DMX REFERENCE

HaluStripDUO

Prolights



Manufacturer	Prolights
GDTF file	Prolights_HaluStripDUO_148359.gdtf
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1 About this manual

This document describes the HaluStripDUO by Prolights. It was compiled from the GDTF file Prolights_HaluStripDUO_148359.gdtf from the GDTF-Share library.

File revision: “Rev 022 - ControlChannel fixed”.

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	8.5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic_12ch	12	42	1, 13, 25, 37, ...
Basic_12ch+Beam_14ch	26	19	1, 27, 53, 79, ...
Standard_21ch	21	24	1, 22, 43, 64, ...
Standard_21ch+Beam_14ch	35	14	1, 36, 71, 106, ...
FX1_28ch	28	18	1, 29, 57, 85, ...
FX1_28ch+Beam_14ch	42	12	1, 43, 85, 127, ...
FX2_32ch	32	16	1, 33, 65, 97, ...
FX2_32ch+Beam_14ch	46	11	1, 47, 93, 139, ...
FX3_39ch	39	13	1, 40, 79, 118, ...
FX3_39ch+Beam_14ch	53	9	1, 54, 107, 160, ...
Extended_42ch	42	12	1, 43, 85, 127, ...
Extended_42ch+Beam_14ch	56	9	1, 57, 113, 169, ...
Basic Sectors_81ch	81	6	1, 82, 163, 244, ...
14 Beam	14	36	1, 15, 29, 43, ...
Single Beam	1	512	1, 2, 3, 4, ...
Pixels 3x3_56ch	56	9	1, 57, 113, 169, ...
Pixels 3x1_168ch	168	3	1, 169, 337
Pixels_504ch	504	1	1
Pixels+Beam_518ch	1022	–	–
Pixels RGB_378ch	378	1	1
Pixels RGB + Beams_392ch	392	1	1
14 Beam + Strobe	15	34	1, 16, 31, 46, ...



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

“100cm dual layer LED bar with 14x 2700K 4° Beams + 3x42 RGBWW pixels IP65. The HaluStrip DUO is a dual layer LED strip that seamlessly integrates lighting and video capabilities into a modular design. This twin-source unit offers high-power, long-throw white beams alongside high-brightness video and strobe features, with full pixel-level control. This integration facilitates diverse and dynamic lighting setups, suitable for a variety of professional stages and TV applications.”

5 Installation

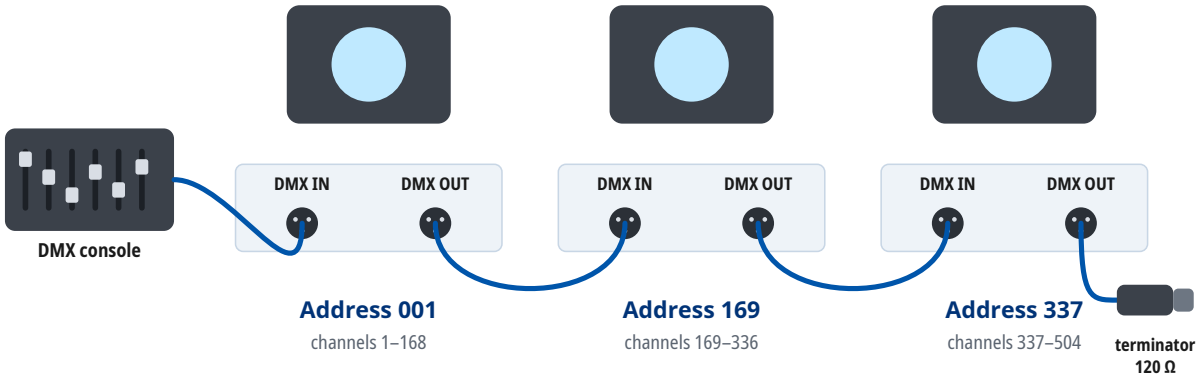
⚠ **WARNING**

- 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: 8.5 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 Pixels 3x1_168ch: every unit occupies 168 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 “Pixels+Beam_518ch”: 1022.
- 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.
- 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.

