DMX REFERENCE

L600C

L600C, Firmware Rev A6

Profoto



Manufacturer	Profoto
GDTF file	Profoto_L600C_132253.gdtf
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1 About this manual

This document describes the L600C, Firmware Rev A6 by Profoto. It was compiled from the GDTF file Profoto_L600C_132253.gdtf from the GDTF-Share library.

File revision: “Rev_A6, Uploaded to GDTF Share.”.

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 Profoto; 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.

Note in the GDTF file

“Profoto L600C GDTF file for firmware A6 or later.”

2 Quick reference

Parameter	Value
Power consumption	690 W
Weight	6.1 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
P01 - 8 Bit CCT and Tint	5	102	1, 6, 11, 16, ...
P02 - 16 Bit CCT and Tint	7	73	1, 8, 15, 22, ...
P03 - 8 Bit HSI	5	102	1, 6, 11, 16, ...
P04 - 16 Bit HSI	8	64	1, 9, 17, 25, ...
P05 - 8 Bit RGBW	7	73	1, 8, 15, 22, ...
P06 - 16 Bit RGBW	12	42	1, 13, 25, 37, ...
P07 - 16 Bit X/Y coordinates	8	64	1, 9, 17, 25, ...
P08 - 8 Bit Gel Mode	6	85	1, 7, 13, 19, ...
P09 - 8 Bit CCT to HSI	8	64	1, 9, 17, 25, ...
P10 - 16 Bit CCT to HSI	14	36	1, 15, 29, 43, ...
P11 - 8 Bit CCT to RGBW	10	51	1, 11, 21, 31, ...
P12 - 16 Bit CCT to RGBW	18	28	1, 19, 37, 55, ...
P13 - 16 Bit CCT to X/Y coordinates	14	36	1, 15, 29, 43, ...
P22 - 8 Bit Effects	10	51	1, 11, 21, 31, ...
P31 - Flex profile	1	512	1, 2, 3, 4, ...


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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.

4 Product description

Description in the GDTF file

“For latest firmware, DMX specification and GDTF files, see: http://www.profoto.com”

5 Installation

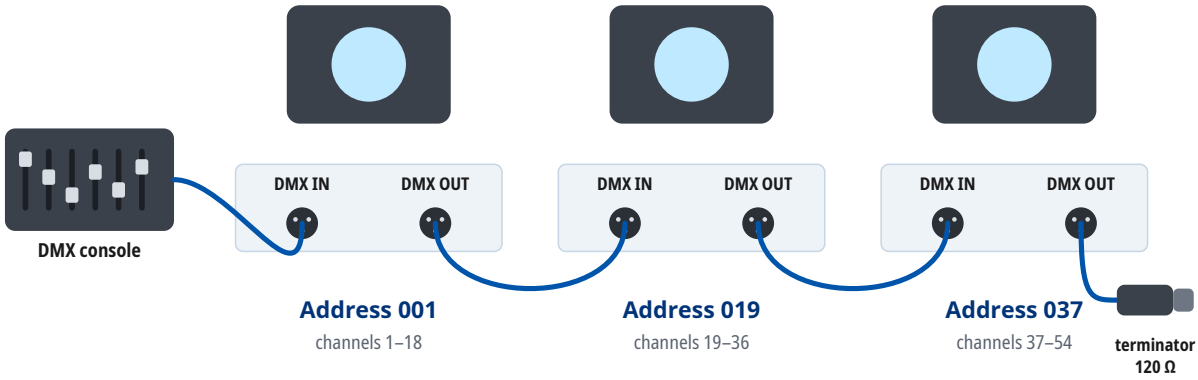
⚠ **WARNING**

- 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: 6.1 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 P12 - 16 Bit CCT to RGBW: every unit occupies 18 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 “P12 - 16 Bit CCT to RGBW”: 18.
- 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 “P12 - 16 Bit CCT to RGBW”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

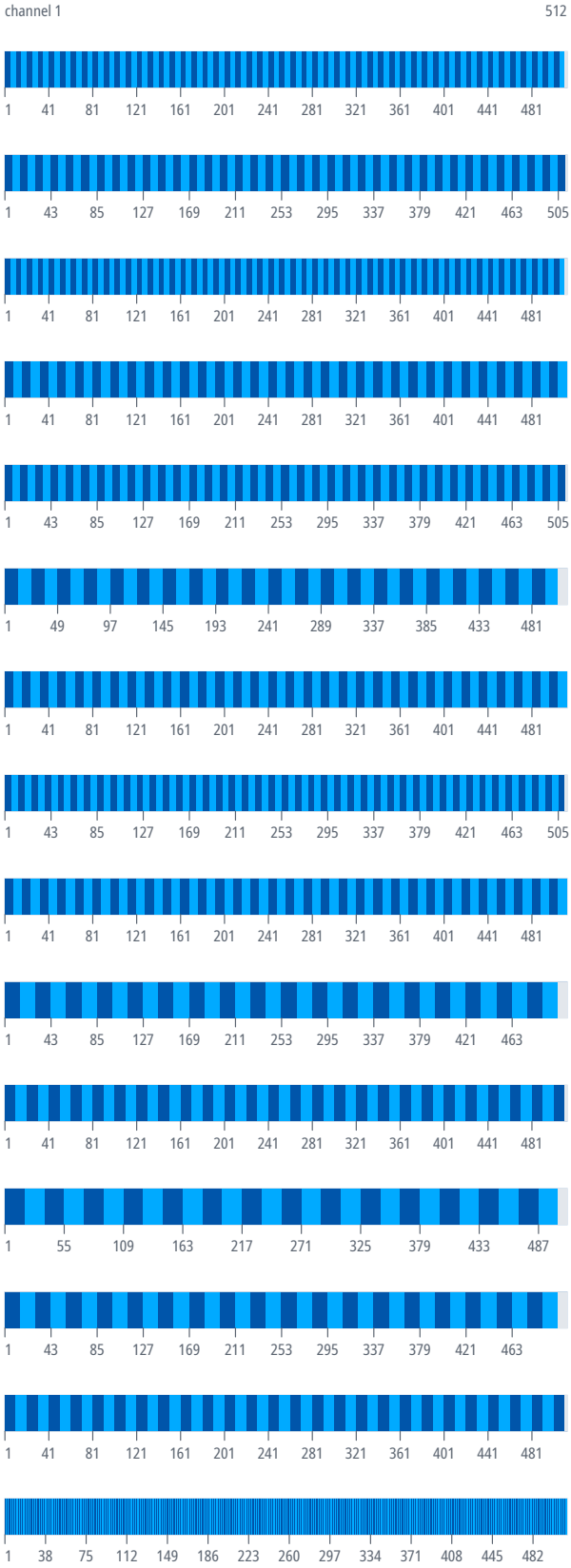
8 Functions at a glance

Functions in each DMX mode

	P01 - 8 Bit CCT and Tint 5 channels	P02 - 16 Bit CCT and Tint 7 channels	P03 - 8 Bit HSI 5 channels	P04 - 16 Bit HSI 8 channels	P05 - 8 Bit RGBW 7 channels	P06 - 16 Bit RGBW 12 channels	P07 - 16 Bit X/Y coordinates 8 channels	P08 - 8 Bit Gel Mode 6 channels
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	16 bit	8 bit
Color mixing					2–5	4× (3–9)		
Color temperature	2	3						

9 DMX channels

Units in one DMX universe



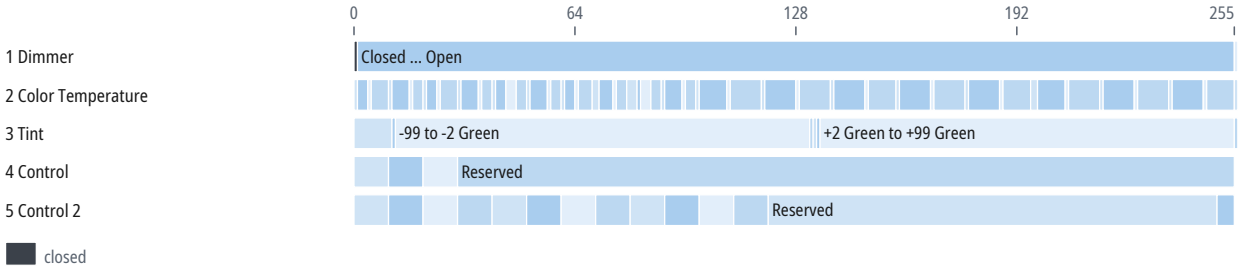
Start addresses of 20 units in the mode “P12 - 16 Bit CCT to RGBW”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode P01 - 8 Bit CCT and Tint

