DMX REFERENCE

LumipixXB100

Prolights



Manufacturer	Prolights
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1 About this manual

This document describes the LumipixXB100 by Prolights. It was compiled from the GDTF file Prolights_LumipixXB100_60528.gdtf from the GDTF-Share library.

File revision: “HS 1.00”.

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	7.5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
UNO_1ch	1	512	1, 2, 3, 4, ...
DUO_2ch	2	256	1, 3, 5, 7, ...
Basic_RGBW_19ch	19	26	1, 20, 39, 58, ...
Basic_RGBW_19ch + 18PX_72ch	91	5	1, 92, 183, 274, ...
Standard_RGBW_23ch	23	22	1, 24, 47, 70, ...
Standard_RGBW_23ch + 18PX_72ch	95	5	1, 96, 191, 286, ...
Extended_RGBW_43ch	37	13	1, 38, 75, 112, ...
Extended_RGBW_43ch + 18PX_72ch	109	4	1, 110, 219, 328
Direct 8bit_14ch	14	36	1, 15, 29, 43, ...
Direct 16bit_18ch	18	28	1, 19, 37, 55, ...
XY_19ch	19	26	1, 20, 39, 58, ...
Theater_4ch	4	128	1, 5, 9, 13, ...
Theater_5ch1	5	102	1, 6, 11, 16, ...
Theater_5ch2	5	102	1, 6, 11, 16, ...
Theater_6ch	6	85	1, 7, 13, 19, ...
Theater_10ch	10	51	1, 11, 21, 31, ...
Theater_15ch	15	34	1, 16, 31, 46, ...
Theater_17ch	17	30	1, 18, 35, 52, ...
Theater_21ch	21	24	1, 22, 43, 64, ...
Film_1M_12ch	12	42	1, 13, 25, 37, ...
Film_2M_20ch	21	24	1, 22, 43, 64, ...
FX Cine_13ch	13	39	1, 14, 27, 40, ...
FX Tour_20ch	14	36	1, 15, 29, 43, ...
FX Advanced_33ch	27	18	1, 28, 55, 82, ...
18PX	72	7	1, 73, 145, 217, ...



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

“The LumiPix XB is a family of IP65 rated, pixel-controlled linear LED fixtures. The units are available in 100 cm (18 pixels) and 50 cm (9 pixels) - the 20W RGB + Warm White LEDs deliver a punchy beam of light with bright, vibrant colours and high CRI. The beam angle of the LumiPix XB can easily be adjustable with holographic beam shaper filters or with the optical accessories.”

5 Installation

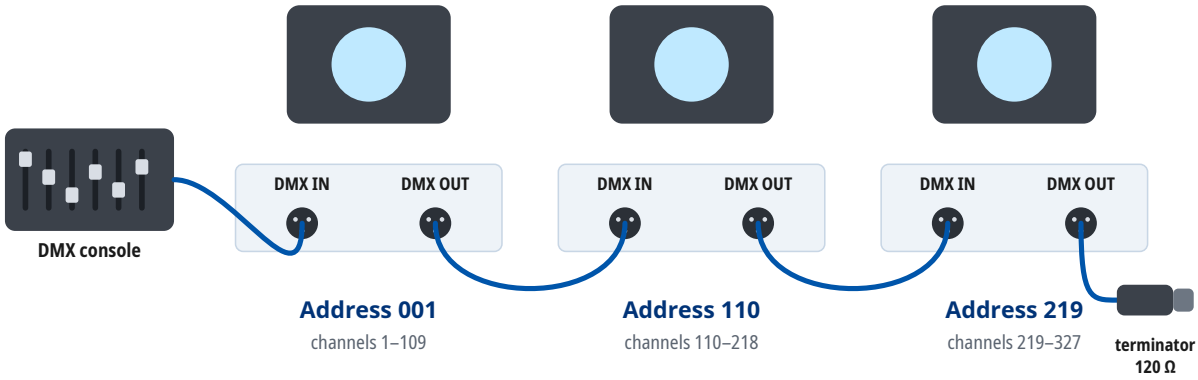
⚠ **WARNING**

- 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: 7.5 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 Extended_RGBW_43ch + 18PX_72ch: every unit occupies 109 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