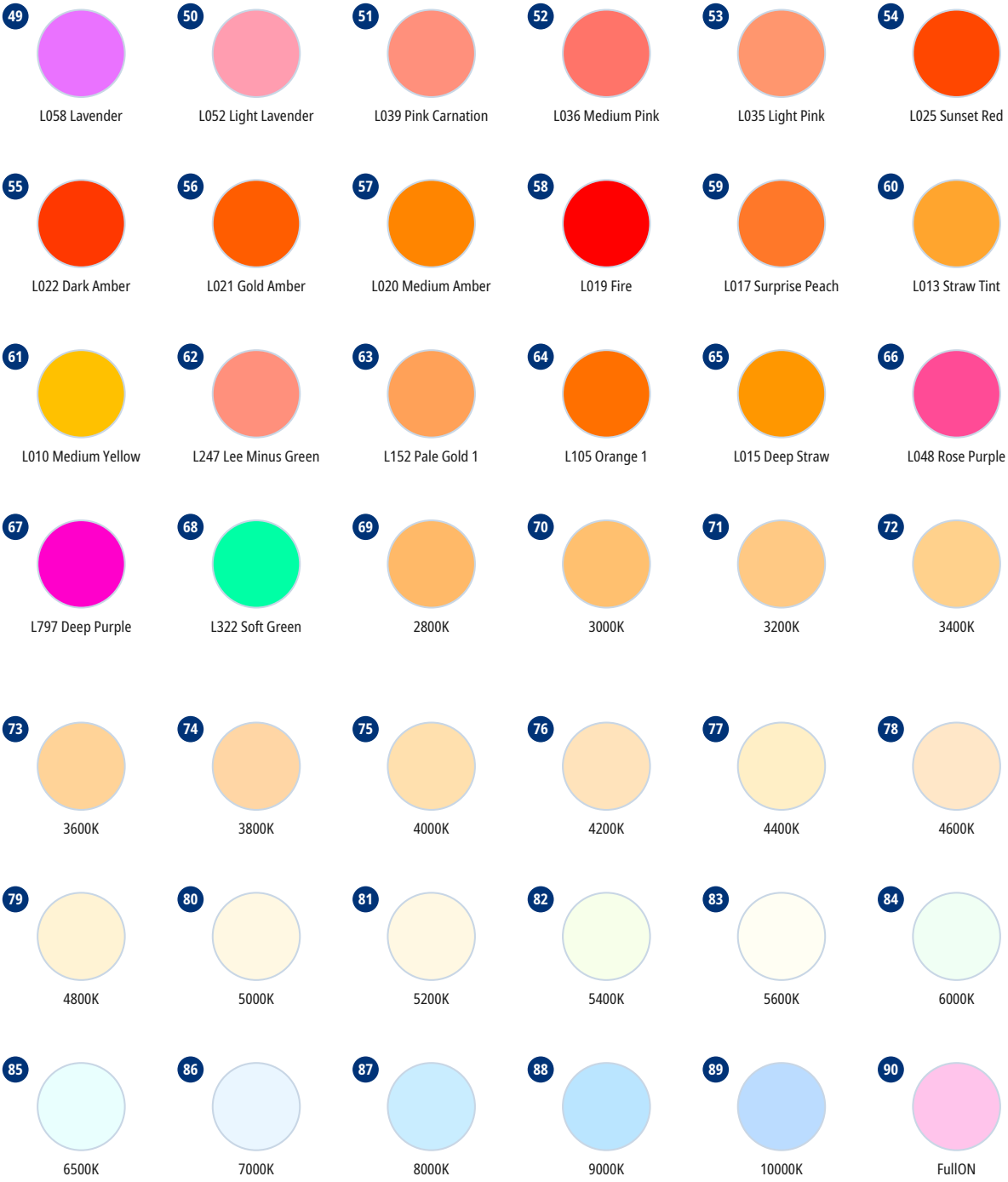
8 Functions at a glance

Functions in each DMX mode

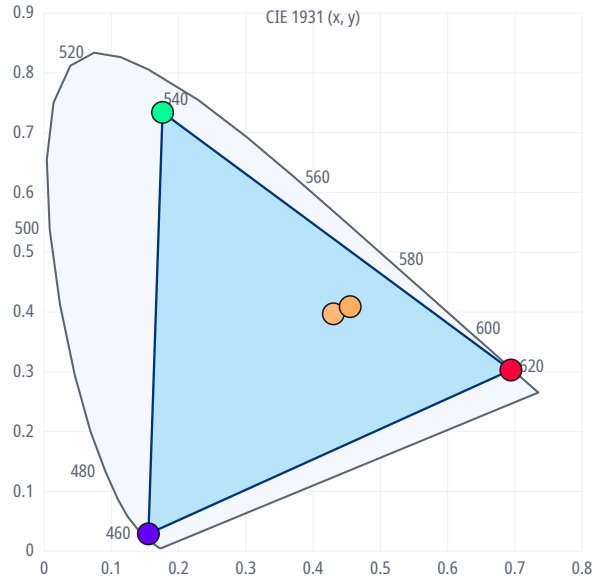
	Basic_12ch 12 channels	Basic_12ch+Beam_14ch 26 channels	Standard_21ch 21 channels	Standard_21ch+Beam_14ch 35 channels	FX1_28ch 28 channels	FX1_28ch+Beam_14ch 42 channels	FX2_32ch 32 channels	FX2_32ch+Beam_14ch 46 channels
Dimmer	1, 7	1, 7, 13–26	1, 12	1, 12, 22–35	4 channels (1–23)	18 channels (1–42)	4 channels (1–23)	18 channels (1–46)
Dimmer resolution	8 bit	8 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe	2, 8	2, 8	3, 14	3, 14	4 channels (3–24)	4 channels (3–24)	4 channels (3–24)	4 channels (3–24)
Color mixing	3–6	3–6	4× (4–10)	4× (4–10)	4× (7–13)	4× (7–13)	8 channels (7–28)	8 channels (7–28)
Color temperature			16	16				
Effects / macros	9	9	15	15	18–22, 25	18–22, 25	18–22, 29	18–22, 29
Pixel control		14 cells		14 cells	✓	14 cells	✓	14 cells

Color wheel


1 Open
2 Red
3 Green
4 Blue
5 Cyan
6 Magenta
7 Yellow
8 L744 Dirty White
9 L197 Alice Blue
10 L181 Congo Blue
11 L174 Dark Steel Blue
12 L170 Deep Lavender
13 L169 Lilac Tint
14 L165 Daylight Blue
15 L164 Flame Red
16 L162 Bastard Amber
17 L158 Deep Orange
18 L152 Pale Gold
19 L147 Apricot
20 L141 Bright Blue
21 L139 Primary Green
22 L137 Special Lavender
23 L136 Pale Lavender
24 L135 Deep Golden Amber
25 L132 Medium Blue
26 L128 Bright Pink
27 L126 Mauve
28 L124 Dark Green
29 L121 Lee Green
30 L119 Dark Blue
31 L118 Light Blue
32 L117 Steel Blue
33 L116 Medium Blue-Green
34 L115 Peacock Blue
35 L113 Magenta
36 L111 Dark Pink
37 L110 Middle Rose
38 L109 Light Salmon
39 L108 English Rose
40 L107 Light Rose
41 L105 Orange
42 L104 Deep Amber
43 L103 Straw
44 L102 Light Amber
45 L100 Spring Yellow
46 L090 Dark Yellow Green
47 L079 Just Blue
48 L068 Sky Blue


49 L058 Lavender
50 L052 Light Lavender
51 L039 Pink Carnation
52 L036 Medium Pink
53 L035 Light Pink
54 L025 Sunset Red
55 L022 Dark Amber
56 L021 Gold Amber
57 L020 Medium Amber
58 L019 Fire
59 L017 Surprise Peach
60 L013 Straw Tint
61 L010 Medium Yellow
62 L247 Lee Minus Green
63 L152 Pale Gold 1
64 L105 Orange 1
65 L015 Deep Straw
66 L048 Rose Purple
67 L797 Deep Purple
68 L322 Soft Green
69 2800K
70 3000K
71 3200K
72 3400K
73 3600K
74 3800K
75 4000K
76 4200K
77 4400K
78 4600K
79 4800K
80 5000K
81 5200K
82 5400K
83 5600K
84 6000K
85 6500K
86 7000K
87 8000K
88 9000K
89 10000K
90 FullON

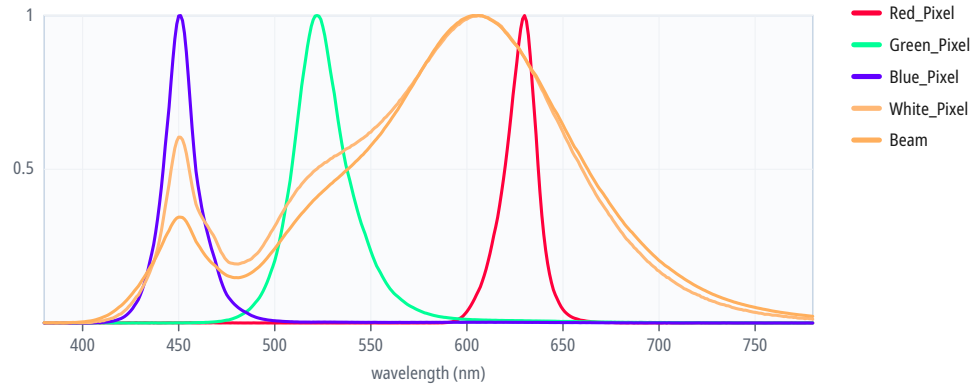
LED colors and the colors they mix



LED	x	y	nm
Red_Pixel	0.694	0.303	623
Green_Pixel	0.176	0.734	529
Blue_Pixel	0.155	0.029	454
White_Pixel	0.430	0.397	
Beam	0.455	0.409	

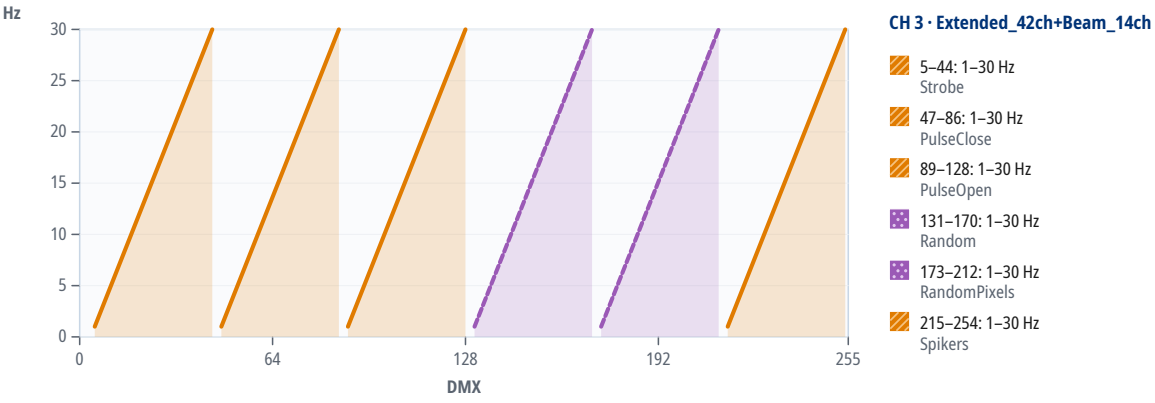
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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)

