DMX REFERENCE

EclPanelTWCJR

Prolights



Manufacturer	Prolights
GDTF file	Prolights_EclPanelTWCJR_76847.gdtf
GDTF revision	Rev 1_94 FW 2_2 and above - Virtual Dimmer added on Theater 21ch · 2024-10-25
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 11
Mode 1ch_Theatre 12
Mode 2ch_Theatre 12
Mode 4ch_Theatre 13
Mode 5ch-1_Theatre 13
Mode 5ch-2_Theatre 14
Mode 6ch_Theatre 15
Mode 10ch_Theatre 16
Mode 15ch_Theatre 17
Mode 17ch_Theatre 18
Mode 21ch_Theatre 19
Mode 4ch_Tour 24
Mode 6ch_Tour 24
Mode 10ch_Tour 25
Mode 11ch_Tour 26
Mode 15ch_Tour 27
Mode Pixel1 28
Mode Pixel 2V 28
Mode Pixel 2H 29
Mode Pixel 4 30
Mode Film_12ch 31
Mode Film_20ch 35
Mode Film_17ch 36
Mode Film_33ch_2Pix 38
Mode Film_33ch_4Pix 40
Mode Film_65ch_4Pix 42
Mode 17ch_XY 45
10 Technical specifications 49
11 Maintenance and cleaning 49
12 Troubleshooting 50
13 Disposal 50

1 About this manual

This document describes the EclPanelTWCJR by Prolights. It was compiled from the GDTF file Prolights_EclPanelTWCJR_76847.gdtf from the GDTF-Share library.

File revision: “Rev 1_94 FW 2_2 and above - Virtual Dimmer added on Theater 21ch”.

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	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
1ch_Theatre	1	512	1, 2, 3, 4, ...
2ch_Theatre	2	256	1, 3, 5, 7, ...
4ch_Theatre	4	128	1, 5, 9, 13, ...
5ch-1_Theatre	5	102	1, 6, 11, 16, ...
5ch-2_Theatre	5	102	1, 6, 11, 16, ...
6ch_Theatre	6	85	1, 7, 13, 19, ...
10ch_Theatre	10	51	1, 11, 21, 31, ...
15ch_Theatre	15	34	1, 16, 31, 46, ...
17ch_Theatre	17	30	1, 18, 35, 52, ...
21ch_Theatre	21	24	1, 22, 43, 64, ...
4ch_Tour	4	128	1, 5, 9, 13, ...
6ch_Tour	5	102	1, 6, 11, 16, ...
10ch_Tour	10	51	1, 11, 21, 31, ...
11ch_Tour	11	46	1, 12, 23, 34, ...
15ch_Tour	15	34	1, 16, 31, 46, ...
Pixel1	7	73	1, 8, 15, 22, ...
Pixel 2V	11	46	1, 12, 23, 34, ...
Pixel 2H	11	46	1, 12, 23, 34, ...
Pixel 4	19	26	1, 20, 39, 58, ...
Film_12ch	12	42	1, 13, 25, 37, ...
Film_20ch	20	25	1, 21, 41, 61, ...
Film_17ch	17	30	1, 18, 35, 52, ...
Film_33ch_2Pix	33	15	1, 34, 67, 100, ...
Film_33ch_4Pix	33	15	1, 34, 67, 100, ...
Film_65ch_4Pix	65	7	1, 66, 131, 196, ...
17ch_XY	17	30	1, 18, 35, 52, ...



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Product description

Description in the GDTF file

“EclPanelTWCJR, is the compact 1x1 LED soft light which provides a beatiful, wide source of soft and precise colors. In addition to this, the PROLIGHTS EclPanelTWCJR come with a full range of white reproduction, from daylight through to tungsten tones, reaching a superior light quality with high CRI,

TLCI and TM-30.”

5 Installation

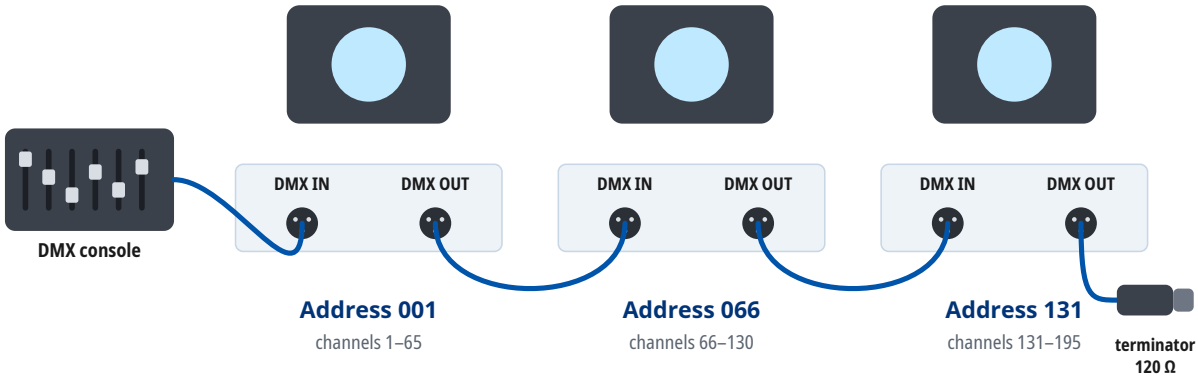
⚠ WARNING

- 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: 10.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

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 Film_65ch_4Pix: every unit occupies 65 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

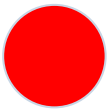
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Film_65ch_4Pix”: 65.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “Film_65ch_4Pix”, you can use, for example, the start addresses 1, 66, 131, 196.
- 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

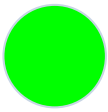
Functions in each DMX mode

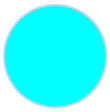
	1ch_ Theatre 1 channel	2ch_ Theatre 2 channels	4ch_ Theatre 4 channels	5ch-1_ Theatre 5 channels	5ch-2_ Theatre 5 channels	6ch_ Theatre 6 channels	10ch_ Theatre 10 channels	15ch_ Theatre 15 channels
Pan / Tilt	✓	✓	✓	✓	✓	✓	✓	✓
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	8 bit	8 bit	16 bit	8 bit	8 bit	8 bit	16 bit
Shutter / strobe					4	4	8	13
Color mixing							2–5	4× (3–9)
Color temperature			2	3	2	2	6	11
Effects / macros						6	9	14

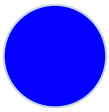
Color wheel 1

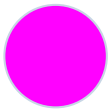
1 
Red

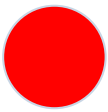
2
Red+Green

3 
Green

4 
Green+Blue

5 
Blue

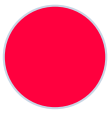
6 
Blue+Red

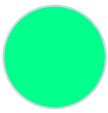
7 
Red 1

8
RGB

Color wheel 2

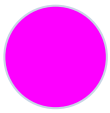
1
Color Macro 1: Open
DMX 0–1

2 
Red
DMX 2–3

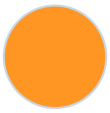
3 
Green
DMX 4–5

4 
Blue
DMX 6–7

5 
Cyan
DMX 8–9

6 
Magenta
DMX 10–11

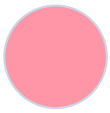
7
Yellow
DMX 12–13

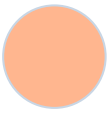
8 
Dirty White
DMX 14–15

9 
Alice Blue
DMX 16–17

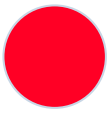
10 
Congo Blue
DMX 18–19

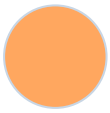
11
Dark Steel Blue
DMX 20–21

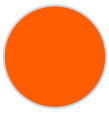
12 
Deep Lavender
DMX 22–23

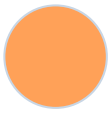
13 
Lilac Ting
DMX 24–25

14 
Daylight Blue
DMX 26–27

15 
Flame Red
DMX 28–29

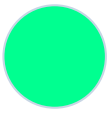
16 
Bastard Amber
DMX 30–31

17 
Deep Orange
DMX 32–33

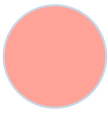
18 
Pale Gold
DMX 34–35

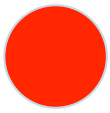
19 
Apricot
DMX 36–37

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

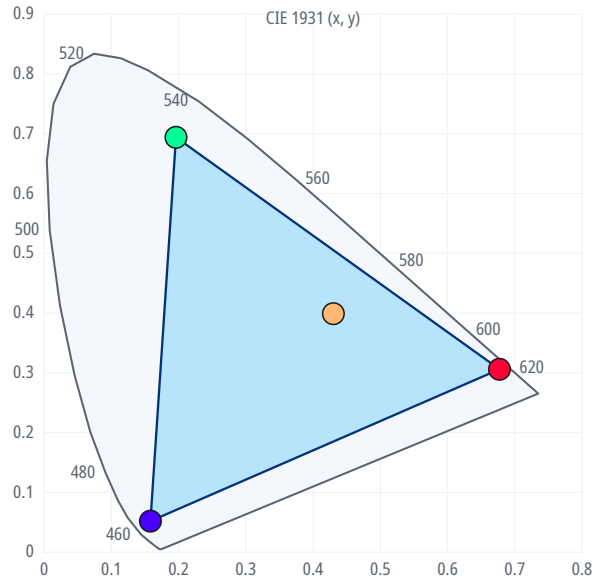
70 3000K
DMX 214–215

71 3200K
DMX 216–217

72 3400K
DMX 218–219

73 3600K DMX 220–221	74 3800K DMX 222–223	75 4000K DMX 224–225	76 4200K DMX 226–227	77 4400K DMX 228–229	78 4600K DMX 230–231
79 4800K DMX 232–233	80 5000K DMX 234–235	81 5200K DMX 236–237	82 5400K DMX 238–239	83 5600K DMX 240–241	84 6000K DMX 242–243
85 6500K DMX 244–245	86 7000K DMX 246–247	87 8000K DMX 248–249	88 9000K DMX 250–251	89 10000K DMX 252–254	90 Full On DMX 254–255

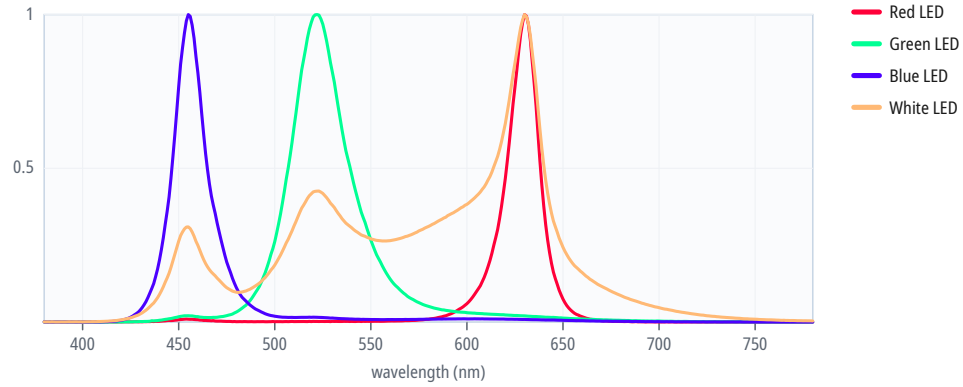
LED colors and the colors they mix



LED	x	y
Red LED	0.677	0.306
Green LED	0.196	0.694
Blue LED	0.158	0.052
White LED	0.430	0.399