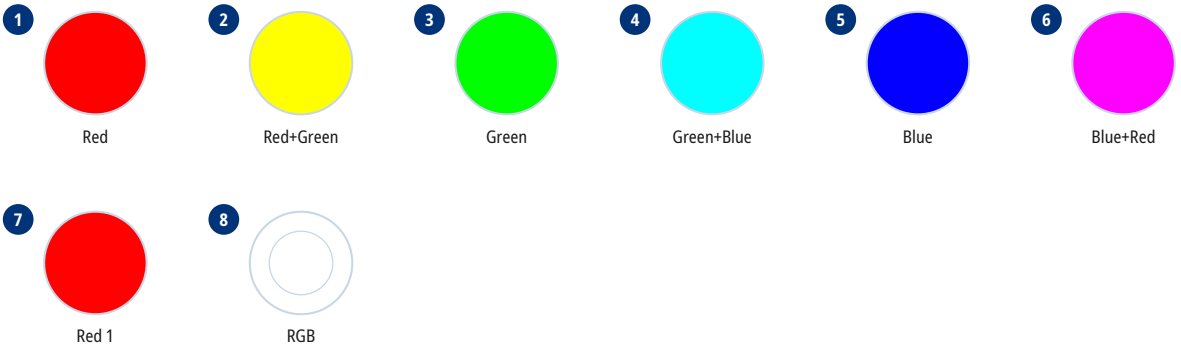
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended_RGBW_43ch + 18PX_72ch”: 109.
- Choose start addresses so that the channels of individual devices do not overlap 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 “Extended_RGBW_43ch + 18PX_72ch”, you can use, for example, the start addresses 1, 110, 219, 328.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	UNO_1ch 1 channel	DUO_2ch 2 channels	Basic_RGBW_19ch 19 channels	Basic_RGBW_19ch + 18PX_72ch 91 channels	Standard_RGBW_23ch 23 channels	Standard_RGBW_23ch + 18PX_72ch 95 channels	Extended_RGBW_43ch 37 channels	Extended_RGBW_43ch + 18PX_72ch 109 channels
Dimmer	1	1	1	1	1	1	1, 32, 37	1, 32, 37
Dimmer resolution	8 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe			3	3	3	3	3, 33, 38	3, 33, 38
Color mixing			4× (4–10)	1–72	4× (4–10)	1–72	12 channels (4–42)	1–72
Color temperature			15	15	15	15	12	12
Effects / macros							28–31	28–31