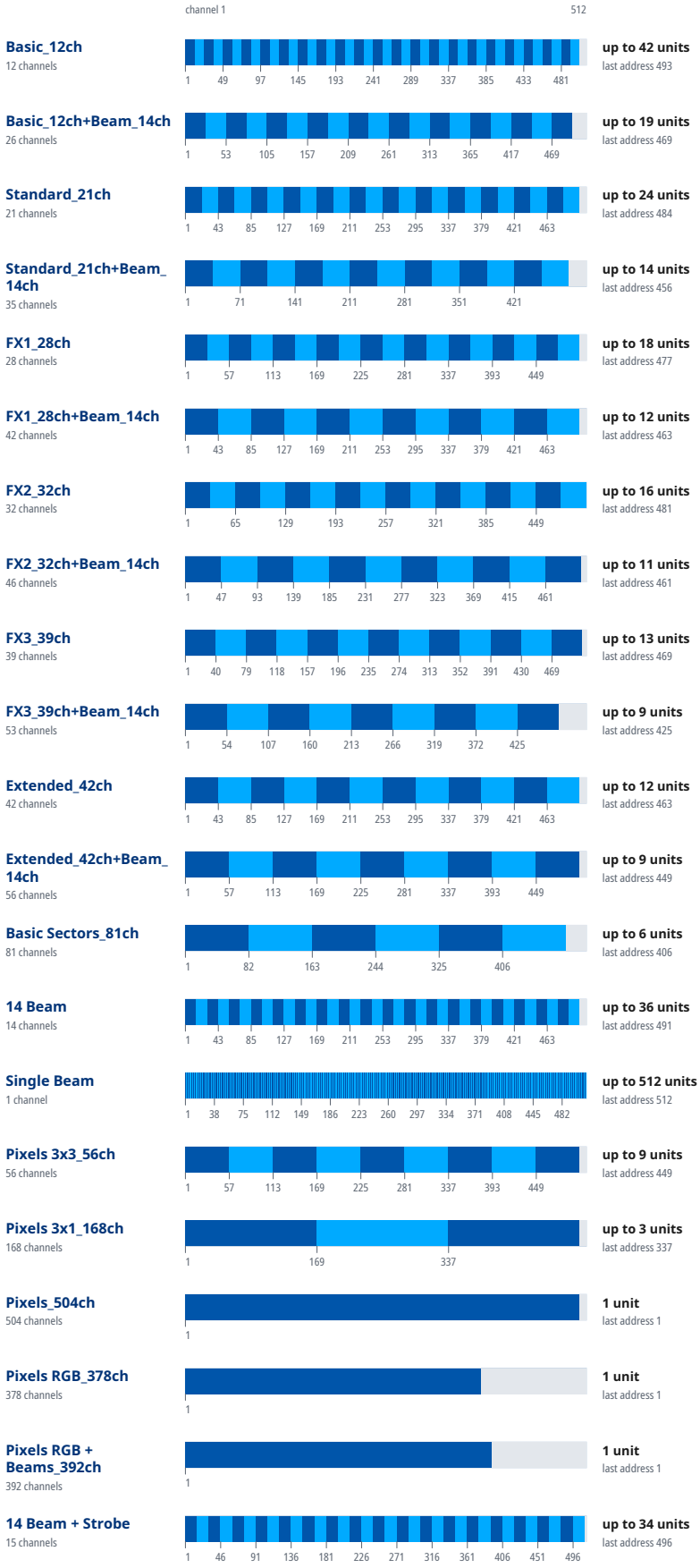


126 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “Extended_42ch+Beam_14ch”.

9 DMX channels

Mode	Channels
Pixels+Beam_518ch	1022

Units in one DMX universe



Start addresses of 20 units in the mode “Pixels_504ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U6 · 1	11	U11 · 1	16	U16 · 1
2	U2 · 1	7	U7 · 1	12	U12 · 1	17	U17 · 1
3	U3 · 1	8	U8 · 1	13	U13 · 1	18	U18 · 1
4	U4 · 1	9	U9 · 1	14	U14 · 1	19	U19 · 1
5	U5 · 1	10	U10 · 1	15	U15 · 1	20	U20 · 1

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 Basic_12ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 7 Dimmer 2 above 0; CH 8 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Warm White 255, CH 7 Dimmer 2 255, CH 8 Shutter 2 255, CH 9 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed … Open
		255	Open
2	Shutter 1	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)
		87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
3	Red	0	Min
		1–254	Min … Max
		255	Max
4	Green	0	Min
		1–254	Min … Max
		255	Max
5	Blue	0	Min
		1–254	Min … Max
		255	Max
6	Warm White	0	Min

CH	Function	DMX	Description
6	Warm White (continued)	1–254	Min … Max
		255	Max
7	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
8	Shutter 2	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)
		87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
9	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

CH	Function	DMX	Description
9	Color Macro (continued)	48–49	Medium Blue
		50–51	Bright Pink
		52–53	Mauve
		54–55	Dark Green
		56–57	Lee Green
		58–59	Dark Blue
		60–61	Light Blue
		62–63	Steel Blue
		64–65	Medium Blue-Green
		66	Peacock Blue
		67	Peacock Blue ... Magenta
		68–69	Magenta
		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

CH	Function	DMX	Description
9	Color Macro (continued)	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
		248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full On
10	PRTCL 1<>PRTCL 2		Protocols Crossfade
		0	Protocol 1
		1–254	Protocol 1 ... Protocol 2
		255	Protocol 2
11	MAIN <> PIXELS		Crossfade from Main to Pixels
		0	Main
		1–254	Main ... Pixels
		255	Pixels
12	Control	0–1	No function
		2–3	Dsiplay Always ON
		4–5	Display OFF 10s
		6–7	Display OFF 20s
		8–9	Display OFF 30s
		10–11	Flip Display ON
		12–13	Flip Display OFF
		14–15	KeyLock ON

CH	Function	DMX	Description
12	Control (continued)	16–17	KeyLock OFF
		18–19	Dim Curve Main_PIXELS: Linear
		20–21	Dim Curve Main_PIXELS: S-Curve
		22–23	Dim Curve Main_PIXELS: Square Law
		24–25	Dim Curve Main_PIXELS: Inverse Square Law
		26–27	Dim Curve Main_PIXELS: HighRes@LOW
		28–29	Dim Speed Main_PIXELS: Auto
		30–31	Dim Speed Main_PIXELS: Fast
		32–33	Dim Speed Main_PIXELS: Medium
		34–35	Dim Speed Main_PIXELS: Slow
		36–37	Dim Speed Main_PIXELS: OFF
		38–39	Dim Curve Main_Beam: Linear
		40–41	Dim Curve Main_Beam: S-Curve
		42–43	Dim Curve Main_Beam: Square Law
		44–45	Dim Curve Main_Beam: Inverse Square Law
		46–47	Dim Curve Main_Beam: HighRes@LOW
		48–49	Tungsten
		50–51	Dim Speed Main_Beam: Auto
		52–53	Dim Speed Main_Beam: Fast
		54–55	Dim Speed Main_Beam: Medium
		56–57	Dim Speed Main_Beam: Slow
		58–59	Dim Speed Main_Beam: OFF
		60–61	Fade @ END
		62–63	Snap @ END
		64–65	3200K
		66–67	4000K
		68–69	5600K
		70–71	6000K
		72–73	8000K
		74–75	White Point: OFF
		76–77	600Hz
		78–79	1200Hz
		80–81	2000Hz
		82–83	4000Hz
		84–85	6000Hz
		86–87	25kHz
		88–89	Hold
		90–91	BlackOut
		92–93	StandAlone
		94–95	Emergency
		96–97	Invert Mapping: OFF
		98–99	RESERVED

CH	Function	DMX	Description
12	Control (continued)	100–101	CW 180
		102–103	RESERVED
		104–105	Master
		106–107	Master NO Dmx
		108–109	Slave
		110–111	MainPixel_TourFX
		112–113	MainPixel_CCT
		114–115	MainPixel_HSI
		116–117	MainPixel_FixedColors
		118–119	MainPixel_WhitePresets
		120–121	MainPixel_OFF
		122–123	MainPixel_ColorMacros
		124–125	MainPixel_ManualColors
		126–127	MainBeam_OFF
		128–129	MainBeam_TourFX
		130–131	MainBeam_Static
		132–133	Dynamic
		134–135	50% PIXEL - 50% BEAM
		136–137	70% PIXEL - 30% BEAM
		138–139	30% PIXEL - 70% BEAM
		140–199	No function
		200–201	Reset FX
		202–249	No Feature 1_2
		250–251	Reset Dimmer Setting
		252–253	Reset All Channel Controlled
		254–255	No function

Mode Basic_12ch+Beam_14ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 7 Dimmer 2 above 0; CH 8 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 13 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Warm White 255, CH 7 Dimmer 2 255, CH 8 Shutter 2 255, CH 9 Color Macro 0, CH 13 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Basic_12ch” (p. 12)
2	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
3	Red		Same as CH 3 in the mode “Basic_12ch” (p. 12)
4	Green		Same as CH 4 in the mode “Basic_12ch” (p. 12)
5	Blue		Same as CH 5 in the mode “Basic_12ch” (p. 12)
6	Warm White		Same as CH 6 in the mode “Basic_12ch” (p. 12)
7	Dimmer 2		Same as CH 7 in the mode “Basic_12ch” (p. 13)

CH	Function	DMX	Description
8	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
9	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
10	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
11	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
12	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
13	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open

CH 13–26: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 13); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	13	2	14	3	15	4	16	5	17	6	18
7	19	8	20	9	21	10	22	11	23	12	24
13	25	14	26								

Mode Standard_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 12 Dimmer 2 above 0; CH 14 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Warm White 255, CH 12 Dimmer 2 255, CH 14 Shutter 2 255, CH 15 Color Macro 0.

