DMX REFERENCE

OMNIRAY

Portman Lights

Manufacturer	Portman Lights
GDTF file	Portman_Lights_OMNIRAY_98686.gdtf
GDTF revision	V1-00 · 2025-06-02
Generated	2026-11-24

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1 About this manual

This document describes the OMNIRAY by Portman Lights. It was compiled from the GDTF file Portman_Lights_OMNIRAY_98686.gdtf from the GDTF-Share library.

File revision: “V1-00”.

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 Portman Lights; 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	13 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Simple RGB	8	64	1, 9, 17, 25, ...
RGBW	16	32	1, 17, 33, 49, ...
RGBW 16B	24	21	1, 25, 49, 73, ...
CCT	15	34	1, 16, 31, 46, ...
CCT 16B	21	24	1, 22, 43, 64, ...
TUNGSTEN	16	32	1, 17, 33, 49, ...
TUNGSTEN 16B	24	21	1, 25, 49, 73, ...
FULL ACCESS 16B	28	18	1, 29, 57, 85, ...

No light? Check these channels

- CCT 16B: CH 14 Shutter 1 at 0–9 “Open”; CH 15 Shutter 2 at 0–9 “Open” or 123–129



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 Product description

Description in the GDTF file

“Portman OMNIRAY™—the original product with a registered design. We are proud to deliver you the highest quality, greatest design and real passion with our product. Each fixture in the Portman portfolio is different, yet all of them ensure you the best performance to support your creativity.”

5 Installation

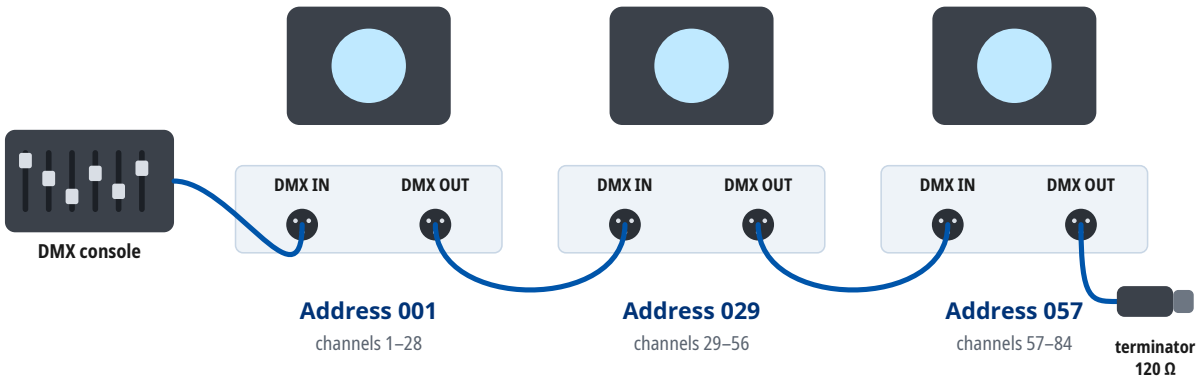
⚠ WARNING

- 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: 13 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.

6 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 FULL ACCESS 16B: every unit occupies 28 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.

7 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 “FULL ACCESS 16B”: 28.
- 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 “FULL ACCESS 16B”, you can use, for example, the start addresses 1, 29, 57, 85.
- 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.

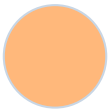
8 Functions at a glance

Functions in each DMX mode

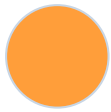
	Simple RGB 8 channels	RGBW 16 channels	RGBW 16B 24 channels	CCT 15 channels	CCT 16B 21 channels	TUNGSTEN 16 channels	TUNGSTEN 16B 24 channels	FULL ACCESS 16B 28 channels
Pan / Tilt	✓	✓	✓	✓	✓	✓	✓	✓
Dimmer	1, 5	✓	✓	✓	✓	✓	✓	✓
Shutter / strobe		9, 10	17, 18	8, 9	14, 15	9, 10	17, 18	21, 22
Color mixing	2–4, 6–8	1–8	8× (1–15)	1, 4–7	6 channels (1–12)	1–8	8× (1–15)	10× (1–19)
Color temperature				2				
Color wheel		11	19	10	3, 16	11	19	23
Effects / macros		11–14	19–22	10–13	16–19	11–14	19–22	23–26

