DMX REFERENCE

Lumipix12QIP

Prolights



Manufacturer	Prolights
GDTF file	Prolights_Lumipix12QIP_74551.gdtf
GDTF revision	Rev 02 · 2024-09-27
Generated	2026-11-24

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1 About this manual

This document describes the Lumipix12QIP by Prolights. It was compiled from the GDTF file Prolights_Lumipix12QIP_74551.gdtf from the GDTF-Share library.

File revision: “Rev 02”.

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	7.1 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
4 ch	4	128	1, 5, 9, 13, ...
6 ch	6	85	1, 7, 13, 19, ...
10 ch	10	51	1, 11, 21, 31, ...
48 ch	48	10	1, 49, 97, 145, ...
53 ch	53	9	1, 54, 107, 160, ...

No light? Check these channels

- 6 ch: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”
- 10 ch: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”
- 53 ch: CH 51 Dimmer above 0; CH 52 Shutter at 0–10 “Open”


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

“LUMIPIX12QIP is an outdoor linear LED batten of 100 cm size designed for professional use giving unprecedented chromatic performance. The super-slim design coupled with its extreme colour precision and light output make LUMIPIX12QIP a flexible and versatile solution for every kind of

application as architectural, cyclorama, wall-washer, pixel effect, blinder.”

5 Installation

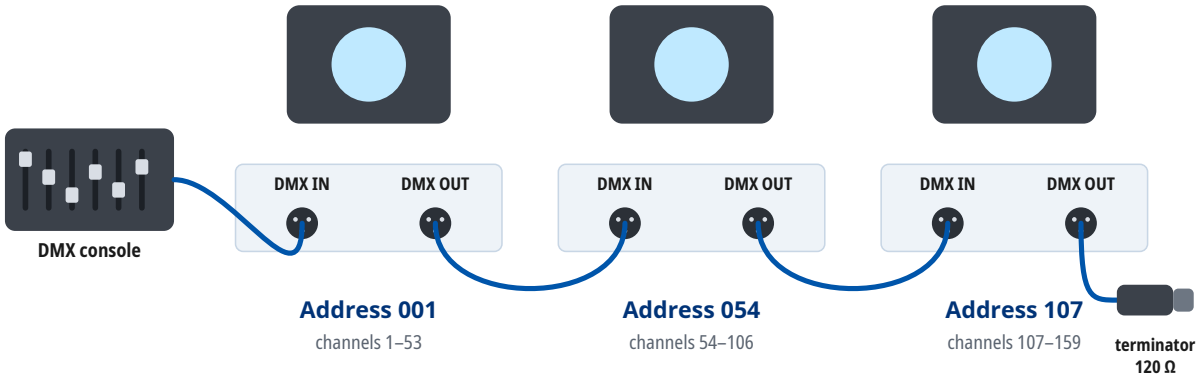
⚠ **WARNING**

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

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 53 ch: every unit occupies 53 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

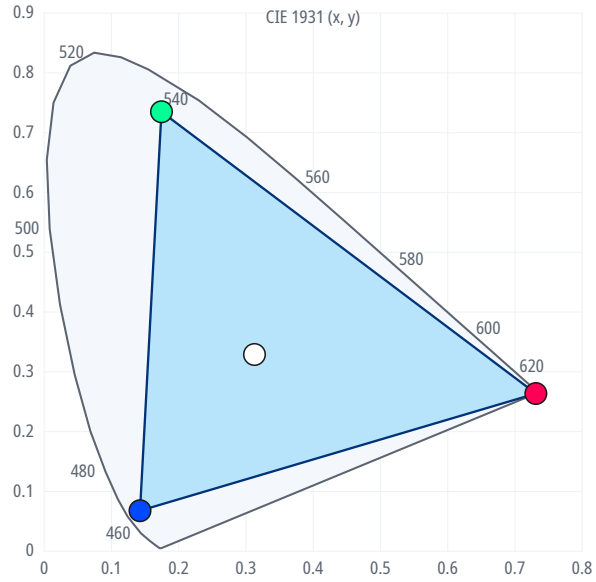
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “53 ch”: 53.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “53 ch”, you can use, for example, the start addresses 1, 54, 107, 160.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	4 ch 4 channels	6 ch 6 channels	10 ch 10 channels	48 ch 48 channels	53 ch 53 channels
Dimmer	✓	1	1	✓	51
Shutter / strobe		6	6		52
Color mixing	1–4	2–5	2–5	1–48	1–48
Effects / macros			7–9		49, 50