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	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Red	0–255	Min ... Max
		255	Max
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	Min ... Max
		255	Max
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	Min ... Max
		255	Max
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Warm White	0–255	Min ... Max
		255	Max
11	Warm White Fine	0–255	Fine adjustment of CH 10
12	Dimmer 2	0–255	Closed ... Open
		255	Open

CH	Function	DMX	Description
13	Dimmer 2 Fine	0–255	Fine adjustment of CH 12
14	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
15	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
16	Color Temperature	0	2800K
		1–254	2800K ... 10000K
		255	10000K
17	Tint	0	Tint -25
		1–127	Tint -25 ... Tint 0
		128	Tint 0
		129–254	Tint 0 ... Tint +25
		255	Tint +25
18	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
19	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
20	CCT <> RGBW	0	CCT
		1–254	CCT ... RGBW
		255	RGBW
21	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

Mode Standard_21ch+Beam_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 12 Dimmer 2 above 0; CH 14 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 22 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Warm White 255, CH 12 Dimmer 2 255, CH 14 Shutter 2 255, CH 15 Color Macro 0, CH 22 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Red		Same as CH 4 in the mode “Standard_21ch” (p. 18)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “Standard_21ch” (p. 18)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “Standard_21ch” (p. 18)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Warm White		Same as CH 10 in the mode “Standard_21ch” (p. 18)
11	Warm White Fine	0–255	Fine adjustment of CH 10
12	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
13	Dimmer 2 Fine	0–255	Fine adjustment of CH 12
14	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
15	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)

CH	Function	DMX	Description
16	Color Temperature		Same as CH 16 in the mode “Standard_21ch” (p. 19)
17	Tint		Same as CH 17 in the mode “Standard_21ch” (p. 19)
18	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
19	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
20	CCT <> RGBW		Same as CH 20 in the mode “Standard_21ch” (p. 19)
21	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
22	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open

CH 22–35: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 22); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	22	2	23	3	24	4	25	5	26	6	27
7	28	8	29	9	30	10	31	11	32	12	33
13	34	14	35								

Mode FX1_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 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 255, CH 9 Green 255, CH 11 Blue 255, CH 13 Warm White 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red		Same as CH 4 in the mode “Standard_21ch” (p. 18)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 6 in the mode “Standard_21ch” (p. 18)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 8 in the mode “Standard_21ch” (p. 18)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 10 in the mode “Standard_21ch” (p. 18)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3	0–255	Closed ... Open

CH	Function	DMX	Description
15	Dimmer 3 (continued)	255	Open
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)
		87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
18	Effects		FX Selector
		0–9	No function
		10–14	FX_1
		15–19	FX_2
		20–24	FX_3
		25–29	FX_4
		30–34	FX_5
		35–39	FX_6
		40–44	FX_7
		45–49	FX_8
		50–54	FX_9
		55–59	FX_10
		60–64	FX_11
		65–69	FX_12
		70–74	FX_13
		75–79	FX_14
		80–84	FX_15
		85–89	FX_16
		90–94	FX_17
		95–99	FX_18
		100–104	FX_19
		105–109	FX_20
		110–114	FX_21
		115–119	FX_22
		120–124	FX_23
		125–255	No function
19	Effects Speed	0–127	0-360 (360°)

CH	Function	DMX	Description
19	Effects Speed (continued)	128–190	CW fast2slow
		191–192	FX Speed: Stop
		193–255	CCW slow2fast
20	Effects Fade		FX Fade
		0	Fade min
		1–254	Fade min ... Fade max - 5000ms
		255	Fade max - 5000ms
21	Effects Adjust 1		FX Transition
		0	NoFade
		1–254	NoFade ... Max transition fade - 5000ms
		255	Max transition fade - 5000ms
22	Effects Adjust 2		FX opacity
		0	FX opacity 0%
		1–254	FX opacity 0% ... FX opacity 100%
		255	FX opacity 100%
23	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open
24	Shutter 4	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)
		87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
25	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
26	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
27	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
28	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

Mode FX1_28ch+Beam_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 29 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 255, CH 9 Green 255, CH 11 Blue 255, CH 13 Warm White 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Color Macro 0, CH 29 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red		Same as CH 4 in the mode “Standard_21ch” (p. 18)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 6 in the mode “Standard_21ch” (p. 18)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 8 in the mode “Standard_21ch” (p. 18)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 10 in the mode “Standard_21ch” (p. 18)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects		Same as CH 18 in the mode “FX1_28ch” (p. 21)
19	Effects Speed		Same as CH 19 in the mode “FX1_28ch” (p. 21)
20	Effects Fade		Same as CH 20 in the mode “FX1_28ch” (p. 22)
21	Effects Adjust 1		Same as CH 21 in the mode “FX1_28ch” (p. 22)
22	Effects Adjust 2		Same as CH 22 in the mode “FX1_28ch” (p. 22)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
26	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
27	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
28	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
29	Dimmer 5	0	Closed
		1–254	Closed ... Open
		255	Open

CH 29–42: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 29); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	29	2	30	3	31	4	32	5	33	6	34
7	35	8	36	9	37	10	38	11	39	12	40
13	41	14	42								

Mode FX2_32ch

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 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 29 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
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	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects		Same as CH 18 in the mode “FX1_28ch” (p. 21)
19	Effects Speed		Same as CH 19 in the mode “FX1_28ch” (p. 21)
20	Effects Fade		Same as CH 20 in the mode “FX1_28ch” (p. 22)

CH	Function	DMX	Description
21	Effects Adjust 1		Same as CH 21 in the mode “FX1_28ch” (p. 22)
22	Effects Adjust 2		Same as CH 22 in the mode “FX1_28ch” (p. 22)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2	0	Min
		1–254	Min ... Max
		255	Max
26	Green 2	0	Min
		1–254	Min ... Max
		255	Max
27	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
28	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max
29	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
30	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
31	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
32	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

Mode FX2_32ch+Beam_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 33 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 29 Color Macro 0, CH 33 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red 1		Same as CH 7 in the mode “FX2_32ch” (p. 24)
8	Red 1 Fine	0–255	Fine adjustment of CH 7

CH	Function	DMX	Description
9	Green 1		Same as CH 9 in the mode “FX2_32ch” (p. 24)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “FX2_32ch” (p. 24)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “FX2_32ch” (p. 24)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects		Same as CH 18 in the mode “FX1_28ch” (p. 21)
19	Effects Speed		Same as CH 19 in the mode “FX1_28ch” (p. 21)
20	Effects Fade		Same as CH 20 in the mode “FX1_28ch” (p. 22)
21	Effects Adjust 1		Same as CH 21 in the mode “FX1_28ch” (p. 22)
22	Effects Adjust 2		Same as CH 22 in the mode “FX1_28ch” (p. 22)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2		Same as CH 25 in the mode “FX2_32ch” (p. 25)
26	Green 2		Same as CH 26 in the mode “FX2_32ch” (p. 25)
27	Blue 2		Same as CH 27 in the mode “FX2_32ch” (p. 25)
28	Warm White 2		Same as CH 28 in the mode “FX2_32ch” (p. 25)
29	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
30	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
31	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
32	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
33	Dimmer 5	0	Closed
		1–254	Closed ... Open
		255	Open