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Color Temperature	0	2000
		1–3	2000 ... 2200
		4	2200
		5–9	2200 ... 2500
		10	2500
		11–15	2500 ... 2800
		16	2800
		17–19	2800 ... 3000
		20	3000
		21–23	3000 ... 3200
		24	3200
		25–29	3200 ... 3500
		30	3500
		31–35	3500 ... 3800
		36	3800
		37–39	3800 ... 4000
		40	4000
		41–43	4000 ... 4200
		44–46	4200
		47–49	4200 ... 4500

CH	Function	DMX	Description
2	Color Temperature (continued)	50	4500
		51–55	4500 … 4800
		56	4800
		57–59	4800 … 5000
		60	5000
		61–63	5000 … 5200
		64	5200
		65–68	5200 … 5500
		69–70	5500
		71–74	5500 … 5800
		75	5800
		76–78	5800 … 6000
		79–81	6000
		82	6000 … 6200
		83–85	6200
		86–88	6200 … 6500
		89	6500
		90–94	6500 … 6800
		95	6800
		96–98	6800 … 7000
		99	7000
		100–107	7000 … 7500
		108	7500
		109–117	7500 … 8000
		118	8000
		119–127	8000 … 8500
		128	8500
		129–137	8500 … 9000
		138	9000
		139–147	9000 … 9500
		148	9500
		149–156	9500 … 10000
		157	10000
		158–166	10000 … 10500
		167	10500
		168–176	10500 … 11000
		177	11000
		178–186	11000 … 11500
		187	11500
		188–195	11500 … 12000
		196–197	12000
		198–205	12000 … 12500

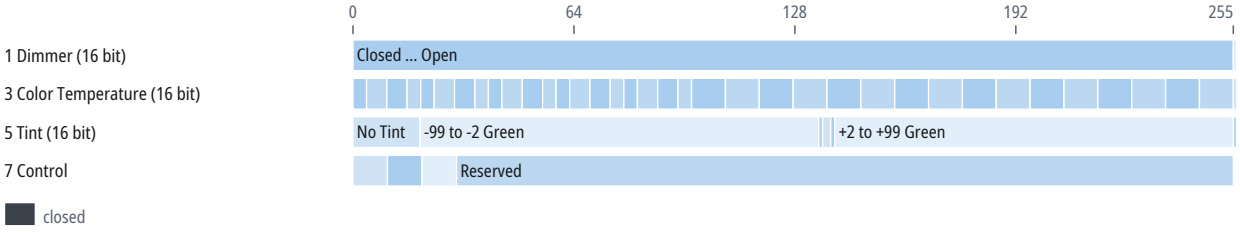
CH	Function	DMX	Description
2	Color Temperature (continued)	206	12500
		207–215	12500 ... 13000
		216	13000
		217–225	13000 ... 13500
		226	13500
		227–235	13500 ... 14000
		236	14000
		237–245	14000 ... 14500
		246	14500
		247–254	14500 ... 15000
		255	15000
3	Tint	0–10	No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
4	Control		Fan Control
		0–9	Auto
		10–19	Max
		20–29	Silent
		30–255	Reserved
5	Control 2		Device configuration
		0–9	No changes
		10–19	DMX smoothing: off
		20–29	DMX smoothing: smooth
		30–39	DMX smoothing: super smooth
		40–49	Dimming curve: Linear
		50–59	Dimming curve: S-Curve
		60–69	Dimming curve: Exponential
		70–79	Dimming curve: Logarithmic
		80–89	RGBW Color space: Device
		90–99	RGBW Color space: Rec709
		100–109	RGBW Color space: Rec2020
		110–119	RGBW Color space: DCI-P3
		120–249	Reserved
		250–255	Reset all settings

Mode P02 - 16 Bit CCT and Tint

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



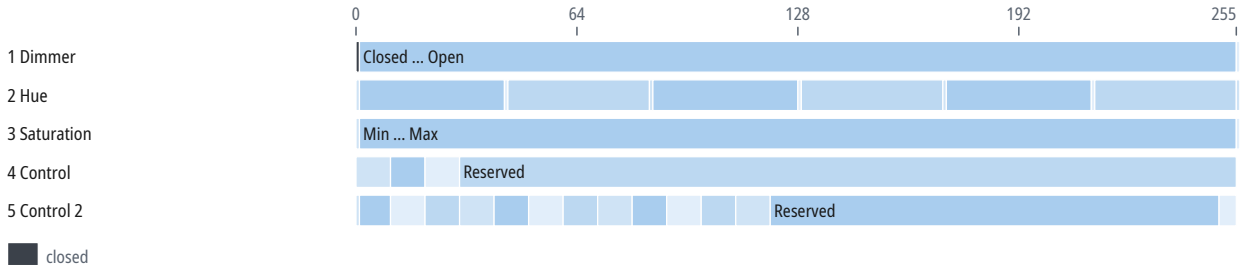
CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–3	2000 ... 2200
		3–9	2200 ... 2500
		9–15	2500 ... 2800
		15–19	2800 ... 3000
		19–23	3000 ... 3200
		23–29	3200 ... 3500
		29–35	3500 ... 3800
		35–39	3800 ... 4000
		39–43	4000 ... 4200
		43–49	4200 ... 4500
		49–55	4500 ... 4800
		55–59	4800 ... 5000
		59–63	5000 ... 5200
		63–68	5200 ... 5500
		68–74	5500 ... 5800
		74–78	5800 ... 6000
		78–82	6000 ... 6200
		82–88	6200 ... 6500
		88–94	6500 ... 6800
		94–98	6800 ... 7000
		98–108	7000 ... 7500
		108–118	7500 ... 8000
		118–127	8000 ... 8500
		128–137	8500 ... 9000
		137–147	9000 ... 9500
		147–157	9500 ... 10000

CH	Function	DMX	Description
3	Color Temperature (continued)	157–167	10000 ... 10500
		167–177	10500 ... 11000
		177–187	11000 ... 11500
		187–196	11500 ... 12000
		196–206	12000 ... 12500
		206–216	12500 ... 13000
		216–226	13000 ... 13500
		226–236	13500 ... 14000
		236–246	14000 ... 14500
		246–255	14500 ... 15000
		255	15000
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint	0–19	No Tint
		19	-100 Green
		19–135	-99 to -2 Green
		135–136	-1 Green
		136–138	Neutral
		138–140	+1 Green
		140–255	+2 to +99 Green
		255	+100 Green
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)

Mode P03 - 8 Bit HSI

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Hue	0	0deg Red
		1–42	0deg Red ... 60deg Yellow
		43	60deg Yellow
		44–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–127	120deg Green ... 180deg Cyan

