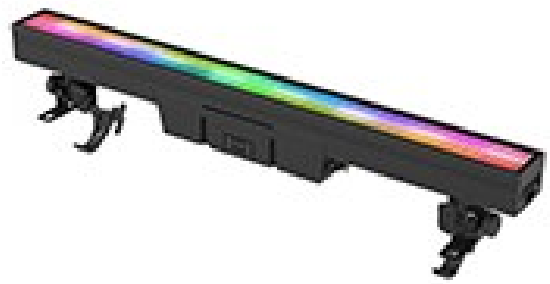
DMX REFERENCE

LUX STROBE BAR FG

PIXEL LINE FG

PRO LUX



Manufacturer	PRO LUX
GDTF file	Pro_Lux_LUX_STROBE_BAR_FG_127416.gdtf
GDTF revision	rev1 · 2026-02-04
Generated	2026-11-24

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1 About this manual

This document describes the PIXEL LINE FG by PRO LUX. It was compiled from the GDTF file Pro_Lux_LUX_STROBE_BAR_FG_127416.gdtf from the GDTF-Share library.

File revision: “rev1”.

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 PRO LUX; 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	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 7DMX	7	73	1, 8, 15, 22, ...
Mode 2 15DMX	13	39	1, 14, 27, 40, ...
21ch	21	24	1, 22, 43, 64, ...
Mode 4 39DMX	39	13	1, 40, 79, 118, ...
Mode 5 112DMX	112	4	1, 113, 225, 337
Mode 6 16DMX	16	32	1, 17, 33, 49, ...
Mode 7 33DMX	33	15	1, 34, 67, 100, ...
Mode 8 65DMX	65	7	1, 66, 131, 196, ...
Mode 9 68DMX	68	7	1, 69, 137, 205, ...
Mode 10 117DMX	117	4	1, 118, 235, 352


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

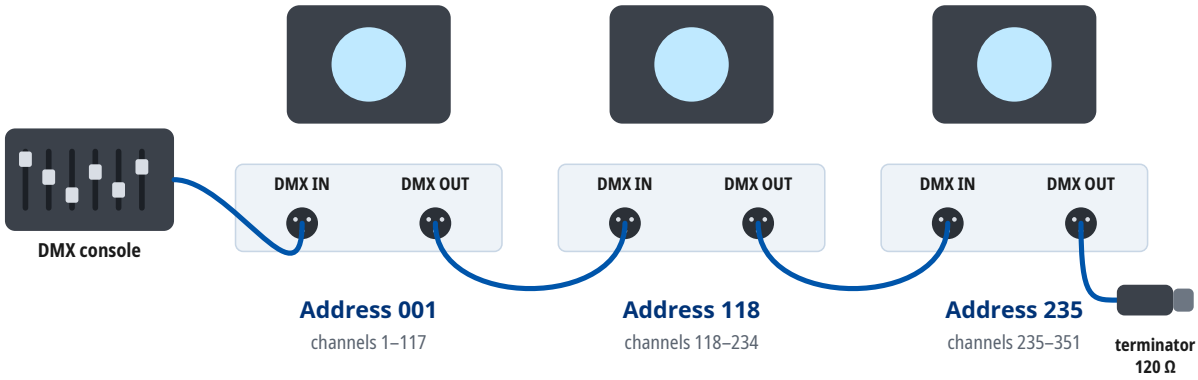
⚠ **WARNING**

- 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: 10.5 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 10 117DMX: every unit occupies 117 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 10 117DMX”: 117.
- 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 10 117DMX”, you can use, for example, the start addresses 1, 118, 235, 352.
- 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 7DMX 7 channels	Mode 2 15DMX 13 channels	21ch 21 channels	Mode 4 39DMX 39 channels	Mode 5 112DMX 112 channels	Mode 6 16DMX 16 channels	Mode 7 33DMX 33 channels	Mode 8 65DMX 65 channels
Dimmer	5	6	5, 13	25, 34	✓	✓	✓	✓
Shutter / strobe		8–10	7–9, 15–17	27–29, 36–38				
Color mixing	1–4	1–4	1–3	1–24, 30–33	1–112	1–16	1–32	1–64
Frost	7		21	39			33	65
Effects / macros		11, 12	10, 18					
Pixel control				8 cells	32 + 16 cells	✓	8 + 8 cells	16 + 16 cells