CH 33–46: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 33); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	33	2	34	3	35	4	36	5	37	6	38
7	39	8	40	9	41	10	42	11	43	12	44
13	45	14	46								

Mode FX3_39ch

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 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 34 Dimmer 5 above 0; CH 35 Shutter 5 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 34 Dimmer 5 255, CH 35 Shutter 5 255, CH 36 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red 1		Same as CH 7 in the mode “FX2_32ch” (p. 24)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “FX2_32ch” (p. 24)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “FX2_32ch” (p. 24)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “FX2_32ch” (p. 24)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects 1		FX Selector
		0–9	No function
		10–14	FX_1
		15–19	FX_2
		20–24	FX_3
		25–29	FX_4
		30–34	FX_5
		35–39	FX_6
		40–44	FX_7
		45–49	FX_8
		50–54	FX_9
		55–59	FX_10
		60–64	FX_11

CH	Function	DMX	Description
18	Effects 1 (continued)	65–69	FX_12
		70–74	FX_13
		75–79	FX_14
		80–84	FX_15
		85–89	FX_16
		90–94	FX_17
		95–99	FX_18
		100–104	FX_19
		105–109	FX_20
		110–114	FX_21
		115–119	FX_22
		120–124	FX_23
		125–255	No function
19	Effects Speed 1	0–127	0-360 (360°)
		128–190	CW fast2slow
		191–192	FX Speed: Stop
		193–255	CCW slow2fast
20	Effects Fade 1		FX Fade
		0	Fade min
		1–254	Fade min ... Fade max - 5000ms
		255	Fade max - 5000ms
21	Effects Adjust 1 1		FX Transition
		0	NoFade
		1–254	NoFade ... Max transition fade - 5000ms
		255	Max transition fade - 5000ms
22	Effects Adjust 2 1		FX opacity
		0	FX opacity 0%
		1–254	FX opacity 0% ... FX opacity 100%
		255	FX opacity 100%
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2		Same as CH 25 in the mode “FX2_32ch” (p. 25)
26	Green 2		Same as CH 26 in the mode “FX2_32ch” (p. 25)
27	Blue 2		Same as CH 27 in the mode “FX2_32ch” (p. 25)
28	Warm White 2		Same as CH 28 in the mode “FX2_32ch” (p. 25)
29	Effects 2		FX Selector
		0–9	No function
		10–14	FX_1
		15–19	FX_2
		20–24	FX_3
		25–29	FX_4
		30–34	FX_5

CH	Function	DMX	Description
29	Effects 2 (continued)	35–39	FX_6
		40–44	FX_7
		45–49	FX_8
		50–54	FX_9
		55–59	FX_10
		60–64	FX_11
		65–69	FX_12
		70–74	FX_13
		75–79	FX_14
		80–84	FX_15
		85–89	FX_16
		90–94	FX_17
		95–99	FX_18
		100–104	FX_19
		105–109	FX_20
		110–114	FX_21
		115–119	FX_22
		120–124	FX_23
		125–255	No function
30	Effects Speed 2	0–127	0-360 (360°)
		128–190	CW fast2slow
		191–192	FX Speed: Stop
		193–255	CCW slow2fast
31	Effects Fade 2		FX Fade
		0	Fade min
		1–254	Fade min ... Fade max - 5000ms
		255	Fade max - 5000ms
32	Effects Adjust 1 2		FX Transition
		0	NoFade
		1–254	NoFade ... Max transition fade - 5000ms
		255	Max transition fade - 5000ms
33	Effects Adjust 2 2		FX opacity
		0	FX opacity 0%
		1–254	FX opacity 0% ... FX opacity 100%
		255	FX opacity 100%
34	Dimmer 5	0	Closed
		1–254	Closed ... Open
		255	Open
35	Shutter 5	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)

CH	Function	DMX	Description
35	Shutter 5 (continued)	87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
36	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
37	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
38	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
39	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

Mode FX3_39ch+Beam_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 34 Dimmer 5 above 0; CH 35 Shutter 5 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 40 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 34 Dimmer 5 255, CH 35 Shutter 5 255, CH 36 Color Macro 0, CH 40 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red 1		Same as CH 7 in the mode “FX2_32ch” (p. 24)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “FX2_32ch” (p. 24)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “FX2_32ch” (p. 24)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “FX2_32ch” (p. 24)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)

CH	Function	DMX	Description
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects 1		Same as CH 18 in the mode “FX3_39ch” (p. 27)
19	Effects Speed 1		Same as CH 19 in the mode “FX3_39ch” (p. 28)
20	Effects Fade 1		Same as CH 20 in the mode “FX3_39ch” (p. 28)
21	Effects Adjust 1 1		Same as CH 21 in the mode “FX3_39ch” (p. 28)
22	Effects Adjust 2 1		Same as CH 22 in the mode “FX3_39ch” (p. 28)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2		Same as CH 25 in the mode “FX2_32ch” (p. 25)
26	Green 2		Same as CH 26 in the mode “FX2_32ch” (p. 25)
27	Blue 2		Same as CH 27 in the mode “FX2_32ch” (p. 25)
28	Warm White 2		Same as CH 28 in the mode “FX2_32ch” (p. 25)
29	Effects 2		Same as CH 29 in the mode “FX3_39ch” (p. 28)
30	Effects Speed 2		Same as CH 30 in the mode “FX3_39ch” (p. 29)
31	Effects Fade 2		Same as CH 31 in the mode “FX3_39ch” (p. 29)
32	Effects Adjust 1 2		Same as CH 32 in the mode “FX3_39ch” (p. 29)
33	Effects Adjust 2 2		Same as CH 33 in the mode “FX3_39ch” (p. 29)
34	Dimmer 5		Same as CH 34 in the mode “FX3_39ch” (p. 29)
35	Shutter 5		Same as CH 35 in the mode “FX3_39ch” (p. 29)
36	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
37	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
38	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
39	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
40	Dimmer 6	0	Closed
		1–254	Closed ... Open
		255	Open

CH 40–53: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 40); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	40	2	41	3	42	4	43	5	44	6	45
7	46	8	47	9	48	10	49	11	50	12	51
13	52	14	53								

Mode Extended_42ch

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 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 34 Dimmer 5 above 0; CH 35 Shutter 5 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 34 Dimmer 5 255, CH 35 Shutter 5 255, CH 36 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red 1		Same as CH 7 in the mode “FX2_32ch” (p. 24)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “FX2_32ch” (p. 24)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “FX2_32ch” (p. 24)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “FX2_32ch” (p. 24)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects 1		Same as CH 18 in the mode “FX3_39ch” (p. 27)
19	Effects Speed 1		Same as CH 19 in the mode “FX3_39ch” (p. 28)
20	Effects Fade 1		Same as CH 20 in the mode “FX3_39ch” (p. 28)
21	Effects Adjust 1 1		Same as CH 21 in the mode “FX3_39ch” (p. 28)
22	Effects Adjust 2 1		Same as CH 22 in the mode “FX3_39ch” (p. 28)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2		Same as CH 25 in the mode “FX2_32ch” (p. 25)
26	Green 2		Same as CH 26 in the mode “FX2_32ch” (p. 25)
27	Blue 2		Same as CH 27 in the mode “FX2_32ch” (p. 25)
28	Warm White 2		Same as CH 28 in the mode “FX2_32ch” (p. 25)
29	Effects 2		Same as CH 29 in the mode “FX3_39ch” (p. 28)

CH	Function	DMX	Description
30	Effects Speed 2		Same as CH 30 in the mode “FX3_39ch” (p. 29)
31	Effects Fade 2		Same as CH 31 in the mode “FX3_39ch” (p. 29)
32	Effects Adjust 1 2		Same as CH 32 in the mode “FX3_39ch” (p. 29)
33	Effects Adjust 2 2		Same as CH 33 in the mode “FX3_39ch” (p. 29)
34	Dimmer 5		Same as CH 34 in the mode “FX3_39ch” (p. 29)
35	Shutter 5		Same as CH 35 in the mode “FX3_39ch” (p. 29)
36	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
37	Color Temperature		Same as CH 16 in the mode “Standard_21ch” (p. 19)
38	Tint		Same as CH 17 in the mode “Standard_21ch” (p. 19)
39	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
40	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
41	CCT <> RGBW		Same as CH 20 in the mode “Standard_21ch” (p. 19)
42	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