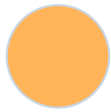
Color wheel 1

1
Macro Off
DMX 0–11

2 
White 3200K
DMX 11

3 
White 3300K
DMX 12

4 
White 3400K
DMX 13

5 
White 3500K
DMX 14

6
White 3600K
DMX 15

7
White 3700K
DMX 16

8
White 3800K
DMX 17

9
White 3900K
DMX 18

10
White 4000K
DMX 19

11
White 4100K
DMX 20

12
White 4200K
DMX 21

13
White 4300K
DMX 22

14
White 4400K
DMX 23

15
White 4500K
DMX 24

16
White 4600K
DMX 25

17
White 4700K
DMX 26

18
White 4800K
DMX 27

19
White 4900K
DMX 28

20
White 5000K
DMX 29

21
White 5100K
DMX 30

22
White 5200K
DMX 31

23
White 5300K
DMX 32

24
White 5400K
DMX 33

25
White 5500K
DMX 34

26
White 5600K
DMX 35

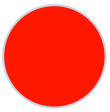
27
White 5700K
DMX 36

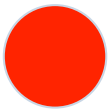
28
White 5800K
DMX 37

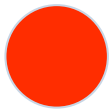
29
White 5900K
DMX 38

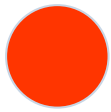
30
White 6000K
DMX 39–40

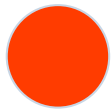
Color wheel 2

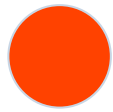
1 
Color 1...6
DMX 40

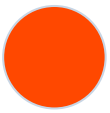
2 
Color 2
DMX 41

3 
Color 3
DMX 42

4 
Color 4
DMX 43

5 
Color 5
DMX 44

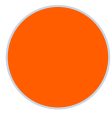
6 
Color 6
DMX 45

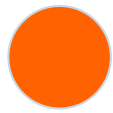
7 
Color 7
DMX 46–47

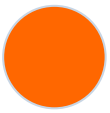
8 
Color 8...18
DMX 48

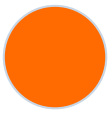
9 
Color 9
DMX 49

10 
Color 10
DMX 50

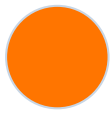
11 
Color 11
DMX 51

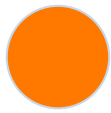
12 
Color 12
DMX 52

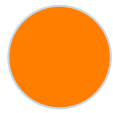
13 
Color 13
DMX 53

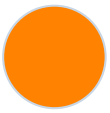
14 
Color 14
DMX 54

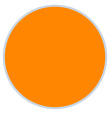
15 
Color 15
DMX 55

16 
Color 16
DMX 56

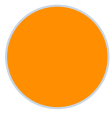
17 
Color 17
DMX 57

18 
Color 18
DMX 58

19 
Color 19
DMX 59–60

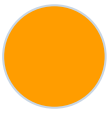
20 
Color 20...30
DMX 61

21 
Color 21
DMX 62

22 
Color 22
DMX 63

23 
Color 23
DMX 64

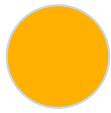
24 
Color 24
DMX 65

25 
Color 25
DMX 66

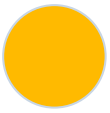
26 
Color 26
DMX 67

27 
Color 27
DMX 68

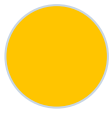
28 
Color 28
DMX 69

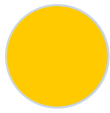
29 
Color 29
DMX 70

30 
Color 30
DMX 71

31 
Color 31
DMX 72–73

32 
Color 32...40
DMX 74

33 
Color 33
DMX 75

34 
Color 34
DMX 76

35 
Color 35
DMX 77

36
Color 36
DMX 78

37
Color 37
DMX 79

38
Color 38
DMX 80

39
Color 39
DMX 81

40
Color 40
DMX 82

41
Wheel Slot 42
DMX 83

42
Wheel Slot 43
DMX 84

43
Wheel Slot 44
DMX 85

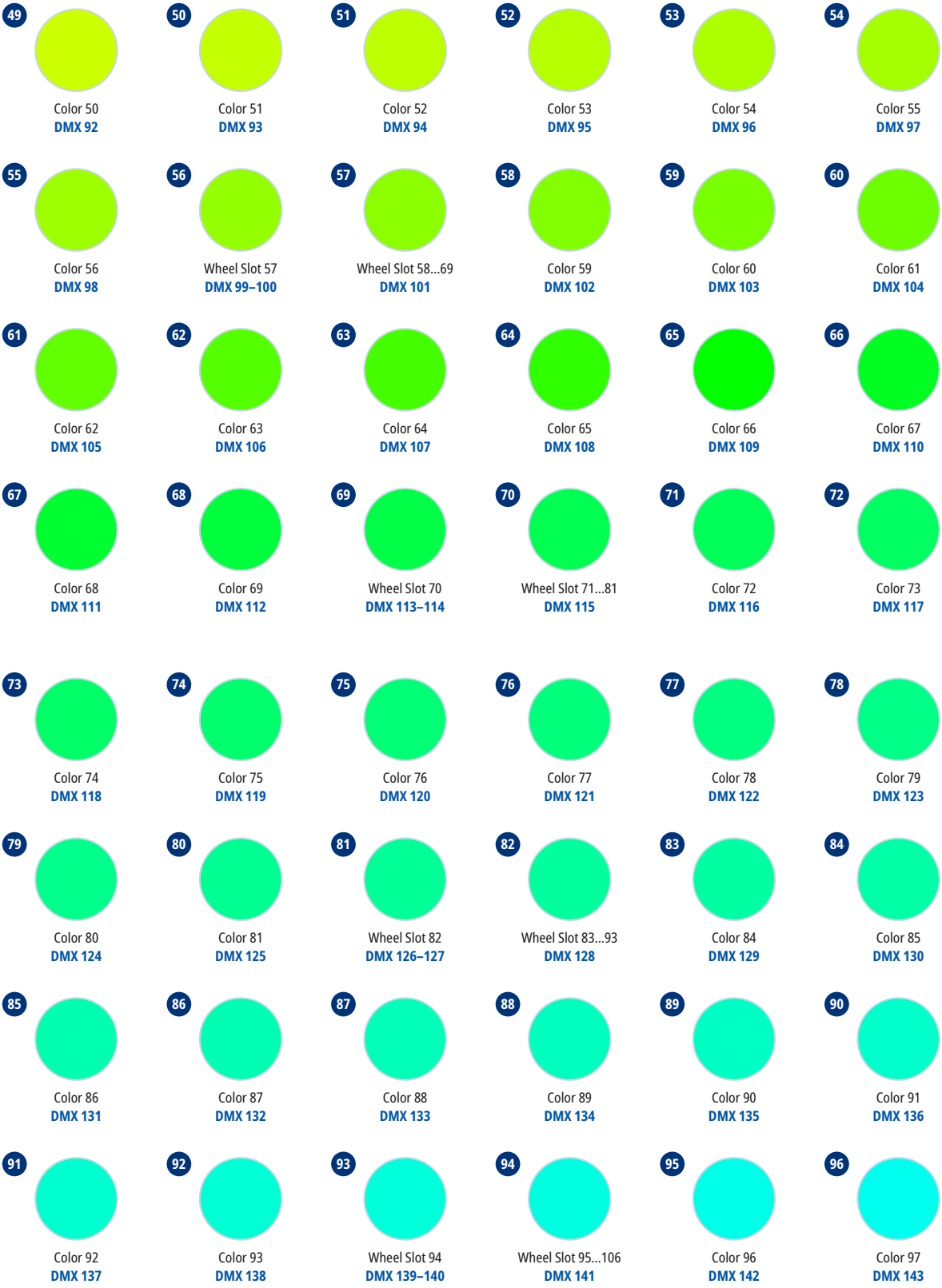
44
Wheel Slot 45
DMX 86–87

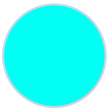
45
Wheel Slot 46...56
DMX 88

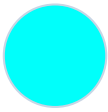
46
Color 47
DMX 89

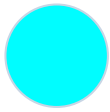
47
Color 48
DMX 90

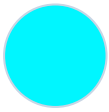
48
Color 49
DMX 91

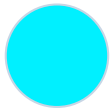

49
Color 50
DMX 92
50
Color 51
DMX 93
51
Color 52
DMX 94
52
Color 53
DMX 95
53
Color 54
DMX 96
54
Color 55
DMX 97
55
Color 56
DMX 98
56
Wheel Slot 57
DMX 99–100
57
Wheel Slot 58...69
DMX 101
58
Color 59
DMX 102
59
Color 60
DMX 103
60
Color 61
DMX 104
61
Color 62
DMX 105
62
Color 63
DMX 106
63
Color 64
DMX 107
64
Color 65
DMX 108
65
Color 66
DMX 109
66
Color 67
DMX 110
67
Color 68
DMX 111
68
Color 69
DMX 112
69
Wheel Slot 70
DMX 113–114
70
Wheel Slot 71...81
DMX 115
71
Color 72
DMX 116
72
Color 73
DMX 117
73
Color 74
DMX 118
74
Color 75
DMX 119
75
Color 76
DMX 120
76
Color 77
DMX 121
77
Color 78
DMX 122
78
Color 79
DMX 123
79
Color 80
DMX 124
80
Color 81
DMX 125
81
Wheel Slot 82
DMX 126–127
82
Wheel Slot 83...93
DMX 128
83
Color 84
DMX 129
84
Color 85
DMX 130
85
Color 86
DMX 131
86
Color 87
DMX 132
87
Color 88
DMX 133
88
Color 89
DMX 134
89
Color 90
DMX 135
90
Color 91
DMX 136
91
Color 92
DMX 137
92
Color 93
DMX 138
93
Wheel Slot 94
DMX 139–140
94
Wheel Slot 95...106
DMX 141
95
Color 96
DMX 142
96
Color 97
DMX 143

97 
Color 98
DMX 144

98 
Color 99
DMX 145

99 
Color 100
DMX 146

100 
Color 101
DMX 147

101 
Color 102
DMX 148

102 
Color 103
DMX 149

103 
Color 104
DMX 150

104 
Color 105
DMX 151

105 
Color 106
DMX 152

106 
Wheel Slot 107
DMX 153–154

107 
Wheel Slot 108...118
DMX 155

108 
Color 109
DMX 156

109 
Color 110
DMX 157

110 
Color 111
DMX 158

111 
Color 112
DMX 159

112 
Color 113
DMX 160

113 
Color 114
DMX 161

114 
Color 115
DMX 162

115 
Color 116
DMX 163

116 
Color 117
DMX 164

117 
Color 118
DMX 165

118 
Wheel Slot 119
DMX 166–167

119 
Wheel Slot 120...130
DMX 168

120 
Color 121
DMX 169

121 
Color 122
DMX 170

122 
Color 123
DMX 171

123 
Color 124
DMX 172

124 
Color 125
DMX 173

125 
Color 126
DMX 174

126 
Color 127
DMX 175

127 
Color 128
DMX 176

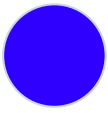
128 
Color 129
DMX 177

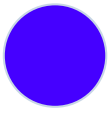
129 
Color 130
DMX 178

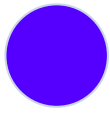
130 
Wheel Slot 131
DMX 179–180

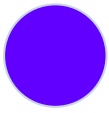
131 
Wheel Slot 132...143
DMX 181

132 
Color 133
DMX 182

133 
Color 134
DMX 183

134 
Color 135
DMX 184

135 
Color 136
DMX 185

136 
Color 137
DMX 186

137
Color 138
DMX 187

138
Color 139
DMX 188

139
Color 140
DMX 189

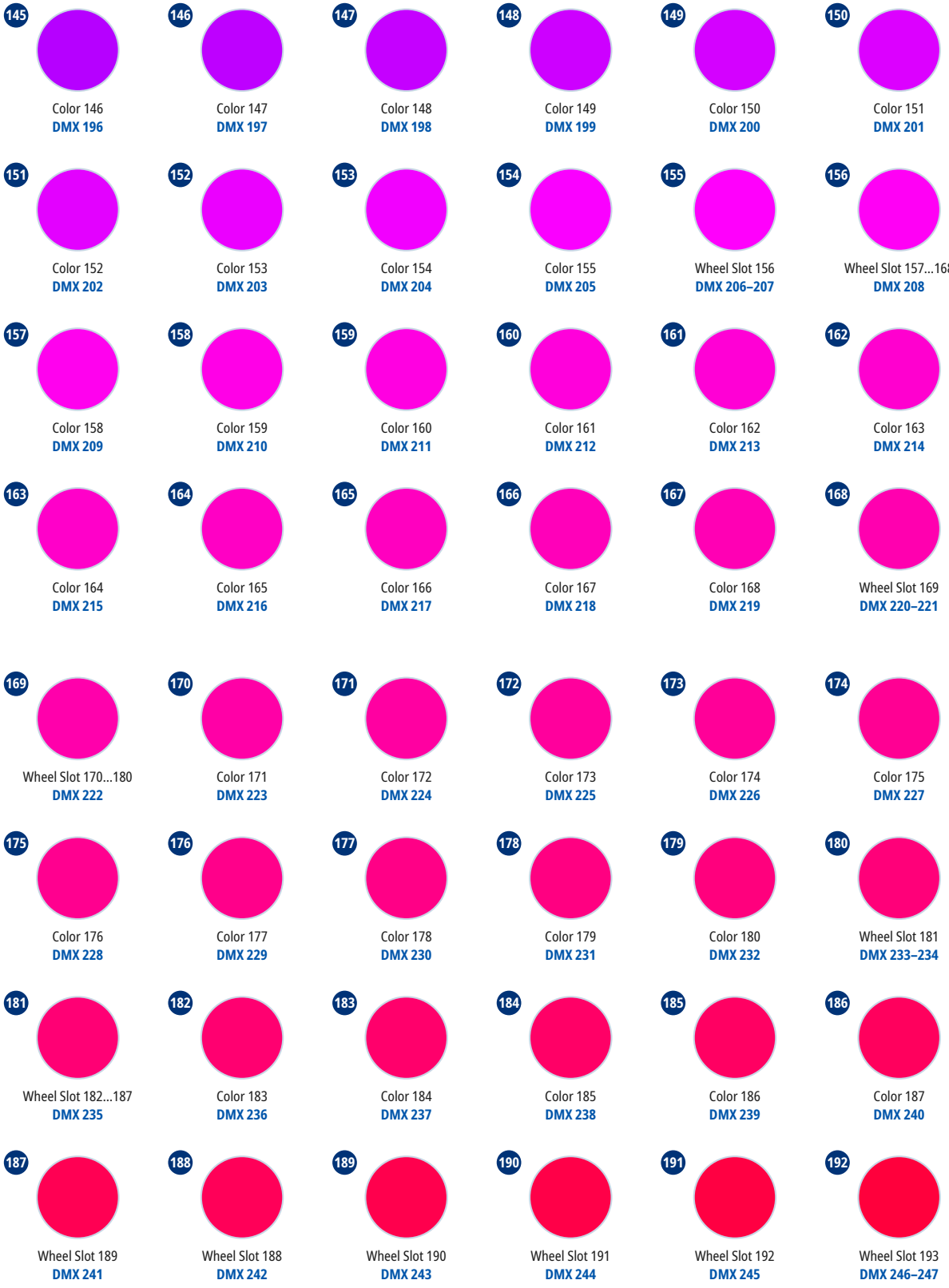
140
Color 141
DMX 190

141
Color 142
DMX 191

142
Color 143
DMX 192

143
Wheel Slot 144
DMX 193–194

144
Wheel Slot 145...155
DMX 195


145
Color 146
DMX 196
146
Color 147
DMX 197
147
Color 148
DMX 198
148
Color 149
DMX 199
149
Color 150
DMX 200
150
Color 151
DMX 201
151
Color 152
DMX 202
152
Color 153
DMX 203
153
Color 154
DMX 204
154
Color 155
DMX 205
155
Wheel Slot 156
DMX 206–207
156
Wheel Slot 157...168
DMX 208
157
Color 158
DMX 209
158
Color 159
DMX 210
159
Color 160
DMX 211
160
Color 161
DMX 212
161
Color 162
DMX 213
162
Color 163
DMX 214
163
Color 164
DMX 215
164
Color 165
DMX 216
165
Color 166
DMX 217
166
Color 167
DMX 218
167
Color 168
DMX 219
168
Wheel Slot 169
DMX 220–221
169
Wheel Slot 170...180
DMX 222
170
Color 171
DMX 223
171
Color 172
DMX 224
172
Color 173
DMX 225
173
Color 174
DMX 226
174
Color 175
DMX 227
175
Color 176
DMX 228
176
Color 177
DMX 229
177
Color 178
DMX 230
178
Color 179
DMX 231
179
Color 180
DMX 232
180
Wheel Slot 181
DMX 233–234
181
Wheel Slot 182...187
DMX 235
182
Color 183
DMX 236
183
Color 184
DMX 237
184
Color 185
DMX 238
185
Color 186
DMX 239
186
Color 187
DMX 240
187
Wheel Slot 189
DMX 241
188
Wheel Slot 188
DMX 242
189
Wheel Slot 190
DMX 243
190
Wheel Slot 191
DMX 244
191
Wheel Slot 192
DMX 245
192
Wheel Slot 193
DMX 246–247

