DMX REFERENCE

AstraPar7ZIP

Prolights



Manufacturer	Prolights
GDTF file	Prolights_AstraPar7ZIP_168202.gdtf
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1 About this manual

This document describes the AstraPar7ZIP by Prolights. It was compiled from the GDTF file Prolights_AstraPar7ZIP_168202.gdtf from the GDTF-Share library.

File revision: “Rev 014 - Custom attributes alignment”.

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 Prolights; 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	9.3 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
UNO_1ch	1	512	1, 2, 3, 4, ...
DUO_2ch	2	256	1, 3, 5, 7, ...
Basic	6	85	1, 7, 13, 19, ...
Basic_16bit	12	42	1, 13, 25, 37, ...
Standard_14ch	14	36	1, 15, 29, 43, ...
Extended_21ch	21	24	1, 22, 43, 64, ...
Advanced_33ch	33	15	1, 34, 67, 100, ...
Extended_21ch + PixelRing_8ch	29	17	1, 30, 59, 88, ...
Extended_21ch + PixelPixel_28ch	49	10	1, 50, 99, 148, ...
Advanced_33ch + PixelRing_8ch	41	12	1, 42, 83, 124, ...
Advanced_33ch + PixelPixel_28ch	61	8	1, 62, 123, 184, ...



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

“Astra Par7ZIP is a bright IP65 rated LED zoom PAR featuring a 7x40W RGB + WarmWhite LED source delivering phenomenal output and great flexibility for both indoor and outdoor application. Its Spektra calibrated LED source delivers a high-quality white reproduction with high CRI and TLCI scores as well an extremely precise colour tuning. Astra Par7ZIP is truly focusable through the motorized zoom system ranging from 4.5° to 53°, being a truly versatile workhorse for any application requiring an advanced control of the light and weatherproof.”

5 Installation

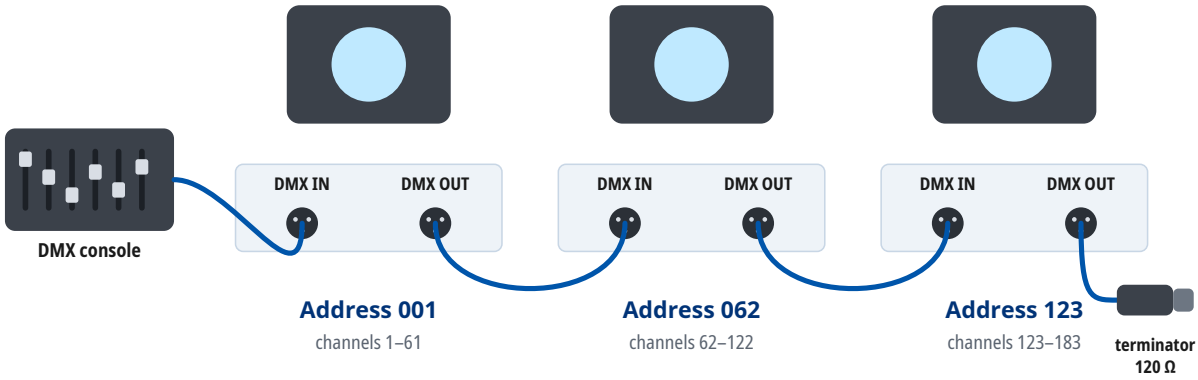
⚠ **WARNING**

- 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: 9.3 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 Advanced_33ch + PixelPixel_28ch: every unit occupies 61 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 “Advanced_33ch + PixelPixel_28ch”: 61.
- 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 “Advanced_33ch + PixelPixel_28ch”, you can use, for example, the start addresses 1, 62, 123, 184.
- 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

	UNO_1ch 1 channel	DUO_2ch 2 channels	Basic 6 channels	Basic_16bit 12 channels	Standard_14ch 14 channels	Extended_21ch 21 channels	Advanced_33ch 33 channels	Extended_21ch + PixelRing_8ch 29 channels
Dimmer	1	1	1	1	1	1	1, 26, 28	1
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe					11	17	17, 27, 29	17
Color mixing			2–5	4× (3–9)	6–9, 14	5 channels (7–20)	9 channels (7–33)	12 channels (1–20)
Color temperature					3	3	3	3
Zoom			6	11	12	18	18	18
Effects / macros					10	15	15, 22–25	15
Pixel control							✓	

Color wheel

1. Open — DMX 0–1
2. Red — DMX 2–3
3. Green — DMX 4–5
4. Blue — DMX 6–7
5. Cyan — DMX 8–9
6. Magenta — DMX 10–11
7. Yellow — DMX 12–13
8. Dirty White — DMX 14–15
9. Alice Blue — DMX 16–17
10. Congo Blue — DMX 18–19
11. Dark Steel Blue — DMX 20–21
12. Deep Lavender — DMX 22–23
13. Lilac Ting — DMX 24–25
14. Daylight Blue — DMX 26–27
15. Flame Red — DMX 28–29
16. Bastard Amber — DMX 30–31
17. Deep Orange — DMX 32–33
18. Pale Gold — DMX 34–35
19. Apricot — DMX 36–37
20. Bright Blue — DMX 38–39
21. Primary Green — DMX 40–41
22. Special Lavender — DMX 42–43
23. Pale Lavender — DMX 44–45
24. Deep Golden Amber — DMX 46–47