Color wheel


1
Open
2
Color 1
3
Color 2
4
Color 3
5
Color 4
6
Color 5
7
Color 6
8
Color 7
9
Color 8
10
Color 9
11
Color 10
12
Color 11
13
Color 12
14
Color 13
15
Color 14
16
Color 15
17
Color 16
18
Color 17
19
Color 18
20
Color 19
21
Color 20
22
Color 21
23
Color 22
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Color 23
25
Color 24
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Color 25
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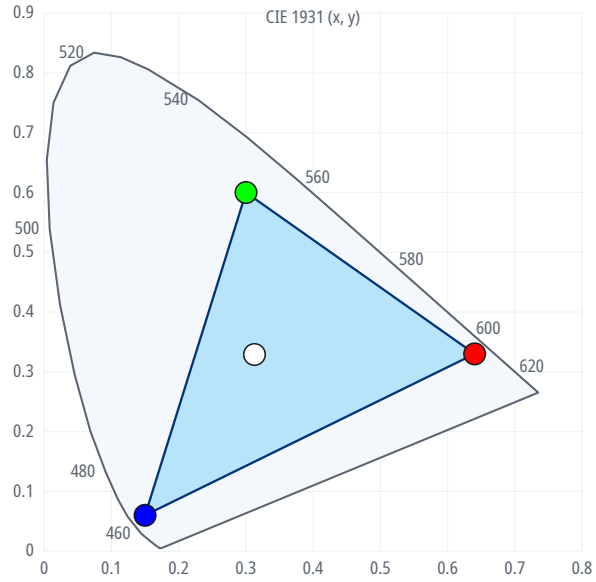
Color 26
28
Color 27
29
Color 28
30
Color 29
31
Color 30
32
Color 31

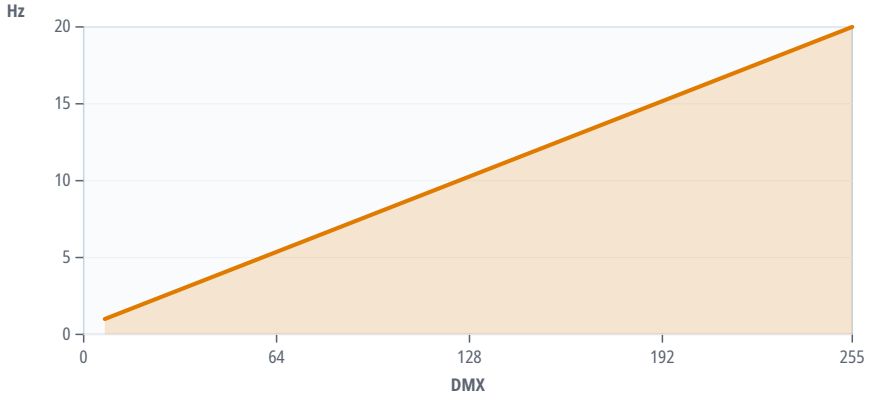
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
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.

Strobe rate



CH 3 · Mode 10 117DMX

7–255: 1–20 Hz
Shutter1Strobe 2

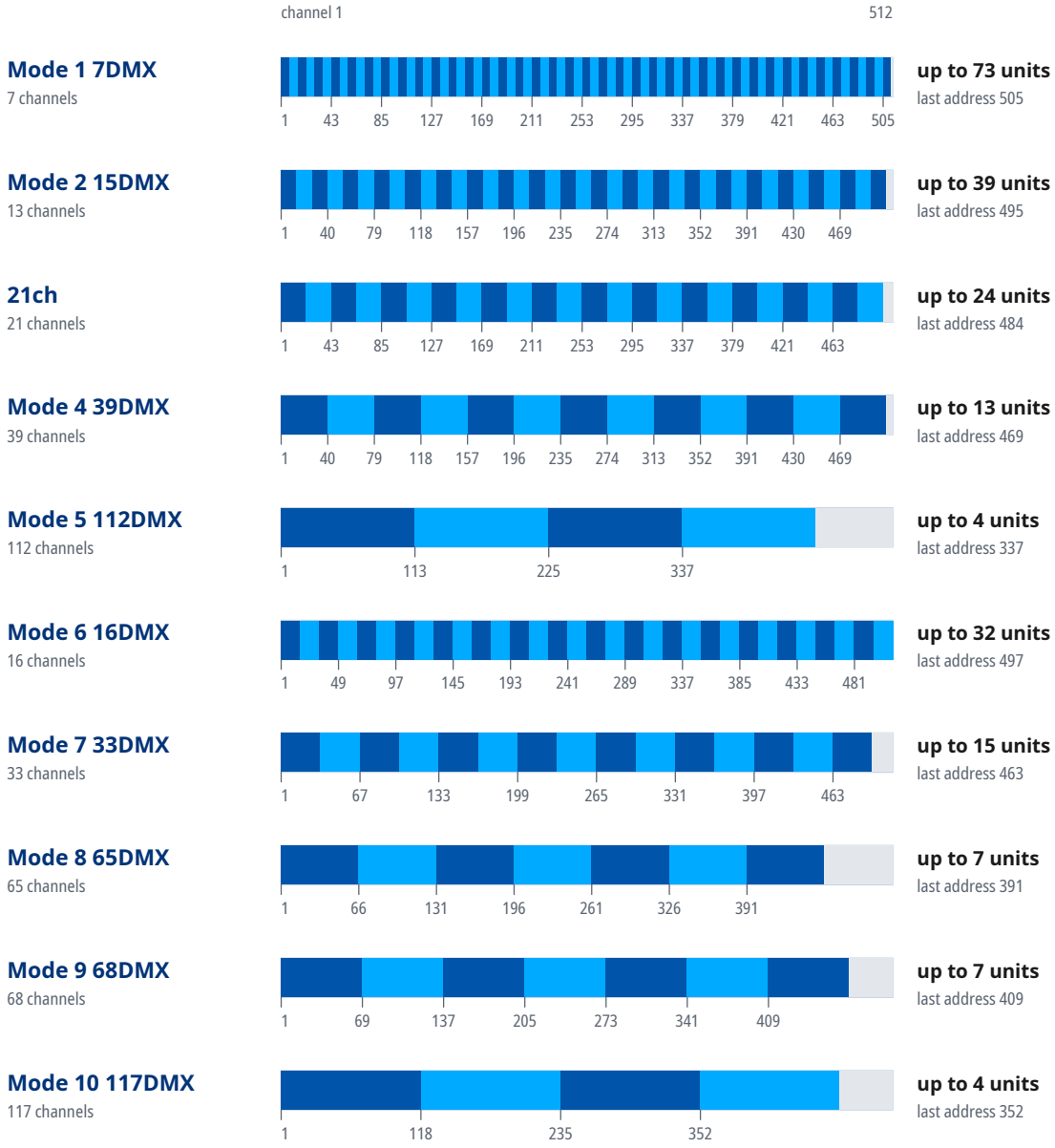
Cells (pixels)