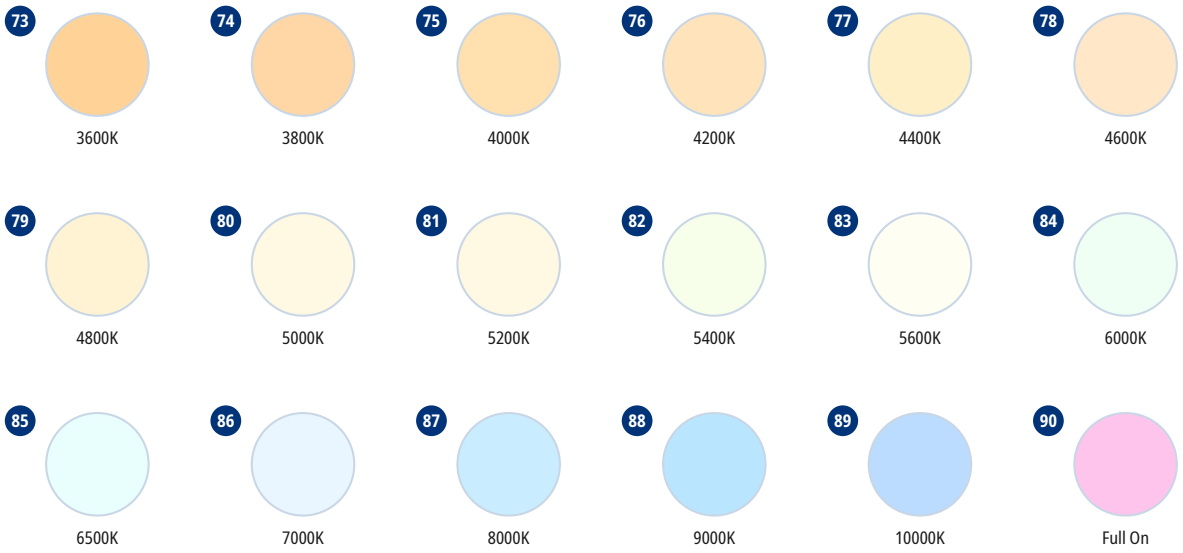
Color wheel 1



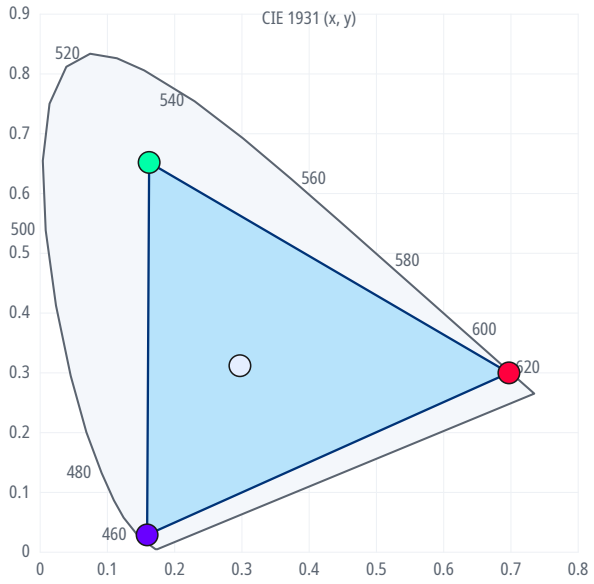
Color wheel 2




25 Medium Blue
26 Bright Pink
27 Mauve
28 Dark Green
29 Lee Green
30 Dark Blue
31 Light Blue
32 Steel Blue
33 Medium Blue-Green
34 Peacock Blue
35 Magenta 1
36 Dark Pink
37 Middle Rose
38 Light Salmon
39 English Rose
40 Light Rose
41 Orange
42 Deep Amber
43 Straw
44 Light Amber
45 Spring Yellow
46 Dark Yellow Green
47 Just Blue
48 Sky Blue
49 Lavender
50 Light Lavender
51 Pink Carnation
52 Medium Pink
53 Light Pink
54 Sunset Red
55 Dark Amber
56 Gold Amber
57 Medium Amber
58 Fire
59 Surprise Peach
60 Straw Tint
61 Medium Yellow
62 Lee Minus Green
63 Pale Gold 1
64 Orange 1
65 Deep Straw
66 Rose Purple
67 Deep Purple
68 Soft Green
69 2800K
70 3000K
71 3200K
72 3400K



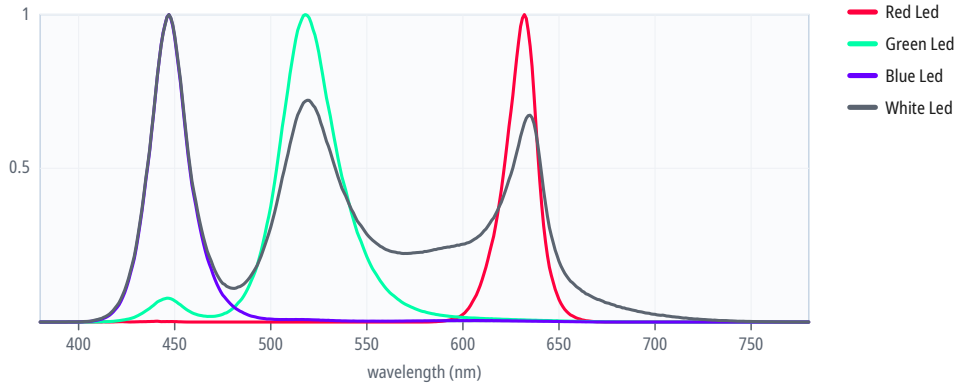
LED colors and the colors they mix



LED	x	y	nm
Red Led	0.697	0.300	625
Green Led	0.162	0.652	520
Blue Led	0.159	0.029	452
White Led	0.297	0.312	

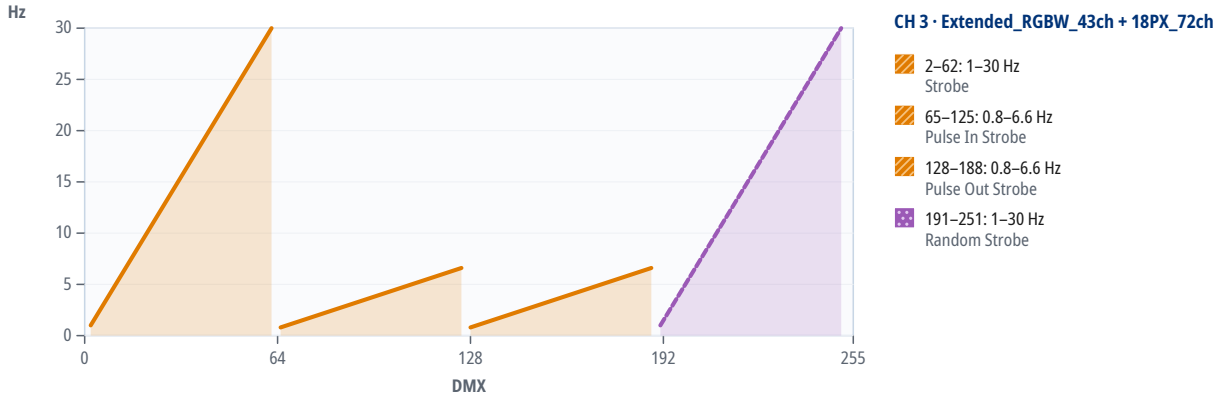
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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