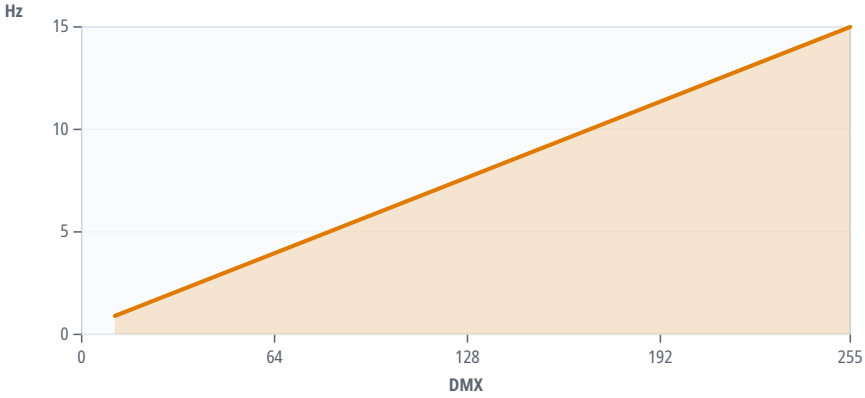
LED colors and the colors they mix



LED	x	y
Red Led	0.731	0.264
Green Led	0.174	0.735
Blue Led	0.142	0.068
White Led	0.313	0.329

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

Strobe rate



CH 6 · 10 ch

11–255: 0.9–15 Hz
Strobe: Slow2Fast

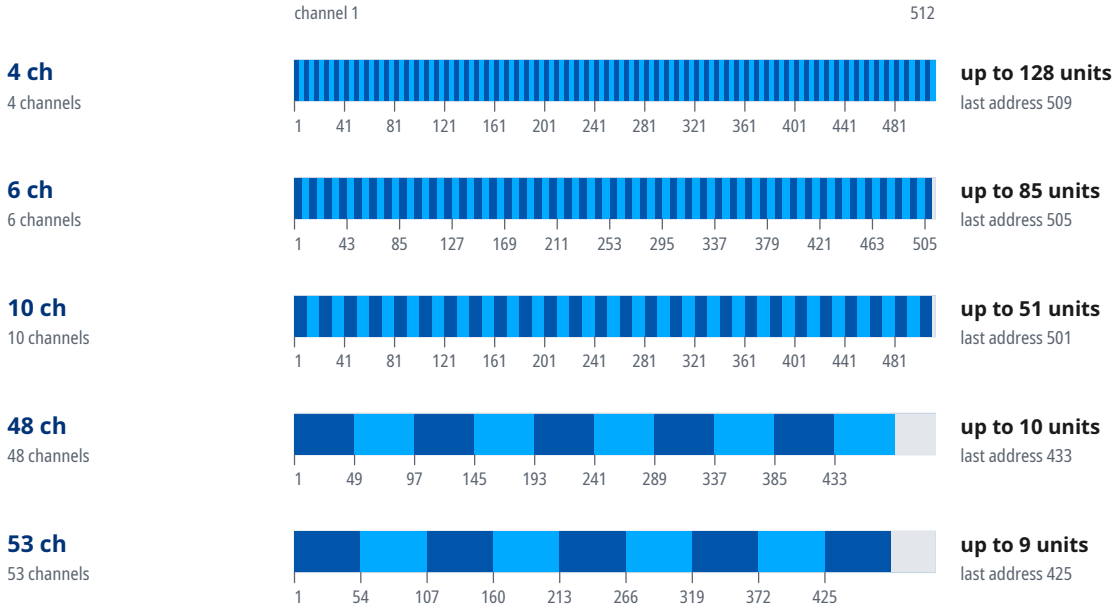
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12
CH 1	CH 5	CH 9	CH 13	CH 17	CH 21	CH 25	CH 29	CH 33	CH 37	CH 41	CH 45