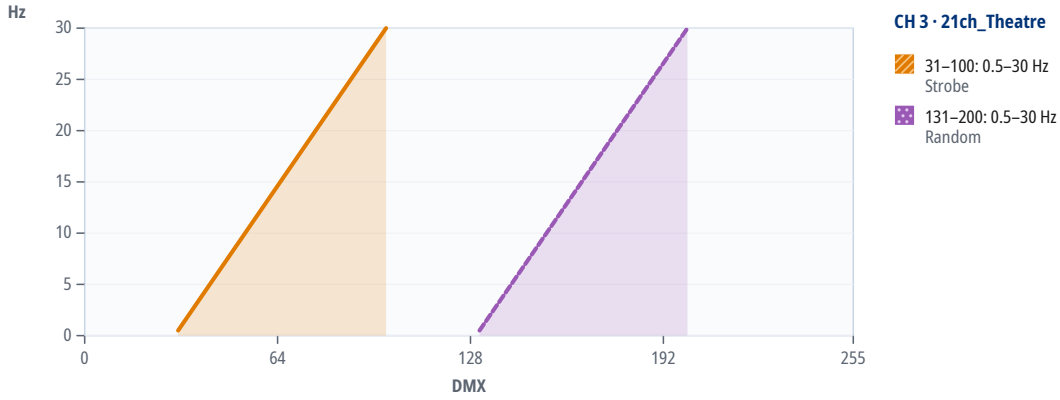
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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



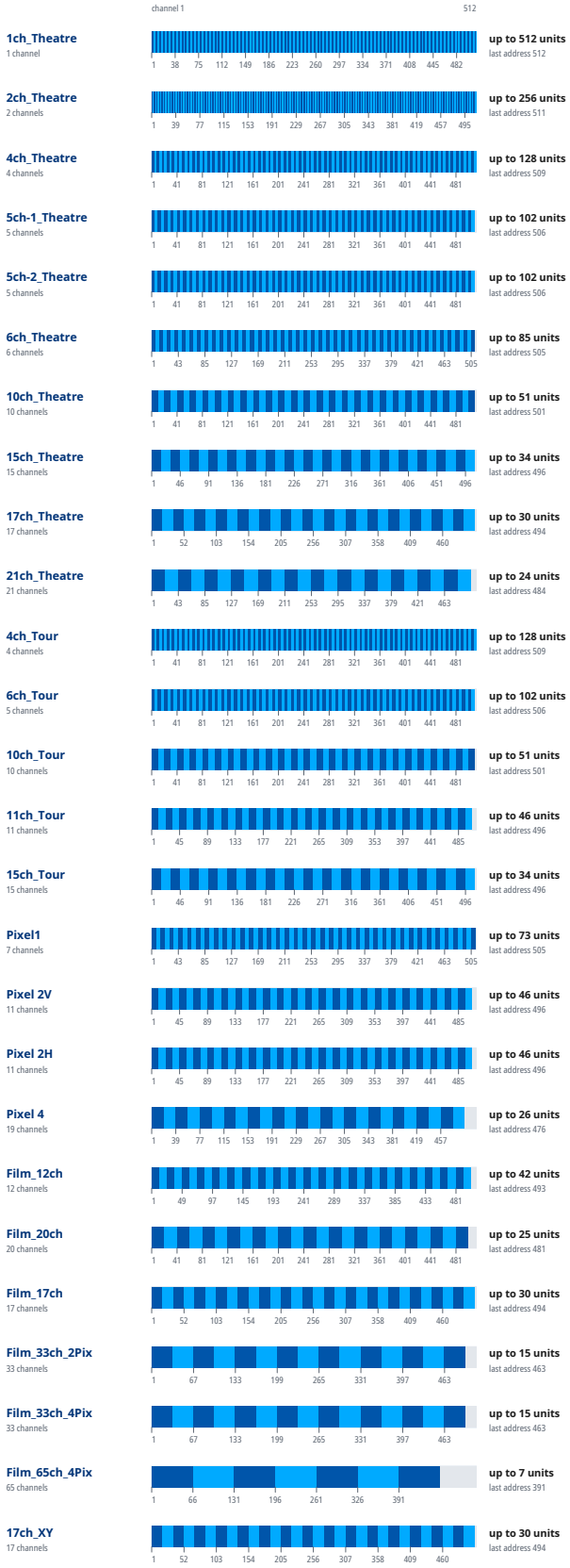
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “21ch_Theatre”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Film_65ch_4Pix”

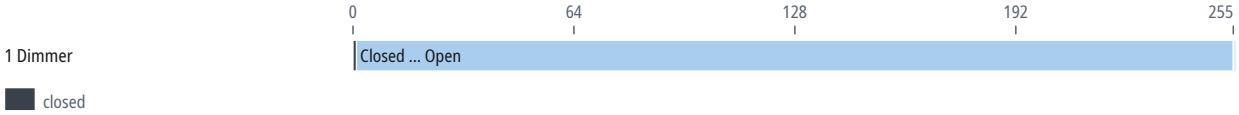
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	326	11	U2 · 196	16	U3 · 66
2	66	7	391	12	U2 · 261	17	U3 · 131
3	131	8	U2 · 1	13	U2 · 326	18	U3 · 196
4	196	9	U2 · 66	14	U2 · 391	19	U3 · 261
5	261	10	U2 · 131	15	U3 · 1	20	U3 · 326

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

Mode 1ch_Theatre

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

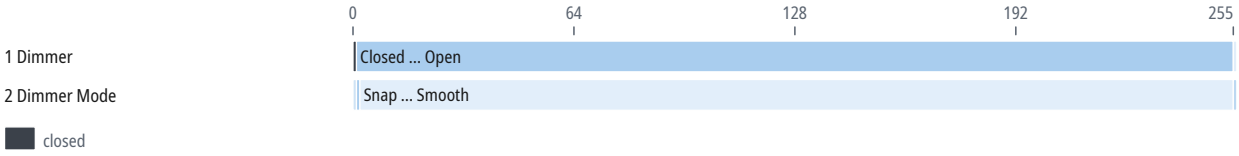


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode 2ch_Theatre

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

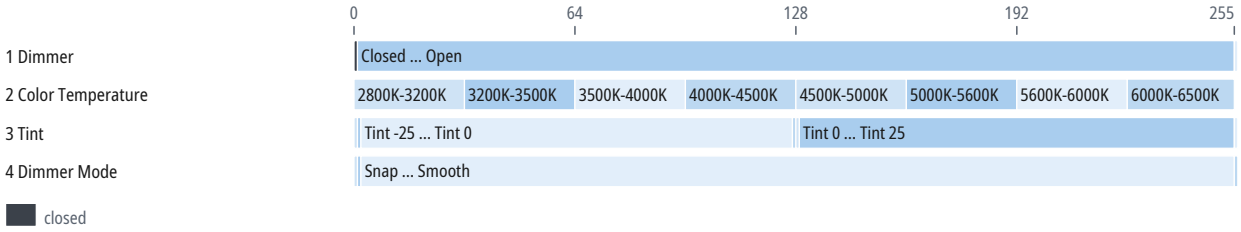


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Dimmer Mode	0	As From Menu
		1	Snap
		2–254	Snap ... Smooth
		255	Smooth

Mode 4ch_Theatre

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



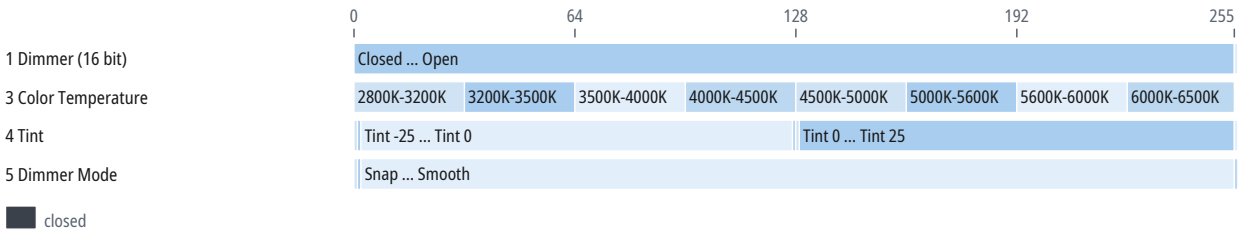
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Color Temperature	0–31	2800K-3200K (2800–3199 K)
		32–63	3200K-3500K (3200–3499 K)
		64–95	3500K-4000K (3500–3999 K)
		96–127	4000K-4500K (4000–4499 K)
		128–159	4500K-5000K (4500–4999 K)
		160–191	5000K-5600K (5000–5599 K)
		192–223	5600K-6000K (5600–5999 K)
		224–255	6000K-6500K (6000–6500 K)
3	Tint	0	Tint 0
		1	Tint -25
		2–126	Tint -25 ... Tint 0
		127	Tint -25 to: Tint 0
		128	Tint 0 to: Tint 0
		129–254	Tint 0 ... Tint 25
		255	Tint 25
4	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 5ch-1_Theatre

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

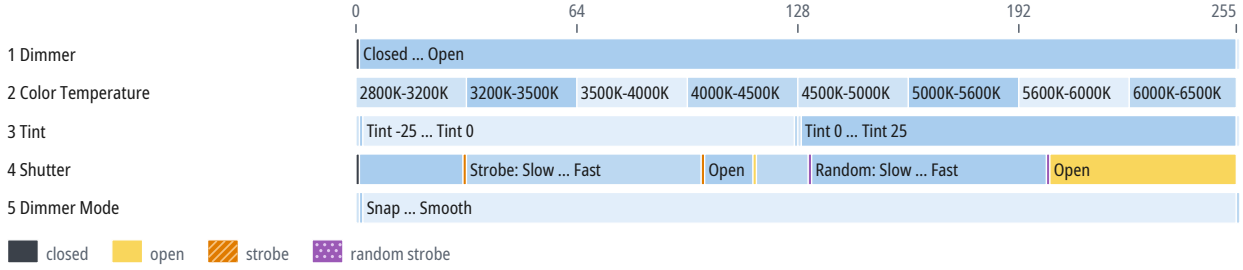


CH	Function	DMX	Description
1	Dimmer	0–255	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “4ch_Theatre” (p. 13)
4	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
5	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 5ch-2_Theatre