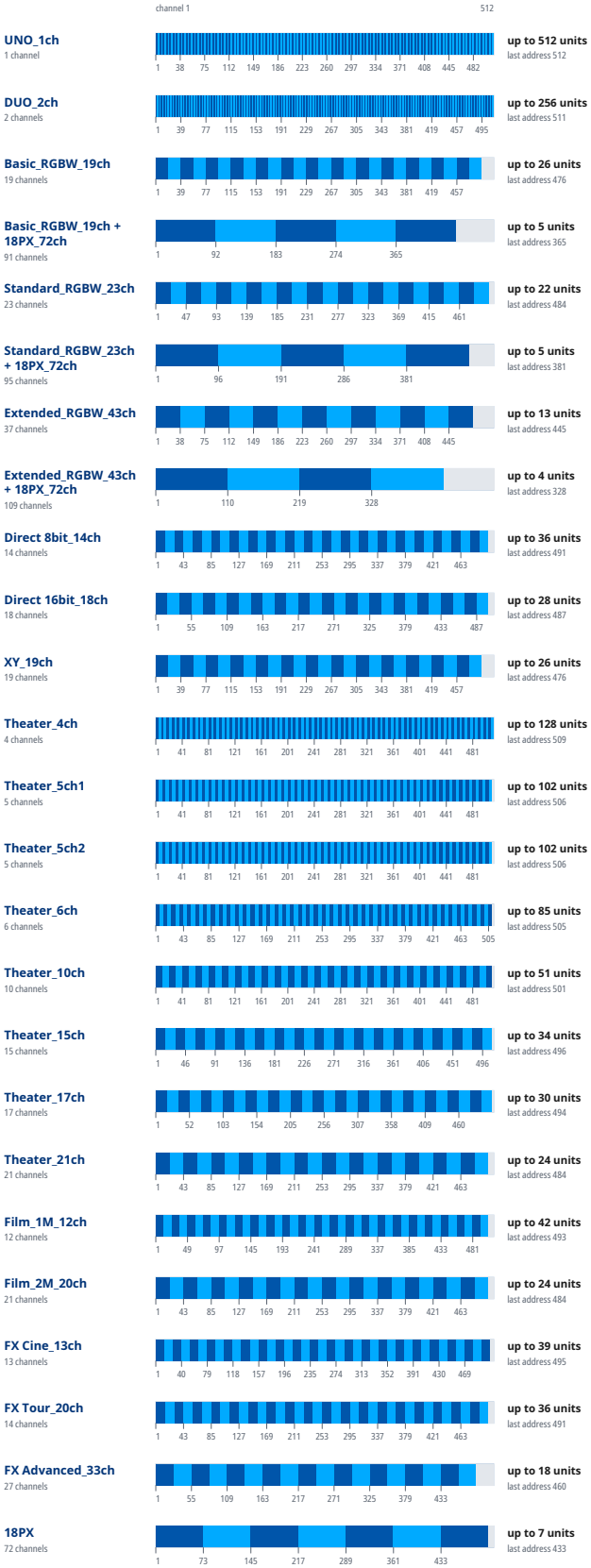
Cells (pixels)

1 CH 1	**2** CH 5	**3** CH 9	**4** CH 13	**5** CH 17	**6** CH 21	**7** CH 25	**8** CH 29	**9** CH 33
10 CH 37	**11** CH 41	**12** CH 45	**13** CH 49	**14** CH 53	**15** CH 57	**16** CH 61	**17** CH 65	**18** CH 69

18 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 9; numbered by their first DMX channel (CH) in the mode “Extended_RGBW_43ch + 18PX_72ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended_RGBW_43ch + 18PX_72ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 110	11	U3 · 219	16	U4 · 328
2	110	7	U2 · 219	12	U3 · 328	17	U5 · 1
3	219	8	U2 · 328	13	U4 · 1	18	U5 · 110
4	328	9	U3 · 1	14	U4 · 110	19	U5 · 219
5	U2 · 1	10	U3 · 110	15	U4 · 219	20	U5 · 328

