		255	Max
29	Pan Fine	0–255	Fine adjustment of CH 28
30	Tilt	0–1	Min

CH	Function	DMX	Description
30	Tilt (continued)	1–255	Min ... Max
		255	Max
31	Tilt Fine	0–255	Fine adjustment of CH 30
32	Scan Rate	0	25%
		1–254	25% ... 100%
		255	100%
33	Red		Color RGB_R 1
		0	Min
		1–254	Min ... Max
		255	Max
34	Green		Color RGB_G 1
		0	Min
		1–254	Min ... Max
		255	Max
35	Blue		Color RGB_B 1
		0	Min
		1–254	Min ... Max
		255	Max
36	Color Activation	0	Default Color
		1–254	Default Color ... Custom RGB Color
		255	Custom RGB Color
37	Visible Points Start	0	Min
		1–254	Min ... Max
		255	Max
38	Visible Points End	0	Min
		1–254	Min ... Max
		255	Max
39	Shutter	0	Disabled
		1	1hz
		2–254	1hz ... 20hz
		255	20hz

9 Technical specifications

Parameter	Value
Operating temperature	0 to 40 °C

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.
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.