17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Cells where the GDTF file places them (seen from above), 32 in all; numbered in the order of their first DMX channel in the mode “Mode 10 117DMX”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 10 117DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 118	11	U3 · 235	16	U4 · 352
2	118	7	U2 · 235	12	U3 · 352	17	U5 · 1
3	235	8	U2 · 352	13	U4 · 1	18	U5 · 118
4	352	9	U3 · 1	14	U4 · 118	19	U5 · 235
5	U2 · 1	10	U3 · 118	15	U4 · 235	20	U5 · 352

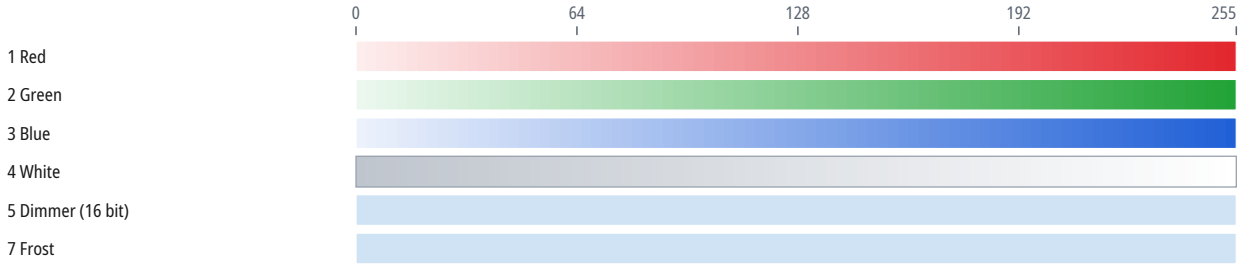
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 7DMX

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 5 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 5 Dimmer 0.

Channel functions at a glance



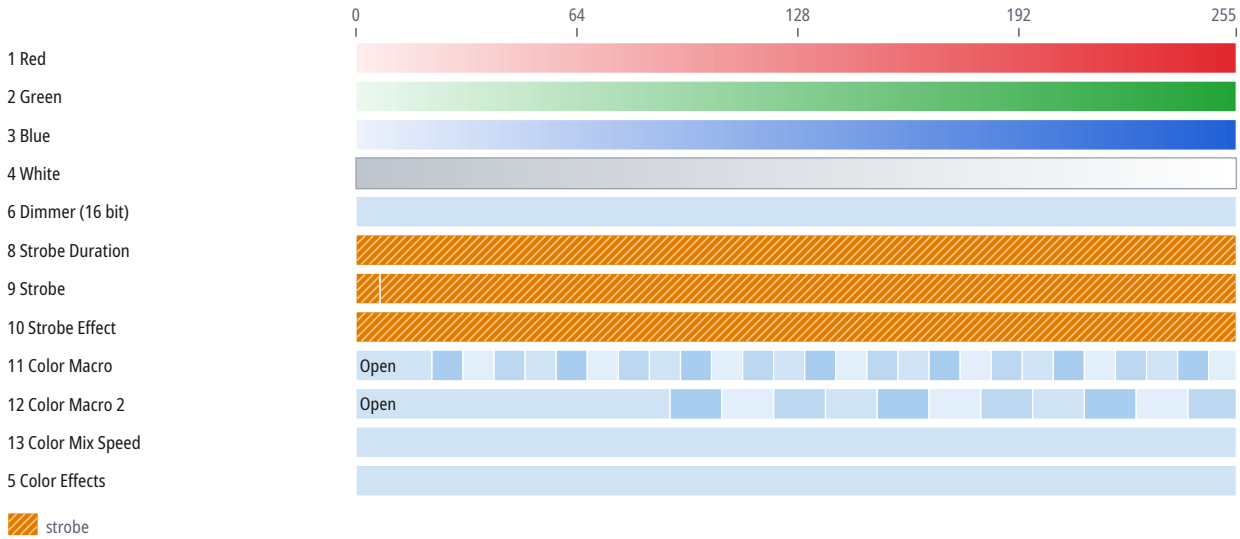
CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Dimmer	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Frost	0–255	