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 UNO_1ch

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

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

Mode DUO_2ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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

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

Mode Basic_RGBW_19ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Warm White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–1	Closed
		2	Slow Strobe
		3–61	Strobe
		62	Fast Strobe
		63–64	Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open
		128–188	Pulse Out Strobe (0.8–6.6 Hz)

CH	Function	DMX	Description
3	Shutter (continued)	189–190	Open
		191–251	Random Strobe (1–30 Hz)
		252–255	Open
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	Color Effects		Color Macro - Brand
		0	No function
		1–50	LEE Color Macros
		51–100	Rosco Color Macros
		101–255	Reserved
13	Color Effects 2		When CH 12 is 1–50:
		0–50	Color Correction
		51–100	Color Filters
		101–150	600 Series
		151–200	Cosmetic Filter
		201–255	700 Series
			When CH 12 is 51–100:
		0–50	Color Correction
		51–100	CalColor
		101–150	StoraroSelection
		151–200	Cinelux
		201–255	Reserved
14	Color Effects 3		When CH 13 is 0–50:
		0–1	200 - Double CTB
		2–3	201 - Full CTB
		4–5	281 - 3/4 CTB
		6–7	202 - 1/2 CTB
		8–9	203 - 1/4 CTB
		10–11	218 - 1/8 CTB
		12–13	287 - Double CTO
		14–15	204 - Full CTO
		16–17	285 - 3/4 CTO

CH	Function	DMX	Description
14	Color Effects 3 (continued)	18–19	205 - 1/2 CTO
		20–21	206 - 1/4 CTO
		22–23	223 - 1/8 CTO
		24–25	283 - 1 1/2 CTB
		26–27	286 - 1 1/2 CTO
		28–29	441 - Full CTS
		30–31	442 - 1/2 CTS
		32–33	443 - 1/4 CTS
		34–35	444 - 1/8 CTS
		36–37	207 - Full CTO + 3 ND
		38–39	208 - Full CTO + 6 ND
		40–41	212 - LCT Yellow (Y1)
		42–43	213 - White Flame Green
		44–45	219 - LEE Fluorescent Green
		46–47	230 - Super Correction LCT Yellow
		48–49	232 - Super Correction WF Green
		50–51	236 - HMI (to Tungsten)
		52–53	237 - CID (to Tungsten)
		54–55	238 - CSI (to Tungsten)
		56–57	241 - LEE Fluorescent 5700 Kelvin
		58–59	242 - LEE Fluorescent 4300 Kelvin
		60–61	243 - LEE Fluorescent 3600 Kelvin
		62–63	244 - LEE Plus Green
		64–65	245 - 1/2 Plus Green
		66–67	246 - 1/4 Plus Green
		68–69	278 - 1/8 Plus Green
		70–71	247 - Lee Minus Green
		72–73	248 - 1/2 Minus Green
		74–75	249 - 1/4 Minus Green
		76–77	279 - 1/8 Minus Green
		78–255	Reserved
			When CH 13 is 51–100:
		0–1	2 - Rose Pink
		2–3	3 - Lavander Tint
		4–5	4 - Medium Bastard Amber
		6–7	7 - Pale Yellow
		8–9	8- Dark Salmon
		10–11	9 - Pale Amber Gold
		12–13	10 - Medium Yellow
		14–15	13 - Straw Tint
		16–17	17 - Surprise Peach
		18–19	19 - Fire

CH	Function	DMX	Description
14	Color Effects 3 (continued)	20–21	20 - Medium Amber
		22–23	21 - Gold Amber
		24–25	22 - Dark Amber
		26–27	24 - Scarlet
		28–29	25 - Sunset Red
		30–31	26 - Bright Red
		32–33	35 - Light Pink
		34–35	36 - Medium Pink
		36–37	46 - Dark Magenta
		38–39	48 - Rose Purple
		40–41	52 - Light Lavender
		42–43	53 - Paler Lavender
		44–45	58 - Lavender
		46–47	61 - Mist Blue
		48–49	63 - Pale Blue
		50–51	68 - Sky Blue
		52–53	75 - Evening Blue
		54–55	79 - Just Blue
		56–57	85 - Deeper Blue
		58–59	88 - Lime Green
		60–61	89 - Moss Green
		62–63	90 - Dark Yellow Green
		64–65	100 - Spring Yellow
		66–67	101 - Yellow
		68–69	102 - Light Amber
		70–71	103 - Straw
		72–73	104 - Deep Amber
		74–75	106 - Primary Red
		76–77	107 - Light Rose
		78–79	108 - English Rose
		80–81	109 - Light Salmon
		82–83	110 - Middle Rose
		84–85	111 - Dark Pink
		86–87	113 - Magenta
		88–89	115 - Peacock Blue
		90–91	117 - Steel Blue
		92–93	118 - Light Blue
		94–95	120 - Deep Blue
		96–97	121 - LEE Green
		98–99	122 - Fern Green
		100–101	124 - Dark Green
		102–103	127 - Smokey Pink