25 Medium Blue **DMX 48–49**

26 Bright Pink **DMX 50–51**

27 Mauve **DMX 52–53**

28 Dark Green **DMX 54–55**

29 Lee Green **DMX 56–57**

30 Dark Blue **DMX 58–59**

31 Light Blue **DMX 60**

32 Steel Blue **DMX 61**

33 Medium Blue-Green **DMX 62–63**

34 Peacock Blue **DMX 64–65**

35 Magenta **DMX 66–67**

36 Dark Pink **DMX 70–71**

37 Middle Rose **DMX 72–73**

38 Light Salmon **DMX 74–75**

39 English Rose **DMX 76–77**

40 Light Rose **DMX 78–79**

41 Orange **DMX 80–81**

42 Deep Amber **DMX 82–83**

43 Straw **DMX 84–85**

44 Light Amber **DMX 86–87**

45 Spring Yellow **DMX 88–89**

46 Dark Yellow Green **DMX 90–91**

47 Just Blue **DMX 92–93**

48 Sky Blue **DMX 94–95**

49 Lavender **DMX 96–97**

50 Light Lavender **DMX 98–99**

51 Pink Carnation **DMX 100–101**

52 Medium Pink **DMX 102–103**

53 Light Pink **DMX 104–105**

54 Sunset Red **DMX 106–107**

55 Dark Amber **DMX 108–109**

56 Gold Amber **DMX 110–111**

57 Medium Amber **DMX 112–113**

58 Fire **DMX 114–115**

59 Surprise Peach **DMX 116–117**

60 Straw Tint **DMX 118–119**

61 Medium Yellow **DMX 120–121**

62 Lee Minus Green **DMX 122–123**

63 Pale Gold **DMX 124–125**

64 Orange **DMX 126–127**

65 Deep Straw **DMX 128–129**

66 Rose Purple **DMX 130–131**

67 Deep Purple **DMX 132–133**

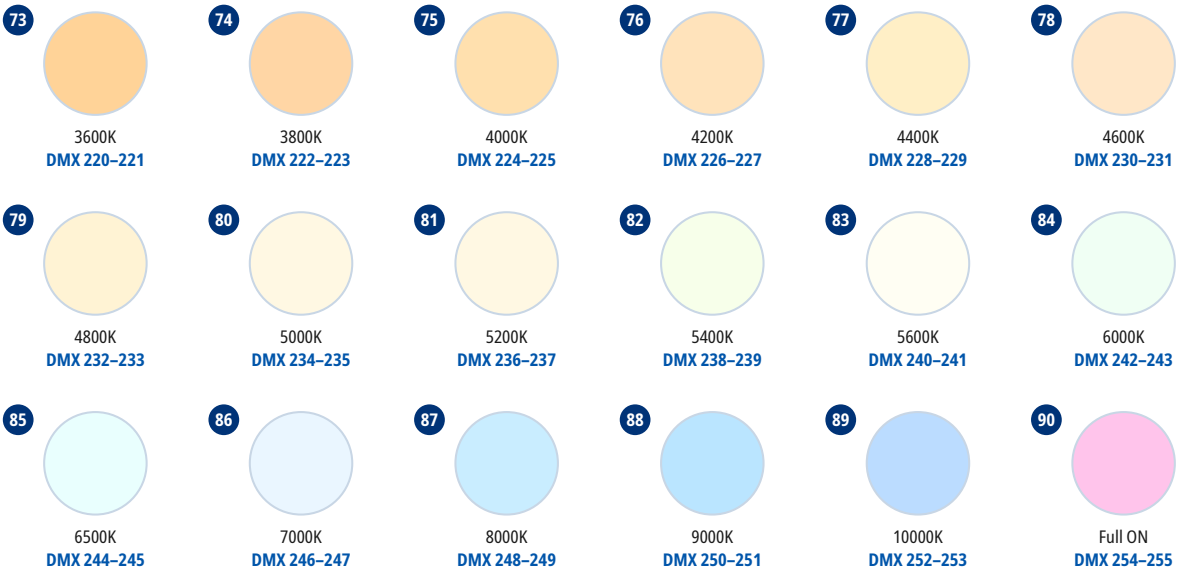
68 Soft Green **DMX 134–135**

69 2800K **DMX 212–213**

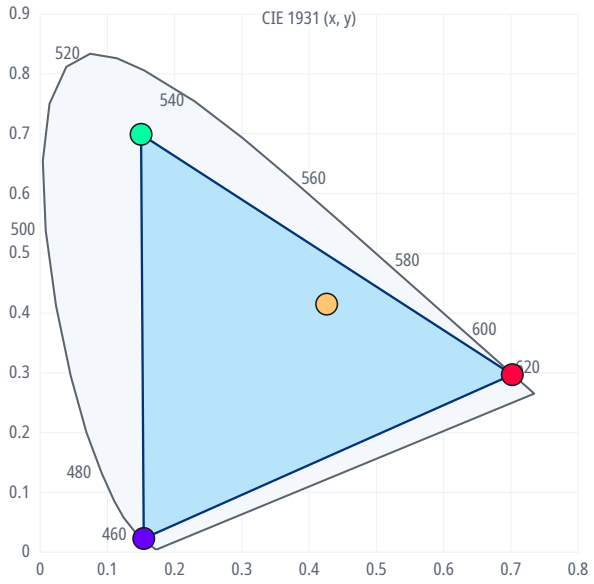
70 3000K **DMX 214–215**

71 3200K **DMX 216–217**

72 3400K **DMX 218–219**



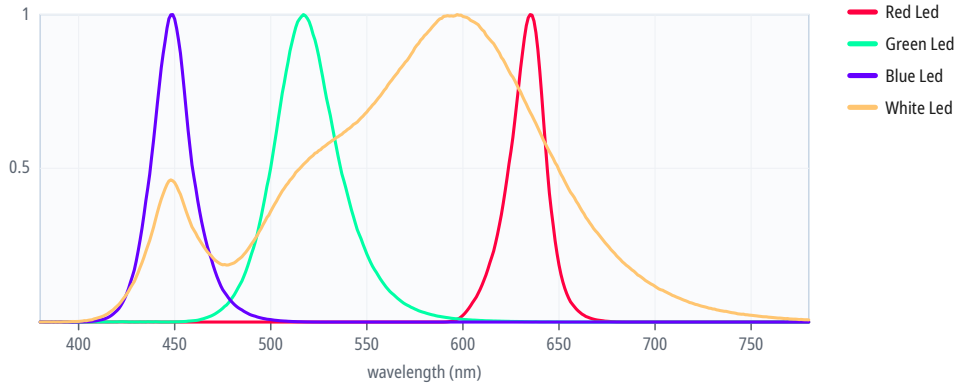
LED colors and the colors they mix



LED	x	y	nm
Red Led	0.702	0.297	626
Green Led	0.150	0.699	522
Blue Led	0.154	0.023	453
White Led	0.426	0.415	

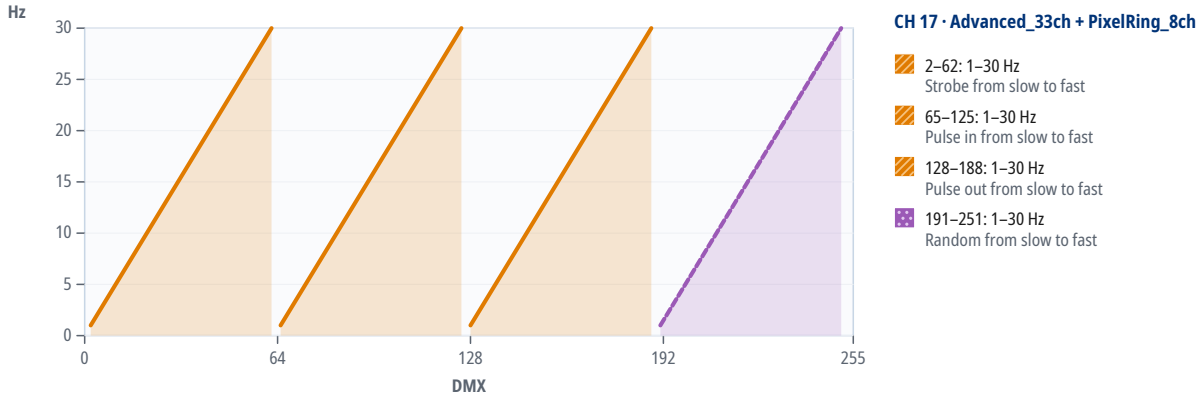
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources

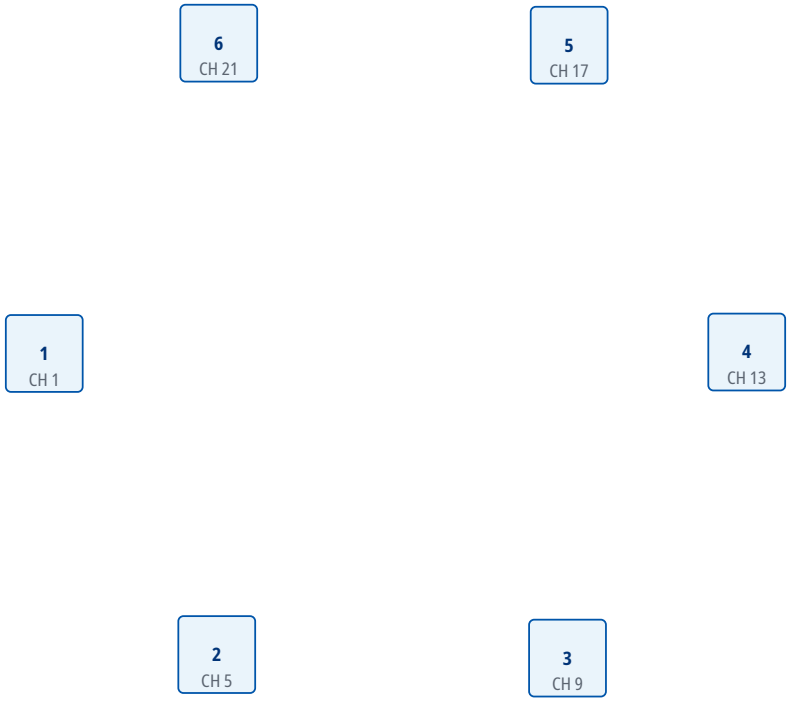


Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



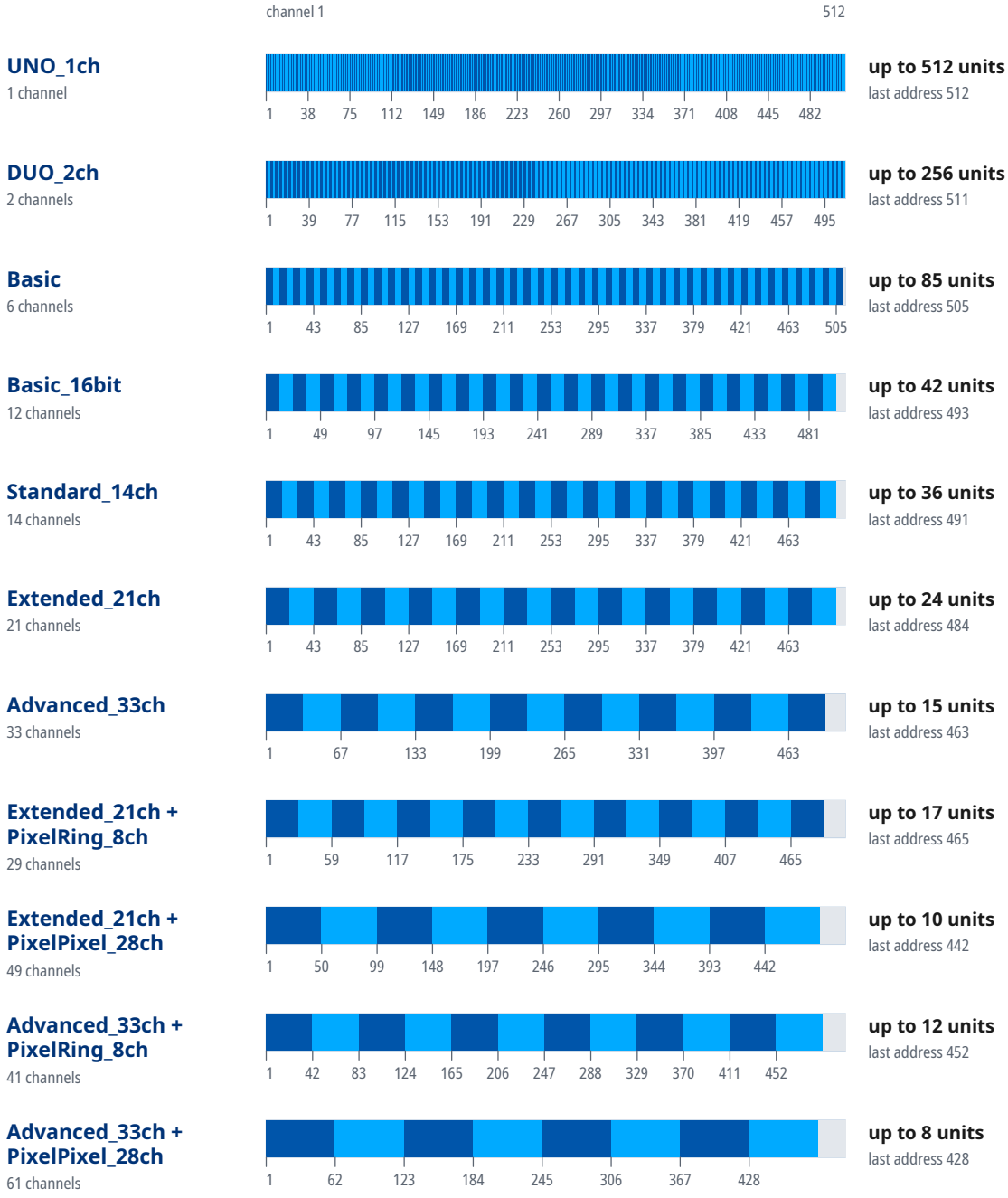
Cells (pixels)