Mode 2 15DMX

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. 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, CH 6 Dimmer 0, CH 13 Color Mix Speed 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Color Effects	0–255	
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Strobe Duration	0–255	
9	Strobe	0–6	Shutter 1 Strobe 1
		7–255	Shutter 1 Strobe 2 (1–20 Hz)
10	Strobe Effect	0–255	
11	Color Macro	0–21	Open
		22–30	Macro 1
		31–39	Macro 2
		40–48	Macro 3
		49–57	Macro 4
		58–66	Macro 5
		67–75	Macro 6
		76–84	Macro 7
		85–93	Macro 8
		94–102	Macro 9
		103–111	Macro 10
		112–120	Macro 11
		121–129	Macro 12
		130–138	Macro 13
		139–147	Macro 14
		148–156	Macro 15
		157–165	Macro 16
		166–174	Macro 17
		175–183	Macro 18
		184–192	Macro 19
		193–201	Macro 20
		202–210	Macro 21
		211–219	Macro 22
		220–228	Macro 23
		229–237	Macro 24
		238–246	Macro 25
		247–255	Macro 26
12	Color Macro 2	0–90	Open
		91–105	Macro 1
		106–120	Macro 2

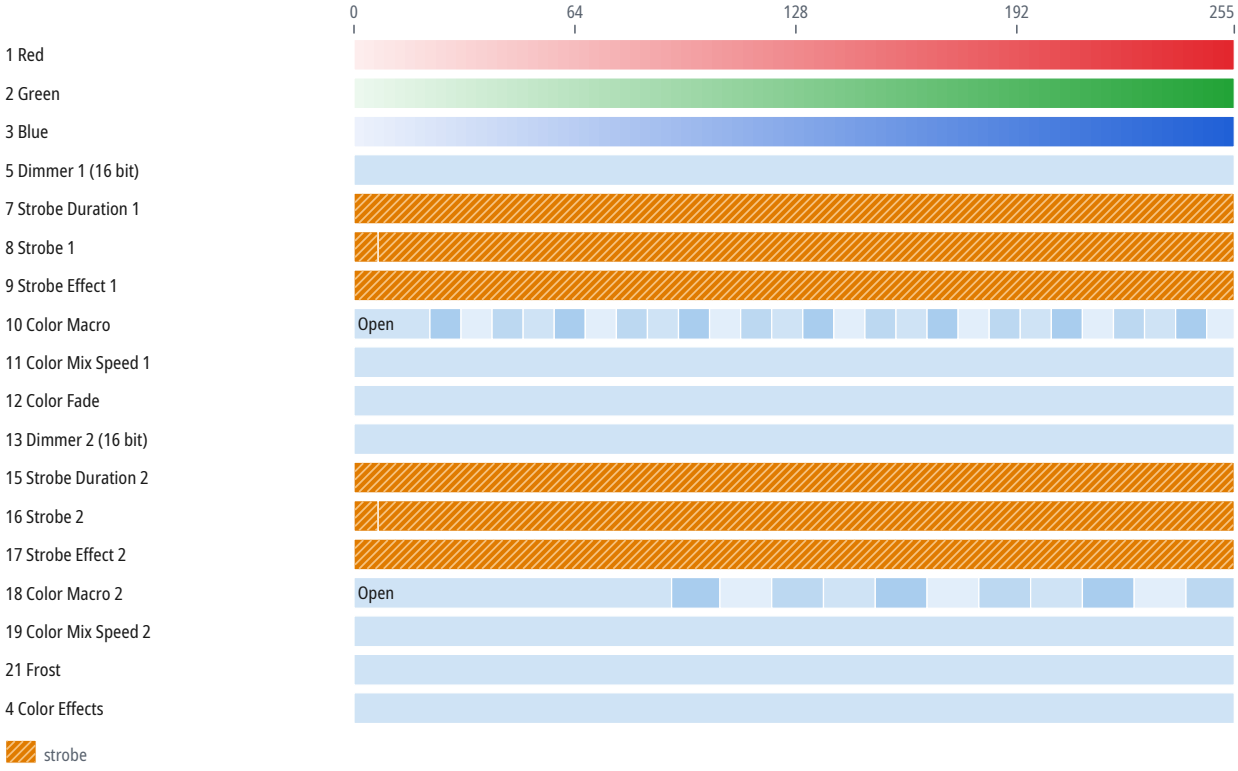
CH	Function	DMX	Description
12	Color Macro 2 (continued)	121–135	Macro 3
		136–150	Macro 4
		151–165	Macro 5
		166–180	Macro 6
		181–195	Macro 7
		196–210	Macro 8
		211–225	Macro 9
		226–240	Macro 10
		241–255	Macro 11
13	Color Mix Speed	0–255	