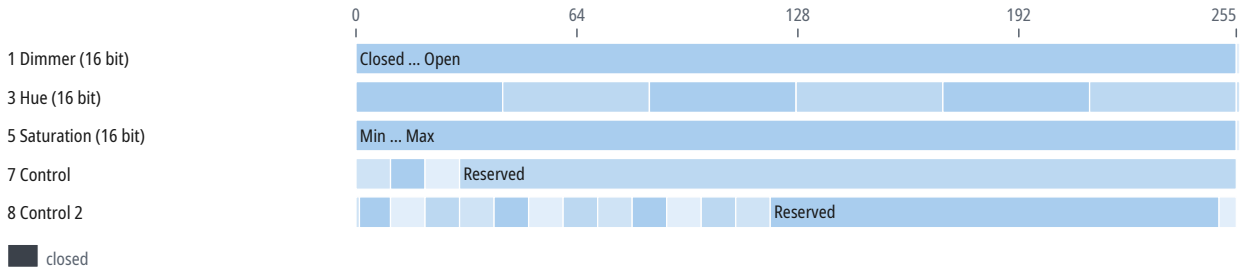
CH	Function	DMX	Description
2	Hue (continued)	128	180deg Cyan
		129–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–212	240deg Blue ... 300deg Magenta
		213	300deg Magenta
		214–254	300deg Magenta ... 360deg Red
		255	360deg Red
3	Saturation	0	Min
		1–254	Min ... Max
		255	Max
4	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
5	Control 2		Device configuration
		0	No changes
		1–9	No changes ... DMX smoothing: off
		10–19	DMX smoothing: off
		20–29	DMX smoothing: smooth
		30–39	DMX smoothing: super smooth
		40–49	Dimming curve: Linear
		50–59	Dimming curve: S-Curve
		60–69	Dimming curve: Exponential
		70–79	Dimming curve: Logarithmic
		80–89	RGBW Color space: Device
		90–99	RGBW Color space: Rec709
		100–109	RGBW Color space: Rec2020
		110–119	RGBW Color space: DCI-P3
		120–249	Reserved
		250–255	Reset all settings

Mode P04 - 16 Bit HSI

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

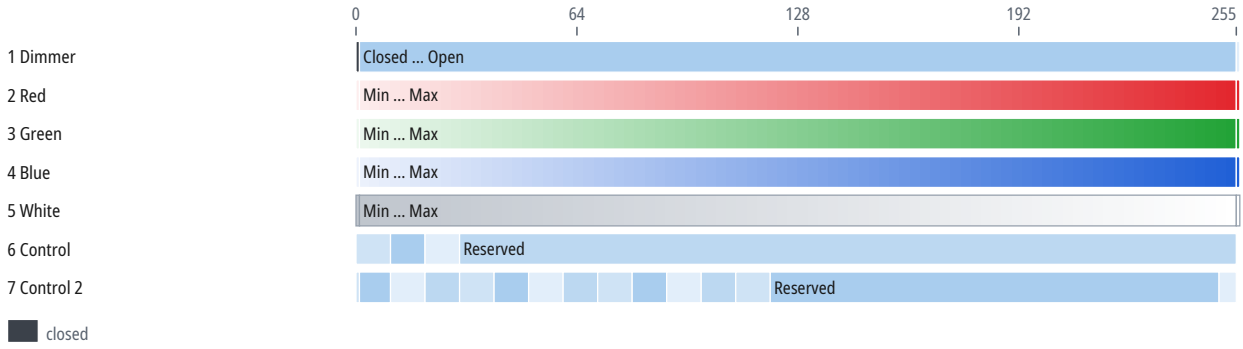


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Hue	0–42	0deg Red ... 60deg Yellow
		42–85	60deg Yellow ... 120deg Green
		85–127	120deg Green ... 180deg Cyan
		128–170	180deg Cyan ... 240deg Blue
		170–213	240deg Blue ... 300deg Magenta
		213–255	300deg Magenta ... 360deg Red
		255	360deg Red
4	Hue Fine	0–255	Fine adjustment of CH 3
5	Saturation	0–255	Min ... Max
		255	Max
6	Saturation Fine	0–255	Fine adjustment of CH 5
7	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
8	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P05 - 8 Bit RGBW

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Red	0	Min
		1–254	Min ... Max
		255	Max
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue	0	Min
		1–254	Min ... Max
		255	Max
5	White	0	Min

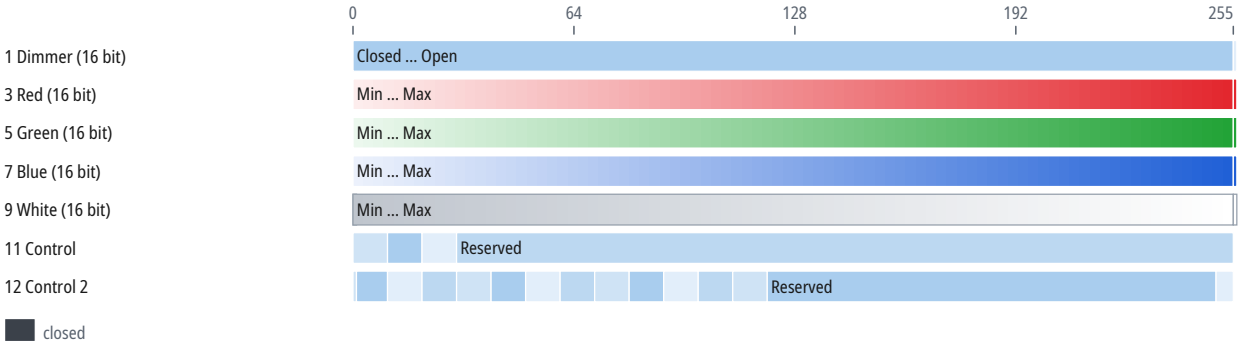
CH	Function	DMX	Description
5	White (continued)	1–254	Min … Max
		255	Max
6	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
7	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P06 - 16 Bit RGBW

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



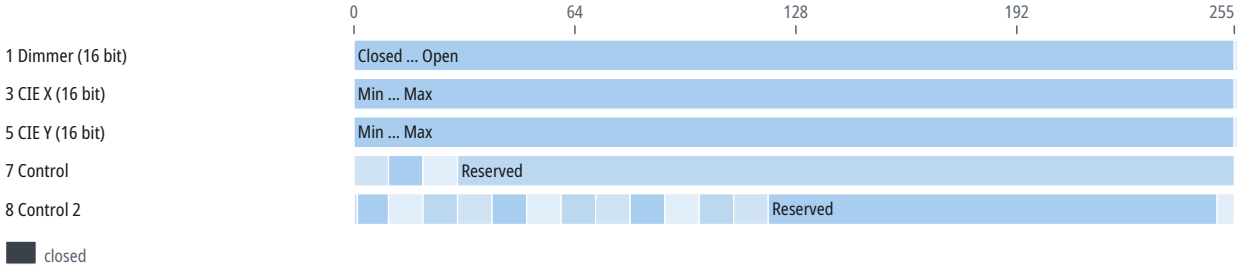
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Min … Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	Min … Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	Min … Max
		255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White	0–255	Min … Max
		255	Max
10	White Fine	0–255	Fine adjustment of CH 9
11	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
12	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P07 - 16 Bit X/Y coordinates

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

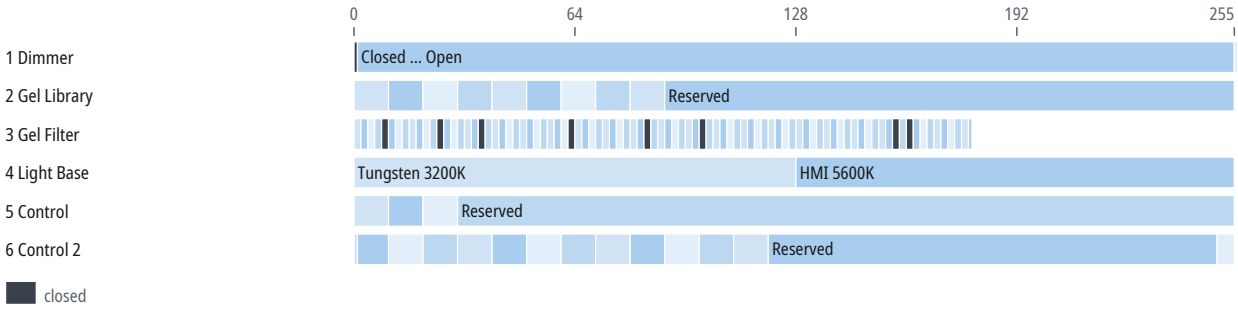


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CIE X	0–255	Min ... Max
		255	Max
4	CIE X Fine	0–255	Fine adjustment of CH 3
5	CIE Y	0–255	Min ... Max
		255	Max
6	CIE Y Fine	0–255	Fine adjustment of CH 5
7	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
8	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P08 - 8 Bit Gel Mode

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Gel Library	0–9	LEE Color Filters
		10–19	LEE Cosmetics
		20–29	LEE 600 Series