193 Wheel Slot 194...199 **DMX 248**

194 Color 195 **DMX 249**

195 Color 196 **DMX 250**

196 Color 197 **DMX 251**

197 Color 198 **DMX 252**

198 Color 199 **DMX 253**

Color wheel 3

1 2000 K

2 2100 K

3 2200 K

4 2300 K

5 2400 K

6 2500 K

7 2600 K

8 2700 K

9 2800 K

10 2900 K

11 3000 K

12 3100 K

13 3200 K

14 3300 K

15 3400 K

16 3500 K

17 3600 K

18 3700 K

19 3800 K

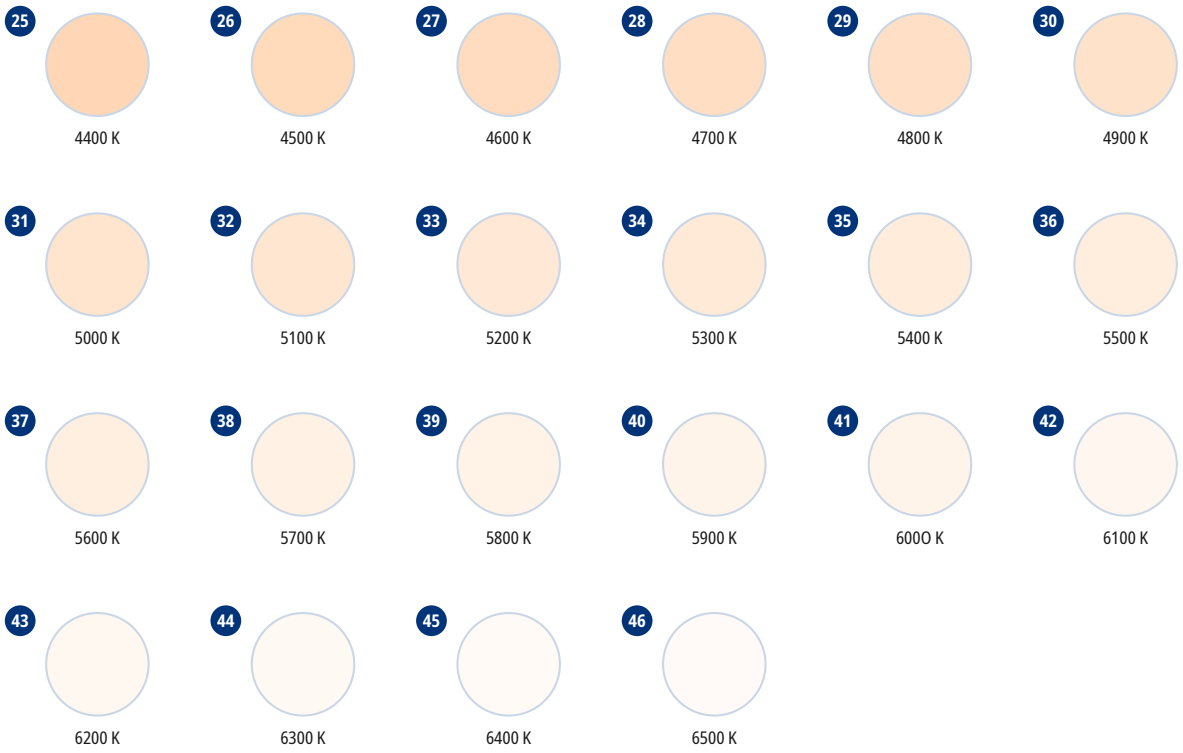
20 3900 K

21 4000 K

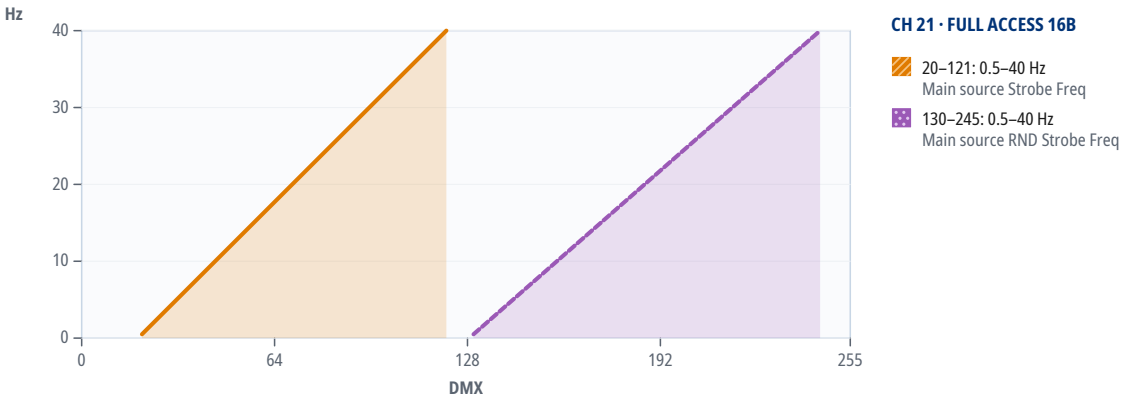
22 4100 K

23 4200 K

24 4300 K

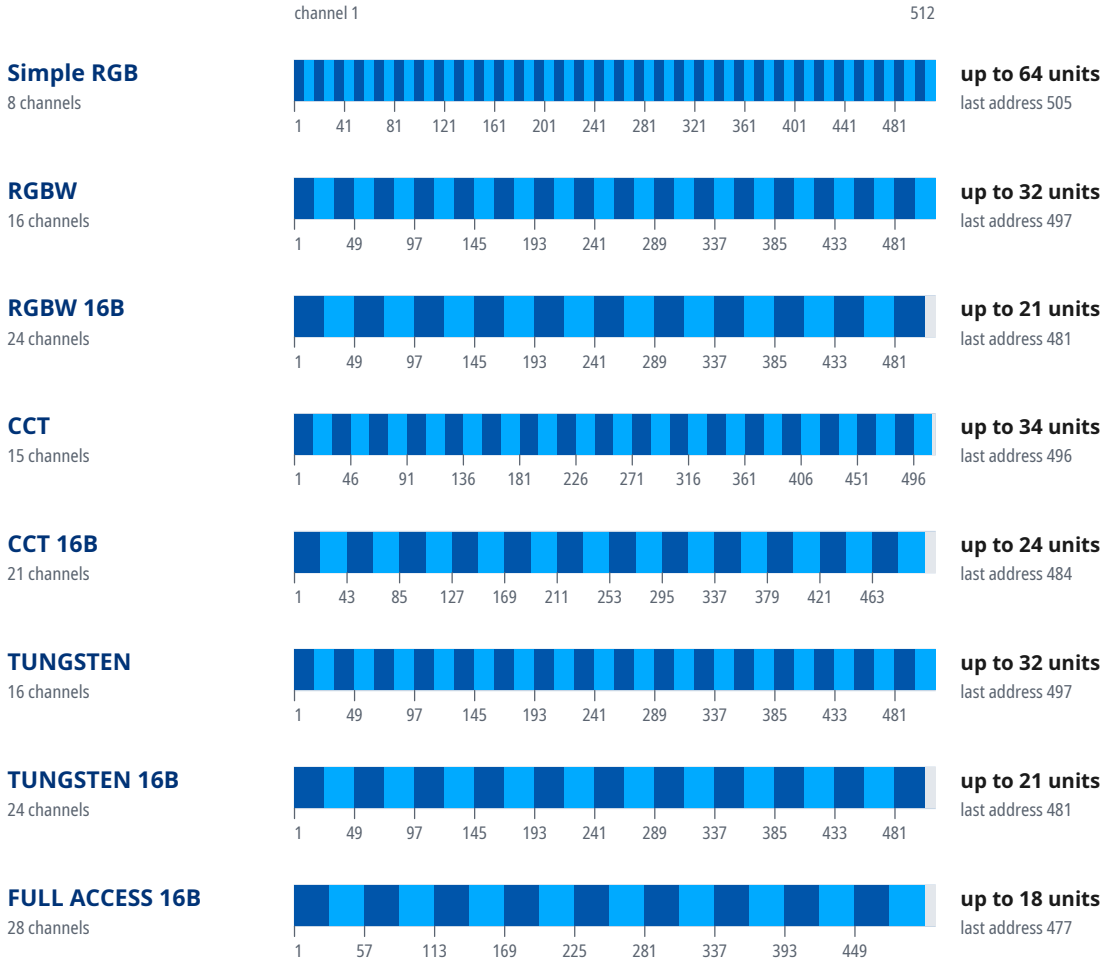

25
4400 K
26
4500 K
27
4600 K
28
4700 K
29
4800 K
30
4900 K
31
5000 K
32
5100 K
33
5200 K
34
5300 K
35
5400 K
36
5500 K
37
5600 K
38
5700 K
39
5800 K
40
5900 K
41
6000 K
42
6100 K
43
6200 K
44
6300 K
45
6400 K
46
6500 K

Strobe rate


Hz
40
30
20
10
0
0
64
128
192
255
DMX
CH 21 · FULL ACCESS 16B
20–121: 0.5–40 Hz
Main source Strobe Freq
130–245: 0.5–40 Hz
Main source RND Strobe Freq

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “FULL ACCESS 16B”

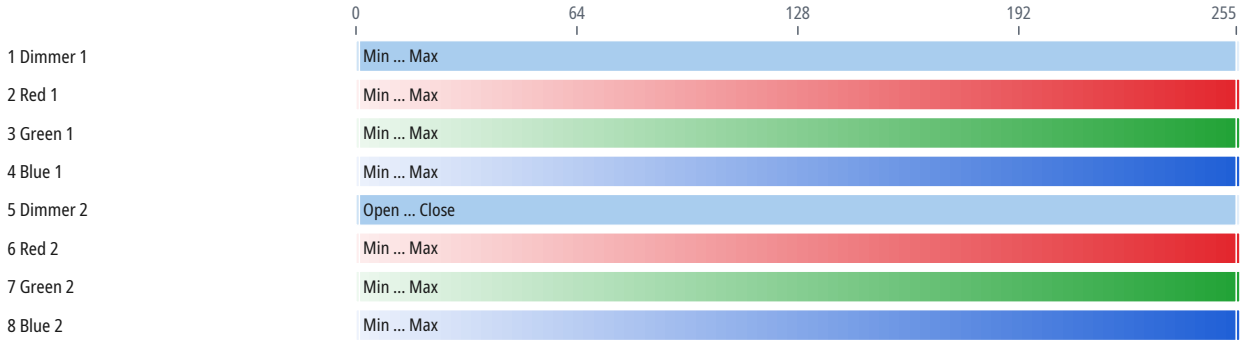
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	141	11	281	16	421
2	29	7	169	12	309	17	449
3	57	8	197	13	337	18	477
4	85	9	225	14	365	19	U2 · 1
5	113	10	253	15	393	20	U2 · 29

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 Simple RGB

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255.