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

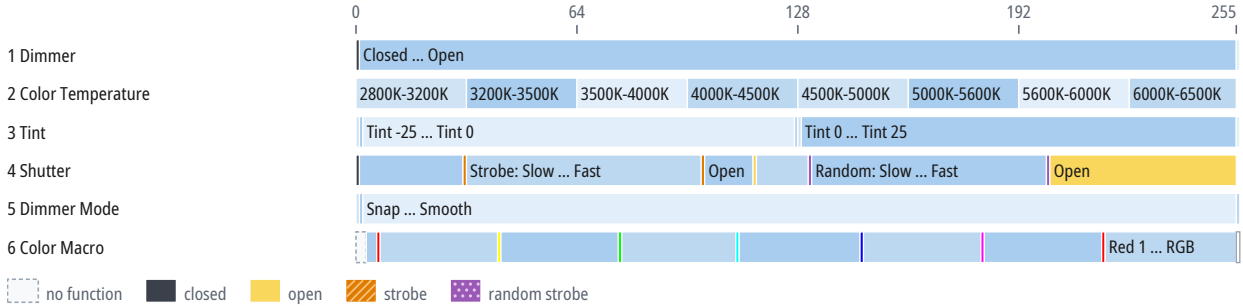


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Color Temperature		Same as CH 2 in the mode “4ch_Theatre” (p. 13)
3	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
4	Shutter	0–30	Closed
		31	Strobe: Slow
		32–99	Strobe: Slow … Fast
		100	Strobe: Fast
		101–130	Open
		131	Random: Slow
		132–199	Random: Slow … Fast
		200	Random: Fast
		201–255	Open
5	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 6ch_Theatre

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 4 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

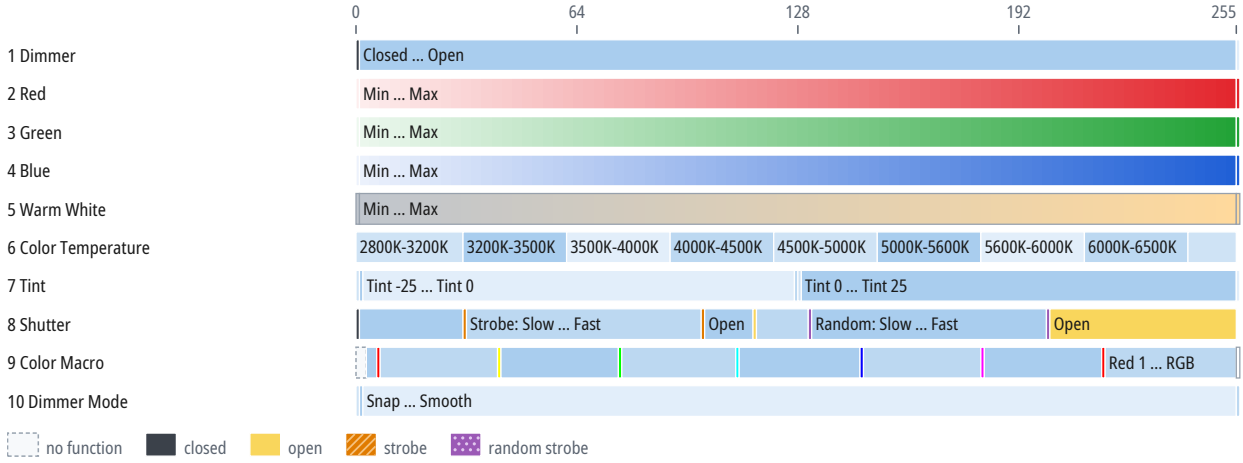


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Color Temperature		Same as CH 2 in the mode “4ch_Theatre” (p. 13)
3	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
4	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
5	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
6	Color Macro	0–2	No function
		3–5	Amber Shift On
		6	Red
		7–40	Red ... Red+Green
		41	Red+Green
		42–75	Red+Green ... Green
		76	Green
		77–109	Green ... Green+Blue
		110	Green+Blue
		111–145	Green+Blue ... Blue
		146	Blue
		147–180	Blue ... Blue+Red
		181	Blue+Red
		182–215	Blue+Red ... Red 1
		216	Red 1
		217–254	Red 1 ... RGB
		255	RGB

Mode 10ch_Theatre

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Shutter at 101–130 or 201–255 “Open”. 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 “1ch_Theatre” (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	Color Temperature	0–30	2800K-3200K (2800–3199 K)
		31–60	3200K-3500K (3200–3499 K)
		61–90	3500K-4000K (3500–3999 K)
		91–120	4000K-4500K (4000–4499 K)
		121–150	4500K-5000K (4500–4999 K)
		151–180	5000K-5600K (5000–5599 K)
		181–210	5600K-6000K (5600–5999 K)
		211–240	6000K-6500K (6000–6500 K)
		241–255	Color Mix
7	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)

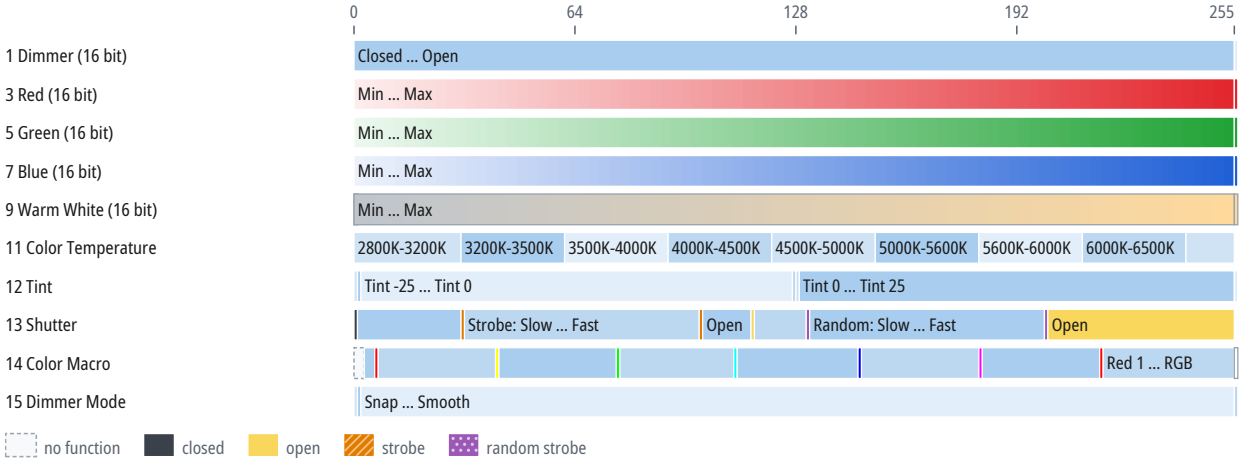
CH	Function	DMX	Description
8	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
9	Color Macro		Same as CH 6 in the mode “6ch_Theatre” (p. 15)
10	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 15ch_Theatre

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; CH 13 Shutter at 101–130 or 201–255 “Open”. 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 “5ch-1_Theatre” (p. 14)
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	Color Temperature		Same as CH 6 in the mode “10ch_Theatre” (p. 16)
12	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)

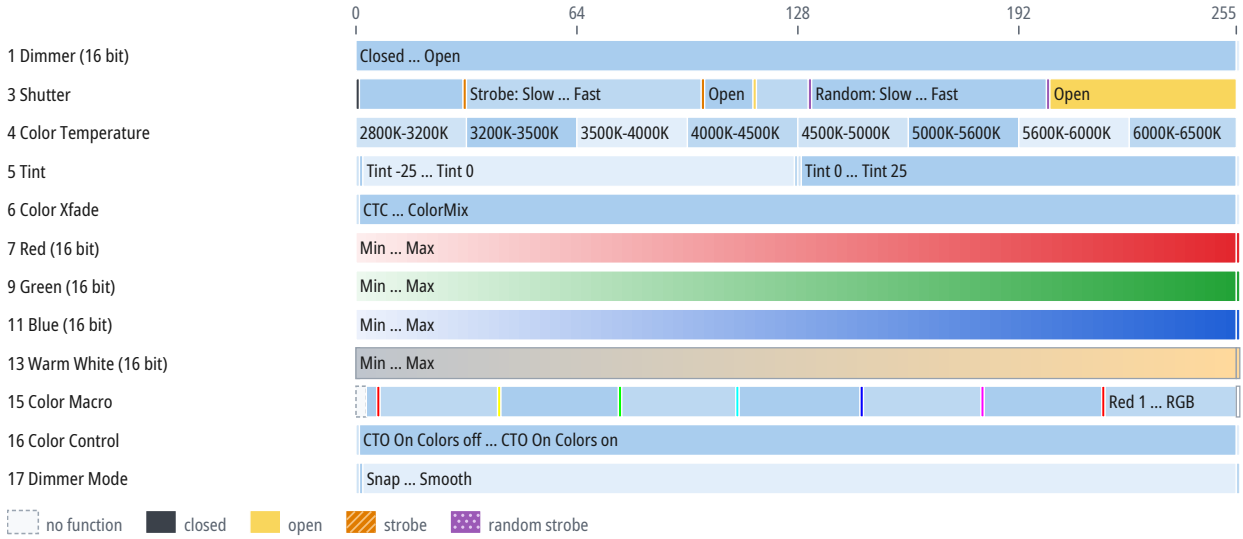
CH	Function	DMX	Description
13	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
14	Color Macro		Same as CH 6 in the mode “6ch_Theatre” (p. 15)
15	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 17ch_Theatre

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; CH 3 Shutter at 101–130 or 201–255 “Open”. 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 “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
4	Color Temperature		Same as CH 2 in the mode “4ch_Theatre” (p. 13)
5	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
6	Color Xfade	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix
7	Red		Same as CH 3 in the mode “15ch_Theatre” (p. 17)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 5 in the mode “15ch_Theatre” (p. 17)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 7 in the mode “15ch_Theatre” (p. 17)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 9 in the mode “15ch_Theatre” (p. 17)
14	Warm White Fine	0–255	Fine adjustment of CH 13