CH	Function	DMX	Description
2	Gel Library (continued)	30–39	LEE 700 Series
		40–49	LEE Color Correction
		50–59	ROSCO Cinelux
		60–69	ROSCO Cal Color
		70–79	ROSCO Storaro
		80–89	ROSCO Color Correction
		90–255	Reserved
3	Gel Filter		When CH 2 is 0–9:
		0–1	L002 - Rose Pink
		2–3	L003 - Lavender Tint
		4–5	L004 - Medium Bastard Amber
		6–7	L007 - Pale Yellow
		8–9	L008 - Dark Salmon
		10–11	L009 - Pale Amber Gold
		12–13	L010 - Medium Yellow
		14–15	L013 - Straw Tint
		16–17	L017 - Surprise Peach
		18–19	L019 - Fire
		20–21	L020 - Medium Amber
		22–23	L021 - Gold Amber
		24–25	L022 - Dark Amber
		26–27	L024 - Scarlet
		28–29	L025 - Sunset Red
		30–31	L026 - Bright Red
		32–33	L035 - Light Pink
		34–35	L036 - Medium Pink
		36–37	L046 - Dark Magenta
		38–39	L048 - Rose Purple
		40–41	L052 - Light Lavender
		42–43	L053 - Paler Lavender
		44–45	L058 - Lavender
		46–47	L061 - Mist Blue
		48–49	L063 - Pale Blue
		50–51	L068 - Sky Blue
		52–53	L075 - Evening Blue
		54–55	L079 - Just Blue
		56–57	L085 - Deeper Blue
		58–59	L088 - Lime Green
		60–61	L089 - Moss Green
		62–63	L090 - Dark Yellow Green
		64–65	L100 - Spring Yellow

CH	Function	DMX	Description
3	Gel Filter (continued)	66–67	L101 - Yellow
		68–69	L102 - Light Amber
		70–71	L103 - Straw
		72–73	L104 - Deep Amber
		74–75	L106 - Primary Red
		76–77	L107 - Light Rose
		78–79	L108 - English Rose
		80–81	L109 - Light Salmon
		82–83	L110 - Middle Rose
		84–85	L111 - Dark Pink
		86–87	L113 - Magenta
		88–89	L115 - Peacock Blue
		90–91	L117 - Steel Blue
		92–93	L118 - Light Blue
		94–95	L120 - Deep Blue
		96–97	L121 - LEE Green
		98–99	L122 - Fern Green
		100–101	L124 - Dark Green
		102–103	L127 - Smokey Pink
		104–105	L128 - Bright Pink
		106–107	L131 - Marine Blue
		108–109	L134 - Golden Amber
		110–111	L135 - Deep Golden Amber
		112–113	L136 - Pale Lavender
		114–115	L137 - Special Lavender
		116–117	L138 - Pale Green
		118–119	L140 - Summer Blue
		120–121	L142 - Pale Violet
		122–123	L143 - Pale Navy Blue
		124–125	L144 - No Color Blue
		126–127	L147 - Apricot
		128–129	L148 - Bright Rose
		130–131	L151 - Gold Tint
		132–133	L152 - Pale Gold
		134–135	L153 - Pale Salmon
		136–137	L154 - Pale Rose
		138–139	L156 - Chocolate
		140–141	L157 - Pink
		142–143	L159 - No Colour Straw
		144–145	L161 - Slate Blue
		146–147	L162 - Bastard Amber

CH	Function	DMX	Description
3	Gel Filter (continued)	148–149	L164 - Flame Red
		150–151	L165 - Daylight Blue
		152–153	L169 - Lilac Tint
		154–155	L170 - Deep Lavender
		156–157	L174 - Dark Steel Blue
		158–159	L176 - Loving Amber
		160–161	L180 - Dark Lavender
		162–163	L182 - Light Red
		164–165	L192 - Flesh Pink
		166–167	L194 - Surprise Pink
		168–169	L195 - Zenith Blue
		170–171	L196 - True Blue
		172–173	L197 - Alice Blue
		174–175	L198 - Palace Blue
		176–177	L199 - Regal Blue
		178–255	Reserved
			When CH 2 is 10–19:
		0–1	L184 - Cosmetic Peach
		2–3	L186 - Cosmetic Silver Rose
		4–5	L187 - Cosmetic Rouge
		6–7	L188 - Cosmetic Highlight
		8–9	L189 - Cosmetic Silver Moss
		10–11	L191 - Cosmetic Aqua Blue
		12–13	L705 - Lily Frost
		14–15	L717 - Shanklin Frost
		16–17	L718 - Half Shanklin Frost
		18–19	L720 - Durham Daylight Frost
		20–21	L749 - Hampshire Rose
		22–23	L750 - Durham Frost
		24–25	L774 - Soft Amber Key 1
		26–27	L775 - Soft Amber Key 2
		28–29	L791 - Moroccan Frost
		30–31	L217 - Blue Diffusion
		32–33	L221 - Blue Frost
		34–35	L224 - Daylight Blue Frost
		36–255	Reserved
			When CH 2 is 20–29:
		0–1	LUE600 - Arctic White
		2–3	LUE601 - Silver
		4–5	LUE602 - Platinum
		6–7	LUE603 - Moonlight White

CH	Function	DMX	Description
3	Gel Filter (continued)	8–9	LUE604 - Full CT 85
		10–11	LUE650 - Industry Sodium
		12–13	LUE651 - HI Sodium
		14–15	LUE652 - Urban Sodium
		16–17	LUE653 - LO Sodium
		18–255	Reserved
			When CH 2 is 30–39:
		0–1	L700 - Perfect Lavender
		2–3	L701 - Provence
		4–5	L702 - Special Pale Lavender
		6–7	L703 - Cold Lavender
		8–9	L704 - Lily
		10–11	L706 - King Fals Lavender
		12–13	L708 - Cool Lavender
		14–15	L709 - Electric Lilac
		16–17	L710 - Spir Special Blue
		18–19	L711 - Cold Blue
		20–21	L712 - Bedford Blue
		22–23	L714 - Elysian Blue
		24–25	L715 - Cabana Blue
		26–27	L716 - Mikkel Blue
		28–29	L719 - Colour Wash Blue
		30–31	L721 - Berry Blue
		32–33	L723 - Virgin Blue
		34–35	L724 - Ocean Blue
		36–37	L725 - Old Steel Blue
		38–39	L728 - Steel Green
		40–41	L730 - Liberty Green
		42–43	L731 - Dirty Ice
		44–45	L733 - Damp Squib
		46–47	L738 - JAS Green
		48–49	L742 - Bram Brown
		50–51	L744 - Dirty White
		52–53	L746 - Brown
		54–55	L747 - Easy White
		56–57	L748 - Seedy Pink
		58–59	L763 - Wheat
		60–61	L764 - Sun Colour Straw
		62–63	L765 - LEE Yellow
		64–65	L773 - Cardbox Amber
		66–67	L776 - Nectarine

CH	Function	DMX	Description
3	Gel Filter (continued)	68–69	L778 - Millenium Gold
		70–71	L779 - Bastard Pink
		72–73	L781 - Terry Red
		74–75	L789 - Blood Red
		76–77	L790 - Moroccan Pink
		78–79	L794 - Pretty 'N Pink
		80–81	L795 - Magical Magenta
		82–255	Reserved
			When CH 2 is 40–49:
		0–1	L200 - Double CTB
		2–3	L201 - Full CTB
		4–5	L281 - 3/4 CTB
		6–7	L202 - 1/2 CTB
		8–9	L203 - 1/4 CTB
		10–11	L218 - 1/8 CTB
		12–13	L287 - Double CTO
		14–15	L204 - Full CTO
		16–17	L285 - 3/4 CTO
		18–19	L205 - 1/2 CTO
		20–21	L206 - 1/4 CTO
		22–23	L223 - 1/8 CTO
		24–25	L283 - 1 1/2 CTB
		26–27	L286 - 1 1/2 CTO
		28–29	L441 - Full CTS
		30–31	L442 - 1/2 CTS
		32–33	L443 - 1/4 CTS
		34–35	L444 - 1/8 CTS
		36–37	L207 - CTO + 0_3 ND
		38–39	L208 - CTO + 0_6 ND
		40–41	L212 - LCT Yellow (Y1)
		42–43	L213 - White Flame Green
		44–45	L219 - LEE Fluorescent Green
		46–47	L230 - SC LCT Yellow
		48–49	L232 - SC WF Green
		50–51	L236 - HMI (to Tungsten)
		52–53	L237 - CID (to Tungsten)
		54–55	L238 - CSI (to Tungsten)
		56–57	L241 - LEE Fluoro 5700K
		58–59	L242 - LEE Fluoro 4300K
		60–61	L243 - LEE Fluoro 3600K
		62–63	L244 - LEE Plus Green
		64–65	L245 - 1/2 Plus Green