Mode Extended_42ch+Beam_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 1 above 0; CH 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 4 Dimmer 2 above 0; CH 6 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 15 Dimmer 3 above 0; CH 17 Shutter 3 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 23 Dimmer 4 above 0; CH 24 Shutter 4 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 34 Dimmer 5 above 0; CH 35 Shutter 5 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 43 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Dimmer 2 255, CH 6 Shutter 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 17 Shutter 3 255, CH 23 Dimmer 4 255, CH 24 Shutter 4 255, CH 25 Red 2 255, CH 26 Green 2 255, CH 27 Blue 2 255, CH 28 Warm White 2 255, CH 34 Dimmer 5 255, CH 35 Shutter 5 255, CH 36 Color Macro 0, CH 43 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
5	Dimmer 2 Fine	0–255	Fine adjustment of CH 4
6	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
7	Red 1		Same as CH 7 in the mode “FX2_32ch” (p. 24)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 9 in the mode “FX2_32ch” (p. 24)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 11 in the mode “FX2_32ch” (p. 24)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 13 in the mode “FX2_32ch” (p. 24)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13

CH	Function	DMX	Description
15	Dimmer 3		Same as CH 15 in the mode “FX1_28ch” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Shutter 3		Same as CH 17 in the mode “FX1_28ch” (p. 21)
18	Effects 1		Same as CH 18 in the mode “FX3_39ch” (p. 27)
19	Effects Speed 1		Same as CH 19 in the mode “FX3_39ch” (p. 28)
20	Effects Fade 1		Same as CH 20 in the mode “FX3_39ch” (p. 28)
21	Effects Adjust 1 1		Same as CH 21 in the mode “FX3_39ch” (p. 28)
22	Effects Adjust 2 1		Same as CH 22 in the mode “FX3_39ch” (p. 28)
23	Dimmer 4		Same as CH 23 in the mode “FX1_28ch” (p. 22)
24	Shutter 4		Same as CH 24 in the mode “FX1_28ch” (p. 22)
25	Red 2		Same as CH 25 in the mode “FX2_32ch” (p. 25)
26	Green 2		Same as CH 26 in the mode “FX2_32ch” (p. 25)
27	Blue 2		Same as CH 27 in the mode “FX2_32ch” (p. 25)
28	Warm White 2		Same as CH 28 in the mode “FX2_32ch” (p. 25)
29	Effects 2		Same as CH 29 in the mode “FX3_39ch” (p. 28)
30	Effects Speed 2		Same as CH 30 in the mode “FX3_39ch” (p. 29)
31	Effects Fade 2		Same as CH 31 in the mode “FX3_39ch” (p. 29)
32	Effects Adjust 1 2		Same as CH 32 in the mode “FX3_39ch” (p. 29)
33	Effects Adjust 2 2		Same as CH 33 in the mode “FX3_39ch” (p. 29)
34	Dimmer 5		Same as CH 34 in the mode “FX3_39ch” (p. 29)
35	Shutter 5		Same as CH 35 in the mode “FX3_39ch” (p. 29)
36	Color Macro		Same as CH 9 in the mode “Basic_12ch” (p. 13)
37	Color Temperature		Same as CH 16 in the mode “Standard_21ch” (p. 19)
38	Tint		Same as CH 17 in the mode “Standard_21ch” (p. 19)
39	PRTCL 1<>PRTCL 2		Same as CH 10 in the mode “Basic_12ch” (p. 15)
40	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
41	CCT <> RGBW		Same as CH 20 in the mode “Standard_21ch” (p. 19)
42	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)
43	Dimmer 6	0	Closed
		1–254	Closed ... Open
		255	Open

CH 43–56: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 43); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	43	2	44	3	45	4	46	5	47	6	48
7	49	8	50	9	51	10	52	11	53	12	54
13	55	14	56								

Mode Basic Sectors_81ch

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 3 Shutter 1 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 60 Dimmer 2 above 0; CH 62 Shutter 2 at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 63 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Shutter 1 255, CH 4 Red 255 (the same in each of the 14 cells), CH 5 Green 255 (the same in each of the 14 cells), CH 6 Blue 255 (the same in each of the 14 cells), CH 7 Warm White 255 (the same in each of the 14 cells), CH 60 Dimmer 2 255, CH 62 Shutter 2 255, CH 63 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_21ch” (p. 18)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 2 in the mode “Basic_12ch” (p. 12)
4	Red 1	0	Min
		1–254	Min … Max
		255	Max
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
60	Dimmer 2		Same as CH 12 in the mode “Standard_21ch” (p. 18)
61	Dimmer 2 Fine	0–255	Fine adjustment of CH 60
62	Shutter 2		Same as CH 8 in the mode “Basic_12ch” (p. 13)
63	Dimmer 3	0	Closed
		1–254	Closed … Open
		255	Open
77	Color Temperature		Same as CH 16 in the mode “Standard_21ch” (p. 19)
78	Tint		Same as CH 17 in the mode “Standard_21ch” (p. 19)
79	MAIN <> PIXELS		Same as CH 11 in the mode “Basic_12ch” (p. 15)
80	CCT <> RGBW		Same as CH 20 in the mode “Standard_21ch” (p. 19)
81	Control		Same as CH 12 in the mode “Basic_12ch” (p. 15)

CH 4–59: 14 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 4–7); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	4	5	6	7	2	8	9	10	11
3	12	13	14	15	4	16	17	18	19
5	20	21	22	23	6	24	25	26	27
7	28	29	30	31	8	32	33	34	35
9	36	37	38	39	10	40	41	42	43
11	44	45	46	47	12	48	49	50	51
13	52	53	54	55	14	56	57	58	59

CH 63–76: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 63); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	63	2	64	3	65	4	66	5	67	6	68
7	69	8	70	9	71	10	72	11	73	12	74
13	75	14	76								

Mode 14 Beam

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 14 cells).

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

CH 1–14: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
13	13	14	14								

Mode Single Beam

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

Mode Pixels 3x3_56ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 14 cells), CH 2 Green 255 (the same in each of the 14 cells), CH 3 Blue 255 (the same in each of the 14 cells), CH 4 Warm White 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Red 1	0	Closed
		1–254	Closed … Open
		255	Open
2	Green 1	0	Closed
		1–254	Closed … Open
		255	Open
3	Blue 1	0	Closed
		1–254	Closed … Open
		255	Open
4	Warm White 1	0	Closed
		1–254	Closed … Open
		255	Open

CH 1–56: 14 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56

Mode Pixels 3x1_168ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 42 cells), CH 2 Green 255 (the same in each of the 42 cells), CH 3 Blue 255 (the same in each of the 42 cells), CH 4 Warm White 255 (the same in each of the 42 cells).

CH	Function	DMX	Description
1	Red 1	0	Closed
		1–254	Closed … Open
		255	Open
2	Green 1	0	Closed
		1–254	Closed … Open
		255	Open
3	Blue 1	0	Closed
		1–254	Closed … Open
		255	Open

CH	Function	DMX	Description
4	Warm White 1	0	Closed
		1–254	Closed ... Open
		255	Open

CH 1–168: 42 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168

Mode Pixels_504ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 126 cells), CH 2 Green 255 (the same in each of the 126 cells), CH 3 Blue 255 (the same in each of the 126 cells), CH 4 Warm White 255 (the same in each of the 126 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
4	Warm White 1	0	Min
		1–254	Min … Max
		255	Max

CH 1–504: 126 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192
49	193	194	195	196	50	197	198	199	200
51	201	202	203	204	52	205	206	207	208
53	209	210	211	212	54	213	214	215	216
55	217	218	219	220	56	221	222	223	224
57	225	226	227	228	58	229	230	231	232
59	233	234	235	236	60	237	238	239	240
61	241	242	243	244	62	245	246	247	248
63	249	250	251	252	64	253	254	255	256
65	257	258	259	260	66	261	262	263	264
67	265	266	267	268	68	269	270	271	272
69	273	274	275	276	70	277	278	279	280
71	281	282	283	284	72	285	286	287	288