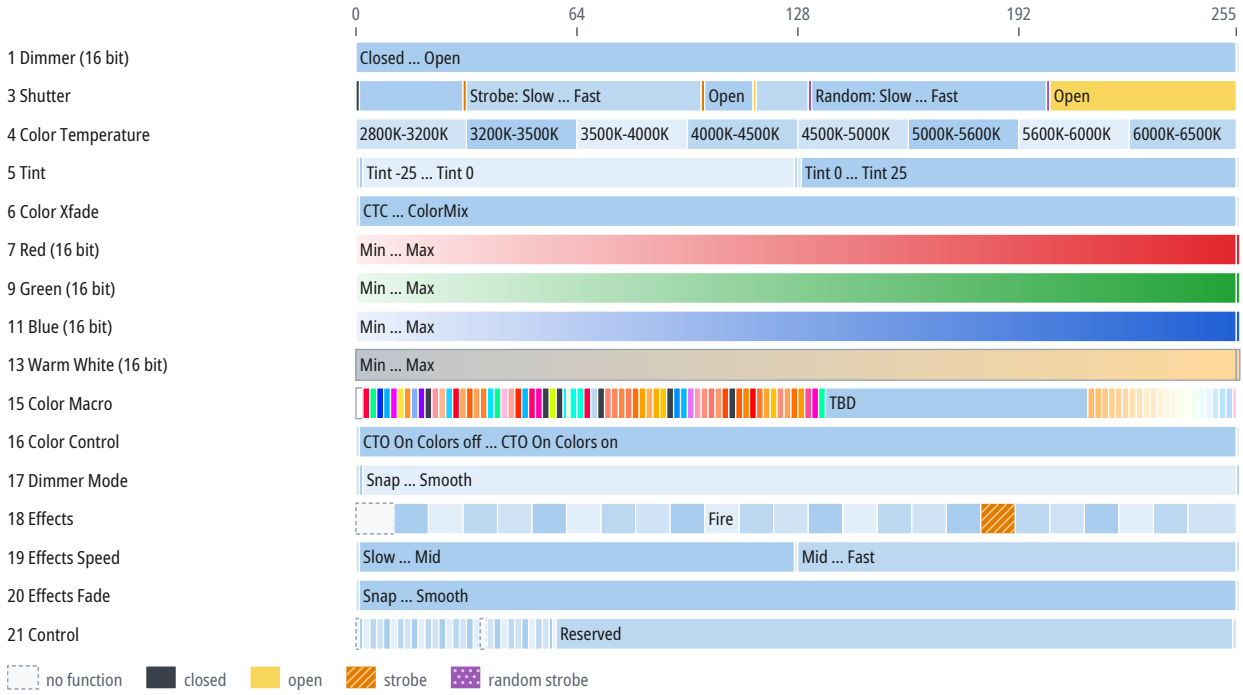
CH	Function	DMX	Description
15	Color Macro		Same as CH 6 in the mode “6ch_Theatre” (p. 15)
16	Color Control	0	CTO On Colors off
		1–254	CTO On Colors off ... CTO On Colors on
		255	CTO On Colors on
17	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 21ch_Theatre

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; CH 3 Shutter at 101–130 or 201–255 “Open”. 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 “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
4	Color Temperature		Same as CH 2 in the mode “4ch_Theatre” (p. 13)
5	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
6	Color Xfade		Same as CH 6 in the mode “17ch_Theatre” (p. 18)
7	Red		Same as CH 3 in the mode “15ch_Theatre” (p. 17)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 5 in the mode “15ch_Theatre” (p. 17)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 7 in the mode “15ch_Theatre” (p. 17)

CH	Function	DMX	Description
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 9 in the mode “15ch_Theatre” (p. 17)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Color Macro	0–1	Color Macro 1: Open
		2–3	Red
		4–5	Green
		6–7	Blue
		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

CH	Function	DMX	Description
15	Color Macro (continued)	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
		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

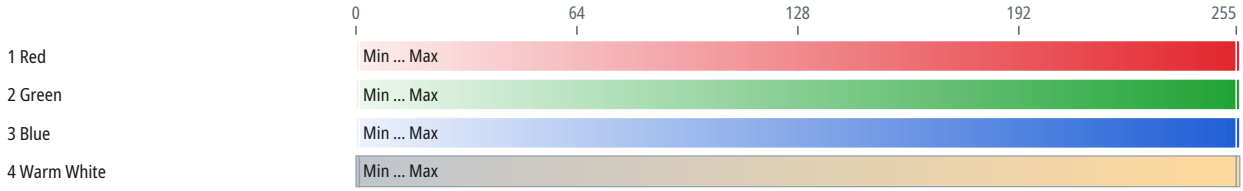
CH	Function	DMX	Description
15	Color Macro (continued)	230–231	4600K
		232–233	4800K
		234–235	5000K
		236–237	5200K
		238–239	5400K
		240–241	5600K
		242–243	6000K
		244–245	6500K
		246–247	7000K
		248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full On
16	Color Control		Same as CH 16 in the mode “17ch_Theatre” (p. 19)
17	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
18	Effects	0–10	No function
		11–20	Effect1
		21–30	Effect2
		31–40	Effect3
		41–50	Effect4
		51–60	Effect5
		61–70	Candle
		71–80	CopCar1
		81–90	CopCar2
		91–100	CopCar3
		101–110	Fire
		111–120	Fireworks
		121–130	Paparazzi
		131–140	Television
		141–150	Party
		151–160	Clouds
		161–170	Club
		171–180	ColorChase
		181–190	Strobe
		191–200	Lighting
		201–210	Explosion
		211–220	Fluorescent
		221–230	Process
		231–240	Pulsing
		241–255	Welding
19	Effects Speed	0	Slow
		1–126	Slow ... Mid

CH	Function	DMX	Description
19	Effects Speed (continued)	127	Mid
		128–254	Mid ... Fast
		255	Fast
20	Effects Fade	0	Snap
		1–254	Snap ... Smooth
		255	Smooth
21	Control	0–1	No function
		2–3	AUTO Constant Output
		4–5	ON Constant Output
		6–7	OFF Constant Output
		8–9	Silent 1 Constant Output
		10–11	Silent 2 Constant Output
		12–13	600 Hz
		14–15	1200 Hz
		16–17	2000 Hz
		18–19	4000 Hz
		20–21	6000 Hz
		22–23	25 KHz
		24–25	36 KHz
		26–27	AUTO Dynamic Output
		28–29	ON Dynamic Output
		30–31	OFF Dynamic Output
		32–33	Silent 1 Dynamic Output
		34–35	Silent 2 Dynamic Output
		36–37	Dimmer Mode: Off
		38–39	Mode 1
		40–41	Mode 2
		42–43	Mode 3
		44–45	Linear
		46–47	S-Curve
		48–49	Square Law
		50–51	Inverse Square Law
		52–53	High Res@Low
		54–55	DIMMER END SNAP OFF @ END
		56	DIMMER END FADE OFF @ END
		57	DIMMER END FADE OFF @ END: DIMMER END SNAP OFF @ END
		58–253	Reserved
		254–255	Controls Reset

Mode 4ch_Tour

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

Channel functions at a glance

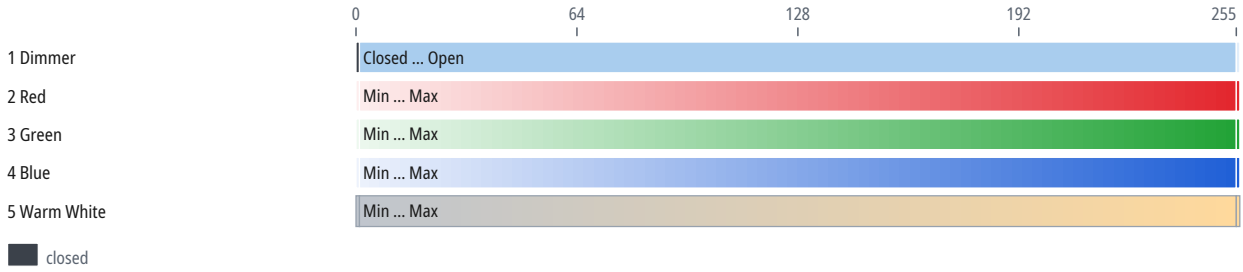


CH	Function	DMX	Description
1	Red		Same as CH 2 in the mode “10ch_Theatre” (p. 16)
2	Green		Same as CH 3 in the mode “10ch_Theatre” (p. 16)
3	Blue		Same as CH 4 in the mode “10ch_Theatre” (p. 16)
4	Warm White		Same as CH 5 in the mode “10ch_Theatre” (p. 16)

Mode 6ch_Tour

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

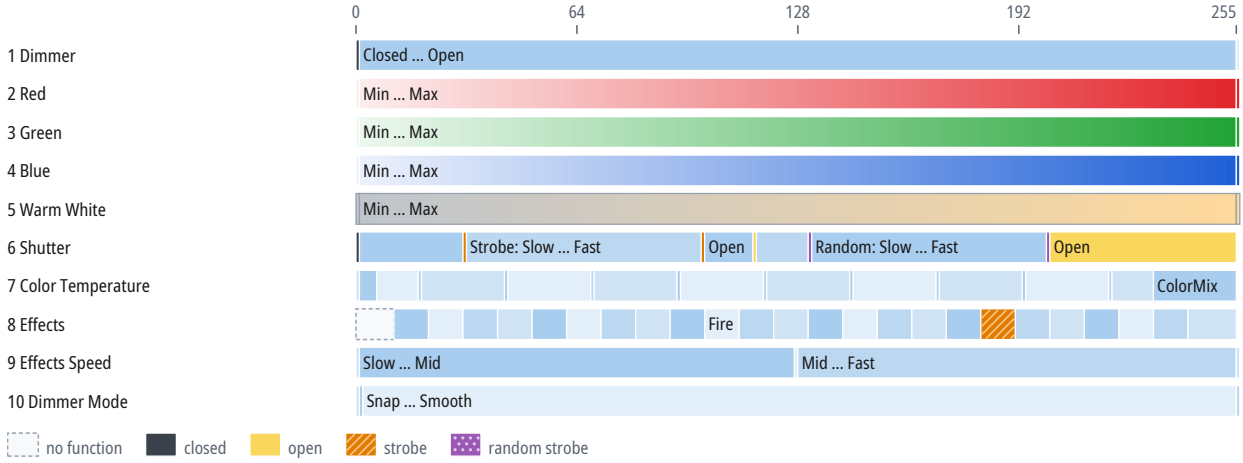


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Red		Same as CH 2 in the mode “10ch_Theatre” (p. 16)
3	Green		Same as CH 3 in the mode “10ch_Theatre” (p. 16)
4	Blue		Same as CH 4 in the mode “10ch_Theatre” (p. 16)
5	Warm White		Same as CH 5 in the mode “10ch_Theatre” (p. 16)

Mode 10ch_Tour

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 101–130 or 201–255 “Open”. 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 “1ch_Theatre” (p. 12)
2	Red		Same as CH 2 in the mode “10ch_Theatre” (p. 16)
3	Green		Same as CH 3 in the mode “10ch_Theatre” (p. 16)
4	Blue		Same as CH 4 in the mode “10ch_Theatre” (p. 16)
5	Warm White		Same as CH 5 in the mode “10ch_Theatre” (p. 16)
6	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
7	Color Temperature	0–5	Color Mix
		6–17	CTC Presets
		18	2800K
		19–42	2800K ... 3200K
		43	3200K
		44–67	3200K ... 3500K
		68	3500K
		69–92	3500K ... 4000K
		93	4000K
		94–117	4000K ... 4500K
		118	4500K
		119–142	4500K ... 5000K
		143	5000K
		144–167	5000K ... 5600K
		168	5600K
		169–192	5600K ... 6000K
		193	6000K
		194–217	6000K ... 6500K