Channel functions at a glance



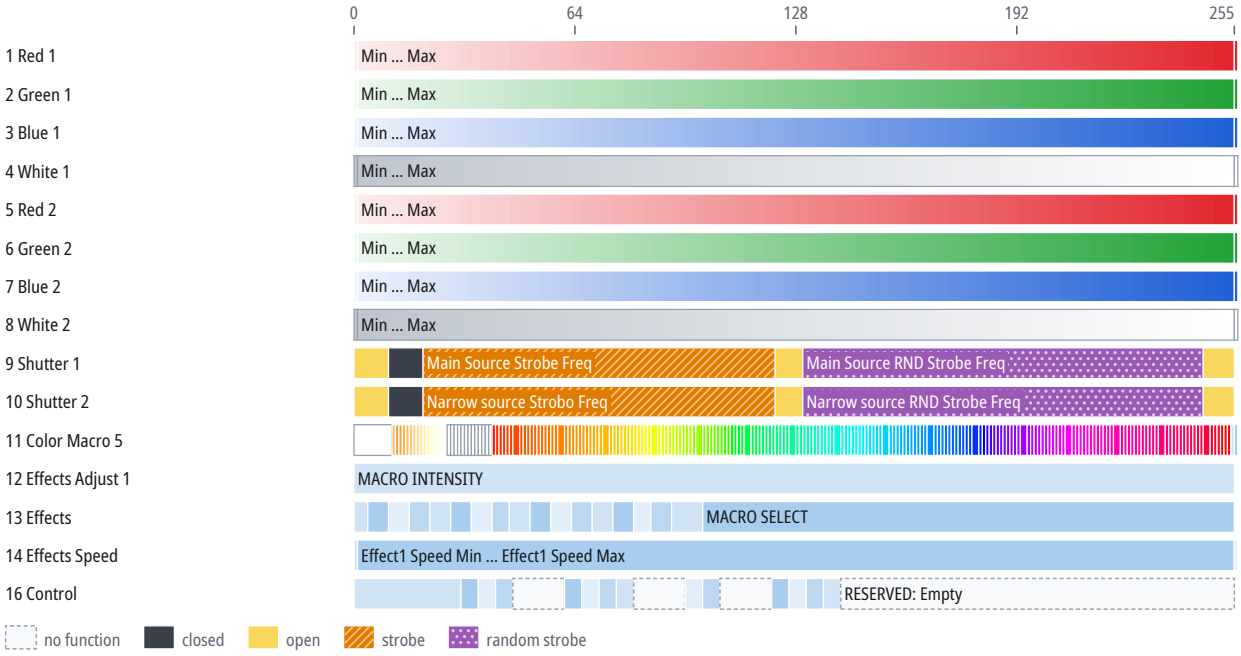
CH	Function	DMX	Description
1	Dimmer 1		MAIN SOURCE DIMMER
		0	Min
		1–254	Min ... Max
		255	Max
2	Red 1		MAIN RED
		0	Min
		1–254	Min ... Max
		255	Max
3	Green 1		MAIN GREEN
		0	Min
		1–254	Min ... Max
		255	Max
4	Blue 1		MAI BLUE
		0	Min
		1–254	Min ... Max
		255	Max
5	Dimmer 2		NARROW SOURCE DIMMER
		0	Open
		1–254	Open ... Close
		255	Close
6	Red 2		NARROW RED
		0	Min
		1–254	Min ... Max
		255	Max
7	Green 2		NARROW GREEN
		0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
8	Blue 2		NARROW BLUE
		0	Min
		1–254	Min ... Max
		255	Max

Mode RGBW

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255, CH 9 Shutter 1 0, CH 10 Shutter 2 0, CH 11 Color Macro 5 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 2 in the mode “Simple RGB” (p. 15)
2	Green 1		Same as CH 3 in the mode “Simple RGB” (p. 15)
3	Blue 1		MAIN BLUE
		0	Min
		1–254	Min ... Max
		255	Max
4	White 1		MAIN WHITE
		0	Min
		1–254	Min ... Max
		255	Max
5	Red 2		Same as CH 6 in the mode “Simple RGB” (p. 15)
6	Green 2		Same as CH 7 in the mode “Simple RGB” (p. 15)
7	Blue 2		Same as CH 8 in the mode “Simple RGB” (p. 16)
8	White 2		NARROW WHITE
		0	Min

CH	Function	DMX	Description
8	White 2 (continued)	1–254	Min ... Max
		255	Max
9	Shutter 1	0–9	Main source Shutter Open
		10–19	Main source Shutter Close
		20–121	Main Source Strobe Freq (0.5–40 Hz)
		122–129	Main source Shutter Open
		130–245	Main Source RND Strobe Freq (0.5–40 Hz)
		246–255	Main source Shutter Open
10	Shutter 2	0–9	Narrow source Open
		10–19	Narrow source Closed
		20–121	Narrow source Strobo Freq (0.5–40 Hz)
		122–129	Narrow source Shutter Open
		130–245	Narrow source RND Strobe Freq (0.5–40 Hz)
		246–255	Narrow source Shutter Open
11	Color Macro 5	0–10	Macro Off
		11	White 3200K
		12	White 3300K
		13	White 3400K
		14	White 3500K
		15	White 3600K
		16	White 3700K
		17	White 3800K
		18	White 3900K
		19	White 4000K
		20	White 4100K
		21	White 4200K
		22	White 4300K
		23	White 4400K
		24	White 4500K
		25	White 4600K
		26	White 4700K
		27	White 4800K
		28	White 4900K
		29	White 5000K
		30	White 5100K
		31	White 5200K
		32	White 5300K
		33	White 5400K
		34	White 5500K
		35	White 5600K
		36	White 5700K
		37	White 5800K

CH	Function	DMX	Description
11	Color Macro 5 (continued)	38	White 5900K
		39	White 6000K
		40–45	Color 1...6
		46–47	Color 7
		48–58	Color 8...18
		59–60	Color 19
		61–71	Color 20...30
		72–73	Color 31
		74–82	Color 32...40
		83	Wheel Slot 42
		84	Wheel Slot 43
		85	Wheel Slot 44
		86–87	Wheel Slot 45
		88–98	Wheel Slot 46...56
		99–100	Wheel Slot 57
		101–112	Wheel Slot 58...69
		113–114	Wheel Slot 70
		115–125	Wheel Slot 71...81
		126–127	Wheel Slot 82
		128–138	Wheel Slot 83...93
		139–140	Wheel Slot 94
		141–152	Wheel Slot 95...106
		153–154	Wheel Slot 107
		155–165	Wheel Slot 108...118
		166–167	Wheel Slot 119
		168–178	Wheel Slot 120...130
		179–180	Wheel Slot 131
		181–192	Wheel Slot 132...143
		193–194	Wheel Slot 144
		195–205	Wheel Slot 145...155
		206–207	Wheel Slot 156
		208–219	Wheel Slot 157...168
		220–221	Wheel Slot 169
		222–232	Wheel Slot 170...180
		233–234	Wheel Slot 181
		235–240	Wheel Slot 182...187
		241	Wheel Slot 189
		242	Wheel Slot 188
		243	Wheel Slot 190
		244	Wheel Slot 191
		245	Wheel Slot 192
		246–247	Wheel Slot 193

CH	Function	DMX	Description
11	Color Macro 5 (continued)	248–253	Wheel Slot 194...199
		254	HUE
		255	COLOR MACRO OFF: Open
12	Effects Adjust 1		MACRO INTENSITY
		0–255	MACRO INTENSITY
13	Effects		MACRO SELECT
		0–3	Effect1 OFF
		4–9	RGBWAL SNAP
		10–15	RAGCBMW SNAP
		16–21	RMW SNAP
		22–27	G M SNAP
		28–33	R B R W SNAP
		34–39	R W B SNAP
		40–44	M W G W SNAP
		45–50	A C SNAP
		51–56	B W SNAP
		57–62	B M R A G SMOOTH
		63–68	R A G C B M W SMOOTH
		69–74	WB W WR L W SMOOTH
		75–80	R W B W G W A W SMOOTH
		81–85	L A R G B W A SMOOTH
		86–91	G W M W SMOOTH
		92–100	M R W A L W C G B W SMOOTH
		101–255	MACRO SELECT
14	Effects Speed		MACRO SPEED
		0	Effect1 Speed Min
		1–254	Effect1 Speed Min ... Effect1 Speed Max
		255	Effect1 Speed Max
16	Control	0–30	NO FUNCTION: Empty
		31–35	Flicker Mode 1 2kHz
		36–40	Flicker Mode 2 4kHz
		41–45	Flicker Mode 12kHz
		46–60	RESERVED: Empty
		61–65	Square
		66–70	INV Square
		71–75	S-Curve
		76–80	NO FUNCTION: Empty
		81–95	RESERVED: Empty
		96–100	Dimmer Fade Smooth
		101–105	Dimmer Fade Fast
		106–120	Reserved
		121–125	Fan OFF