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
73	289	290	291	292	74	293	294	295	296
75	297	298	299	300	76	301	302	303	304
77	305	306	307	308	78	309	310	311	312
79	313	314	315	316	80	317	318	319	320
81	321	322	323	324	82	325	326	327	328
83	329	330	331	332	84	333	334	335	336
85	337	338	339	340	86	341	342	343	344
87	345	346	347	348	88	349	350	351	352
89	353	354	355	356	90	357	358	359	360
91	361	362	363	364	92	365	366	367	368
93	369	370	371	372	94	373	374	375	376
95	377	378	379	380	96	381	382	383	384
97	385	386	387	388	98	389	390	391	392
99	393	394	395	396	100	397	398	399	400
101	401	402	403	404	102	405	406	407	408
103	409	410	411	412	104	413	414	415	416
105	417	418	419	420	106	421	422	423	424
107	425	426	427	428	108	429	430	431	432
109	433	434	435	436	110	437	438	439	440
111	441	442	443	444	112	445	446	447	448
113	449	450	451	452	114	453	454	455	456
115	457	458	459	460	116	461	462	463	464
117	465	466	467	468	118	469	470	471	472
119	473	474	475	476	120	477	478	479	480
121	481	482	483	484	122	485	486	487	488
123	489	490	491	492	124	493	494	495	496
125	497	498	499	500	126	501	502	503	504

Mode Pixels+Beam_518ch

If the device receives DMX in this mode but gives no light, check these channels: CH 505 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 126 cells), CH 2 Green 255 (the same in each of the 126 cells), CH 3 Blue 255 (the same in each of the 126 cells), CH 4 Warm White 255 (the same in each of the 126 cells), CH 505 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
3	Blue 1 (continued)	255	Max
4	Warm White 1	0	Min
		1–254	Min … Max
		255	Max
505	Dimmer 1	0	Closed
		1–254	Closed … Open
		255	Open

CH 1–504: 126 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers. U = DMX universe from the start address, then the channel in it.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	U1 · 1	U1 · 2	U1 · 3	U1 · 4	2	U1 · 5	U1 · 6	U1 · 7	U1 · 8
3	U1 · 9	U1 · 10	U1 · 11	U1 · 12	4	U1 · 13	U1 · 14	U1 · 15	U1 · 16
5	U1 · 17	U1 · 18	U1 · 19	U1 · 20	6	U1 · 21	U1 · 22	U1 · 23	U1 · 24
7	U1 · 25	U1 · 26	U1 · 27	U1 · 28	8	U1 · 29	U1 · 30	U1 · 31	U1 · 32
9	U1 · 33	U1 · 34	U1 · 35	U1 · 36	10	U1 · 37	U1 · 38	U1 · 39	U1 · 40
11	U1 · 41	U1 · 42	U1 · 43	U1 · 44	12	U1 · 45	U1 · 46	U1 · 47	U1 · 48
13	U1 · 49	U1 · 50	U1 · 51	U1 · 52	14	U1 · 53	U1 · 54	U1 · 55	U1 · 56
15	U1 · 57	U1 · 58	U1 · 59	U1 · 60	16	U1 · 61	U1 · 62	U1 · 63	U1 · 64
17	U1 · 65	U1 · 66	U1 · 67	U1 · 68	18	U1 · 69	U1 · 70	U1 · 71	U1 · 72
19	U1 · 73	U1 · 74	U1 · 75	U1 · 76	20	U1 · 77	U1 · 78	U1 · 79	U1 · 80
21	U1 · 81	U1 · 82	U1 · 83	U1 · 84	22	U1 · 85	U1 · 86	U1 · 87	U1 · 88
23	U1 · 89	U1 · 90	U1 · 91	U1 · 92	24	U1 · 93	U1 · 94	U1 · 95	U1 · 96
25	U1 · 97	U1 · 98	U1 · 99	U1 · 100	26	U1 · 101	U1 · 102	U1 · 103	U1 · 104
27	U1 · 105	U1 · 106	U1 · 107	U1 · 108	28	U1 · 109	U1 · 110	U1 · 111	U1 · 112
29	U1 · 113	U1 · 114	U1 · 115	U1 · 116	30	U1 · 117	U1 · 118	U1 · 119	U1 · 120
31	U1 · 121	U1 · 122	U1 · 123	U1 · 124	32	U1 · 125	U1 · 126	U1 · 127	U1 · 128
33	U1 · 129	U1 · 130	U1 · 131	U1 · 132	34	U1 · 133	U1 · 134	U1 · 135	U1 · 136
35	U1 · 137	U1 · 138	U1 · 139	U1 · 140	36	U1 · 141	U1 · 142	U1 · 143	U1 · 144
37	U1 · 145	U1 · 146	U1 · 147	U1 · 148	38	U1 · 149	U1 · 150	U1 · 151	U1 · 152
39	U1 · 153	U1 · 154	U1 · 155	U1 · 156	40	U1 · 157	U1 · 158	U1 · 159	U1 · 160
41	U1 · 161	U1 · 162	U1 · 163	U1 · 164	42	U1 · 165	U1 · 166	U1 · 167	U1 · 168
43	U1 · 169	U1 · 170	U1 · 171	U1 · 172	44	U1 · 173	U1 · 174	U1 · 175	U1 · 176
45	U1 · 177	U1 · 178	U1 · 179	U1 · 180	46	U1 · 181	U1 · 182	U1 · 183	U1 · 184
47	U1 · 185	U1 · 186	U1 · 187	U1 · 188	48	U1 · 189	U1 · 190	U1 · 191	U1 · 192
49	U1 · 193	U1 · 194	U1 · 195	U1 · 196	50	U1 · 197	U1 · 198	U1 · 199	U1 · 200
51	U1 · 201	U1 · 202	U1 · 203	U1 · 204	52	U1 · 205	U1 · 206	U1 · 207	U1 · 208
53	U1 · 209	U1 · 210	U1 · 211	U1 · 212	54	U1 · 213	U1 · 214	U1 · 215	U1 · 216
55	U1 · 217	U1 · 218	U1 · 219	U1 · 220	56	U1 · 221	U1 · 222	U1 · 223	U1 · 224
57	U1 · 225	U1 · 226	U1 · 227	U1 · 228	58	U1 · 229	U1 · 230	U1 · 231	U1 · 232
59	U1 · 233	U1 · 234	U1 · 235	U1 · 236	60	U1 · 237	U1 · 238	U1 · 239	U1 · 240
61	U1 · 241	U1 · 242	U1 · 243	U1 · 244	62	U1 · 245	U1 · 246	U1 · 247	U1 · 248