6 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Advanced_33ch + PixelRing_8ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Advanced_33ch + PixelPixel_28ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	306	11	U2 · 123	16	U2 · 428
2	62	7	367	12	U2 · 184	17	U3 · 1
3	123	8	428	13	U2 · 245	18	U3 · 62
4	184	9	U2 · 1	14	U2 · 306	19	U3 · 123
5	245	10	U2 · 62	15	U2 · 367	20	U3 · 184

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.

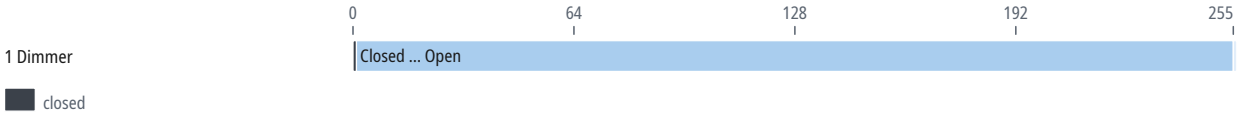
RDM personalities

Mode	Channels	RDM personality
UNO_1ch	1	1
DUO_2ch	2	2
Basic	6	3
Basic_16bit	12	4
Standard_14ch	14	5
Extended_21ch	21	6
Advanced_33ch	33	7
Extended_21ch + PixelRing_8ch	29	–
Extended_21ch + PixelPixel_28ch	49	–
Advanced_33ch + PixelRing_8ch	41	–
Advanced_33ch + PixelPixel_28ch	61	–

Mode UNO_1ch

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



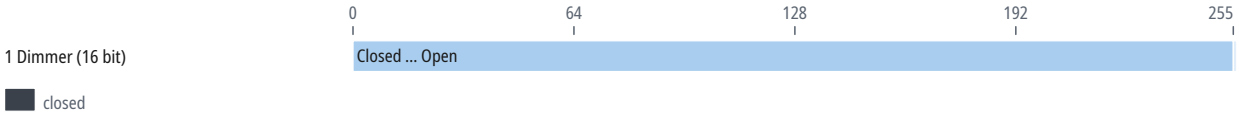
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode DUO_2ch

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

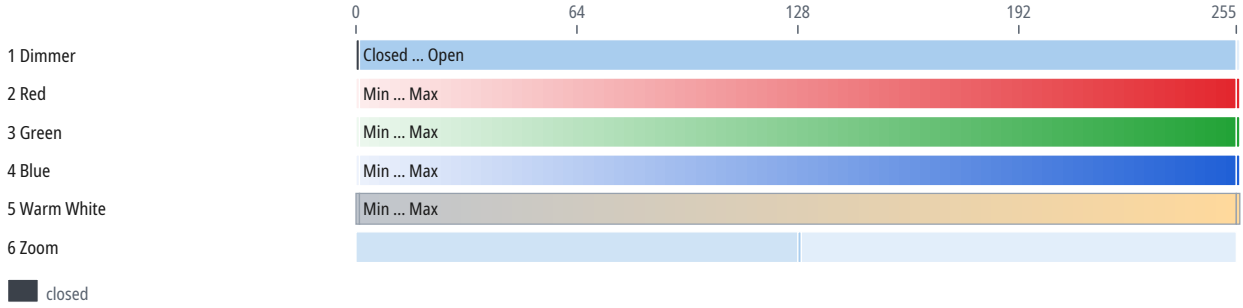


CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1

Mode Basic

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 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Warm White 255.

Channel functions at a glance



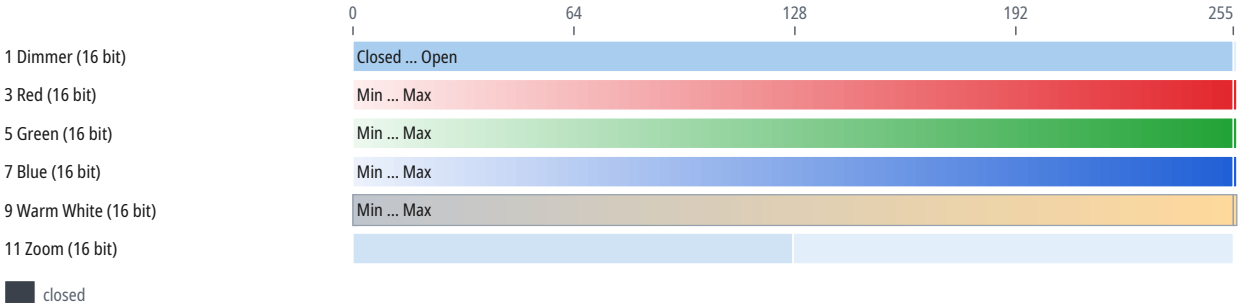
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Red	0	Min
		1–254	Min ... Max
		255	Max
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue	0	Min
		1–254	Min ... Max
		255	Max
5	Warm White	0	Min
		1–254	Min ... Max
		255	Max
6	Zoom	0–127	Zoom 1
		128	Center
		129–255	Zoom 1

Mode Basic_16bit

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, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 9 Warm White 255.

Channel functions at a glance



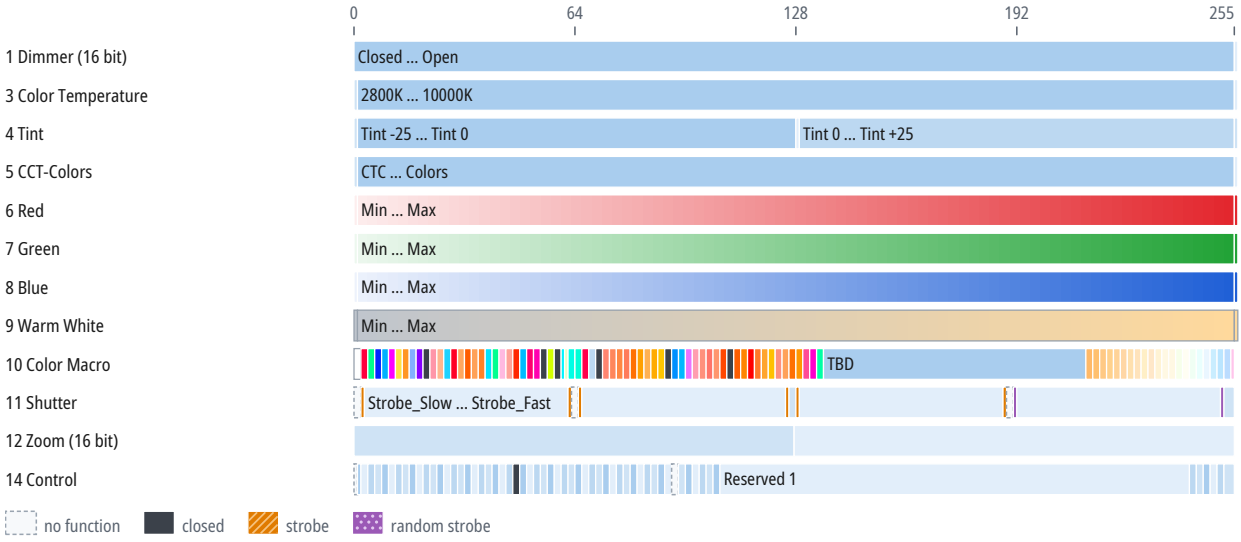
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Min ... Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	Min ... Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	Min ... Max
		255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Warm White	0–255	Min ... Max
		255	Max
10	Warm White Fine	0–255	Fine adjustment of CH 9
11	Zoom	0–127	Zoom 1
		128	Center
		128–255	Zoom 1
12	Zoom Fine	0–255	Fine adjustment of CH 11