Mode 21ch

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 5 Dimmer 1 above 0; CH 13 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 5 Dimmer 1 255, CH 7 Strobe Duration 1 0, CH 11 Color Mix Speed 1 255, CH 13 Dimmer 2 255, CH 15 Strobe Duration 2 0, CH 18 Color Macro 2 0, CH 19 Color Mix Speed 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	

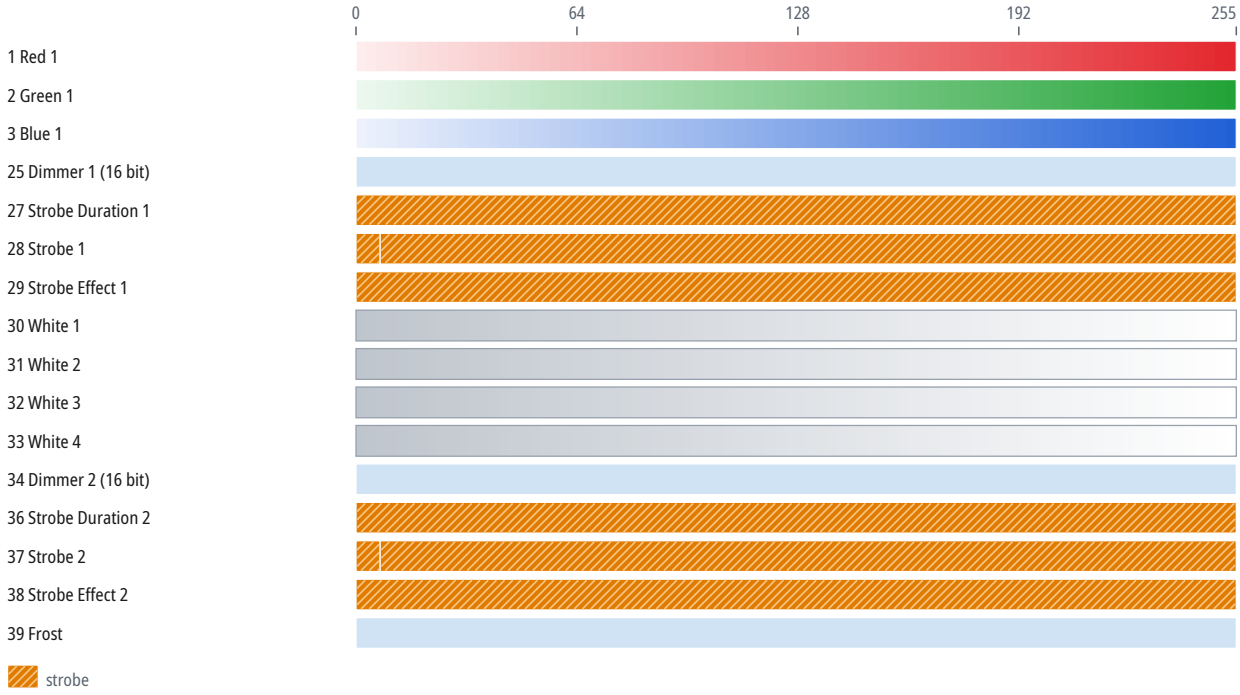
CH	Function	DMX	Description
4	Color Effects	0–255	
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Strobe Duration 1	0–255	
8	Strobe 1	0–6	Shutter 1 Strobe 1
		7–255	Shutter 1 Strobe 2 (1–20 Hz)
9	Strobe Effect 1	0–255	
10	Color Macro		Same as CH 11 in the mode “Mode 2 15DMX” (p. 11)
11	Color Mix Speed 1	0–255	
12	Color Fade	0–255	
13	Dimmer 2	0–255	
14	Dimmer 2 Fine	0–255	Fine adjustment of CH 13
15	Strobe Duration 2	0–255	
16	Strobe 2	0–6	Shutter 1 Strobe 1
		7–255	Shutter 1 Strobe 2 (1–20 Hz)
17	Strobe Effect 2	0–255	
18	Color Macro 2	0–91	Open
		92–105	Macro 1
		106–120	Macro 2
		121–135	Macro 3
		136–150	Macro 4
		151–165	Macro 5
		166–180	Macro 6
		181–195	Macro 7
		196–210	Macro 8
		211–225	Macro 9
		226–240	Macro 10
		241–255	Macro 11
19	Color Mix Speed 2	0–255	
21	Frost	0–255	