CH	Function	DMX	Description
14	Color Effects 3 (continued)	104–105	128 - Bright Pink
		106–107	131 - Marine Blue
		108–109	134 - Golden Amber
		110–111	135 - Deep Golden Amber
		112–113	136 - Pale Lavender
		114–115	137 - Special Lavender
		116–117	138 - Pale Green
		118–119	140 - Summer Blue
		120–121	142 - Pale Violet
		122–123	143 - Pale Navy Blue
		124–125	144 - No Color Blue
		126–127	147 - Apricot
		128–129	148 - Bright Rose
		130–131	151 - Gold Tint
		132–133	152 - Pale Gold
		134–135	153 - Pale Salmon
		136–137	154 - Pale Rose
		138–139	156 - Chocolate
		140–141	157 - Pink
		142–143	159 - No Color Straw
		144–145	161 - Slate Blue
		146–147	162 - Bastard Amber
		148–149	164 - Flame Red
		150–151	165 - Daylight Blue
		152–153	169 - Lilac Tint
		154–155	170 - Deep Lavender
		156–157	174 - Dark Steel Blue
		158–159	176 - Loving Amber
		160–161	180 - Dark Lavender
		162–163	182 - Light Red
		164–165	192 - Flesh Pink
		166–167	194 - Surprise Pink
		168–169	195 - Zenith Blue
		170–171	196 - True Blue
		172–173	197 - Alice Blue
		174–175	198 - Palace Blue
		176–177	199 - Regal Blue
		178–255	Reserved
			When CH 13 is 101–150:
		0–1	600 - Arctic White
		2–3	601 - Silver
		4–5	602 - Platinium

CH	Function	DMX	Description
14	Color Effects 3 (continued)	6–7	603 - Moolight White
		8–9	604 - Full CT 85
		10–11	650 - Industry Sodium
		12–13	651 - HI Sodium
		14–15	652 - Urban Sodium
		16–17	653 - LO Sodium
		18–255	Reserved
			When CH 13 is 151–200:
		0–1	184 - Cosmetic Peach
		2–3	186 - Cosmetic Silver Rose
		4–5	187 - Cosmetic Rouge
		6–7	188 - Cosmetic Highlight
		8–9	189 - Cosmetic Silver Moss
		10–11	191 - Cosmetic Aqua Blue
		12–13	705 - Lily Frost
		14–15	717 - Shanklin Frost
		16–17	718 - Half Shanklin Frost
		18–19	720 - Durham Daylight Frost
		20–21	749 - Hampshire Rose
		22–23	750 - Durham Frost
		24–25	774 - Soft Amber Key 1
		26–27	775 - Soft Amber Key 2
		28–29	791 - Moroccan Frost
		30–31	217 - Blue Diffusion
		32–33	221 - Blue Frost
		34–35	224 - Daylight Blue Frost
		36–255	Reserved
			When CH 13 is 201–255:
		0–1	700 - Perfect Lavender
		2–3	701 - Provence
		4–5	702 - Special Pale Lavender
		6–7	703 - Cold Lavender
		8–9	704 - Lily
		10–11	706 - King Fals Lavender
		12–13	708 - Cool Lavender
		14–15	709 - Electric Lilac
		16–17	710 - Spir Special Blue
		18–19	711 - Cold Blue
		20–21	712 - Bedford Blue
		22–23	714 - Elysian Blue
		24–25	715 - Cabana Blue
		26–27	716 - Mikkel Blue