CH	Function	DMX	Description
3	Gel Filter (continued)	66–67	L246 - 1/4 Plus Green
		68–69	L278 - 1/8 Plus Green
		70–71	L247 - LEE Minus Green
		72–73	L248 - 1/2 Minus Green
		74–75	L249 - 1/4 Minus Green
		76–77	L279 - 1/8 Minus Green
		78–255	Reserved
			When CH 2 is 50–59:
		0–1	CNE02 - Bastard Amber
		2–3	CNE302 - Pale Bastard Amber
		4–5	CNE06 - No Color Straw
		6–7	CNE08 - Pale Gold
		8–9	CNE310 - Daffodil
		10–11	CNE12 - Straw
		12–13	CNE16 - Light Amber
		14–15	CNE316 - Gallo Gold
		16–17	CNE17 - Light Flame
		18–19	CNE18 - Flame
		20–21	CNE318 - Mayan Sun
		22–23	CNE21 - Golden Amber
		24–25	CNE321 - Soft Golden Amber
		26–27	CNE23 - Orange
		28–29	CNE325 - Henna Sky
		30–31	CNE26 - Light Red
		32–33	CNE33 - No Color Pink
		34–35	CNE333 - Blush Pink
		36–37	CNE34 - Flesh Pink
		38–39	CNE37 - Pale Rose Pink
		40–41	CNE41 - Salmon
		42–43	CNE42 - Deep Salmon
		44–45	CNE44 - Middle Rose
		46–47	CNE47 - Light Rose Purple
		48–49	CNE51 - Surprise Pink
		50–51	CNE60 - No Color Blue
		52–53	CNE360 - Clearwater
		54–55	CNE62 - Booster Blue
		56–57	CNE362 - Tipton Blue
		58–59	CNE364 - Blue Bell
		60–61	CNE65 - Daylight Blue
		62–63	CNE365 - Tharon Delft Blue
		64–65	CNE375 - Cerulean Blue
		66–67	CNE376 - Bermuda Blue

CH	Function	DMX	Description
3	Gel Filter (continued)	68–69	CNE77 - Green Blue
		70–71	CNE378 - Alice Blue
		72–73	CNE80 - Primary Blue
		74–75	CNE381 - Baldassari Blue
		76–77	CNE83 - Medium Blue
		78–79	CNE87 - Pale Yellow Green
		80–81	CNE88 - Light Green
		82–83	CNE89 - Moss Green
		84–85	CNE91 - Primary Green
		86–87	CNE92 - Turquoise
		88–89	CNE93 - Blue Green
		90–91	CNE99 - Chocolate
		92–255	Reserved
			When CH 2 is 60–69:
		0–1	CAL4215 - 15 Blue
		2–3	CAL4230 - 30 Blue
		4–5	CAL4260 - 60 Blue
		6–7	CAL4290 - 90 Blue
		8–9	CAL4307 - 7_5 Cyan
		10–11	CAL4315 - 15 Cyan
		12–13	CAL4330 - 30 Cyan
		14–15	CAL4360 - 60 Cyan
		16–17	CAL4390 - 90 Cyan
		18–19	CAL4415 - 15 Green
		20–21	CAL4430 - 30 Green
		22–23	CAL4460 - 60 Green
		24–25	CAL4490 - 90 Green
		26–27	CAL4515 - 15 Yellow
		28–29	CAL4530 - 30 Yellow
		30–31	CAL4560 - 60 Yellow
		32–33	CAL4590 - 90 Yellow
		34–35	CAL4615 - 15 Red
		36–37	CAL4630 - 30 Red
		38–39	CAL4660 - 60 Red
		40–41	CAL4690 - 90 Red
		42–43	CAL4715 - 15 Magenta
		44–45	CAL4730 - 30 Magenta
		46–47	CAL4760 - 60 Magenta
		48–49	CAL4790 - 90 Magenta
		50–51	CAL4815 - 15 Pink
		52–53	CAL4830 - 30 Pink
		54–55	CAL4860 - 60 Pink

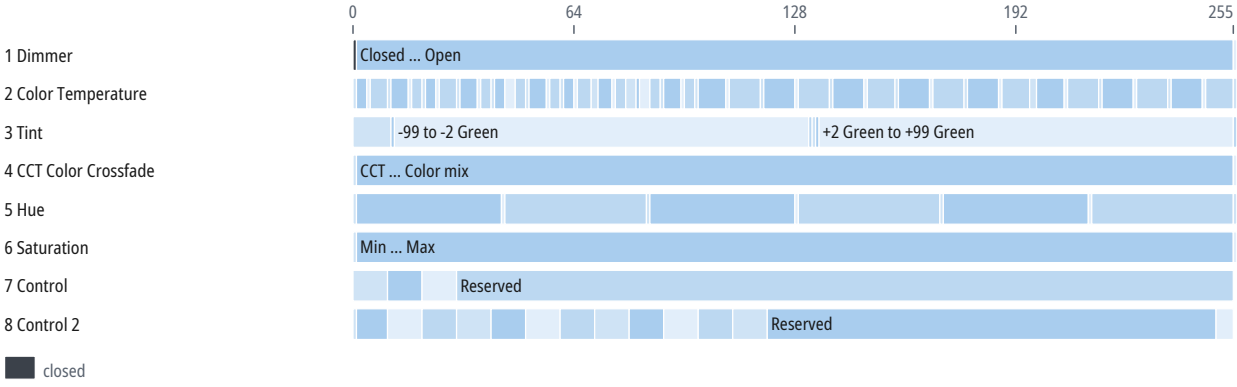
CH	Function	DMX	Description
3	Gel Filter (continued)	56–57	CAL4890 - 90 Pink
		58–59	CAL4915 - 15 Lavender
		60–61	CAL4930 - 30 Lavender
		62–63	CAL4960 - 60 Lavender
		64–65	CAL4990 - 90 Lavender
		66–255	Reserved
			When CH 2 is 70–79:
		0–1	STO2001 - Store Aero Red
		2–3	STO2002 - Store Aero Orange
		4–5	STO2003 - Store Aero Yellow
		6–7	STO2004 - Store Aero Green
		8–9	STO2005 - Store Aero Cyan
		10–11	STO2006 - Store Aero Azure
		12–13	STO2007 - Store Aero Blue
		14–15	STO2008 - Store Aero Indigo
		16–17	STO2009 - Store Aero Violet
		18–19	STO2010 - Store Aero Magenta
		20–255	Reserved
			When CH 2 is 80–89:
		0–1	GEL3202 - Full CTB
		2–3	GEL3203 - 3/4 CTB
		4–5	GEL3204 - 1/2 CTB
		6–7	GEL3206 - 1/3 CTB
		8–9	GEL3208 - 1/4 CTB
		10–11	GEL3216 - 1/8 CTB
		12–13	GEL3220 - Double CTB
		14–15	LUX3407 - Full CTO
		16–17	GEL3411 - 3/4 CTO
		18–19	GEL3408 - 1/2 CTO
		20–21	GEL3409 - 1/4 CTO
		22–23	GEL3410 - 1/8 CTO
		24–25	GEL3420 - Double CTO
		26–27	GEL3441 - Full CTS
		28–29	GEL3442 - 1/2 CTS
		30–31	GEL3443 - 1/4 CTS
		32–33	GEL3444 - 1/8 CTS
		34–35	GEL3304 - Full Plusgreen
		36–37	GEL3315 - 1/2 Plusgreen
		38–39	GEL3316 - 1/4 Plusgreen
		40–41	GEL3317 - 1/8 Plusgreen
		42–43	GEL3308 - Full Minusgreen
		44–45	GEL3309 - 3/4 Minusgreen

CH	Function	DMX	Description
3	Gel Filter (continued)	46–47	GEL3313 - 1/2 Minusgreen
		48–49	GEL3314 - 1/4 Minusgreen
		50–51	GEL3318 - 1/8 Minusgreen
		52–53	GEL3310 - Fluorofilter
		54–55	GEL3150 - Industrial Vapor
		56–57	GEL3152 - Urban Vapor
		58–59	GEL3107 - Tough Y - 1
		60–61	GEL3134 - Tough MT54
		62–63	GEL3106 - Tough MTY
		64–65	GEL3102 - Tough MT2
		66–255	Reserved
4	Light Base		Light Base 1
		0–127	Tungsten 3200K
		128–255	HMI 5600K
5	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
6	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P09 - 8 Bit CCT to HSI

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.