Mode Standard_14ch

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, CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 Warm White 255, CH 10 Color Macro 0, CH 11 Shutter 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0	2800K
		1–254	2800K ... 10000K
		255	10000K
4	Tint	0	Tint -25
		1–127	Tint -25 ... Tint 0
		128	Tint 0
		129–254	Tint 0 ... Tint +25
		255	Tint +25
5	CCT-Colors	0	CTC
		1–254	CTC ... Colors
		255	Colors
6	Red		Same as CH 2 in the mode “Basic” (p. 13)
7	Green		Same as CH 3 in the mode “Basic” (p. 13)
8	Blue		Same as CH 4 in the mode “Basic” (p. 13)
9	Warm White		Same as CH 5 in the mode “Basic” (p. 13)
10	Color Macro	0–1	Open
		2–3	Red
		4–5	Green
		6–7	Blue

CH	Function	DMX	Description
10	Color Macro (continued)	8–9	Cyan
		10–11	Magenta
		12–13	Yellow
		14–15	Dirty White
		16–17	Alice Blue
		18–19	Congo Blue
		20–21	Dark Steel Blue
		22–23	Deep Lavender
		24–25	Lilac Ting
		26–27	Daylight Blue
		28–29	Flame Red
		30–31	Bastard Amber
		32–33	Deep Orange
		34–35	Pale Gold
		36–37	Apricot
		38–39	Bright Blue
		40–41	Primary Green
		42–43	Special Lavender
		44–45	Pale Lavender
		46–47	Deep Golden Amber
		48–49	Medium Blue
		50–51	Bright Pink
		52–53	Mauve
		54–55	Dark Green
		56–57	Lee Green
		58–59	Dark Blue
		60	Light Blue
		61	Steel Blue
		62–63	Medium Blue-Green
		64–65	Peacock Blue
		66–67	Magenta
		68–69	Magenta ... Dark Pink
		70–71	Dark Pink
		72–73	Middle Rose
		74–75	Light Salmon
		76–77	English Rose
		78–79	Light Rose
		80–81	Orange
		82–83	Deep Amber
		84–85	Straw
		86–87	Light Amber
		88–89	Spring Yellow

CH	Function	DMX	Description
10	Color Macro (continued)	90–91	Dark Yellow Green
		92–93	Just Blue
		94–95	Sky Blue
		96–97	Lavender
		98–99	Light Lavender
		100–101	Pink Carnation
		102–103	Medium Pink
		104–105	Light Pink
		106–107	Sunset Red
		108–109	Dark Amber
		110–111	Gold Amber
		112–113	Medium Amber
		114–115	Fire
		116–117	Surprise Peach
		118–119	Straw Tint
		120–121	Medium Yellow
		122–123	Lee Minus Green
		124–125	Pale Gold
		126–127	Orange
		128–129	Deep Straw
		130–131	Rose Purple
		132–133	Deep Purple
		134–135	Soft Green
		136–211	TBD
		212–213	2800K
		214–215	3000K
		216–217	3200K
		218–219	3400K
		220–221	3600K
		222–223	3800K
		224–225	4000K
		226–227	4200K
		228–229	4400K
		230–231	4600K
		232–233	4800K
		234–235	5000K
		236–237	5200K
		238–239	5400K
		240–241	5600K
		242–243	6000K
		244–245	6500K
		246–247	7000K

CH	Function	DMX	Description
10	Color Macro (continued)	248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full ON
11	Shutter	0–1	Open_nofeature: Shutter_Open
		2	Strobe_Slow
		3–61	Strobe_Slow ... Strobe_Fast
		62	Strobe_Fast
		63–64	Open_nofeature: Shutter_Open
		65	StrobePulseIN_Slow
		66–124	StrobePulseIN_Slow ... StrobePulseIN_Fast
		125	StrobePulseIN_Fast
		126–127	Shutter_Close
		128	StrobePulseOUT_Slow
		129–187	StrobePulseOUT_Slow ... StrobePulseOUT_Fast
		188	StrobePulseOUT_Fast
		189–190	Open_nofeature: Shutter_Open
		191	RandomStrobe_Slow
		192–250	RandomStrobe_Slow ... RandomStrobe_Fast
		251	RandomStrobe_Fast
		252–255	Shutter_Open
12	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
13	Zoom Fine	0–255	Fine adjustment of CH 12
14	Control	0–1	No function
		2–3	DISPLAY ON
		4–5	DISPLAY 10S
		6–7	DISPLAY 20S
		8–9	DISPLAY 30S
		10–11	FLIP DISPLAY ON
		12–13	FLIP DISPLAY OFF
		14–15	KEY LOCK ON
		16–17	KEY LOCK OFF
		18–19	Auto
		20–21	Silent
		22–23	Fan Mode: High
		24–25	SPEKTRA CALIBRATION ON
		26–27	SPEKTRA CALIBRATION PURE COLORS
		28–29	SPEKTRA CALIBRATION OFF
		30–31	LED MODE HIGH QUALITY
		32–33	LED MODE HIGH BRIGHTNESS
		34–35	WHITE POINT 3200K
		36–37	WHITE POINT 4000K

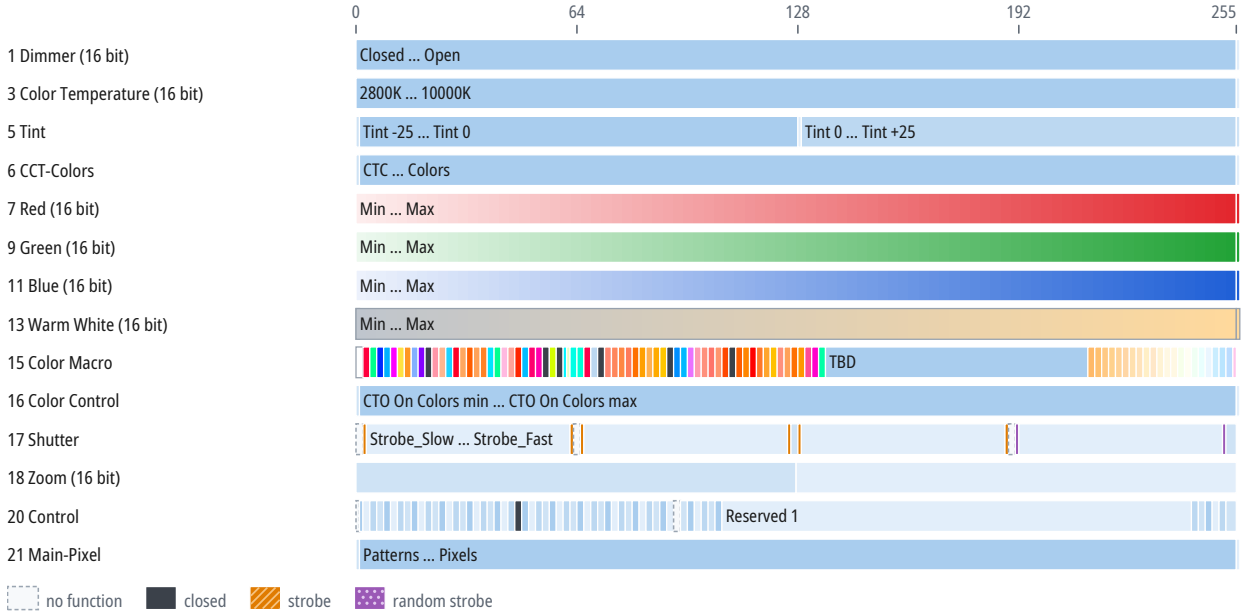
CH	Function	DMX	Description
14	Control (continued)	38–39	WHITE POINT 5600K
		40–41	WHITE POINT 6500K
		42–43	WHITE POINT 8000K
		44–45	DMX FAULT HOLD
		46–47	DMX FAULT BLACKOUT
		48–49	DMX FAULT STANDALONE
		50–51	DMX FAULT EMERGENCY
		52–53	LINEAR
		54–55	S-CURVE
		56–57	SQUARE LAW
		58–59	INVERSE SQUARE LAW
		60–61	AUTO
		62–63	Dimmer Speed: FAST
		64–65	MEDIUM
		66–67	Dimmer Speed: SLOW
		68–69	600Hz
		70–71	1200Hz
		72–73	2000Hz
		74–75	4000Hz
		76–77	6000Hz
		78–79	10Khz
		80–81	12Khz
		82–83	15Khz
		84–85	20Khz
		86–87	25Khz
		88–89	50Khz
		90–91	Tungsten Emulation: ON
		92–93	Tungsten Emulation: OFF
		94–95	Standard
		96–97	Pixels
		98–99	Invert OFF
		100–101	Invert ON
		102–103	InvertMapping ON
		104–105	InvertMapping OFF
		106–241	Reserved 1
		242–243	Reload using Configuraiton Preset 1
		244–245	Reload using Configuraiton Preset 2
		246–247	Reload using Configuraiton Preset 3
		248–249	Reload using Configuraiton Preset 4
		250–251	BasicReload
		252–255	Reserved

Mode Extended_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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 7 Red 255, CH 9 Green 255, CH 11 Blue 255, CH 13 Warm White 255, CH 15 Color Macro 0, CH 17 Shutter 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2800K ... 10000K
		255	10000K
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)
7	Red		Same as CH 3 in the mode “Basic_16bit” (p. 14)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 5 in the mode “Basic_16bit” (p. 14)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 7 in the mode “Basic_16bit” (p. 14)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 9 in the mode “Basic_16bit” (p. 14)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)
16	Color Control		CTO On Colors
		0	CTO On Colors min
		1–254	CTO On Colors min ... CTO On Colors max
		255	CTO On Colors max