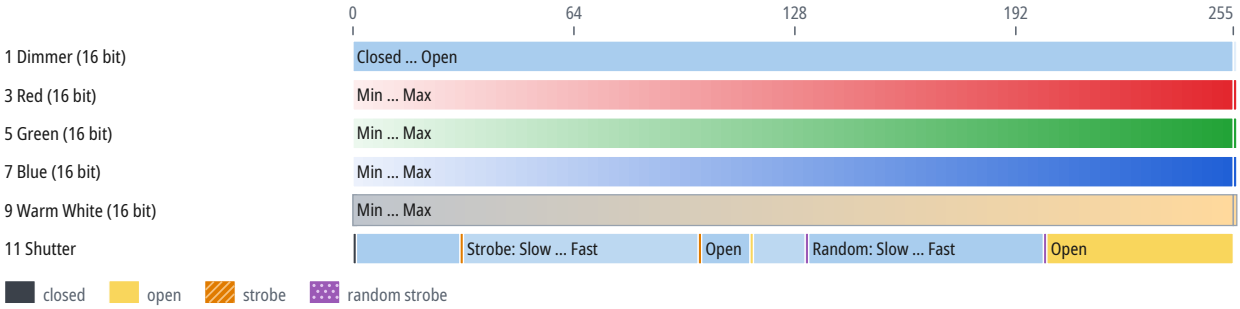
CH	Function	DMX	Description
7	Color Temperature (continued)	218	6500K
		219–230	CTC Presets
		231–255	ColorMix
8	Effects		Same as CH 18 in the mode “21ch_Theatre” (p. 22)
9	Effects Speed		Same as CH 19 in the mode “21ch_Theatre” (p. 22)
10	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode 11ch_Tour

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; CH 11 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



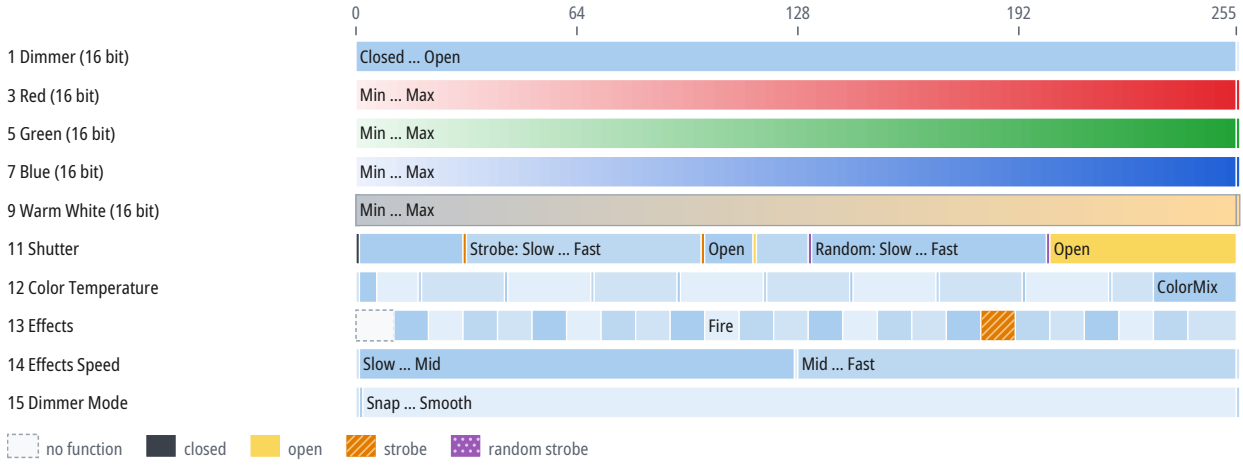
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “15ch_Theatre” (p. 17)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 5 in the mode “15ch_Theatre” (p. 17)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 7 in the mode “15ch_Theatre” (p. 17)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Warm White		Same as CH 9 in the mode “15ch_Theatre” (p. 17)
10	Warm White Fine	0–255	Fine adjustment of CH 9
11	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)

Mode 15ch_Tour

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; CH 11 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

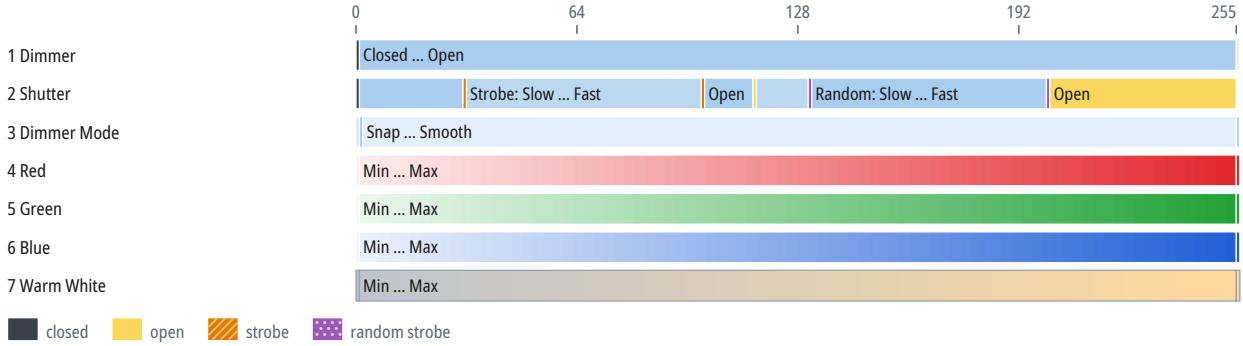


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 3 in the mode “15ch_Theatre” (p. 17)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 5 in the mode “15ch_Theatre” (p. 17)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 7 in the mode “15ch_Theatre” (p. 17)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Warm White		Same as CH 9 in the mode “15ch_Theatre” (p. 17)
10	Warm White Fine	0–255	Fine adjustment of CH 9
11	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
12	Color Temperature		Same as CH 7 in the mode “10ch_Tour” (p. 25)
13	Effects		Same as CH 18 in the mode “21ch_Theatre” (p. 22)
14	Effects Speed		Same as CH 19 in the mode “21ch_Theatre” (p. 22)
15	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)

Mode Pixel1

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

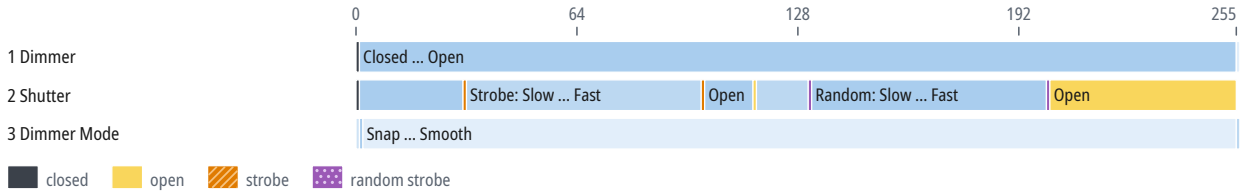


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
3	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
4	Red		Same as CH 2 in the mode “10ch_Theatre” (p. 16)
5	Green		Same as CH 3 in the mode “10ch_Theatre” (p. 16)
6	Blue		Same as CH 4 in the mode “10ch_Theatre” (p. 16)
7	Warm White		Same as CH 5 in the mode “10ch_Theatre” (p. 16)

Mode Pixel 2V

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



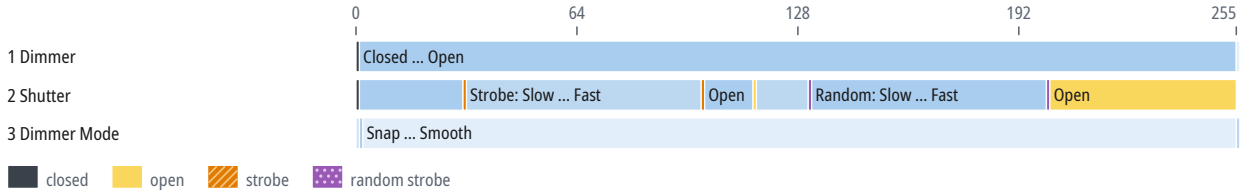
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
3	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
4	Red 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
5	Green 1	0	Min
		1–254	Min ... Max
		255	Max
6	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
7	Warm White 1	0	Min
		1–254	Min ... Max
		255	Max
8	Red 2	0	Min
		1–254	Min ... Max
		255	Max
9	Green 2	0	Min
		1–254	Min ... Max
		255	Max
10	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
11	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max

Mode Pixel 2H

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



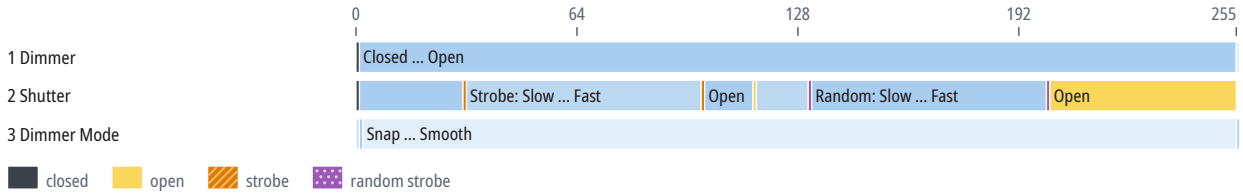
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
3	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
4	Red 1		Same as CH 4 in the mode “Pixel 2V” (p. 28)
5	Green 1		Same as CH 5 in the mode “Pixel 2V” (p. 29)
6	Blue 1		Same as CH 6 in the mode “Pixel 2V” (p. 29)
7	Warm White 1		Same as CH 7 in the mode “Pixel 2V” (p. 29)
8	Red 2		Same as CH 8 in the mode “Pixel 2V” (p. 29)

CH	Function	DMX	Description
9	Green 2		Same as CH 9 in the mode “Pixel 2V” (p. 29)
10	Blue 2		Same as CH 10 in the mode “Pixel 2V” (p. 29)
11	Warm White 2		Same as CH 11 in the mode “Pixel 2V” (p. 29)