CH	Function	DMX	Description
14	Color Effects 3 (continued)	28–29	719 - Colour Wash Blue
		30–31	721 - Berry Blue
		32–33	723 - Virgin Blue
		34–35	724 - Ocean Blue
		36–37	725 - Old Steel Blue
		38–39	728 - Steel Green
		40–41	730 - Liberty Green
		42–43	731 - Dirty Ice
		44–45	733 - Damp Squib
		46–47	738 - JAS Green
		48–49	742 - Bram Brown
		50–51	744 - Dirty White
		52–53	746 - Brown
		54–55	747 - Easy White
		56–57	748 - Seedy Pink
		58–59	763 - Wheat
		60–61	764 - Sun Colour Straw
		62–63	765 - LEE Yellow
		64–65	773 - Cardbox Amber
		66–67	776 - Nectarine
		68–69	778 - Millenium Gold
		70–71	779 - Bastard Pink
		72–73	781 - Terry Red
		74–75	789 - Blood Red
		76–77	790 - Moroccan Pink
		78–79	794 - Pretty n'Pink
		80–81	795 - Magical Magenta
		82–255	Empty Channel Set
15	Color Temperature	0	2800K
		1–254	2800K ... 10000K
		255	10000K
16	Protocol Crossfade	0	Protocol 1
		1–254	Protocol 1 ... Protocol 2
		255	Protocol 2
17	Pixel Engine Cross Fade	0	Main Fixture
		1–254	Main Fixture ... Pixel Engine
		255	Pixel Engine
18	Color X Fade	0	CTC
		1–254	CTC ... ColorMix
		255	ColorMix
19	Control	0–1	No function
		2–3	RGBW

CH	Function	DMX	Description
19	Control (continued)	4–5	RGB
		6–7	CMY
		8–9	HSI
		10–11	DISPLAY ON
		12–13	DISPLAY 10S
		14–15	DISPLAY 20S
		16–17	DISPLAY 30S
		18–19	FLIP DISPLAY ON
		20–21	FLIP DISPLAY OFF
		22–23	KEY LOCK ON
		24–25	KEY LOCK OFF
		26–27	SPEKTRA CALIBRATION ON
		28–29	SPEKTRA CALIBRATION PURE COLORS
		30–31	LINEAR
		32–33	S-CURVE
		34–35	SQUARE LAW
		36–37	INVERSE SQUARE LAW
		38–39	HIGH RESOLUTION @ LOW
		40–41	AUTO
		42–43	Dimmer Speed: FAST
		44–45	MEDIUM
		46–47	Dimmer Speed: SLOW
		48–49	Fade OFF@END
		50–51	Snap OFF@END
		52–53	600Hz
		54–55	1200Hz
		56–57	2000Hz
		58–59	4000Hz
		60–61	6000Hz
		62–63	10Khz
		64–65	12Khz
		66–67	15Khz
		68–69	20Khz
		70–71	25Khz
		72–73	36Khz
		74–75	40Khz
		76–77	Run Time 3h
		78–79	Run Time 6h
		80–81	Run Time 8h
		82–83	Run Time 12h
		84–85	Run Time 18h
		86–87	IR ON

CH	Function	DMX	Description
19	Control (continued)	88–89	IR OFF
		90–91	Dmx Fault - HOLD
		92–93	Dmx Fault - BLACKOUT
		94–95	Dmx Fault - STANDALONE
		96–97	Dmx Fault - EMERGENCY
		98–99	AC FAULT - NO ACTION
		100–101	AC FAULT - BLACKOUT
		102–103	AC FAULT - EMERGENCY
		104–105	AC MODE - NO ACTION
		106–107	AC MODE - BLACKOUT
		108–109	BATTERY RECHARGE - OFF
		110–111	BATTERY RECHARGE - AUTO
		112–113	TungstenEmulation - OFF
		114–115	TungstenEmulation - AUTO
		116–117	TungstenEmulation - FAST
		118–119	TungstenEmulation - MEDIUM
		120–121	TungstenEmulation - SLOW
		122–123	InvertMapping - OFF
		124–125	InvertMapping - ON
		126–127	STAND ALONE - MASTER
		128–129	STAND ALONE - MASTER NO DMX
		130–131	STAND ALONE - SLAVE
		132–133	STAND ALONE - EFFECTS
		134–135	STAND ALONE - SOURCE EMULATION
		136–137	STAND ALONE - CCT
		138–139	STAND ALONE - HSI
		140–141	STAND ALONE - FIXED COLORS
		142–143	STAND ALONE - WHITE PRESETS
		144–145	STAND ALONE - COLOR MACRO
		146–147	STAND ALONE - MANUAL COLORS
		148–149	STAND ALONE - XY
		150–151	STAND ALONE - USER PRESETS
		152–153	STAND ALONE - TOUR FX
		154–155	Constant Output AUTO
		156–157	CO HIGH
		158–159	CO SILENT 1
		160–161	CO SILENT 2
		162–163	CO OFF
		164–165	Dynamic Output AUTO
		166–167	DO HIGH
		168–169	DO SILENT 1
		170–171	DO SILENT 2