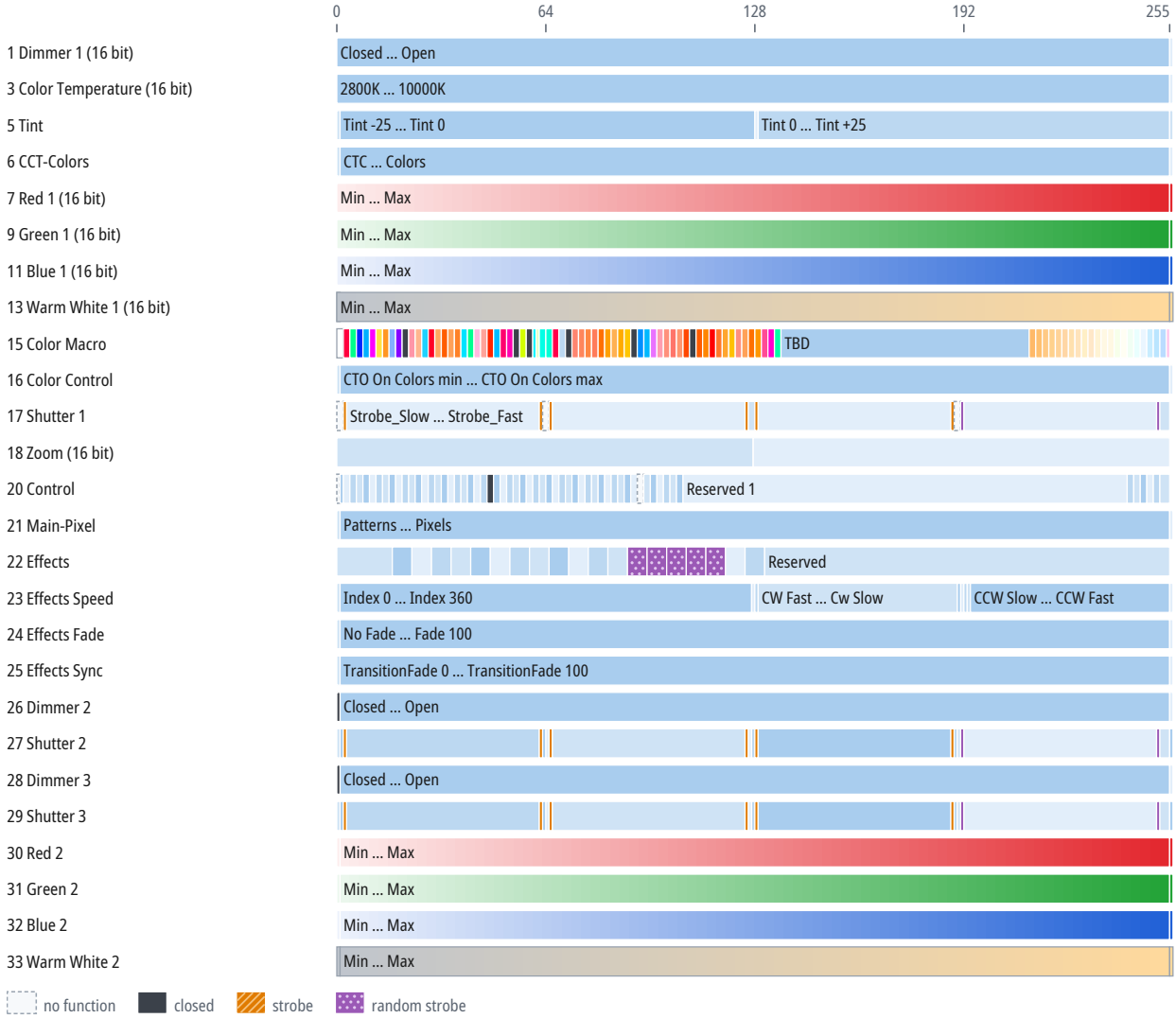
CH	Function	DMX	Description
17	Shutter		Same as CH 11 in the mode “Standard_14ch” (p. 18)
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)
21	Main-Pixel	0	Patterns
		1–254	Patterns ... Pixels
		255	Pixels

Mode Advanced_33ch

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 1 above 0; CH 26 Dimmer 2 above 0; CH 28 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Color Macro 0, CH 17 Shutter 1 255, CH 26 Dimmer 2 255, CH 27 Shutter 2 255, CH 28 Dimmer 3 255, CH 29 Shutter 3 255, CH 30 Red 2 255, CH 31 Green 2 255, CH 32 Blue 2 255, CH 33 Warm White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	Closed ... Open
		255	Open
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “Extended_21ch” (p. 20)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)
7	Red 1	0–255	Min ... Max
		255	Max
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1	0–255	Min ... Max
		255	Max
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1	0–255	Min ... Max
		255	Max
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1	0–255	Min ... Max
		255	Max
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)
16	Color Control		Same as CH 16 in the mode “Extended_21ch” (p. 20)
17	Shutter 1	0–1	Open_nofeature: Shutter_Open
		2	Strobe_Slow
		3–61	Strobe_Slow ... Strobe_Fast
		62	Strobe_Fast
		63–64	Open_nofeature: Shutter_Open
		65	StrobePulseIN_Slow
		66–124	StrobePulseIN_Slow ... StrobePulseIN_Fast
		125	StrobePulseIN_Fast
		126–127	Shutter_Close
		128	StrobePulseOUT_Slow
		129–187	StrobePulseOUT_Slow ... StrobePulseOUT_Fast
		188	StrobePulseOUT_Fast
		189–190	Open_nofeature: Shutter_Open
		191	RandomStrobe_Slow
		192–250	RandomStrobe_Slow ... RandomStrobe_Fast
		251	RandomStrobe_Fast
		252–255	Shutter_Open
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)

CH	Function	DMX	Description
21	Main-Pixel		Same as CH 21 in the mode “Extended_21ch” (p. 21)
22	Effects	0–16	No Effect
		17–22	Ring All
		23–28	Ring All Bounce
		29–34	Single Ring
		35–40	Single Ring Bounce
		41–46	Pixels Right
		47–52	Single Pixel Line Right
		53–58	Single Pixel Line Right Bounce
		59–64	Pixels Bottom
		65–70	Single Pixel Line Bottom
		71–76	Single Pixel Line Bottom Bounce
		77–82	Half Rotate
		83–88	Metro Tunnel
		89–94	Random 1px
		95–100	Random 2px
		101–106	Random 4px
		107–112	Random 5px
		113–118	Random 7px
		119–124	Ring 1 Pixel Circular px1
		125–130	Ring 1 Pixel Circular px3
		131–255	Reserved
23	Effects Speed	0	Index 0
		1–126	Index 0 ... Index 360
		127	Index 360
		128	CW Fast
		129–189	CW Fast ... Cw Slow
		190	Cw Slow
		191	Pattern Stop
		192	Stop Rotate
		193	CCW Slow
		194–254	CCW Slow ... CCW Fast
		255	CCW Fast
24	Effects Fade	0	No Fade
		1–254	No Fade ... Fade 100
		255	Fade 100
25	Effects Sync	0	TransitionFade 0
		1–254	TransitionFade 0 ... TransitionFade 100
		255	TransitionFade 100
26	Dimmer 2		FG Dimmer 1
		0	Closed

CH	Function	DMX	Description
26	Dimmer 2 (continued)	1–254	Closed … Open
		255	Open
27	Shutter 2	0	FG Close
		1	FG_Shutter_Close
		2	FG_Strobe_Slow
		3–61	FG_Strobe_Slow … FG_Strobe_Fast
		62	FG_Strobe_Fast
		63	FG Open
		64	FG Open: FG_Shutter_Open
		65	FG_StrobePulseIN_Slow
		66–124	FG_StrobePulseIN_Slow … FG_StrobePulseIN_Fast
		125	FG_StrobePulseIN_Fast
		126	FG Open 1
		127	FG Open: FG_Shutter_Open
		128	FG_StrobePulseOut_Slow
		129–187	FG_StrobePulseOut_Slow … FG_StrobePulseOut_Fast
		188	FG_StrobePulseOut_Fast
		189	FG Open 2
		190	FG Open: FG_Shutter_Open
		191	FG_RandomStrobe_Slow
		192–250	FG_RandomStrobe_Slow … FG_RandomStrobe_Fast
		251	FG_RandomStrobe_Fast
		252–254	FG Open 3
		255	FG Open: FG_Shutter_Open
28	Dimmer 3		BG Dimmer 1
		0	Closed
		1–254	Closed … Open
		255	Open
29	Shutter 3	0	BG Close
		1	BG_Shutter_Close
		2	BG_Strobe_Slow
		3–61	BG_Strobe_Slow … BG_Strobe_Fast
		62	BG_Strobe_Fast
		63	BG Open
		64	BG Open: BG_Shutter_Open
		65	BG_StrobePulseIN_Slow
		66–124	BG_StrobePulseIN_Slow … BG_StrobePulseIN_Fast
		125	BG_StrobePulseIN_Fast
		126	BGOpen 1
		127	BGOpen: BG_Shutter_Open
		128	BG_StrobePulseOUT_Slow