Mode Pixel 4

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



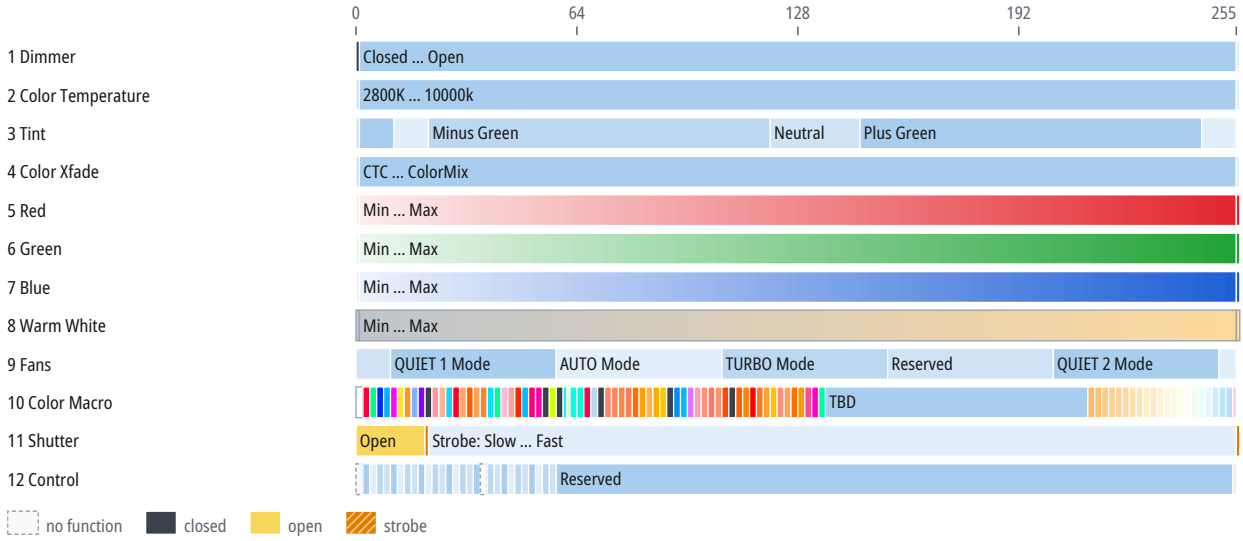
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “1ch_Theatre” (p. 12)
2	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
3	Dimmer Mode		Same as CH 2 in the mode “2ch_Theatre” (p. 12)
4	Red 1		Same as CH 4 in the mode “Pixel 2V” (p. 28)
5	Green 1		Same as CH 5 in the mode “Pixel 2V” (p. 29)
6	Blue 1		Same as CH 6 in the mode “Pixel 2V” (p. 29)
7	Warm White 1		Same as CH 7 in the mode “Pixel 2V” (p. 29)
8	Red 2		Same as CH 8 in the mode “Pixel 2V” (p. 29)
9	Green 2		Same as CH 9 in the mode “Pixel 2V” (p. 29)
10	Blue 2		Same as CH 10 in the mode “Pixel 2V” (p. 29)
11	Warm White 2		Same as CH 11 in the mode “Pixel 2V” (p. 29)
12	Red 3	0	Min
		1–254	Min ... Max
		255	Max
13	Green 3	0	Min
		1–254	Min ... Max
		255	Max
14	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
15	Warm White 3	0	Min
		1–254	Min ... Max
		255	Max
16	Red 4	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
16	Red 4 (continued)	255	Max
17	Green 4	0	Min
		1–254	Min … Max
		255	Max
18	Blue 4	0	Min
		1–254	Min … Max
		255	Max
19	Warm White 4	0	Min
		1–254	Min … Max
		255	Max

Mode Film_12ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 11 Shutter at 0–19 “Open”. 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 “1ch_Theatre” (p. 12)
2	Color Temperature	0	2800K
		1–254	2800K … 10000k
		255	10000k
3	Tint	0	Neutral
		1–10	Neutral 1
		11–20	Full Minus
		21–119	Minus Green
		120–145	Neutral
		146–244	Plus Green
		245–255	Full Plus

CH	Function	DMX	Description
4	Color Xfade		Same as CH 6 in the mode “17ch_Theatre” (p. 18)
5	Red		Same as CH 2 in the mode “10ch_Theatre” (p. 16)
6	Green		Same as CH 3 in the mode “10ch_Theatre” (p. 16)
7	Blue		Same as CH 4 in the mode “10ch_Theatre” (p. 16)
8	Warm White		Same as CH 5 in the mode “10ch_Theatre” (p. 16)
9	Fans		Fan Mode 1
		0–9	AsFromMenu
		10–57	QUIET 1 Mode
		58–105	AUTO Mode
		106–153	TURBO Mode
		154–201	Reserved
		202–249	QUIET 2 Mode
		250–255	OFF Mode
10	Color Macro	0–1	Open
		2–3	Red
		4–5	Green
		6–7	Blue
		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

CH	Function	DMX	Description
10	Color Macro (continued)	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
		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

CH	Function	DMX	Description
10	Color Macro (continued)	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
		248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full On
11	Shutter	0–19	Open
		20	Strobe: Slow
		21–254	Strobe: Slow ... Fast
		255	Strobe: Fast
12	Control	0–1	No function
		2–3	Auto Constant Output
		4–5	On Constant Output
		6–7	Off Constant Output
		8–9	Silent 1 Constant Output
		10–11	Silent 2 Constant Output
		12–13	600 Hz
		14–15	1200 Hz
		16–17	2000 Hz
		18–19	4000 Hz
		20–21	6000 Hz
		22–23	25 kHz
		24–25	36 kHz
		26–27	Auto Dynamic Output
		28–29	On Dynamic Output
		30–31	Off Dynamic Output
		32–33	Silent 1 Dynamic Output

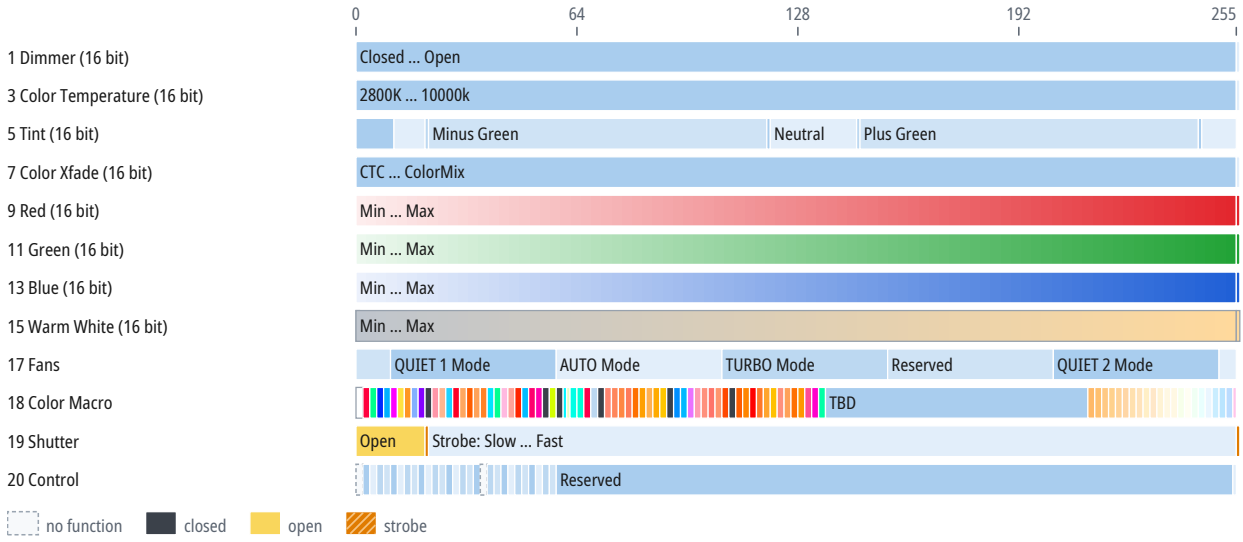
CH	Function	DMX	Description
12	Control (continued)	34–35	Silent 2 Dynamic Output
		36–37	Dimmer Mode: Off
		38–39	Mode 1
		40–41	Mode 2
		42–43	Mode 3
		44–45	Linear
		46–47	S-Curve
		48–49	Square Law
		50–51	Inverse Square Law
		52–53	High Res@Low
		54–55	DIMMER END SNAP OFF @ END
		56–57	DIMMER END FADE OFF @ END
		58–253	Reserved
		254–255	Reset All Control Channel

Mode Film_20ch

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; CH 19 Shutter at 0–19 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



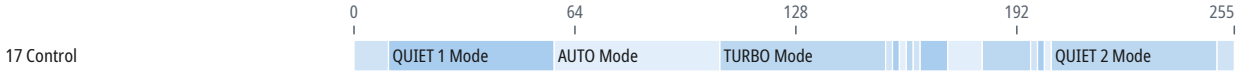
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2800K ... 10000k
		255	10000k
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint	0	Neutral

CH	Function	DMX	Description
5	Tint (continued)	0–11	Neutral 1
		11–21	Full Minus
		21–120	Minus Green
		120–146	Neutral
		146–245	Plus Green
		245–255	Full Plus
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color Xfade	0–255	CTC ... ColorMix
		255	ColorMix
8	Color Xfade Fine	0–255	Fine adjustment of CH 7
9	Red		Same as CH 3 in the mode “15ch_Theatre” (p. 17)
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green		Same as CH 5 in the mode “15ch_Theatre” (p. 17)
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue		Same as CH 7 in the mode “15ch_Theatre” (p. 17)
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Warm White		Same as CH 9 in the mode “15ch_Theatre” (p. 17)
16	Warm White Fine	0–255	Fine adjustment of CH 15
17	Fans		Same as CH 9 in the mode “Film_12ch” (p. 32)
18	Color Macro		Same as CH 10 in the mode “Film_12ch” (p. 32)
19	Shutter		Same as CH 11 in the mode “Film_12ch” (p. 34)
20	Control		Same as CH 12 in the mode “Film_12ch” (p. 34)

Mode Film_17ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 9 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 9 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Color Temperature 1		CTC Pixel 1
		0	2800K
		1–254	2800K ... 10000K
		255	10000K
3	Tint 1	0	Neutral 1 Pixel: Neutral
		1–10	Neutral 1 Pixel 1
		11–20	FullMinus