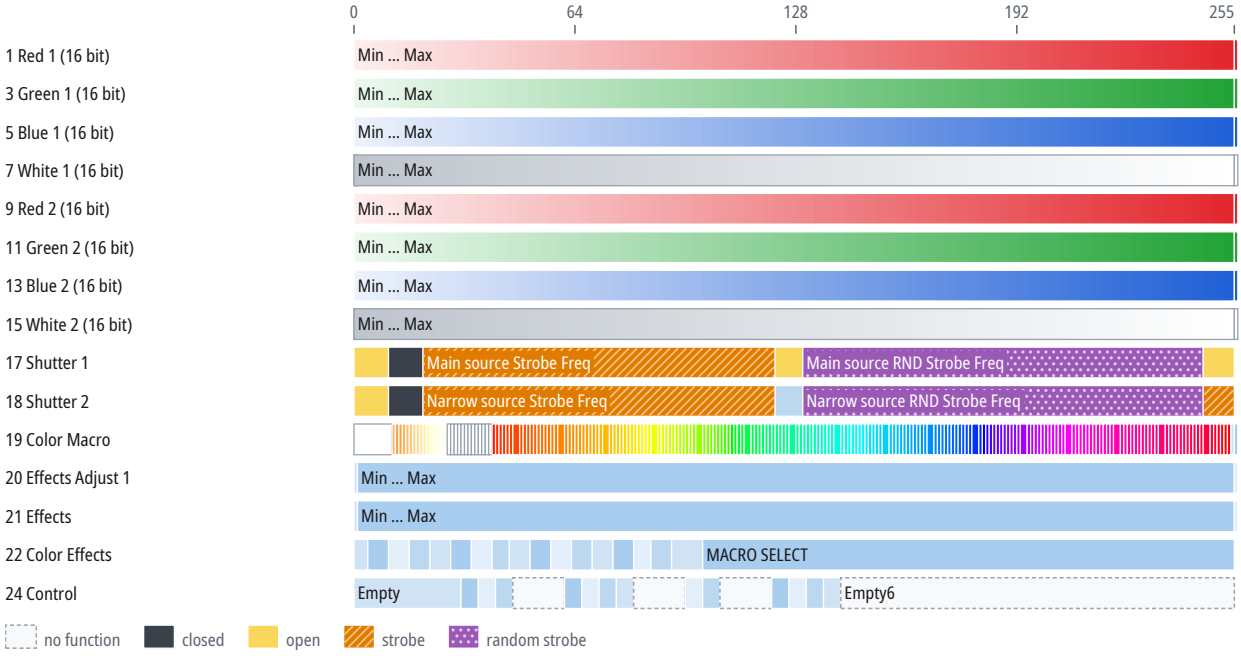
CH	Function	DMX	Description
16	Control (continued)	126–130	Fan Silent Mode
		131–135	Fan Smart Mode
		136–140	Fan Beast Mode
		141–255	RESERVED: Empty

Mode RGBW 16B

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 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 9 Red 2 255, CH 11 Green 2 255, CH 13 Blue 2 255, CH 15 White 2 255, CH 17 Shutter 1 0, CH 18 Shutter 2 0, CH 19 Color Macro 0, CH 22 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		MAIN RED
		0–255	Min ... Max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1		MAIN GREEN
		0–255	Min ... Max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1		MAIN BLUE
		0–255	Min ... Max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1		MAIN WHITE
		0–255	Min ... Max

CH	Function	DMX	Description
7	White 1 (continued)	255	Max
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	Red 2		NARROW RED
		0–255	Min ... Max
		255	Max
10	Red 2 Fine	0–255	Fine adjustment of CH 9
11	Green 2		NARROW GREEN
		0–255	Min ... Max
		255	Max
12	Green 2 Fine	0–255	Fine adjustment of CH 11
13	Blue 2		NARROW BLUE
		0–255	Min ... Max
		255	Max
14	Blue 2 Fine	0–255	Fine adjustment of CH 13
15	White 2		NARROW WHITE
		0–255	Min ... Max
		255	Max
16	White 2 Fine	0–255	Fine adjustment of CH 15
17	Shutter 1	0–9	Main source Open
		10–19	Main source Closed
		20–121	Main source Strobe Freq (0.5–30 Hz)
		122–129	Main source Shutter Open
		130–245	Main source RND Strobe Freq (0.5–30 Hz)
		246–255	Main source Shutter Open
18	Shutter 2	0–9	Narrow source Open
		10–19	Narrow Source Closed
		20–121	Narrow source Strobe Freq (0.5–40 Hz)
		122–129	Narrow source Shutter Open1
		130–245	Narrow source RND Strobe Freq (0.5–40 Hz)
		246–255	Narrow source Strobe Open2
19	Color Macro	0–10	Macro Off
		11	White 3200K
		12	White 3300K
		13	White 3400K
		14	White 3500K
		15	White 3600K
		16	White 3700K
		17	White 3800K
		18	White 3900K
		19	White 4000K
		20	White 4100K

CH	Function	DMX	Description
19	Color Macro (continued)	21	White 4200K
		22	White 4300K
		23	White 4400K
		24	White 4500K
		25	White 4600K
		26	White 4700K
		27	White 4800K
		28	White 4900K
		29	White 5000K
		30	White 5100K
		31	White 5200K
		32	White 5300K
		33	White 5400K
		34	White 5500K
		35	White 5600K
		36	White 5700K
		37	White 5800K
		38	White 5900K
		39	White 6000K
		40–45	Color 1...6
		46–47	Color 7
		48–58	Color 8...18
		59–60	Color 19
		61–71	Color 20...30
		72–73	Color 31
		74–82	Color 32...40
		83	Wheel Slot 42
		84	Wheel Slot 43
		85	Wheel Slot 44
		86–87	Wheel Slot 45
		88–98	Wheel Slot 46...56
		99–100	Wheel Slot 57
		101–112	Wheel Slot 58...69
		113–114	Wheel Slot 70
		115–125	Wheel Slot 71...81
		126–127	Wheel Slot 82
		128–138	Wheel Slot 83...93
		139–140	Wheel Slot 94
		141–152	Wheel Slot 95...106
		153–154	Wheel Slot 107
		155–165	Wheel Slot 108...118

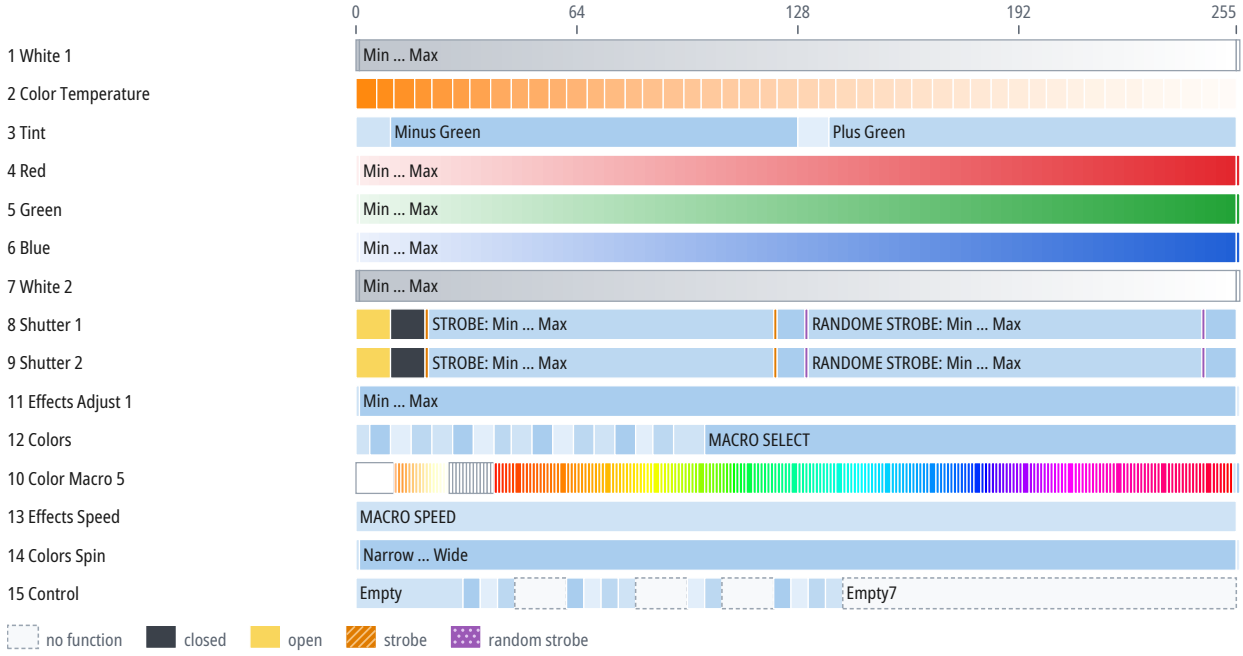
CH	Function	DMX	Description
19	Color Macro (continued)	166–167	Wheel Slot 119
		168–178	Wheel Slot 120...130
		179–180	Wheel Slot 131
		181–192	Wheel Slot 132...143
		193–194	Wheel Slot 144
		195–205	Wheel Slot 145...155
		206–207	Wheel Slot 156
		208–219	Wheel Slot 157...168
		220–221	Wheel Slot 169
		222–232	Wheel Slot 170...180
		233–234	Wheel Slot 181
		235–240	Wheel Slot 182...187
		241	Wheel Slot 189
		242	Wheel Slot 188
		243	Wheel Slot 190
		244	Wheel Slot 191
		245	Wheel Slot 192
		246–247	Wheel Slot 193
		248–253	Wheel Slot 194...199
		254	HUE
		255	COLOR MACRO OFF: Open
20	Effects Adjust 1		MACRO INTENSITY
		0	Min
		1–254	Min ... Max
		255	Max
21	Effects		MACRO SPEED
		0	Min
		1–254	Min ... Max
		255	Max
22	Color Effects		MACRO SELECT
		0–3	EFFECT1 OFF
		4–9	RGBWAL SNAP
		10–15	RAGCBMW SNAP
		16–21	RMW SNAP
		22–27	G M SNAP
		28–33	R B R W SNAP
		34–39	R W B SNAP
		40–44	M W G W SNAP
		45–50	A C SNAP
		51–56	B W SNAP
		57–62	B M R A G SMOOTH