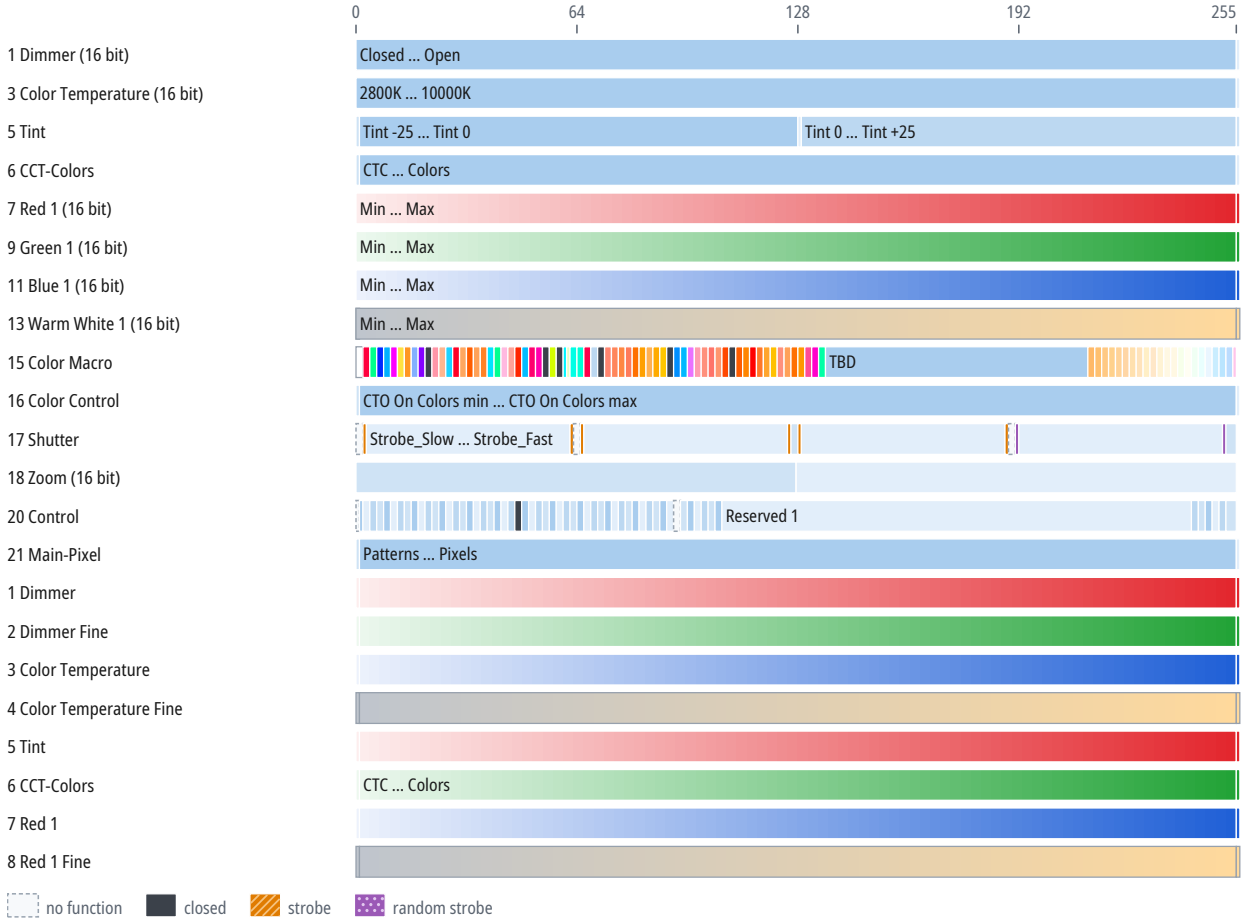
CH	Function	DMX	Description
29	Shutter 3 (continued)	129–187	BG_StrobePulseOUT_Slow ... BG_StrobePulseOUT_Fast
		188	BG_StrobePulseOUT_Fast
		189	BGOpen 2
		190	BGOpen: BG_Shutter_Open
		191	BG_RandomStrobe_Slow
		192–250	BG_RandomStrobe_Slow ... BG_RandomStrobe_Fast
		251	BG_RandomStrobe_Fast
		252–254	BG Open 3
		255	BG Open: BG_Shutter_Open
30	Red 2	0	Min
		1–254	Min ... Max
		255	Max
31	Green 2	0	Min
		1–254	Min ... Max
		255	Max
32	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
33	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max

Mode Extended_21ch + PixelRing_8ch

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, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Color Macro 0, CH 17 Shutter 255, CH 22 Red 2 255, CH 23 Green 2 255, CH 24 Blue 2 255, CH 25 Warm White 2 255, CH 26 Red 3 255, CH 27 Green 3 255, CH 28 Blue 3 255, CH 29 Warm White 3 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “Extended_21ch” (p. 20)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)
7	Red 1		Same as CH 7 in the mode “Advanced_33ch” (p. 22)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “Advanced_33ch” (p. 22)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “Advanced_33ch” (p. 22)

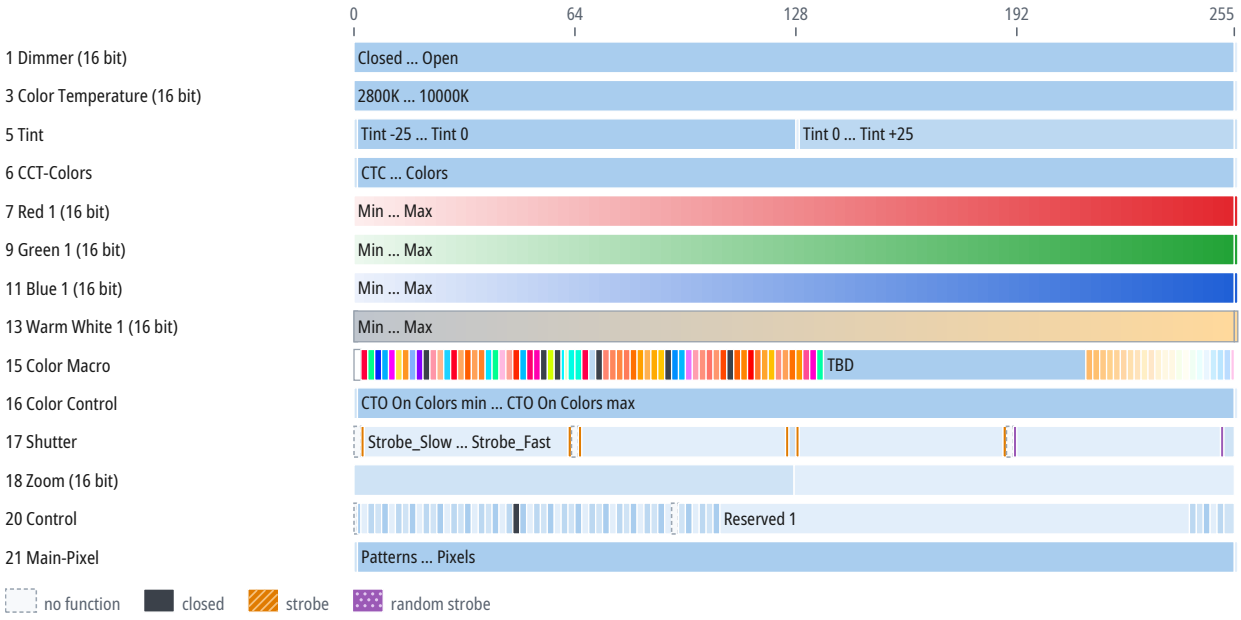
CH	Function	DMX	Description
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “Advanced_33ch” (p. 22)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)
16	Color Control		Same as CH 16 in the mode “Extended_21ch” (p. 20)
17	Shutter		Same as CH 11 in the mode “Standard_14ch” (p. 18)
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)
21	Main-Pixel		Same as CH 21 in the mode “Extended_21ch” (p. 21)
22	Red 2		Same as CH 30 in the mode “Advanced_33ch” (p. 25)
23	Green 2		Same as CH 31 in the mode “Advanced_33ch” (p. 25)
24	Blue 2		Same as CH 32 in the mode “Advanced_33ch” (p. 25)
25	Warm White 2		Same as CH 33 in the mode “Advanced_33ch” (p. 25)
26	Red 3	0	Min
		1–254	Min … Max
		255	Max
27	Green 3	0	Min
		1–254	Min … Max
		255	Max
28	Blue 3	0	Min
		1–254	Min … Max
		255	Max
29	Warm White 3	0	Min
		1–254	Min … Max
		255	Max