Mode 4 39DMX

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 25 Dimmer 1 above 0; CH 34 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 25 Dimmer 1 255, CH 27 Strobe Duration 1 0, CH 29 Strobe Effect 1 0, CH 30 White 1 255, CH 31 White 2 255, CH 32 White 3 255, CH 33 White 4 255, CH 34 Dimmer 2 0, CH 36 Strobe Duration 2 0, CH 38 Strobe Effect 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
25	Dimmer 1	0–255	
26	Dimmer 1 Fine	0–255	Fine adjustment of CH 25
27	Strobe Duration 1	0–255	
28	Strobe 1		Same as CH 8 in the mode “21ch” (p. 13)
29	Strobe Effect 1	0–255	
30	White 1	0–255	
31	White 2	0–255	
32	White 3	0–255	
33	White 4	0–255	
34	Dimmer 2	0–255	
35	Dimmer 2 Fine	0–255	Fine adjustment of CH 34
36	Strobe Duration 2	0–255	

CH	Function	DMX	Description
37	Strobe 2		Same as CH 16 in the mode “21ch” (p. 13)
38	Strobe Effect 2	0–255	
39	Frost	0–255	

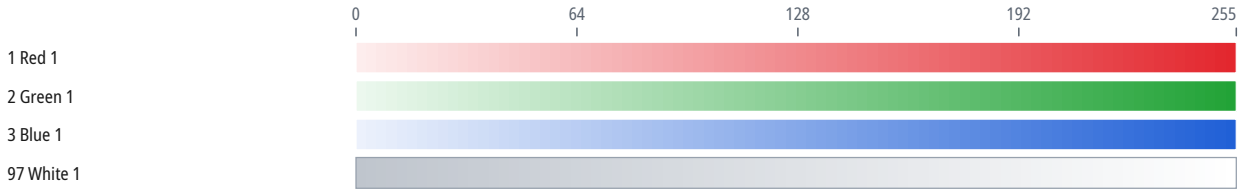
CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

Mode 5 112DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 32 cells), CH 2 Green 255 (the same in each of the 32 cells), CH 3 Blue 255 (the same in each of the 32 cells), CH 97 White 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
97	White 1	0–255	

CH 1–96: 32 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

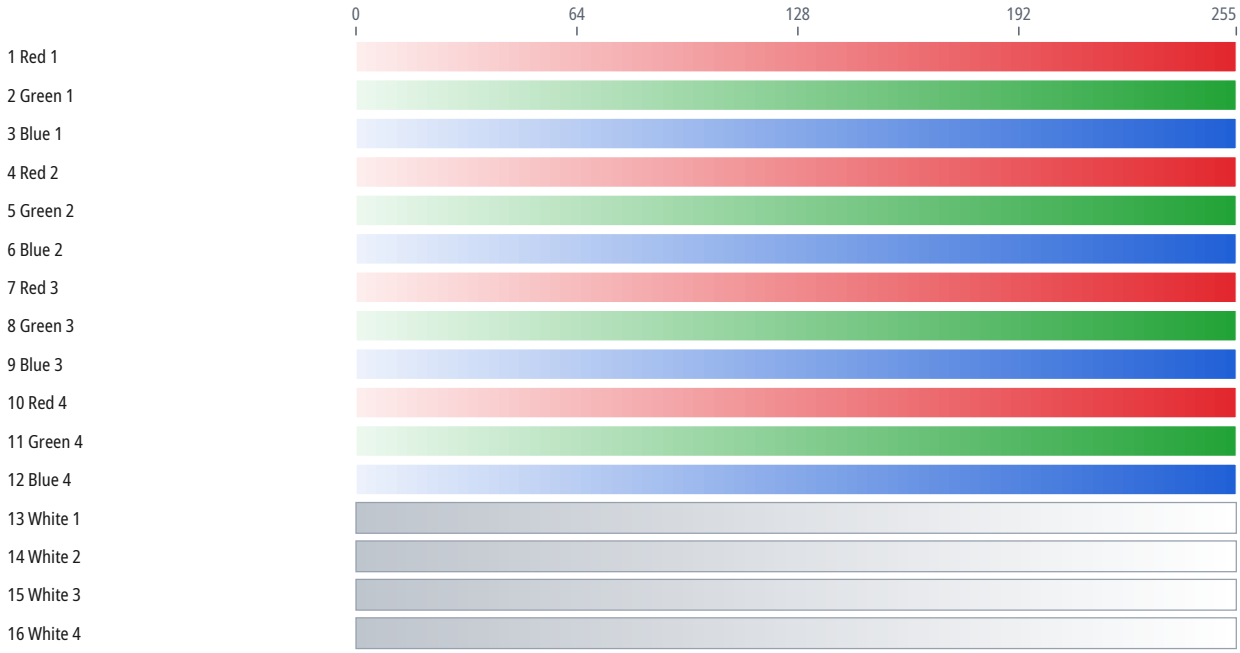
CH 97–112: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 97); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	97	2	98	3	99	4	100	5	101	6	102
7	103	8	104	9	105	10	106	11	107	12	108
13	109	14	110	15	111	16	112				

Mode 6 16DMX

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 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255, CH 13 White 1 255, CH 14 White 2 255, CH 15 White 3 255, CH 16 White 4 255.