CH	Function	DMX	Description
22	Color Effects (continued)	63–68	R A G C B M W SMOOTH
		69–74	WB W WR L W SMOOTH
		75–80	R W B W G W A W SMOOTH
		81–85	L A R G B W A SMOOTH
		86–91	G W M W SMOOTH
		92–100	M R W A L W C G B W SMOOTH
		101–255	MACRO SELECT
24	Control	0–30	Empty
		31–35	Flicker Mode 1
		36–40	Flicker Mode 2
		41–45	Flicker Mode 3
		46–60	Empty2
		61–65	Square
		66–70	INV Square
		71–75	S-Curve
		76–80	Empty3
		81–95	Empty4
		96–100	Dimmed Fade Smooth
		101–105	Dimmer Fade Fast
		106–120	Empty5
		121–125	Fan OFF
		126–130	Fan Silent Mode
		131–135	Fan Smarte Mode
		136–140	Fan Beast Mode
		141–255	Empty6

Mode CCT

The GDTF file gives these values for a console's Highlight function: CH 1 White 1 255, CH 2 Color Temperature 127, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 White 2 255, CH 8 Shutter 1 0, CH 9 Shutter 2 0, CH 10 Color Macro 5 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	White 1		Same as CH 4 in the mode “RGBW” (p. 16)
2	Color Temperature		MAIN CTC
		0–5	2000 K
		6–10	2100 K
		11–16	2200 K
		17–21	2300 K
		22–27	2400 K
		28–32	2500 K
		33–38	2600 K
		39–44	2700 K
		45–49	2800 K
		50–55	2900 K
		56–60	3000 K
		61–66	3100 K
		67–71	3200 K
		72–77	3300 K
		78–82	3400 K
		83–88	3500 K
		89–94	3600 K
		95–99	3700 K

CH	Function	DMX	Description
2	Color Temperature (continued)	100–105	3800 K
		106–110	3900 K
		111–116	4000 K
		117–121	4100 K
		122–127	4200 K
		128–133	4300 K
		134–138	4400 K
		139–144	4500 K
		145–149	4600 K
		150–155	4700 K
		156–160	4800 K
		161–166	4900 K
		167–172	5000 K
		173–177	5100 K
		178–183	5200 K
		184–188	5300 K
		189–194	5400 K
		195–199	5500 K
		200–205	5600 K
		206–210	5700 K
		211–216	5800 K
		217–222	5900 K
		223–227	6000 K
		228–233	6100 K
		234–238	6200 K
		239–244	6300 K
		245–249	6400 K
		250–255	6500 K
3	Tint		MAIN TINT
		0–9	Open
		10–127	Minus Green
		128–136	Open
		137–255	Plus Green
4	Red		MAIN RED
		0	Min
		1–254	Min ... Max
		255	Max
5	Green		MAIN GREEN
		0	Min
		1–254	Min ... Max
		255	Max
6	Blue		MAIN BLUE

CH	Function	DMX	Description
6	Blue (continued)	0	Min
		1–254	Min ... Max
		255	Max
7	White 2		MAIN WHITE
		0	Min
		1–254	Min ... Max
		255	Max
8	Shutter 1	0–9	Main source Open
		10–19	Main source Closed
		20	STROBE: Min
		21–120	STROBE: Min ... Max
		121	STROBE: Max
		122–129	SHUTTER OPEN: Open1
		130	RANDOME STROBE: Min
		131–244	RANDOME STROBE: Min ... Max
		245	RANDOME STROBE: Max
		246–255	SHUTTER OPEN: Open2
9	Shutter 2	0–9	Narrow source Open
		10–19	Narrow source Closed
		20	STROBE: Min
		21–120	STROBE: Min ... Max
		121	STROBE: Max
		122–129	Narrow source Shutter Open2
		130	RANDOME STROBE: Min
		131–244	RANDOME STROBE: Min ... Max
		245	RANDOME STROBE: Max
		246–255	Narrow source Open3
10	Color Macro 5		Same as CH 11 in the mode “RGBW” (p. 17)
11	Effects Adjust 1		Same as CH 20 in the mode “RGBW 16B” (p. 23)
12	Colors		MACRO SELECT
		0–3	EFFECT1 OFF
		4–9	RGBWAL SNAP
		10–15	RAGCBMW SNAP
		16–21	RMW SNAP
		22–27	G M SNAP
		28–33	R B R W SNAP
		34–39	R W B SNAP
		40–44	M W G W SNAP
		45–50	A C SNAP
		51–56	B W SNAP
		57–62	B M R A G SMOOTH
		63–68	R A G C B M W SMOOTH

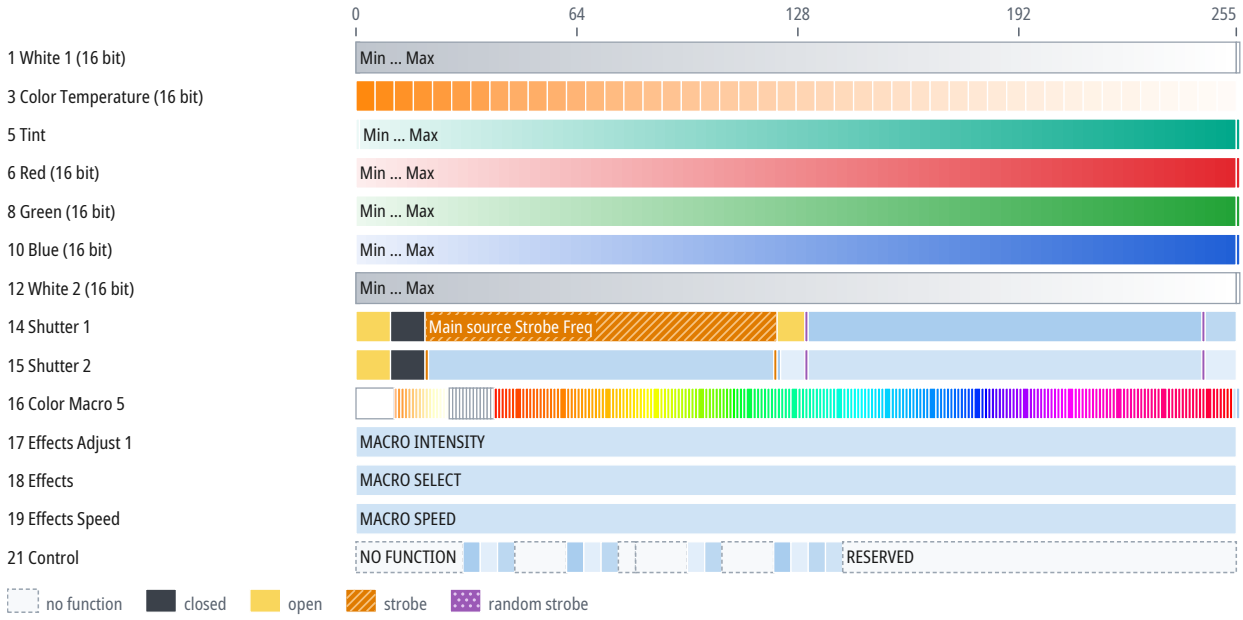
CH	Function	DMX	Description
12	Colors (continued)	69–74	WB W WR L W SMOOTH
		75–80	R W B W G W A W SMOOTH
		81–85	L A R G B W A SMOOTH
		86–91	G W M W SMOOTH
		92–100	M R W A L W C G B W SMOOTH
		101–255	MACRO SELECT
13	Effects Speed		MACRO SPEED
		0–255	MACRO SPEED
14	Colors Spin		Color 1 Wheel Spin 1
		0	Narrow
		1–254	Narrow ... Wide
		255	Wide
15	Control	0–30	Empty
		31–35	Flicker Mode 1
		36–40	Flicker Mode 2
		41–45	Flicker Mode 3
		46–60	Empty2
		61–65	Square
		66–70	INV Square
		71–75	S-Curve
		76–80	Empty3
		81–95	Empty4
		96–100	Dimmer Fade Smooth
		101–105	Dimmer Fade Fast
		106–120	Empty6
		121–125	Fan Off
		126–130	Fan Silent Mode
		131–135	Fan Smart Mode
		136–140	Fan Beast Mode
		141–255	Empty7

Mode CCT 16B

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 14 Shutter 1 at 0–9 “Open”; CH 15 Shutter 2 at 0–9 “Open” or 123–129. The GDTF file gives these values for a console's Highlight function: CH 1 White 1 255, CH 3 Color Temperature 0, CH 6 Red 255, CH 8 Green 255, CH 10 Blue 255, CH 12 White 2 255, CH 14 Shutter 1 0, CH 15 Shutter 2 0, CH 16 Color Macro 5 0.

Channel functions at a glance



CH	Function	DMX	Description
1	White 1		Same as CH 7 in the mode “RGBW 16B” (p. 20)
2	White 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		MAIN CCT
		0–5	2000 K
		5–11	2100 K
		11–16	2200 K
		16–22	2300 K
		22–27	2400 K
		27–33	2500 K
		33–38	2600 K
		38–44	2700 K
		44–50	2800 K
		50–55	2900 K
		55–61	3000 K
		61–66	3100 K
		66–72	3200 K
		72–77	3300 K
		77–83	3400 K
		83–89	3500 K

CH	Function	DMX	Description
3	Color Temperature (continued)	89–94	3600 K
		94–100	3700 K
		100–105	3800 K
		105–111	3900 K
		111–116	4000 K
		116–122	4100 K
		122–127	4200 K
		128–133	4300 K
		133–139	4400 K
		139–144	4500 K
		144–150	4600 K
		150–155	4700 K
		155–161	4800 K
		161–166	4900 K
		166–172	5000 K
		172–178	5100 K
		178–183	5200 K
		183–189	5300 K
		189–194	5400 K
		194–200	5500 K
		200–205	5600 K
		205–211	5700 K
		211–217	5800 K
		217–222	5900 K
		222–228	600O K
		228–233	6100 K
		233–239	6200 K
		239–244	6300 K
		244–250	6400 K
		250–255	6500 K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		MAIN TINT
		0	Min
		1–254	Min ... Max
		255	Max
6	Red		NARROW RED
		0–255	Min ... Max
		255	Max
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green		NARROW GREEN
		0–255	Min ... Max