Channel functions at a glance



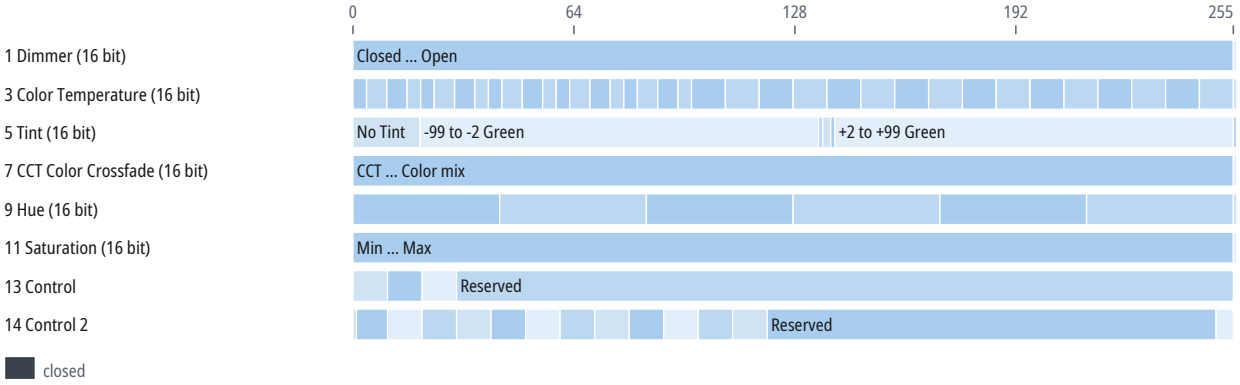
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
3	Tint		Same as CH 3 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
4	CCT Color Crossfade	0	CCT
		1–254	CCT ... Color mix
		255	Color mix
5	Hue		Same as CH 2 in the mode “P03 - 8 Bit HSI” (p. 12)
6	Saturation		Same as CH 3 in the mode “P03 - 8 Bit HSI” (p. 13)
7	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
8	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P10 - 16 Bit CCT to HSI

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

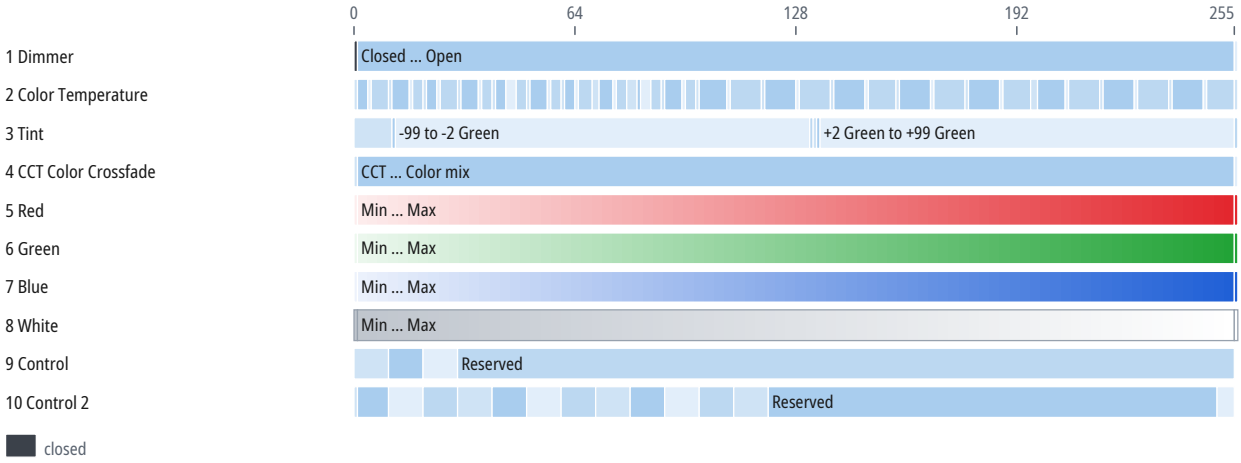


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 5 in the mode “P02 - 16 Bit CCT and Tint” (p. 12)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	CCT Color Crossfade	0–255	CCT ... Color mix
		255	Color mix
8	CCT Color Crossfade Fine	0–255	Fine adjustment of CH 7
9	Hue		Same as CH 3 in the mode “P04 - 16 Bit HSI” (p. 14)
10	Hue Fine	0–255	Fine adjustment of CH 9
11	Saturation		Same as CH 5 in the mode “P04 - 16 Bit HSI” (p. 14)
12	Saturation Fine	0–255	Fine adjustment of CH 11
13	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
14	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P11 - 8 Bit CCT to RGBW

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.

Channel functions at a glance



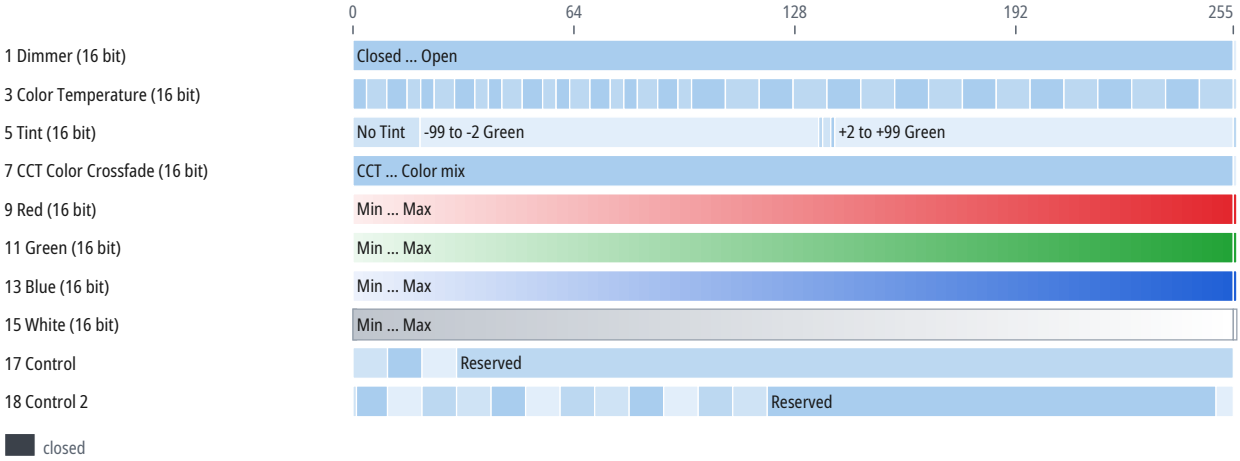
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Color Temperature		Same as CH 2 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
3	Tint		Same as CH 3 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
4	CCT Color Crossfade		Same as CH 4 in the mode “P09 - 8 Bit CCT to HSI” (p. 25)
5	Red		Same as CH 2 in the mode “P05 - 8 Bit RGBW” (p. 14)
6	Green		Same as CH 3 in the mode “P05 - 8 Bit RGBW” (p. 14)
7	Blue		Same as CH 4 in the mode “P05 - 8 Bit RGBW” (p. 14)
8	White		Same as CH 5 in the mode “P05 - 8 Bit RGBW” (p. 14)
9	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
10	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P12 - 16 Bit CCT to RGBW