CH	Function	DMX	Description
3	Tint 1 (continued)	21–119	MinusGreen
		120–145	Neutral Pixel: Neutral
		146–244	PlusGreen
		245–255	FullPlus
4	Color Xfade 1		Color Xfade Pixel 1
		0	CTC Pixel 1
		1–254	CTC Pixel 1 ... ColorMix Pixel 1
		255	ColorMix Pixel 1
5	Red 1		Same as CH 4 in the mode “Pixel 2V” (p. 28)
6	Green 1		Same as CH 5 in the mode “Pixel 2V” (p. 29)
7	Blue 1		Same as CH 6 in the mode “Pixel 2V” (p. 29)
8	Warm White 1		Same as CH 7 in the mode “Pixel 2V” (p. 29)
9	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
10	Color Temperature 2		CTC Pixel 1
		0	2800K
		1–254	2800K ... 10000K
		255	10000K
11	Tint 2	0	Neutral 1 Pixel: Neutral
		1–10	Neutral 1 Pixel 1
		11–20	FullMinus
		21–119	MinusGreen
		120–145	Neutral Pixel: Neutral
		146–244	PlusGreen
		245–255	FullPlus
12	Color Xfade 2		Color Xfade Pixel 1
		0	CTC Pixel 1
		1–254	CTC Pixel 1 ... ColorMix Pixel 1
		255	ColorMix Pixel 1
13	Red 2		Same as CH 8 in the mode “Pixel 2V” (p. 29)
14	Green 2		Same as CH 9 in the mode “Pixel 2V” (p. 29)
15	Blue 2		Same as CH 10 in the mode “Pixel 2V” (p. 29)
16	Warm White 2		Same as CH 11 in the mode “Pixel 2V” (p. 29)
17	Control	0–9	AsFromMenu
		10–57	QUIET 1 Mode
		58–105	AUTO Mode
		106–153	TURBO Mode
		154–155	AUTO Mode (Constant Output)
		156–157	SILENT 1 Mode (Constant Output)
		158–159	SILENT 2 Mode (Constant Output)
		160–161	HIGH Mode (Constant Output)

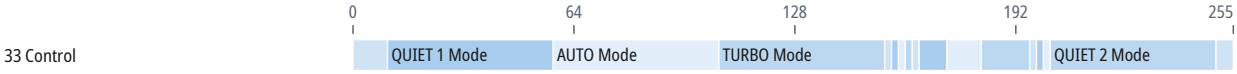
CH	Function	DMX	Description
17	Control (continued)	162–163	OFF Mode (Constant Output)
		164–171	Dimmer Mode
		172–181	Dimmer Curve
		182–195	LEDFrequency (600–36000 Hz)
		196–197	DIMMER END SNAP OFF @ END
		198–199	Reset All Control Channel
		200–201	DIMMER END FADE OFF @ END
		202–249	QUIET 2 Mode
		250–255	OFF Mode

Mode Film_33ch_2Pix

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 17 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 17 Dimmer 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 1		CTC Pixel 1
		0–255	2800K … 10000K
		255	10000K
4	Color Temperature 1 Fine	0–255	Fine adjustment of CH 3
5	Tint 1	0	Neutral 1 Pixel: Neutral
		0–11	Neutral 1 Pixel 1
		11–20	FullMinus
		20–21	Full Minus Pixel 1
		21–119	MinusGreen
		119–120	Minus Green Pixel 1
		120–145	Neutral Pixel: Neutral
		145–146	Neutral Pixel 1
		146–244	PlusGreen
		244–245	Plus Green Pixel 1
		245–255	FullPlus
6	Tint 1 Fine	0–255	Fine adjustment of CH 5
7	Color Xfade 1		Color Xfade Pixel 1
		0–255	CTC Pixel 1 … ColorMix Pixel 1
		255	ColorMix Pixel 1

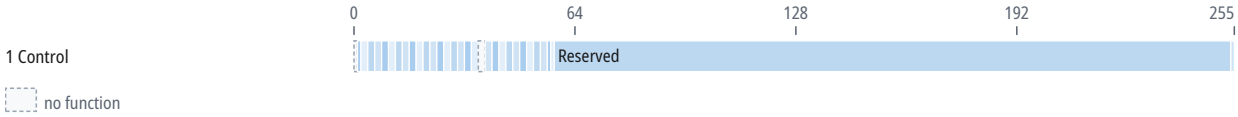
CH	Function	DMX	Description
8	Color Xfade 1 Fine	0–255	Fine adjustment of CH 7
9	Red 1	0–255	Min ... Max
		255	Max
10	Red 1 Fine	0–255	Fine adjustment of CH 9
11	Green 1	0–255	Min ... Max
		255	Max
12	Green 1 Fine	0–255	Fine adjustment of CH 11
13	Blue 1	0–255	Min ... Max
		255	Max
14	Blue 1 Fine	0–255	Fine adjustment of CH 13
15	Warm White 1	0–255	Min ... Max
		255	Max
16	Warm White 1 Fine	0–255	Fine adjustment of CH 15
17	Dimmer 2	0–255	Closed ... Open
		255	Open
18	Dimmer 2 Fine	0–255	Fine adjustment of CH 17
19	Color Temperature 2		CTC Pixel 1
		0–255	2800K ... 10000K
		255	10000K
20	Color Temperature 2 Fine	0–255	Fine adjustment of CH 19
21	Tint 2	0	Neutral 1 Pixel: Neutral
		0–11	Neutral 1 Pixel 1
		11–20	FullMinus
		20–21	Full Minus Pixel 1
		21–119	MinusGreen
		119–120	Minus Green Pixel 1
		120–145	Neutral Pixel: Neutral
		145–146	Neutral Pixel 1
		146–244	PlusGreen
		244–245	Plus Green Pixel 1
		245–255	FullPlus
22	Tint 2 Fine	0–255	Fine adjustment of CH 21
23	Color Xfade 2		Color Xfade Pixel 1
		0–255	CTC Pixel 1 ... ColorMix Pixel 1
		255	ColorMix Pixel 1
24	Color Xfade 2 Fine	0–255	Fine adjustment of CH 23
25	Red 2	0–255	Min ... Max
		255	Max
26	Red 2 Fine	0–255	Fine adjustment of CH 25
27	Green 2	0–255	Min ... Max
		255	Max
28	Green 2 Fine	0–255	Fine adjustment of CH 27

CH	Function	DMX	Description
29	Blue 2	0–255	Min ... Max
		255	Max
30	Blue 2 Fine	0–255	Fine adjustment of CH 29
31	Warm White 2	0–255	Min ... Max
		255	Max
32	Warm White 2 Fine	0–255	Fine adjustment of CH 31
33	Control		Same as CH 17 in the mode “Film_17ch” (p. 37)

Mode Film_33ch_4Pix

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Dimmer 1 above 0; CH 10 Dimmer 2 above 0; CH 18 Dimmer 3 above 0; CH 26 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 1 255, CH 10 Dimmer 2 255, CH 18 Dimmer 3 255, CH 26 Dimmer 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Control		Same as CH 21 in the mode “21ch_Theatre” (p. 23)
2	Dimmer 1		Same as CH 1 in the mode “Film_17ch” (p. 36)
3	Color Temperature 1	0	2800K
		1–254	2800K ... 10000k
		255	10000k
4	Tint 1	0	Neutral_1: Neutral
		1–10	Neutral_1
		11–133	Minus Green
		134	Neutral_2: Neutral
		135–255	Plus Green
5	Color Xfade 1	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix
6	Red 1		Same as CH 4 in the mode “Pixel 2V” (p. 28)
7	Green 1		Same as CH 5 in the mode “Pixel 2V” (p. 29)
8	Blue 1		Same as CH 6 in the mode “Pixel 2V” (p. 29)
9	Warm White 1		Same as CH 7 in the mode “Pixel 2V” (p. 29)
10	Dimmer 2		Same as CH 9 in the mode “Film_17ch” (p. 37)
11	Color Temperature 2	0	2800K
		1–254	2800K ... 10000k
		255	10000k
12	Tint 2	0	Neutral_1: Neutral
		1–10	Neutral_1

CH	Function	DMX	Description
12	Tint 2 (continued)	11–133	Minus Green
		134	Neutral_2: Neutral
		135–255	Plus Green
13	Color Xfade 2	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix
14	Red 2		Same as CH 8 in the mode “Pixel 2V” (p. 29)
15	Green 2		Same as CH 9 in the mode “Pixel 2V” (p. 29)
16	Blue 2		Same as CH 10 in the mode “Pixel 2V” (p. 29)
17	Warm White 2		Same as CH 11 in the mode “Pixel 2V” (p. 29)
18	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
19	Color Temperature 3	0	2800K
		1–254	2800K ... 10000k
		255	10000k
20	Tint 3	0	Neutral_1: Neutral
		1–10	Neutral_1
		11–133	Minus Green
		134	Neutral_2: Neutral
		135–255	Plus Green
21	Color Xfade 3	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix
22	Red 3		Same as CH 12 in the mode “Pixel 4” (p. 30)
23	Green 3		Same as CH 13 in the mode “Pixel 4” (p. 30)
24	Blue 3		Same as CH 14 in the mode “Pixel 4” (p. 30)
25	Warm White 3		Same as CH 15 in the mode “Pixel 4” (p. 30)
26	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open
27	Color Temperature 4	0	2800K
		1–254	2800K ... 10000k
		255	10000k
28	Tint 4	0	Neutral_1: Neutral
		1–10	Neutral_1
		11–133	Minus Green
		134	Neutral_2: Neutral
		135–255	Plus Green
29	Color Xfade 4	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix

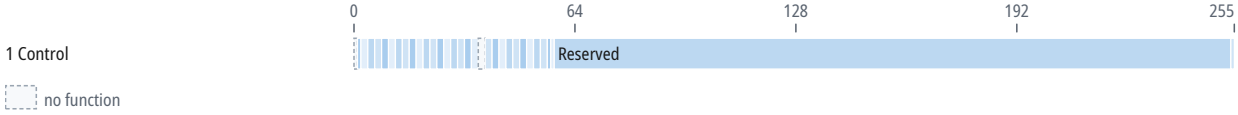
CH	Function	DMX	Description
30	Red 4		Same as CH 16 in the mode “Pixel 4” (p. 30)
31	Green 4		Same as CH 17 in the mode “Pixel 4” (p. 31)
32	Blue 4		Same as CH 18 in the mode “Pixel 4” (p. 31)
33	Warm White 4		Same as CH 19 in the mode “Pixel 4” (p. 31)

Mode Film_65ch_4Pix

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 2 Dimmer 1 above 0; CH 18 Dimmer 2 above 0; CH 34 Dimmer 3 above 0; CH 50 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 1 255, CH 18 Dimmer 2 255, CH 34 Dimmer 3 255, CH 50 Dimmer 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Control		Same as CH 21 in the mode “21ch_Theatre” (p. 23)
2	Dimmer 1		Same as CH 1 in the mode “Film_33ch_2Pix” (p. 38)
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Color Temperature 1	0–255	2800K ... 10000k
		255	10000k
5	Color Temperature 1 Fine	0–255	Fine adjustment of CH 4
6	Tint 1	0	Neutral_1: Neutral
		0–11	Neutral_1
		11–134	Minus Green
		134	Neutral_2: Neutral
		134–135	Neutral_2
		135–255	Plus Green
7	Tint 1 Fine	0–255	Fine adjustment of CH 6
8	Color Xfade 1	0–255	CTC ... ColorMix
		255	ColorMix
9	Color Xfade 1 Fine	0–255	Fine adjustment of CH 8
10	Red 1		Same as CH 9 in the mode “Film_33ch_2Pix” (p. 39)
11	Red 1 Fine	0–255	Fine adjustment of CH 10
12	Green 1		Same as CH 11 in the mode “Film_33ch_2Pix” (p. 39)
13	Green 1 Fine	0–255	Fine adjustment of CH 12
14	Blue 1		Same as CH 13 in the mode “Film_33ch_2Pix” (p. 39)
15	Blue 1 Fine	0–255	Fine adjustment of CH 14
16	Warm White 1		Same as CH 15 in the mode “Film_33ch_2Pix” (p. 39)
17	Warm White 1 Fine	0–255	Fine adjustment of CH 16
18	Dimmer 2		Same as CH 17 in the mode “Film_33ch_2Pix” (p. 39)