12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “10 ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “53 ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	266	11	U2 · 54	16	U2 · 319
2	54	7	319	12	U2 · 107	17	U2 · 372
3	107	8	372	13	U2 · 160	18	U2 · 425
4	160	9	425	14	U2 · 213	19	U3 · 1
5	213	10	U2 · 1	15	U2 · 266	20	U3 · 54

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 4 ch

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

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

Mode 6 ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 White 255, CH 6 Shutter 0.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Red	0–255	
3	Green	0–255	
4	Blue	0–255	
5	White	0–255	
6	Shutter	0–10	Open
		11–255	Strobe: Slow2Fast (0.9–15 Hz)

Mode 10 ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 White 255, CH 6 Shutter 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “6 ch” (p. 9)
2	Red	0–255	
3	Green	0–255	
4	Blue	0–255	
5	White	0–255	
6	Shutter		Same as CH 6 in the mode “6 ch” (p. 9)
7	Color Macro	0–10	No Function
		11–30	Red-Yellow
		31–50	Yellow-Green
		51–70	Green-Cyan
		71–90	Cyan-Blu
		91–110	Blu-Magenta
		111–130	Magenta-Red
		131–150	Red-White
		151–170	White
		171–200	Fulll
		201–205	White 1
		206–210	White 2
		211–215	White 3
		216–220	White 4
		221–225	White 5
		226–230	White 6

CH	Function	DMX	Description
7	Color Macro (continued)	231–235	White 7
		236–240	White 8
		241–245	White 9
		246–250	White 10
		251–255	White 11
8	Effects	0–10	No function
		11–28	Effect1
		29–46	Effect2
		47–64	Effect3
		65–82	Effect4
		83–100	Effect5
		101–118	Effect6
		119–136	Effect7
		137–154	Effect8
		155–172	Effect9
		173–190	Effect10
		191–226	Effect12
		227–244	Effect13
		245–255	Effect0
9	Effects Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
10	Dimmer Mode	0–51	AsFromMenu
		52–101	Mode OFF
		102–152	Mode1 FAST
		153–203	Mode2 MIDDLE
		204–255	Mode3 SLOW

Mode 48 ch

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 12 cells), CH 2 Green 255 (the same in each of the 12 cells), CH 3 Blue 255 (the same in each of the 12 cells), CH 4 White 255 (the same in each of the 12 cells).

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

CH 1–48: 12 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	White	Cell	Red	Green	Blue	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

Mode 53 ch

If the device receives DMX in this mode but gives no light, check these channels: CH 51 Dimmer above 0; CH 52 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 12 cells), CH 2 Green 255 (the same in each of the 12 cells), CH 3 Blue 255 (the same in each of the 12 cells), CH 4 White 255 (the same in each of the 12 cells), CH 51 Dimmer 255, CH 52 Shutter 0.

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	
49	Effects		Same as CH 8 in the mode “10 ch” (p. 10)
50	Effects Speed		Same as CH 9 in the mode “10 ch” (p. 10)
51	Dimmer		Same as CH 1 in the mode “6 ch” (p. 9)
52	Shutter		Same as CH 6 in the mode “6 ch” (p. 9)
53	Dimmer Mode		Same as CH 10 in the mode “10 ch” (p. 10)

CH 1–48: 12 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	White	Cell	Red	Green	Blue	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

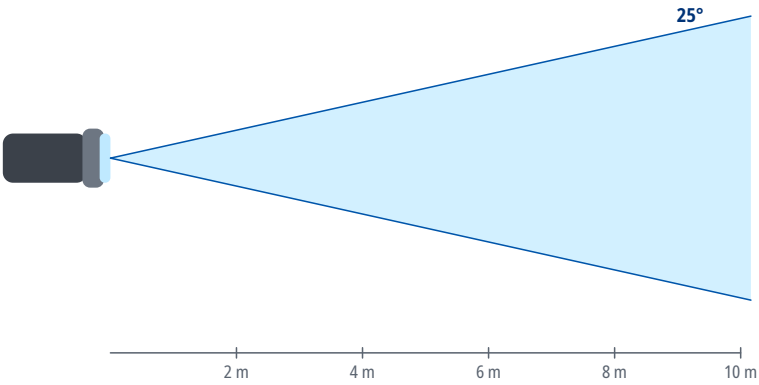
10 Technical specifications

Parameter	Value
Light source	LED
Weight	7.1 kg
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.9–15 Hz

Spot diameter



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

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

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.