Channel functions at a glance



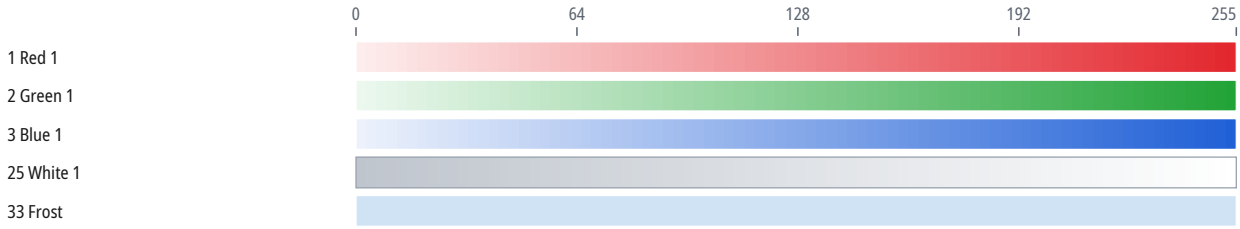
CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Red 2	0–255	
5	Green 2	0–255	
6	Blue 2	0–255	
7	Red 3	0–255	
8	Green 3	0–255	
9	Blue 3	0–255	
10	Red 4	0–255	
11	Green 4	0–255	
12	Blue 4	0–255	
13	White 1	0–255	

CH	Function	DMX	Description
14	White 2	0–255	
15	White 3	0–255	
16	White 4	0–255	

Mode 7 33DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 25 White 255 (the same in each of the 8 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
25	White 1	0–255	
33	Frost	0–255	

CH 1–24: 8 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

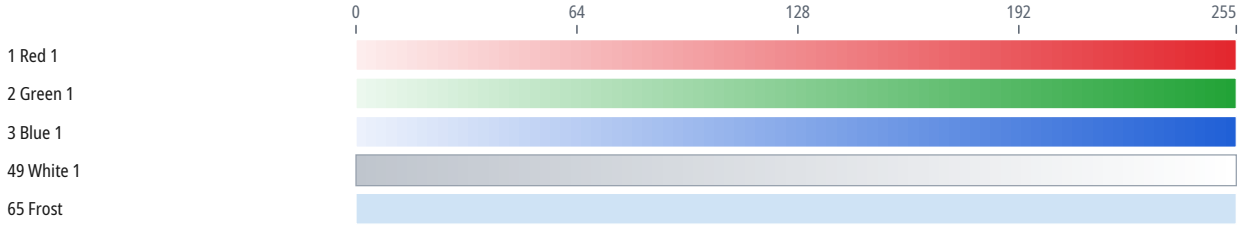
CH 25–32: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 25); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	25	2	26	3	27	4	28	5	29	6	30
7	31	8	32								

Mode 8 65DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells), CH 49 White 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
49	White 1	0–255	
65	Frost	0–255	

CH 1–48: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

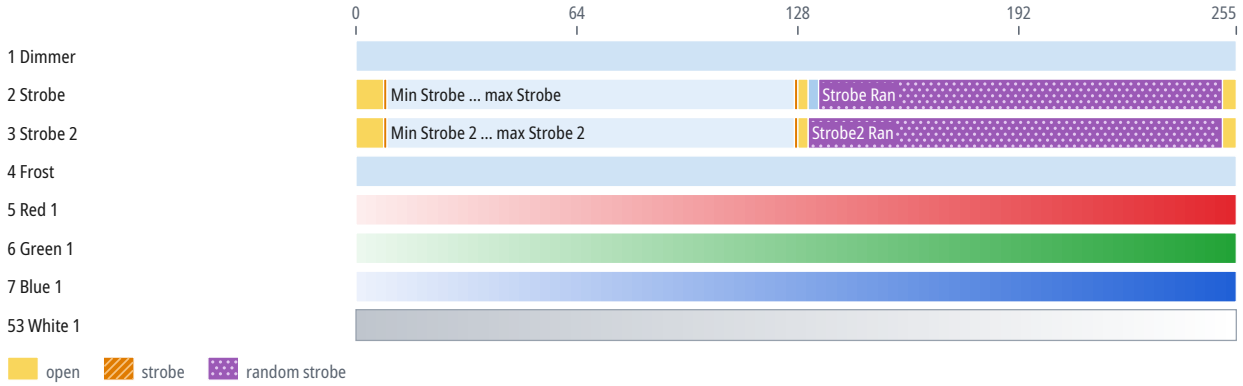
CH 49–64: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 49); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	49	2	50	3	51	4	52	5	53	6	54
7	55	8	56	9	57	10	58	11	59	12	60
13	61	14	62	15	63	16	64				