Mode Extended_21ch + PixelPixel_28ch

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, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 17 Shutter 255, CH 22 Red 2 255, CH 23 Green 2 255, CH 24 Blue 2 255, CH 25 Warm White 2 255, CH 26 Red 3 255, CH 27 Green 3 255, CH 28 Blue 3 255, CH 29 Warm White 3 255, CH 30 Red 4 255, CH 31 Green 4 255, CH 32 Blue 4 255, CH 33 Warm White 4 255, CH 34 Red 5 255, CH 35 Green 5 255, CH 36 Blue 5 255, CH 37 Warm White 5 255, CH 38 Red 6 255, CH 39 Green 6 255, CH 40 Blue 6 255, CH 41 Warm White 6 255, CH 42 Red 7 255, CH 43 Green 7 255, CH 44 Blue 7 255, CH 45 Warm White 7 255, CH 46 Red 8 255, CH 47 Green 8 255, CH 48 Blue 8 255, CH 49 Warm White 8 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “Extended_21ch” (p. 20)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)
7	Red 1		Same as CH 7 in the mode “Advanced_33ch” (p. 22)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “Advanced_33ch” (p. 22)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “Advanced_33ch” (p. 22)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “Advanced_33ch” (p. 22)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)

CH	Function	DMX	Description
16	Color Control		Same as CH 16 in the mode “Extended_21ch” (p. 20)
17	Shutter		Same as CH 11 in the mode “Standard_14ch” (p. 18)
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)
21	Main-Pixel		Same as CH 21 in the mode “Extended_21ch” (p. 21)
22	Red 2		Same as CH 30 in the mode “Advanced_33ch” (p. 25)
23	Green 2		Same as CH 31 in the mode “Advanced_33ch” (p. 25)
24	Blue 2		Same as CH 32 in the mode “Advanced_33ch” (p. 25)
25	Warm White 2		Same as CH 33 in the mode “Advanced_33ch” (p. 25)
26	Red 3		Same as CH 26 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
27	Green 3		Same as CH 27 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
28	Blue 3		Same as CH 28 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
29	Warm White 3		Same as CH 29 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
30	Red 4	0	Min
		1–254	Min ... Max
		255	Max
31	Green 4	0	Min
		1–254	Min ... Max
		255	Max
32	Blue 4	0	Min
		1–254	Min ... Max
		255	Max
33	Warm White 4	0	Min
		1–254	Min ... Max
		255	Max
34	Red 5	0	Min
		1–254	Min ... Max
		255	Max
35	Green 5	0	Min
		1–254	Min ... Max
		255	Max
36	Blue 5	0	Min
		1–254	Min ... Max
		255	Max
37	Warm White 5	0	Min
		1–254	Min ... Max
		255	Max
38	Red 6	0	Min

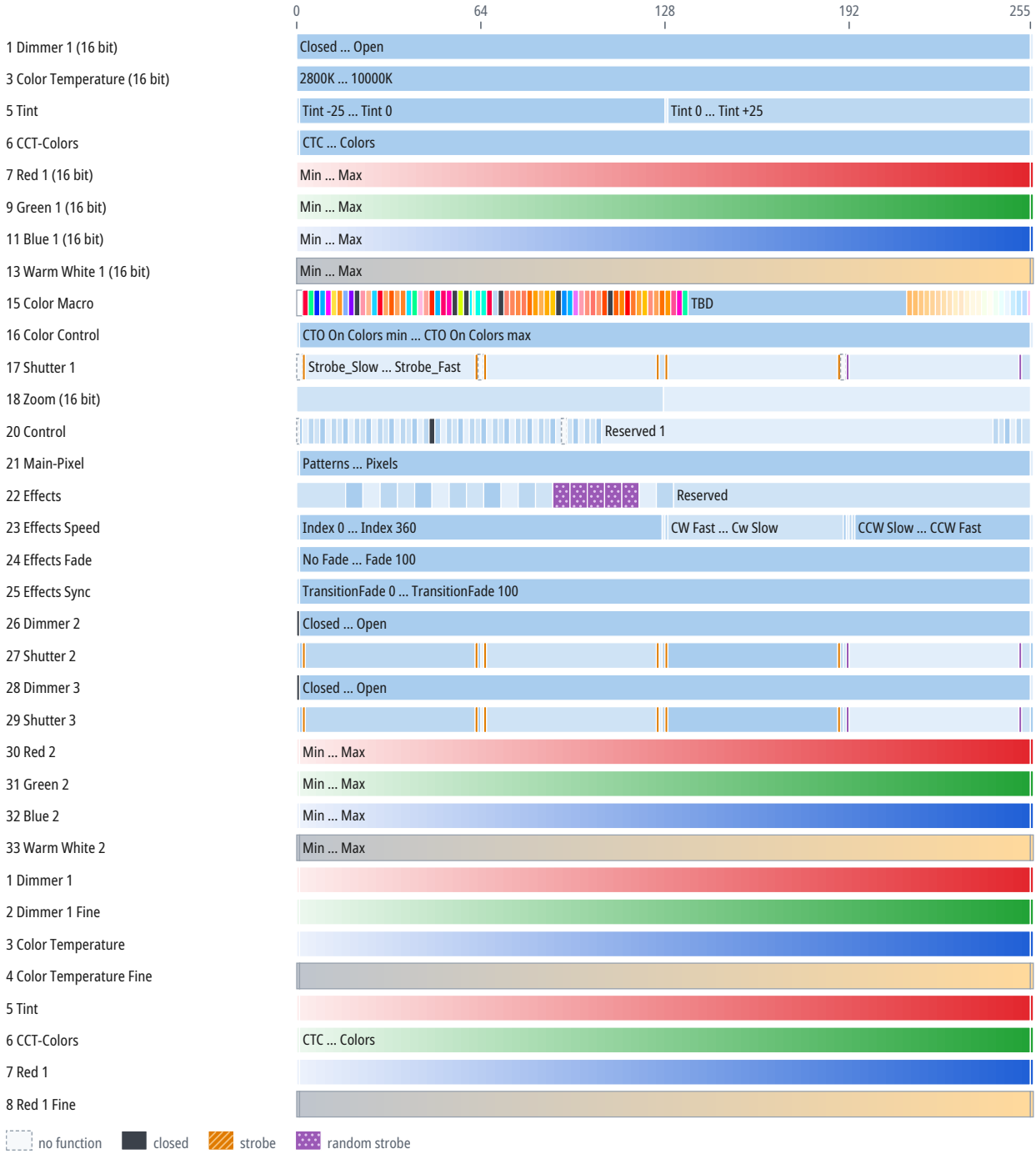
CH	Function	DMX	Description
38	Red 6 (continued)	1–254	Min … Max
		255	Max
39	Green 6	0	Min
		1–254	Min … Max
		255	Max
40	Blue 6	0	Min
		1–254	Min … Max
		255	Max
41	Warm White 6	0	Min
		1–254	Min … Max
		255	Max
42	Red 7	0	Min
		1–254	Min … Max
		255	Max
43	Green 7	0	Min
		1–254	Min … Max
		255	Max
44	Blue 7	0	Min
		1–254	Min … Max
		255	Max
45	Warm White 7	0	Min
		1–254	Min … Max
		255	Max
46	Red 8	0	Min
		1–254	Min … Max
		255	Max
47	Green 8	0	Min
		1–254	Min … Max
		255	Max
48	Blue 8	0	Min
		1–254	Min … Max
		255	Max
49	Warm White 8	0	Min
		1–254	Min … Max
		255	Max

Mode Advanced_33ch + PixelRing_8ch

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 1 above 0; CH 26 Dimmer 2 above 0; CH 28 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Color Macro 0, CH 17 Shutter 1 255, CH 26 Dimmer 2 255, CH 27 Shutter 2 255, CH 28 Dimmer 3 255, CH 29 Shutter 3 255, CH 30 Red 2 255, CH 31 Green 2 255, CH 32 Blue 2 255, CH 33 Warm White 2 255, CH 34 Red 3 255, CH 35 Green 3 255, CH 36 Blue 3 255, CH 37 Warm White 3 255, CH 38 Red 4 255, CH 39 Green 4 255, CH 40 Blue 4 255, CH 41 Warm White 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Advanced_33ch” (p. 22)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “Extended_21ch” (p. 20)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)
7	Red 1		Same as CH 7 in the mode “Advanced_33ch” (p. 22)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “Advanced_33ch” (p. 22)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “Advanced_33ch” (p. 22)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “Advanced_33ch” (p. 22)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)
16	Color Control		Same as CH 16 in the mode “Extended_21ch” (p. 20)
17	Shutter 1		Same as CH 17 in the mode “Advanced_33ch” (p. 22)
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)
21	Main-Pixel		Same as CH 21 in the mode “Extended_21ch” (p. 21)
22	Effects		Same as CH 22 in the mode “Advanced_33ch” (p. 23)
23	Effects Speed		Same as CH 23 in the mode “Advanced_33ch” (p. 23)
24	Effects Fade		Same as CH 24 in the mode “Advanced_33ch” (p. 23)
25	Effects Sync		Same as CH 25 in the mode “Advanced_33ch” (p. 23)
26	Dimmer 2		Same as CH 26 in the mode “Advanced_33ch” (p. 23)
27	Shutter 2		Same as CH 27 in the mode “Advanced_33ch” (p. 24)
28	Dimmer 3		Same as CH 28 in the mode “Advanced_33ch” (p. 24)
29	Shutter 3		Same as CH 29 in the mode “Advanced_33ch” (p. 24)
30	Red 2		Same as CH 30 in the mode “Advanced_33ch” (p. 25)
31	Green 2		Same as CH 31 in the mode “Advanced_33ch” (p. 25)
32	Blue 2		Same as CH 32 in the mode “Advanced_33ch” (p. 25)
33	Warm White 2		Same as CH 33 in the mode “Advanced_33ch” (p. 25)
34	Red 3		Same as CH 26 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
35	Green 3		Same as CH 27 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
36	Blue 3		Same as CH 28 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)
37	Warm White 3		Same as CH 29 in the mode “Extended_21ch + PixelRing_8ch” (p. 27)