CH	Function	DMX	Description
19	Dimmer 2 Fine	0–255	Fine adjustment of CH 18
20	Color Temperature 2	0–255	2800K ... 10000k
		255	10000k
21	Color Temperature 2 Fine	0–255	Fine adjustment of CH 20
22	Tint 2	0	Neutral_1: Neutral
		0–11	Neutral_1
		11–134	Minus Green
		134	Neutral_2: Neutral
		134–135	Neutral_2
		135–255	Plus Green
23	Tint 2 Fine	0–255	Fine adjustment of CH 22
24	Color Xfade 2	0–255	CTC ... ColorMix
		255	ColorMix
25	Color Xfade 2 Fine	0–255	Fine adjustment of CH 24
26	Red 2		Same as CH 25 in the mode “Film_33ch_2Pix” (p. 39)
27	Red 2 Fine	0–255	Fine adjustment of CH 26
28	Green 2		Same as CH 27 in the mode “Film_33ch_2Pix” (p. 39)
29	Green 2 Fine	0–255	Fine adjustment of CH 28
30	Blue 2		Same as CH 29 in the mode “Film_33ch_2Pix” (p. 40)
31	Blue 2 Fine	0–255	Fine adjustment of CH 30
32	Warm White 2		Same as CH 31 in the mode “Film_33ch_2Pix” (p. 40)
33	Warm White 2 Fine	0–255	Fine adjustment of CH 32
34	Dimmer 3	0–255	Closed ... Open
		255	Open
35	Dimmer 3 Fine	0–255	Fine adjustment of CH 34
36	Color Temperature 3	0–255	2800K ... 10000k
		255	10000k
37	Color Temperature 3 Fine	0–255	Fine adjustment of CH 36
38	Tint 3	0	Neutral_1: Neutral
		0–11	Neutral_1
		11–134	Minus Green
		134	Neutral_2: Neutral
		134–135	Neutral_2
		135–255	Plus Green
39	Tint 3 Fine	0–255	Fine adjustment of CH 38
40	Color Xfade 3	0–255	CTC ... ColorMix
		255	ColorMix
41	Color Xfade 3 Fine	0–255	Fine adjustment of CH 40
42	Red 3	0–255	Min ... Max
		255	Max
43	Red 3 Fine	0–255	Fine adjustment of CH 42
44	Green 3	0–255	Min ... Max

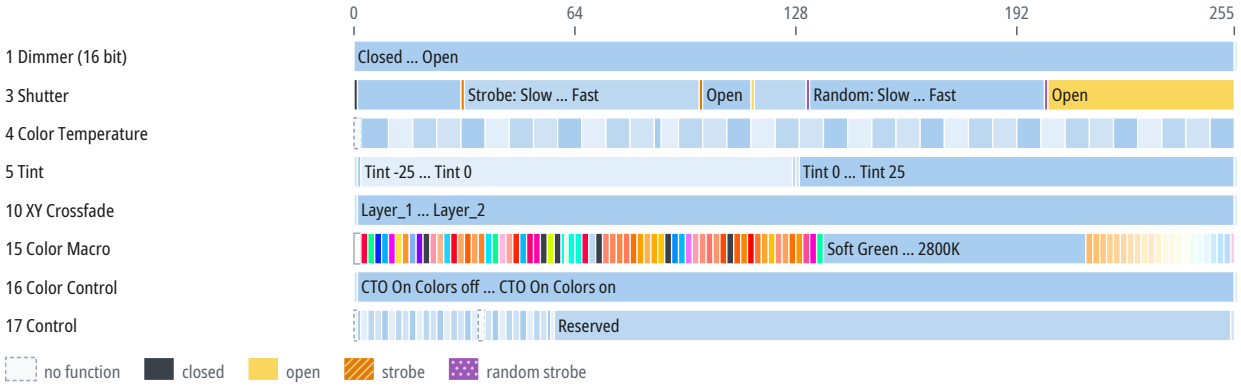
CH	Function	DMX	Description
44	Green 3 (continued)	255	Max
45	Green 3 Fine	0–255	Fine adjustment of CH 44
46	Blue 3	0–255	Min … Max
		255	Max
47	Blue 3 Fine	0–255	Fine adjustment of CH 46
48	Warm White 3	0–255	Min … Max
		255	Max
49	Warm White 3 Fine	0–255	Fine adjustment of CH 48
50	Dimmer 4	0–255	Closed … Open
		255	Open
51	Dimmer 4 Fine	0–255	Fine adjustment of CH 50
52	Color Temperature 4	0–255	2800K … 10000k
		255	10000k
53	Color Temperature 4 Fine	0–255	Fine adjustment of CH 52
54	Tint 4	0	Neutral_1: Neutral
		0–11	Neutral_1
		11–134	Minus Green
		134	Neutral_2: Neutral
		134–135	Neutral_2
		135–255	Plus Green
55	Tint 4 Fine	0–255	Fine adjustment of CH 54
56	Color Xfade 4	0–255	CTC … ColorMix
		255	ColorMix
57	Color Xfade 4 Fine	0–255	Fine adjustment of CH 56
58	Red 4	0–255	Min … Max
		255	Max
59	Red 4 Fine	0–255	Fine adjustment of CH 58
60	Green 4	0–255	Min … Max
		255	Max
61	Green 4 Fine	0–255	Fine adjustment of CH 60
62	Blue 4	0–255	Min … Max
		255	Max
63	Blue 4 Fine	0–255	Fine adjustment of CH 62
64	Warm White 4	0–255	Min … Max
		255	Max
65	Warm White 4 Fine	0–255	Fine adjustment of CH 64

Mode 17ch_XY

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; CH 3 Shutter at 101–130 or 201–255 “Open”. 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 “5ch-1_Theatre” (p. 14)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “5ch-2_Theatre” (p. 14)
4	Color Temperature	0–1	No function
		2–9	2800K - 3000K (2800–2999 K)
		10–16	3000K - 3200K (3000–3199 K)
		17–23	3200K - 3400K (3200–3399 K)
		24–30	3400K - 3600K (3400–3599 K)
		31–37	3600K - 3800K (3600–3799 K)
		38–44	3800K - 4000K (3800–3999 K)
		45–51	4000K - 4200K (4000–4199 K)
		52–58	4200K - 4400K (4200–4399 K)
		59–65	4400K - 4600K (4400–4599 K)
		66–72	4600K - 4800K (4600–4799 K)
		73–79	4800K - 5000K (4800–4999 K)
		80–86	5000K - 5200K (5000–5199 K)
		87–88	5000K - 5200K ... 5200K - 5400K
		89–93	5200K - 5400K (5200–5399 K)
		94–100	5400K - 5600K (5400–5599 K)
		101–107	5600K - 5800K (5600–5799 K)
		108–114	5800K - 6000K (5800–5999 K)
		115–121	6000K - 6200K (6000–6199 K)
		122–128	6200K - 6400K (6200–6399 K)
		129–135	6400K - 6600K (6400–6599 K)
		136–142	6600K - 6800K (6600–6799 K)

CH	Function	DMX	Description
4	Color Temperature (continued)	143–149	6800K - 7000K (6800–6999 K)
		150–156	7000K - 7200K (7000–7199 K)
		157–163	7200K - 7400K (7200–7399 K)
		164–170	7400K - 7600K (7400–7599 K)
		171–177	7600K - 7800K (7600–7799 K)
		178–184	7800K - 8000K (7800–7999 K)
		185–191	8000K - 8200K (8000–8199 K)
		192–198	8200K - 8400K (8200–8399 K)
		199–205	8400K - 8600K (8400–8599 K)
		206–212	8600K - 8800K (8600–8799 K)
		213–219	8800K - 9000K (8800–8999 K)
		220–226	9000K - 9200K (9000–9199 K)
		227–233	9200K - 9400K (9200–9399 K)
		234–240	9400K - 9600K (9400–9599 K)
		241–247	9600K - 9800K (9600–9799 K)
		248–255	9800K - 10000K (9800–10000 K)
5	Tint		Same as CH 3 in the mode “4ch_Theatre” (p. 13)
6	CIE X 1	0–255	Min ... Max
		255	Max
7	CIE X 1 Fine	0–255	Fine adjustment of CH 6
8	CIE Y 1	0–255	Min ... Max
		255	Max
9	CIE Y 1 Fine	0–255	Fine adjustment of CH 8
10	XY Crossfade		Crossfade XY Layer 1-Layer 2
		0	Layer_1
		1–254	Layer_1 ... Layer_2
		255	Layer_2
11	CIE X 2	0–255	Min ... Max
		255	Max
12	CIE X 2 Fine	0–255	Fine adjustment of CH 11
13	CIE Y 2	0–255	Min ... Max
		255	Max
14	CIE Y 2 Fine	0–255	Fine adjustment of CH 13
15	Color Macro	0–1	Open
		2–3	Red
		4–5	Green
		6–7	Blue
		8–9	Cyan
		10–11	Magenta
		12–13	Yellow
		14–15	Dirty White
		16–17	Alice Blue

CH	Function	DMX	Description
15	Color Macro (continued)	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
		90–91	Dark Yellow Green
		92–93	Just Blue
		94–95	Sky Blue
		96–97	Lavender
		98–99	Light Lavender

CH	Function	DMX	Description
15	Color Macro (continued)	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	Soft Green ... 2800K
		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
		248–249	8000K
		250–251	9000K
		252–253	10000K

CH	Function	DMX	Description
15	Color Macro (continued)	254–255	Full On
16	Color Control		Same as CH 16 in the mode “17ch_Theatre” (p. 19)
17	Control		Same as CH 21 in the mode “21ch_Theatre” (p. 23)

10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x15D0, device model ID 0xD001)
Power connectors	powerCON TRUE1 IN/OUT
Weight	10.5 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–10000 K
Strobe frequency	0.5–30 Hz
LED frequency	600–36000 Hz

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.