Mode 9 68DMX

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–7 “Open” or 128–130 or 251–255; CH 3 Strobe 2 at 0–7 “Open” or 128–130 or 251–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100, CH 5 Red 255 (the same in each of the 16 cells), CH 6 Green 255 (the same in each of the 16 cells), CH 7 Blue 255 (the same in each of the 16 cells), CH 53 White 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe	0–7	Open
		8	Min Strobe
		9–126	Min Strobe ... max Strobe
		127	Max Strobe
		128–130	Open 2
		131–133	Shutter 1 Strobe Random 4
		134–250	Strobe Ran
		251–255	Open 3
3	Strobe 2	0–7	Shutter Strobe 2: Open
		8	Min Strobe 2
		9–126	Min Strobe 2 ... max Strobe 2
		127	Max Strobe 2
		128–130	Shutter 1: Open 2
		131–250	Strobe2 Ran (12–20 Hz)
		251–255	Shutter 1: Open 3
4	Frost	0–255	
5	Red 1	0–255	
6	Green 1	0–255	
7	Blue 1	0–255	
53	White 1	0–255	

CH 5–52: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 5–7); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	5	6	7	2	8	9	10	3	11	12	13
4	14	15	16	5	17	18	19	6	20	21	22
7	23	24	25	8	26	27	28	9	29	30	31
10	32	33	34	11	35	36	37	12	38	39	40
13	41	42	43	14	44	45	46	15	47	48	49
16	50	51	52								

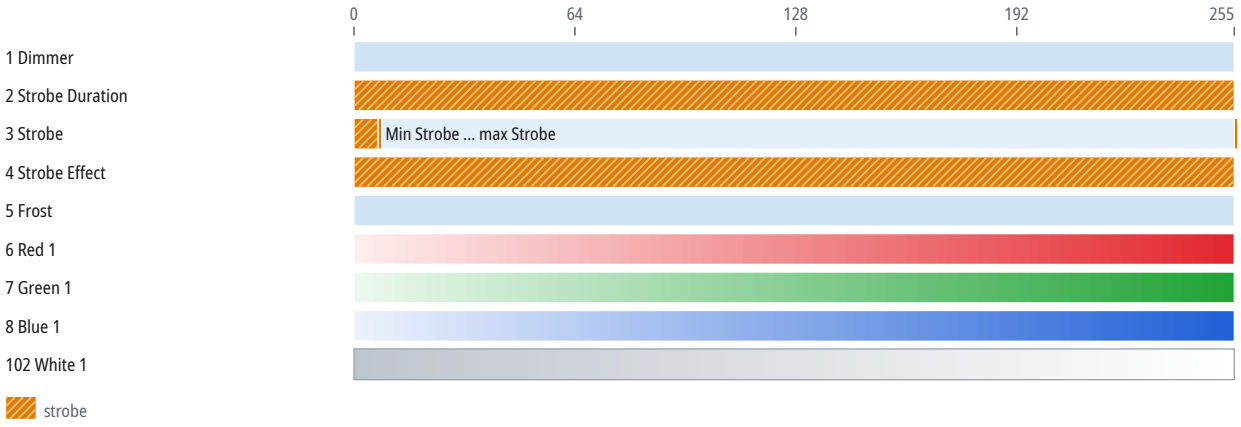
CH 53–68: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 53); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	53	2	54	3	55	4	56	5	57	6	58
7	59	8	60	9	61	10	62	11	63	12	64
13	65	14	66	15	67	16	68				

Mode 10 117DMX

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Strobe Duration 255, CH 6 Red 255 (the same in each of the 32 cells), CH 7 Green 255 (the same in each of the 32 cells), CH 8 Blue 255 (the same in each of the 32 cells), CH 102 White 255 (the same in each of the 16 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Duration	0–255	
3	Strobe	0–6	Shutter 1 Strobe 1
		7	Min Strobe
		8–254	Min Strobe ... max Strobe
		255	Max Strobe
4	Strobe Effect	0–255	
5	Frost	0–255	

CH	Function	DMX	Description
6	Red 1	0–255	
7	Green 1	0–255	
8	Blue 1	0–255	
102	White 1	0–255	

CH 6–101: 32 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 6–8); the table below gives each cell's channel numbers.

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

CH 102–117: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 102); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	102	2	103	3	104	4	105	5	106	6	107
7	108	8	109	9	110	10	111	11	112	12	113
13	114	14	115	15	116	16	117				

9 Technical specifications

Parameter	Value
Light source	discharge lamp
Weight	10.5 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

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.