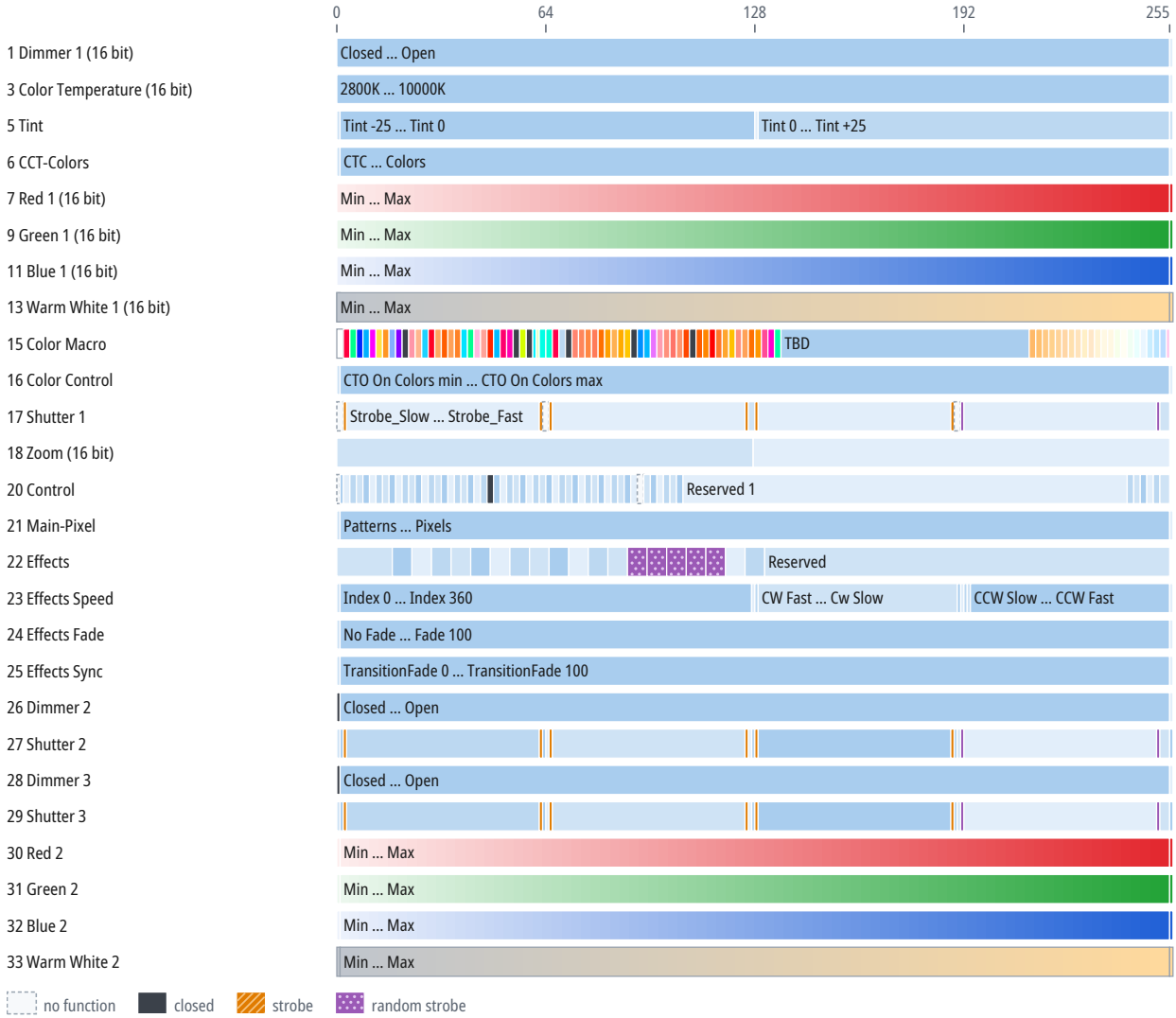
CH	Function	DMX	Description
38	Red 4		Same as CH 30 in the mode “Extended_21ch + PixelPixel_28ch” (p. 29)
39	Green 4		Same as CH 31 in the mode “Extended_21ch + PixelPixel_28ch” (p. 29)
40	Blue 4		Same as CH 32 in the mode “Extended_21ch + PixelPixel_28ch” (p. 29)
41	Warm White 4		Same as CH 33 in the mode “Extended_21ch + PixelPixel_28ch” (p. 29)

Mode Advanced_33ch + PixelPixel_28ch

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 1 above 0; CH 26 Dimmer 2 above 0; CH 28 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Color Macro 0, CH 17 Shutter 1 255, CH 26 Dimmer 2 255, CH 27 Shutter 2 255, CH 28 Dimmer 3 255, CH 29 Shutter 3 255, CH 30 Red 255 (the same in each of the 8 cells), CH 31 Green 255 (the same in each of the 8 cells), CH 32 Blue 255 (the same in each of the 8 cells), CH 33 Warm White 255 (the same in each of the 8 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Advanced_33ch” (p. 22)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 3 in the mode “Extended_21ch” (p. 20)
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint		Same as CH 4 in the mode “Standard_14ch” (p. 15)
6	CCT-Colors		Same as CH 5 in the mode “Standard_14ch” (p. 15)

CH	Function	DMX	Description
7	Red 1		Same as CH 7 in the mode “Advanced_33ch” (p. 22)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “Advanced_33ch” (p. 22)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “Advanced_33ch” (p. 22)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “Advanced_33ch” (p. 22)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 10 in the mode “Standard_14ch” (p. 15)
16	Color Control		Same as CH 16 in the mode “Extended_21ch” (p. 20)
17	Shutter 1		Same as CH 17 in the mode “Advanced_33ch” (p. 22)
18	Zoom		Same as CH 11 in the mode “Basic_16bit” (p. 14)
19	Zoom Fine	0–255	Fine adjustment of CH 18
20	Control		Same as CH 14 in the mode “Standard_14ch” (p. 18)
21	Main-Pixel		Same as CH 21 in the mode “Extended_21ch” (p. 21)
22	Effects		Same as CH 22 in the mode “Advanced_33ch” (p. 23)
23	Effects Speed		Same as CH 23 in the mode “Advanced_33ch” (p. 23)
24	Effects Fade		Same as CH 24 in the mode “Advanced_33ch” (p. 23)
25	Effects Sync		Same as CH 25 in the mode “Advanced_33ch” (p. 23)
26	Dimmer 2		Same as CH 26 in the mode “Advanced_33ch” (p. 23)
27	Shutter 2		Same as CH 27 in the mode “Advanced_33ch” (p. 24)
28	Dimmer 3		Same as CH 28 in the mode “Advanced_33ch” (p. 24)
29	Shutter 3		Same as CH 29 in the mode “Advanced_33ch” (p. 24)
30	Red 2	0	Min
		1–254	Min … Max
		255	Max
31	Green 2	0	Min
		1–254	Min … Max
		255	Max
32	Blue 2	0	Min
		1–254	Min … Max
		255	Max
33	Warm White 2	0	Min
		1–254	Min … Max
		255	Max

CH 30–61: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 30–33); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	30	31	32	33	2	34	35	36	37
3	38	39	40	41	4	42	43	44	45
5	46	47	48	49	6	50	51	52	53
7	54	55	56	57	8	58	59	60	61

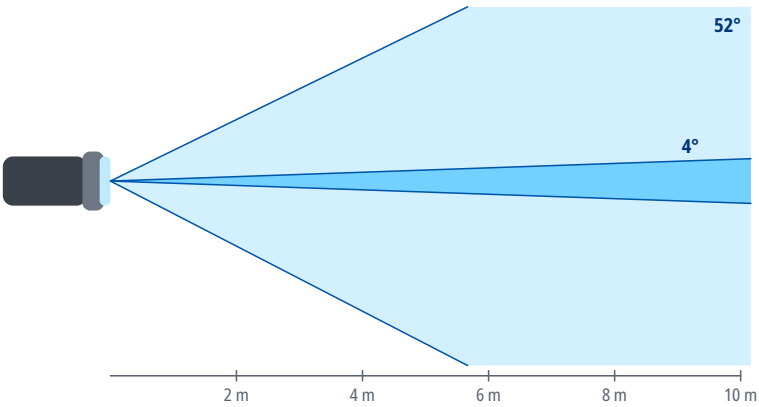
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4–52°
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x15D0, device model ID 0xA030)
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	9.3 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–10000 K
Strobe frequency	1–30 Hz
Effect rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 4°	Ø 52°
2 m	0.14 m	2 m
4 m	0.28 m	3.9 m
6 m	0.42 m	5.9 m
8 m	0.56 m	7.8 m
10 m	0.7 m	9.8 m
15 m	1 m	14.6 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.