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
63	U1 · 249	U1 · 250	U1 · 251	U1 · 252	64	U1 · 253	U1 · 254	U1 · 255	U1 · 256
65	U1 · 257	U1 · 258	U1 · 259	U1 · 260	66	U1 · 261	U1 · 262	U1 · 263	U1 · 264
67	U1 · 265	U1 · 266	U1 · 267	U1 · 268	68	U1 · 269	U1 · 270	U1 · 271	U1 · 272
69	U1 · 273	U1 · 274	U1 · 275	U1 · 276	70	U1 · 277	U1 · 278	U1 · 279	U1 · 280
71	U1 · 281	U1 · 282	U1 · 283	U1 · 284	72	U1 · 285	U1 · 286	U1 · 287	U1 · 288
73	U1 · 289	U1 · 290	U1 · 291	U1 · 292	74	U1 · 293	U1 · 294	U1 · 295	U1 · 296
75	U1 · 297	U1 · 298	U1 · 299	U1 · 300	76	U1 · 301	U1 · 302	U1 · 303	U1 · 304
77	U1 · 305	U1 · 306	U1 · 307	U1 · 308	78	U1 · 309	U1 · 310	U1 · 311	U1 · 312
79	U1 · 313	U1 · 314	U1 · 315	U1 · 316	80	U1 · 317	U1 · 318	U1 · 319	U1 · 320
81	U1 · 321	U1 · 322	U1 · 323	U1 · 324	82	U1 · 325	U1 · 326	U1 · 327	U1 · 328
83	U1 · 329	U1 · 330	U1 · 331	U1 · 332	84	U1 · 333	U1 · 334	U1 · 335	U1 · 336
85	U1 · 337	U1 · 338	U1 · 339	U1 · 340	86	U1 · 341	U1 · 342	U1 · 343	U1 · 344
87	U1 · 345	U1 · 346	U1 · 347	U1 · 348	88	U1 · 349	U1 · 350	U1 · 351	U1 · 352
89	U1 · 353	U1 · 354	U1 · 355	U1 · 356	90	U1 · 357	U1 · 358	U1 · 359	U1 · 360
91	U1 · 361	U1 · 362	U1 · 363	U1 · 364	92	U1 · 365	U1 · 366	U1 · 367	U1 · 368
93	U1 · 369	U1 · 370	U1 · 371	U1 · 372	94	U1 · 373	U1 · 374	U1 · 375	U1 · 376
95	U1 · 377	U1 · 378	U1 · 379	U1 · 380	96	U1 · 381	U1 · 382	U1 · 383	U1 · 384
97	U1 · 385	U1 · 386	U1 · 387	U1 · 388	98	U1 · 389	U1 · 390	U1 · 391	U1 · 392
99	U1 · 393	U1 · 394	U1 · 395	U1 · 396	100	U1 · 397	U1 · 398	U1 · 399	U1 · 400
101	U1 · 401	U1 · 402	U1 · 403	U1 · 404	102	U1 · 405	U1 · 406	U1 · 407	U1 · 408
103	U1 · 409	U1 · 410	U1 · 411	U1 · 412	104	U1 · 413	U1 · 414	U1 · 415	U1 · 416
105	U1 · 417	U1 · 418	U1 · 419	U1 · 420	106	U1 · 421	U1 · 422	U1 · 423	U1 · 424
107	U1 · 425	U1 · 426	U1 · 427	U1 · 428	108	U1 · 429	U1 · 430	U1 · 431	U1 · 432
109	U1 · 433	U1 · 434	U1 · 435	U1 · 436	110	U1 · 437	U1 · 438	U1 · 439	U1 · 440
111	U1 · 441	U1 · 442	U1 · 443	U1 · 444	112	U1 · 445	U1 · 446	U1 · 447	U1 · 448
113	U1 · 449	U1 · 450	U1 · 451	U1 · 452	114	U1 · 453	U1 · 454	U1 · 455	U1 · 456
115	U1 · 457	U1 · 458	U1 · 459	U1 · 460	116	U1 · 461	U1 · 462	U1 · 463	U1 · 464
117	U1 · 465	U1 · 466	U1 · 467	U1 · 468	118	U1 · 469	U1 · 470	U1 · 471	U1 · 472
119	U1 · 473	U1 · 474	U1 · 475	U1 · 476	120	U1 · 477	U1 · 478	U1 · 479	U1 · 480
121	U1 · 481	U1 · 482	U1 · 483	U1 · 484	122	U1 · 485	U1 · 486	U1 · 487	U1 · 488
123	U1 · 489	U1 · 490	U1 · 491	U1 · 492	124	U1 · 493	U1 · 494	U1 · 495	U1 · 496
125	U1 · 497	U1 · 498	U1 · 499	U1 · 500	126	U1 · 501	U1 · 502	U1 · 503	U1 · 504

CH 505–1022: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 505); the table below gives each cell's channel numbers. U = DMX universe from the start address, then the channel in it.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	U1 · 505	2	U1 · 506	3	U1 · 507	4	U1 · 508	5	U1 · 509	6	U1 · 510
7	U1 · 511	8	U1 · 512	9	U2 · 505	10	U2 · 506	11	U2 · 507	12	U2 · 508
13	U2 · 509	14	U2 · 510								

Mode Pixels RGB_378ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 126 cells), CH 2 Green 255 (the same in each of the 126 cells), CH 3 Blue 255 (the same in each of the 126 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–378: 126 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120	41	121	122	123	42	124	125	126
43	127	128	129	44	130	131	132	45	133	134	135
46	136	137	138	47	139	140	141	48	142	143	144
49	145	146	147	50	148	149	150	51	151	152	153
52	154	155	156	53	157	158	159	54	160	161	162
55	163	164	165	56	166	167	168	57	169	170	171
58	172	173	174	59	175	176	177	60	178	179	180
61	181	182	183	62	184	185	186	63	187	188	189
64	190	191	192	65	193	194	195	66	196	197	198
67	199	200	201	68	202	203	204	69	205	206	207
70	208	209	210	71	211	212	213	72	214	215	216
73	217	218	219	74	220	221	222	75	223	224	225

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
76	226	227	228	77	229	230	231	78	232	233	234
79	235	236	237	80	238	239	240	81	241	242	243
82	244	245	246	83	247	248	249	84	250	251	252
85	253	254	255	86	256	257	258	87	259	260	261
88	262	263	264	89	265	266	267	90	268	269	270
91	271	272	273	92	274	275	276	93	277	278	279
94	280	281	282	95	283	284	285	96	286	287	288
97	289	290	291	98	292	293	294	99	295	296	297
100	298	299	300	101	301	302	303	102	304	305	306
103	307	308	309	104	310	311	312	105	313	314	315
106	316	317	318	107	319	320	321	108	322	323	324
109	325	326	327	110	328	329	330	111	331	332	333
112	334	335	336	113	337	338	339	114	340	341	342
115	343	344	345	116	346	347	348	117	349	350	351
118	352	353	354	119	355	356	357	120	358	359	360
121	361	362	363	122	364	365	366	123	367	368	369
124	370	371	372	125	373	374	375	126	376	377	378

Mode Pixels RGB + Beams_392ch

If the device receives DMX in this mode but gives no light, check these channels: CH 379 Dimmer above 0 (the same in each of the 14 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 126 cells), CH 2 Green 255 (the same in each of the 126 cells), CH 3 Blue 255 (the same in each of the 126 cells), CH 379 Dimmer 255 (the same in each of the 14 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
379	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open

CH 1–378: 126 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120	41	121	122	123	42	124	125	126
43	127	128	129	44	130	131	132	45	133	134	135
46	136	137	138	47	139	140	141	48	142	143	144
49	145	146	147	50	148	149	150	51	151	152	153
52	154	155	156	53	157	158	159	54	160	161	162
55	163	164	165	56	166	167	168	57	169	170	171
58	172	173	174	59	175	176	177	60	178	179	180
61	181	182	183	62	184	185	186	63	187	188	189
64	190	191	192	65	193	194	195	66	196	197	198
67	199	200	201	68	202	203	204	69	205	206	207
70	208	209	210	71	211	212	213	72	214	215	216
73	217	218	219	74	220	221	222	75	223	224	225
76	226	227	228	77	229	230	231	78	232	233	234
79	235	236	237	80	238	239	240	81	241	242	243
82	244	245	246	83	247	248	249	84	250	251	252
85	253	254	255	86	256	257	258	87	259	260	261
88	262	263	264	89	265	266	267	90	268	269	270
91	271	272	273	92	274	275	276	93	277	278	279
94	280	281	282	95	283	284	285	96	286	287	288
97	289	290	291	98	292	293	294	99	295	296	297
100	298	299	300	101	301	302	303	102	304	305	306
103	307	308	309	104	310	311	312	105	313	314	315
106	316	317	318	107	319	320	321	108	322	323	324
109	325	326	327	110	328	329	330	111	331	332	333
112	334	335	336	113	337	338	339	114	340	341	342
115	343	344	345	116	346	347	348	117	349	350	351
118	352	353	354	119	355	356	357	120	358	359	360
121	361	362	363	122	364	365	366	123	367	368	369
124	370	371	372	125	373	374	375	126	376	377	378

CH 379–392: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 379); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	379	2	380	3	381	4	382	5	383	6	384
7	385	8	386	9	387	10	388	11	389	12	390
13	391	14	392								

Mode 14 Beam + Strobe

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 14 cells); CH 15 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 14 cells), CH 15 Shutter 255.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
15	Shutter	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	PulseClose (1–30 Hz)
		87–88	Open 2
		89–128	PulseOpen (1–30 Hz)
		129–130	Close
		131–170	Random (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open

CH 1–14: 14 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 1); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
13	13	14	14								

10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x15D0, device model ID 0xD174)
Weight	8.5 kg
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

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.