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



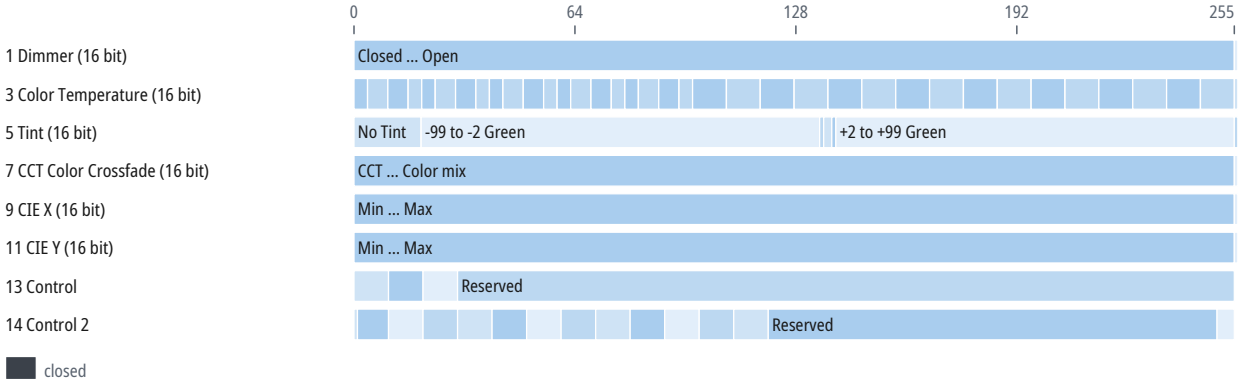
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 5 in the mode “P02 - 16 Bit CCT and Tint” (p. 12)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	CCT Color Crossfade		Same as CH 7 in the mode “P10 - 16 Bit CCT to HSI” (p. 26)
8	CCT Color Crossfade Fine	0–255	Fine adjustment of CH 7
9	Red		Same as CH 3 in the mode “P06 - 16 Bit RGBW” (p. 15)
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green		Same as CH 5 in the mode “P06 - 16 Bit RGBW” (p. 15)
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue		Same as CH 7 in the mode “P06 - 16 Bit RGBW” (p. 15)
14	Blue Fine	0–255	Fine adjustment of CH 13
15	White		Same as CH 9 in the mode “P06 - 16 Bit RGBW” (p. 15)
16	White Fine	0–255	Fine adjustment of CH 15
17	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
18	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P13 - 16 Bit CCT to X/Y coordinates

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

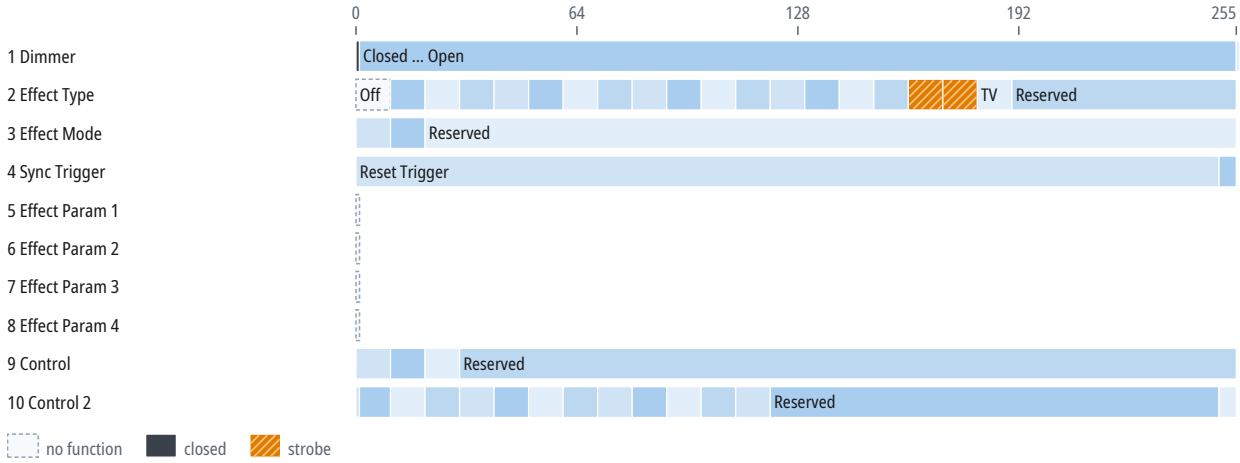


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “P02 - 16 Bit CCT and Tint” (p. 11)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 5 in the mode “P02 - 16 Bit CCT and Tint” (p. 12)
6	Tint Fine	0–255	Fine adjustment of CH 5
7	CCT Color Crossfade		Same as CH 7 in the mode “P10 - 16 Bit CCT to HSI” (p. 26)
8	CCT Color Crossfade Fine	0–255	Fine adjustment of CH 7
9	CIE X		Same as CH 3 in the mode “P07 - 16 Bit X/Y coordinates” (p. 16)
10	CIE X Fine	0–255	Fine adjustment of CH 9
11	CIE Y		Same as CH 5 in the mode “P07 - 16 Bit X/Y coordinates” (p. 16)
12	CIE Y Fine	0–255	Fine adjustment of CH 11
13	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
14	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P22 - 8 Bit Effects

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.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “P01 - 8 Bit CCT and Tint” (p. 8)
2	Effect Type	0–9	Off
		10–19	Explosion CCT
		20–29	Explosion HSI
		30–39	Faulty Bulb CCT
		40–49	Faulty Bulb HSI
		50–59	Fire CCT
		60–69	Fire HSI
		70–79	Fireworks
		80–89	Lightning CCT
		90–99	Lightning HSI
		100–109	Paparazzi CCT
		110–119	Paparazzi HSI
		120–129	Party Lights
		130–139	Police Car
		140–149	Pulsing CCT
		150–159	Pulsing HSI
		160–169	Strobe CCT
		170–179	Strobe HSI
		180–189	TV
		190–255	Reserved
3	Effect Mode	0–9	Loop
		10–19	Trigger
		20–255	Reserved
4	Sync Trigger	0–249	Reset Trigger

CH	Function	DMX	Description
4	Sync Trigger (continued)	250–255	Trigger Once
5	Effect Param 1		When CH 2 is 0–9:
		0–255	No Effect
			When CH 2 is 10–19:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 20–29:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 30–39:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 40–49:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 50–59:
		0	2000 K

CH	Function	DMX	Description
5	Effect Param 1 (continued)	1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 60–69:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 70–79:
		0–9	Gold
		10–19	Champagne
		20–29	Spectral
		30–39	Celebration
		40–49	Rainbow
		50–255	Reserved
			When CH 2 is 80–89:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 90–99:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red

CH	Function	DMX	Description
5	Effect Param 1 (continued)		When CH 2 is 100–109:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 110–119:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 120–129:
		0–9	RGB
		10–19	Rainbow
		20–29	Pastel
		30–39	Sunset
		40–49	Ocean
		50–59	Neon
		60–255	Reserved
			When CH 2 is 130–139:
		0–9	1 Pulse
		10–19	2 Pulse
		20–29	3 Pulse
		30–39	Modern
		40–49	Continuous
		50–255	Reserved
			When CH 2 is 140–149:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 150–159:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green

CH	Function	DMX	Description
5	Effect Param 1 (continued)	85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 160–169:
		0	2000 K
		1–254	2050 to 14950 K
		255	15000 K
			When CH 2 is 170–179:
		0	0deg Red
		1–41	0deg Red ... 60deg Yellow
		42	60deg Yellow
		43–84	60deg Yellow ... 120deg Green
		85	120deg Green
		86–126	120deg Green ... 180deg Cyan
		127	180deg Cyan
		128–169	180deg Cyan ... 240deg Blue
		170	240deg Blue
		171–211	240deg Blue ... 300deg Magenta
		212	300deg Magenta
		213–254	300deg Magenta ... 360deg Red
		255	360deg Red
			When CH 2 is 180–189:
		0–9	Neutral
		10–19	Vivid
		20–29	Cartoon
		30–39	Neon
		40–49	BlackAndWhite
		50–255	Reserved
6	Effect Param 2		When CH 2 is 0–9:
		0–255	No Effect
			When CH 2 is 10–19:
		0–10	Explosion CCT - No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral

CH	Function	DMX	Description
6	Effect Param 2 (continued)	134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 20–29:
		0	0% Saturation
		1–254	0% Saturation ... 100% saturation
		255	100% saturation
			When CH 2 is 30–39:
		0–10	Faulty Bulb CCT - No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 40–49:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 50–59:
		0–10	Fire CCT - No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 60–69:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 70–79:
		0–9	Peony
		10–19	Dahlia
		20–29	Willow
		30–39	Mixed
		40–255	Reserved
			When CH 2 is 80–89:
		0–10	Lightning CCT - No Tint
		11	-100 Green

CH	Function	DMX	Description
6	Effect Param 2 (continued)	12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 90–99:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 100–109:
		0–10	Paparazzi CCT - No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 110–119:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 120–129:
		0–28	1
		29–57	2
		58–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 130–139:
		0–9	Blue/Red
		10–19	Blue
		20–29	Red
		30–39	Yellow
		40–255	Reserved
			When CH 2 is 140–149:
		0–10	Pulsing CCT - No Tint

CH	Function	DMX	Description
6	Effect Param 2 (continued)	11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 150–159:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 160–169:
		0–10	Strobe CCT - No Tint
		11	-100 Green
		12–131	-99 to -2 Green
		132	-1 Green
		133	Neutral
		134	+1 Green
		135–254	+2 Green to +99 Green
		255	+100 Green
			When CH 2 is 170–179:
		0	0% Saturation
		1–254	0% Saturation ... 100% Saturation
		255	100% Saturation
			When CH 2 is 180–189:
		0–28	1
		29–57	2
		58–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
7	Effect Param 3		When CH 2 is 0–9:
		0–255	No Effect
			When CH 2 is 10–19:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed

CH	Function	DMX	Description
7	Effect Param 3 (continued)	255	100% Speed
			When CH 2 is 20–29:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 30–39:
		0–28	1
		29–56	2
		57–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 40–49:
		0–28	1
		29–57	2
		58–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 50–59:
		0–9	Candle
		10–19	Flame
		20–29	Welding
		30–39	Wildfire
		40–255	Reserved
			When CH 2 is 60–69:
		0–9	Candle
		10–19	Flame
		20–29	Welding
		30–39	Wildfire
		40–255	Reserved
			When CH 2 is 70–79:

CH	Function	DMX	Description
7	Effect Param 3 (continued)	0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 80–89:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 90–99:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 100–109:
		0–28	1
		29–57	2
		58–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 110–119:
		0–28	1
		29–56	2
		57–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 120–129:
		0	0% Speed
		1–127	0% Speed ... 50% Speed

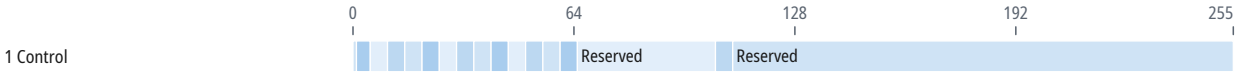
CH	Function	DMX	Description
7	Effect Param 3 (continued)	128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 130–139:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 140–149:
		0–9	Sine
		10–19	Throb
		20–29	Triangle
		30–39	Square
		40–255	Reserved
			When CH 2 is 150–159:
		0–9	Sine
		10–19	Throb
		20–29	Triangle
		30–39	Square
		40–255	Reserved
			When CH 2 is 160–169:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 170–179:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 180–189:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
8	Effect Param 4		When CH 2 is 0–9:
		0–255	No Effect
			When CH 2 is 10–19:

CH	Function	DMX	Description
8	Effect Param 4 (continued)	0–255	Explosion CCT
			When CH 2 is 20–29:
		0–255	Explosion HSI
			When CH 2 is 30–39:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 40–49:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 50–59:
		0–28	1
		29–56	2
		57–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 60–69:
		0–28	1
		29–56	2
		57–84	3
		85–113	4
		114–141	5
		142–169	6
		170–198	7
		199–226	8
		227–254	9
		255	10
			When CH 2 is 70–79:
		0–255	Fireworks
			When CH 2 is 80–89:
		0–255	Lightning CCT
			When CH 2 is 90–99:

CH	Function	DMX	Description
8	Effect Param 4 (continued)	0–255	Lightning HSI
			When CH 2 is 100–109:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 110–119:
		0	0% Speed
		1–127	0% Speed ... 50% Speed
		128	50% Speed
		129–254	50% Speed ... 100% Speed
		255	100% Speed
			When CH 2 is 120–129:
		0–255	Party Lights
			When CH 2 is 130–139:
		0–255	Police Car
			When CH 2 is 140–149:
		0–255	Pulsing CCT
			When CH 2 is 150–159:
		0–255	Pulsing HSI
			When CH 2 is 160–169:
		0–255	Strobe CCT
			When CH 2 is 170–179:
		0–255	Strobe HSI
			When CH 2 is 180–189:
		0–255	Tv
9	Control		Same as CH 4 in the mode “P01 - 8 Bit CCT and Tint” (p. 10)
10	Control 2		Same as CH 5 in the mode “P03 - 8 Bit HSI” (p. 13)

Mode P31 - Flex profile

Channel functions at a glance



CH	Function	DMX	Description
1	Control	0	Control 1 1
		1–4	P01 - 8 Bit CCT and Tint
		5–9	P02 - 16 Bit CCT and Tint
		10–14	P03 - 8 Bit HSI
		15–19	P04 - 16 Bit HSI
		20–24	P05 - 8 Bit RGBW
		25–29	P06 - 16 Bit RGBW
		30–34	P07 - 16 Bit X/Y Coordinates
		35–39	P08 - 8 Bit Gel Mode
		40–44	P09 - 8 Bit CCT to HSI
		45–49	P10 - 16 Bit CCT to HSI
		50–54	P11 - 8 Bit CCT to RGBW
		55–59	P12 - 16 Bit CCT to RGBW
		60–64	P13 - 16 Bit CCT to XY
		65–104	Reserved
		105–109	P22 - 8 Bit Effects
		110–255	Reserved

10 Technical specifications

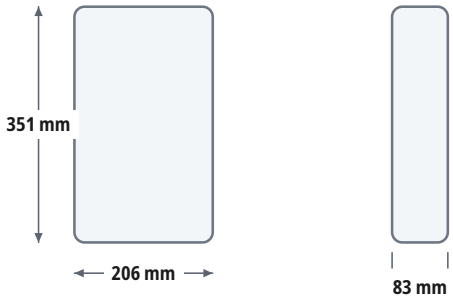
Parameter	Value
Light	
Light source	LED
LED power	600 W
Luminous flux	10,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	690 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	6.1 kg
Operating environment	
Operating temperature	-10 to 35 °C

Speeds and ranges

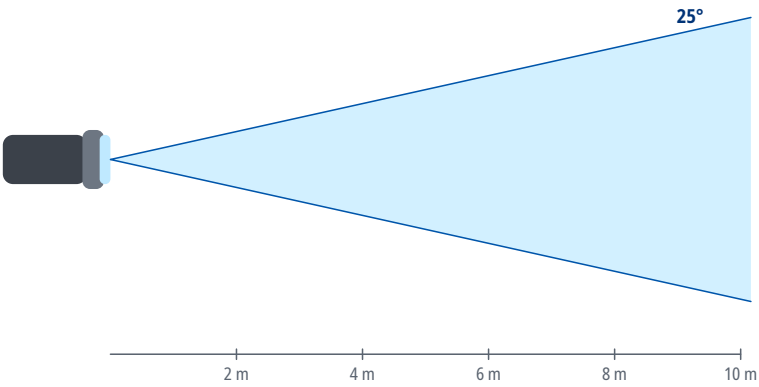
Parameter	Value
Color temperature range	2000–15000 K

Dimensions

weight 6.1 kg



Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

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

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.