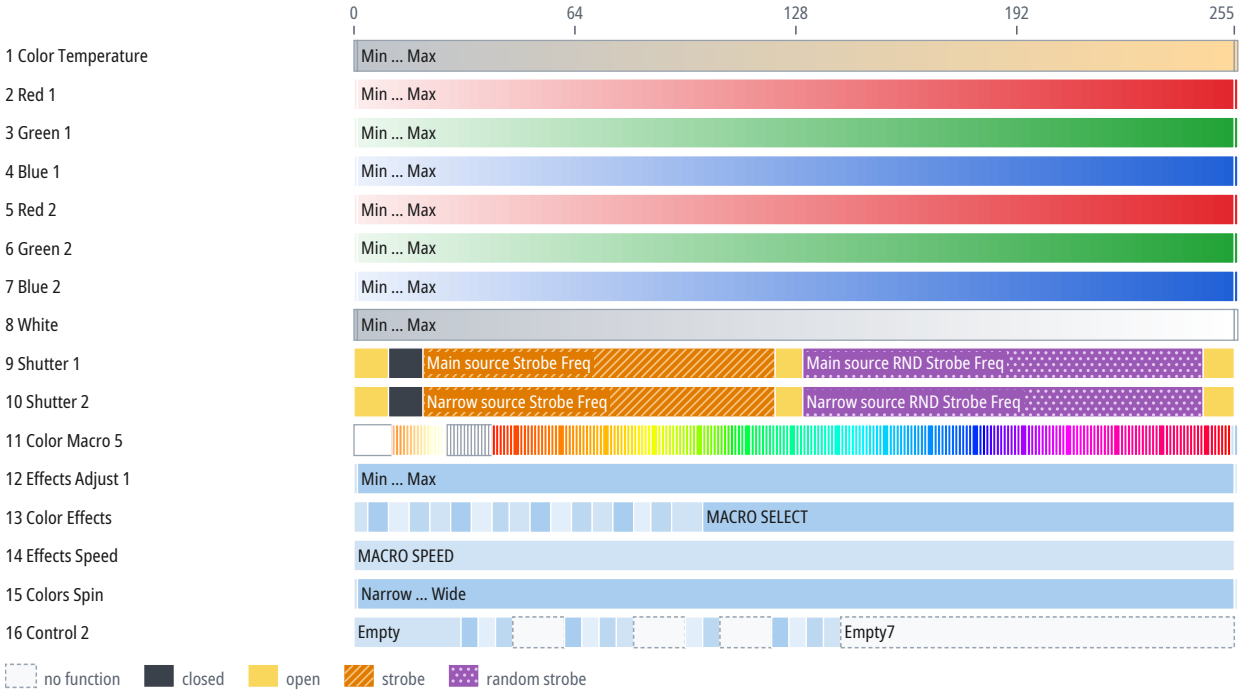
CH	Function	DMX	Description
8	Green (continued)	255	Max
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue		NARROW BLUE
		0–255	Min ... Max
		255	Max
11	Blue Fine	0–255	Fine adjustment of CH 10
12	White 2		Same as CH 15 in the mode “RGBW 16B” (p. 21)
13	White 2 Fine	0–255	Fine adjustment of CH 12
14	Shutter 1	0–9	SHUTTER: Open
		10–19	SHUTTER: Closed
		20–121	Main source Strobe Freq (0.5–40 Hz)
		122–129	Main source Shutter Open
		130	Main source RND Strobe Freq Min
		131–244	Main source RND Strobe Freq Min ... Main source RND Strobe Freq Max
		245	Main source RND Strobe Freq Max
		246–255	Main source Shutter Open2
15	Shutter 2	0–9	SHUTTER: Open
		10–19	SHUTTER: Closed
		20	Narrow source Strobe Freq Min
		21–120	Narrow source Strobe Freq Min ... Narrow source Strobe Freq Max
		121	Narrow source Strobe Freq Max
		122	Narrow source Open1
		123–129	SHUTTER OPEN 1
		130	Narrow source RND Strobe Freq Min
		131–244	Narrow source RND Strobe Freq Min ... Narrow source RND Strobe Freq Max
		245	Narrow source RND Strobe Freq Max
		246–255	Narrow source Shutter Open2
16	Color Macro 5		Same as CH 11 in the mode “RGBW” (p. 17)
17	Effects Adjust 1		Same as CH 12 in the mode “RGBW” (p. 19)
18	Effects		MACRO SELECT
		0–255	MACRO SELECT
19	Effects Speed		Same as CH 13 in the mode “CCT” (p. 28)
21	Control	0–30	NO FUNCTION
		31–35	FLICKER MODE 1
		36–40	FLICKER MODE 2
		41–45	FLICKER MODE 3
		46–60	RESERVED
		61–65	SQUARE
		66–70	INV SQUARE

CH	Function	DMX	Description
21	Control (continued)	71–75	S-CURVE
		76–80	NO FUNCTION
		81–95	RESERVED
		96–100	DIMMER FADE SMOOTH
		101–105	DIMMER FADE FAST
		106–120	RESERVED
		121–125	FAN OFF
		126–130	FAN SILENT MODE
		131–135	FAN SMART MODE
		136–140	FAN BEAST MODE
		141–255	RESERVED

Mode TUNGSTEN

The GDTF file gives these values for a console's Highlight function: CH 1 Color Temperature 255, CH 2 Red 1 255, CH 3 Green 1 255, CH 4 Blue 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 255, CH 11 Color Macro 5 0, CH 13 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Color Temperature		MAIN TUNGSTEN
		0	Min
		1–254	Min ... Max
		255	Max
2	Red 1		MIAN RED
		0	Min
		1–254	Min ... Max
		255	Max
3	Green 1		Same as CH 3 in the mode “Simple RGB” (p. 15)
4	Blue 1		Same as CH 3 in the mode “RGBW” (p. 16)
5	Red 2		Same as CH 6 in the mode “Simple RGB” (p. 15)
6	Green 2		Same as CH 7 in the mode “Simple RGB” (p. 15)
7	Blue 2		Same as CH 8 in the mode “Simple RGB” (p. 16)
8	White		NARROW WHITE
		0	Min
		1–254	Min ... Max
		255	Max
9	Shutter 1	0–9	SHUTTER: Main source Strobe Open
		10–19	Main source Strobe Close
		20–121	Main source Strobe Freq (0.5–40 Hz)
		122–129	SHUTTER OPEN: Main source Strobe Open
		130–245	Main source RND Strobe Freq (0.5–40 Hz)
		246–255	SHUTTER OPEN: Main source Strobe Open
10	Shutter 2	0–9	SHUTTER: Narrow source Strobe Open
		10–19	Narrow source Strobe Closed
		20–121	Narrow source Strobe Freq (0.5–40 Hz)
		122–129	SHUTTER OPEN: Narrow source Strobe Open
		130–245	Narrow source RND Strobe Freq (0.5–40 Hz)
		246–255	SHUTTER OPEN: Narrow source Strobe Open
11	Color Macro 5		Same as CH 11 in the mode “RGBW” (p. 17)
12	Effects Adjust 1		Same as CH 20 in the mode “RGBW 16B” (p. 23)
13	Color Effects		MACRO SELECT
		0–3	Effect1 OFF
		4–9	RGBWAL SNAP
		10–15	RAGCBMW SNAP
		16–21	RMW SNAP
		22–27	G M SNAP
		28–33	R B R W SNAP
		34–39	R W B SNAP
		40–44	M W G W SNAP
		45–50	A C SNAP

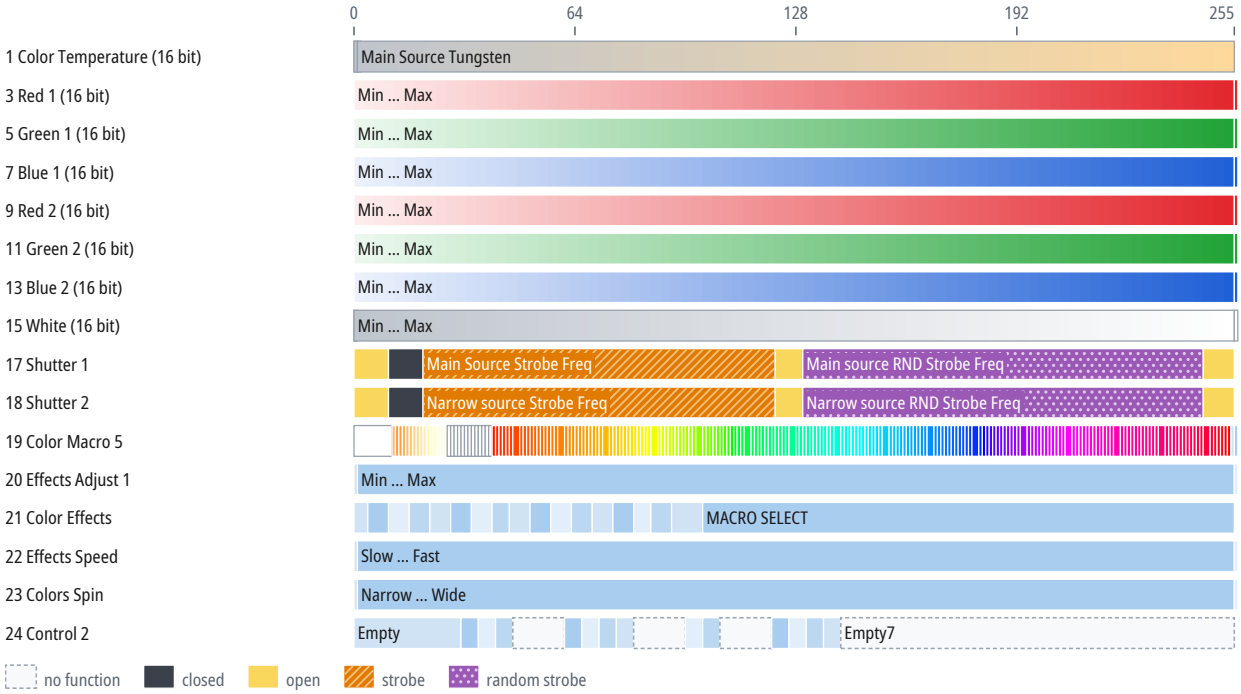
CH	Function	DMX	Description
13	Color Effects (continued)	51–56	B W SNAP
		57–62	B M R A G SMOOTH
		63–68	R A G C B M W SMOOTH
		69–74	WB W WR L W SMOOTH
		75–80	R W B W G W A W SMOOTH
		81–85	L A R G B W A SMOOTH
		86–91	G W M W SMOOTH
		92–100	M R W A L W C G B W SMOOTH
		101–255	MACRO SELECT
14	Effects Speed		Same as CH 13 in the mode “CCT” (p. 28)
15	Colors Spin		MACRO SPREAD
		0	Narrow
		1–254	Narrow ... Wide
		255	Wide
16	Control 2	0–30	Empty
		31–35	Flicker Mode 1
		36–40	Flicker Mode 2
		41–45	Flicker Mode 3
		46–60	Empty2
		61–65	Square
		66–70	INV Square
		71–75	S-Curve
		76–80	Empty3
		81–95	Empty4
		96–100	Dimmer Fade Smooth
		101–105	Dimmer Fade Fast
		106–120	Empty6
		121–125	Fan Off
		126–130	Fan Silent Mode
		131–135	Fan Smart Mode
		136–140	Fan Beast Mode
		141–255	Empty7

Mode TUNGSTEN 16B

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 1 Color Temperature 255, CH 3 Red 1 255, CH 5 Green 1 255, CH 7 Blue 1 255, CH 9 Red 2 255, CH 11 Green 2 255, CH 13 Blue 2 255, CH 15 White 255, CH 19 Color Macro 5 0, CH 21 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Color Temperature		Main Source Tungsten
		0	Min ... Max
		0	Max
		1–255	Main Source Tungsten
2	Color Temperature Fine	0–255	Fine adjustment of CH 1
3	Red 1		Same as CH 1 in the mode “RGBW 16B” (p. 20)
4	Red 1 Fine	0–255	Fine adjustment of CH 3
5	Green 1		Same as CH 3 in the mode “RGBW 16B” (p. 20)
6	Green 1 Fine	0–255	Fine adjustment of CH 5
7	Blue 1		Same as CH 5 in the mode “RGBW 16B” (p. 20)
8	Blue 1 Fine	0–255	Fine adjustment of CH 7
9	Red 2		Same as CH 9 in the mode “RGBW 16B” (p. 21)
10	Red 2 Fine	0–255	Fine adjustment of CH 9
11	Green 2		Same as CH 11 in the mode “RGBW 16B” (p. 21)
12	Green 2 Fine	0–255	Fine adjustment of CH 11
13	Blue 2		Same as CH 13 in the mode “RGBW 16B” (p. 21)
14	Blue 2 Fine	0–255	Fine adjustment of CH 13
15	White		NARROW WHITE

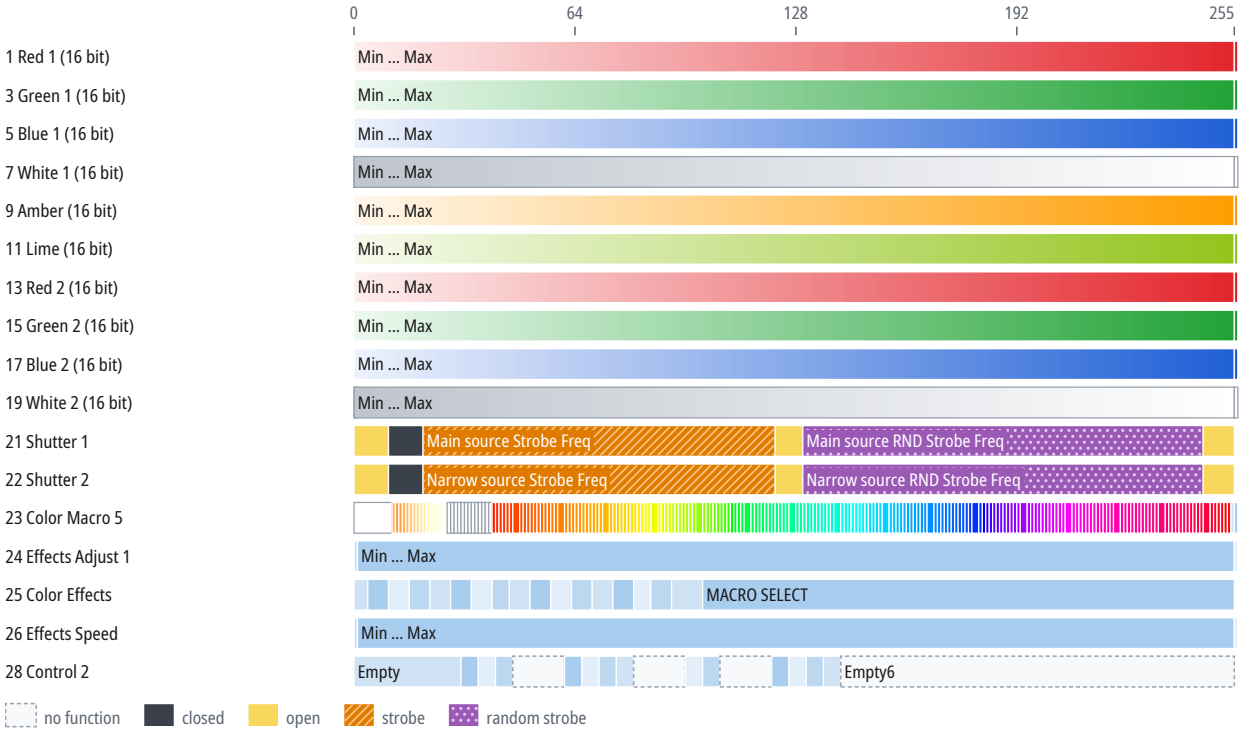
CH	Function	DMX	Description
15	White (continued)	0–255	Min ... Max
		255	Max
16	White Fine	0–255	Fine adjustment of CH 15
17	Shutter 1	0–9	SHUTTER: Main source Strobe Open
		10–19	Main source Strobe Close
		20–121	Main Source Strobe Freq (0.5–40 Hz)
		122–129	SHUTTER OPEN: Main source Strobe Open
		130–245	Main source RND Strobe Freq (0.5–30 Hz)
		246–255	SHUTTER OPEN: Main source Strobe Open
18	Shutter 2	0–9	SHUTTER: Narrow source Strobe Open
		10–19	Narrow source Strobe Close
		20–121	Narrow source Strobe Freq (0.5–40 Hz)
		122–129	SHUTTER OPEN: Narrow source Strobe Open
		130–245	Narrow source RND Strobe Freq (0.5–30 Hz)
		246–255	SHUTTER OPEN: Narrow source Strobe Open
19	Color Macro 5		Same as CH 11 in the mode “RGBW” (p. 17)
20	Effects Adjust 1		Same as CH 20 in the mode “RGBW 16B” (p. 23)
21	Color Effects		Same as CH 13 in the mode “TUNGSTEN” (p. 33)
22	Effects Speed		MACRO SPEED
		0	Slow
		1–254	Slow ... Fast
		255	Fast
23	Colors Spin		Same as CH 15 in the mode “TUNGSTEN” (p. 34)
24	Control 2		Same as CH 16 in the mode “TUNGSTEN” (p. 34)

Mode FULL ACCESS 16B

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 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 9 Amber 255, CH 11 Lime 255, CH 13 Red 2 255, CH 15 Green 2 255, CH 17 Blue 2 255, CH 19 White 2 255, CH 23 Color Macro 5 0, CH 25 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “RGBW 16B” (p. 20)
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1		Same as CH 3 in the mode “RGBW 16B” (p. 20)
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1		Same as CH 5 in the mode “RGBW 16B” (p. 20)
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1		Same as CH 7 in the mode “RGBW 16B” (p. 20)
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	Amber		MAIN AMBER
		0–255	Min ... Max
		255	Max
10	Amber Fine	0–255	Fine adjustment of CH 9
11	Lime		MAIN LIME
		0–255	Min ... Max
		255	Max
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Red 2		Same as CH 9 in the mode “RGBW 16B” (p. 21)

CH	Function	DMX	Description
14	Red 2 Fine	0–255	Fine adjustment of CH 13
15	Green 2		Same as CH 11 in the mode “RGBW 16B” (p. 21)
16	Green 2 Fine	0–255	Fine adjustment of CH 15
17	Blue 2		Same as CH 13 in the mode “RGBW 16B” (p. 21)
18	Blue 2 Fine	0–255	Fine adjustment of CH 17
19	White 2		Same as CH 15 in the mode “RGBW 16B” (p. 21)
20	White 2 Fine	0–255	Fine adjustment of CH 19
21	Shutter 1		Same as CH 9 in the mode “TUNGSTEN” (p. 33)
22	Shutter 2		Same as CH 18 in the mode “TUNGSTEN 16B” (p. 36)
23	Color Macro 5		Same as CH 11 in the mode “RGBW” (p. 17)
24	Effects Adjust 1		Same as CH 20 in the mode “RGBW 16B” (p. 23)
25	Color Effects		Same as CH 22 in the mode “RGBW 16B” (p. 23)
26	Effects Speed		MACRO SPEED
		0	Min
		1–254	Min ... Max
		255	Max
28	Control 2	0–30	Empty
		31–35	Flicker Mode 1
		36–40	Flicker Mode 2
		41–45	Flicker Mode 3
		46–60	Empty2
		61–65	Square
		66–70	INV Square
		71–75	S-Curve
		76–80	Empty3
		81–95	Empty4
		96–100	Dimmed Fade Smooth
		101–105	Dimmer Fade Fast
		106–120	Empty5
		121–125	Fan OFF
		126–130	Fan Silent Mode
		131–135	Fan Smarte Mode
		136–140	Fan Beast Mode
		141–255	Empty6

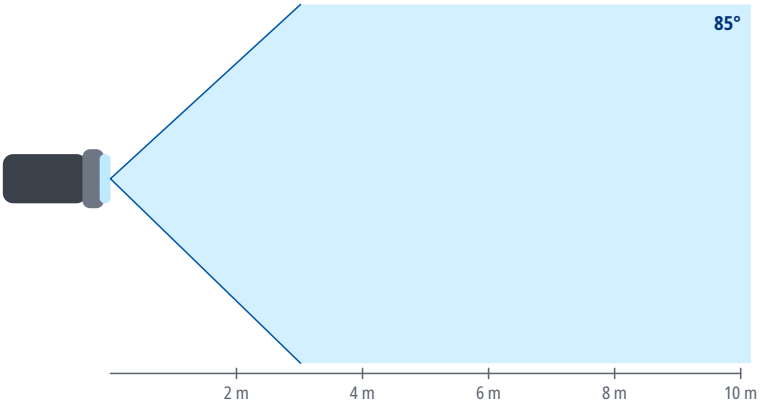
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x01CC, device model ID 0x1210)
Weight	13 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2000–6500 K
Strobe frequency	0.5–40 Hz

Spot diameter



Distance	Ø 85°
2 m	3.7 m
4 m	7.3 m
6 m	11 m
8 m	14.7 m
10 m	18.3 m
15 m	27.5 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 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.

12 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.

13 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.