CH	Function	DMX	Description
19	Control (continued)	172–173	DO OFF
		174–175	SPEKTRA CALIBRATION OFF
		176–177	Dimmer Speed OFF
		178–253	Reserved
		254–255	FactoryDefault of ControlsFunction

Mode Basic_RGBW_19ch + 18PX_72ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Warm White 1 255, CH 20 Red 255 (the same in each of the 18 cells), CH 21 Green 255 (the same in each of the 18 cells), CH 22 Blue 255 (the same in each of the 18 cells), CH 23 Warm White 255 (the same in each of the 18 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)
4	Red 1	0–255	Min … Max
		255	Max
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1	0–255	Min … Max
		255	Max
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1	0–255	Min … Max
		255	Max
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Warm White 1	0–255	Min … Max
		255	Max
11	Warm White 1 Fine	0–255	Fine adjustment of CH 10
12	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
13	Color Effects 2		Same as CH 13 in the mode “Basic_RGBW_19ch” (p. 13)
14	Color Effects 3		Same as CH 14 in the mode “Basic_RGBW_19ch” (p. 13)
15	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
16	Protocol Crossfade		Same as CH 16 in the mode “Basic_RGBW_19ch” (p. 18)
17	Pixel Engine Cross Fade		Same as CH 17 in the mode “Basic_RGBW_19ch” (p. 18)
18	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
19	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
20	Red 2	0	Min
		1–254	Min … Max
		255	Max
21	Green 2	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
21	Green 2 (continued)	255	Max
22	Blue 2	0	Min
		1–254	Min … Max
		255	Max
23	Warm White 2	0	Min
		1–254	Min … Max
		255	Max

CH 20–91: 18 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 20–23); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	20	21	22	23	2	24	25	26	27
3	28	29	30	31	4	32	33	34	35
5	36	37	38	39	6	40	41	42	43
7	44	45	46	47	8	48	49	50	51
9	52	53	54	55	10	56	57	58	59
11	60	61	62	63	12	64	65	66	67
13	68	69	70	71	14	72	73	74	75
15	76	77	78	79	16	80	81	82	83
17	84	85	86	87	18	88	89	90	91

Mode Standard_RGBW_23ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Warm White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)
4	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
11	Warm White Fine	0–255	Fine adjustment of CH 10
12	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
13	Color Effects 2		Same as CH 13 in the mode “Basic_RGBW_19ch” (p. 13)
14	Color Effects 3		Same as CH 14 in the mode “Basic_RGBW_19ch” (p. 13)
15	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)

CH	Function	DMX	Description
16	Protocol Crossfade		Same as CH 16 in the mode “Basic_RGBW_19ch” (p. 18)
17	Pixel Engine Cross Fade		Same as CH 17 in the mode “Basic_RGBW_19ch” (p. 18)
18	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
19	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
20	Color Control	0	CtoOnColors OFF
		1–254	CtoOnColors OFF ... CtoOnColors FULL
		255	CtoOnColors FULL
21	Tint	0–127	Tint -25 to 0
		128	Tint 0
		129–255	Tint 0 to +25
22	Color Effects 4		Source Emulation - Category Selector
		0	No function
		1–50	Cat1_Incandescend
		51–100	Cat2_Fluorescent
		101–150	Cat3_Discharge
		151–200	Cat4_Other
		201–255	Reserved
23	Color Effects 5		When CH 22 is 1–50:
		0–1	Tungsten Bulb
		2–3	Incandescent
		4–5	Halogen
		6–7	Antique Bulb
		8–9	Warm Antique Bulb
		10–11	Christmas Light
		12–13	Night Light
		14–15	Infrared Heat Lamp
		16–17	Grow Light
		18–255	Reserved
			When CH 22 is 51–100:
		0–1	CFL Soft White
		2–3	CFL Bright White
		4–5	CFL Cool White
		6–7	CFL Daylight
		8–9	Cool White 1
		10–11	Cool White 2
		12–13	Cool White 3
		14–15	Warm White
		16–17	CFL Blacklight
		18–255	Reserved
			When CH 22 is 101–150:
		0–1	HMI
		2–3	High Pressure Sodium

CH	Function	DMX	Description
23	Color Effects 5 (continued)	4–5	Low Pressure Sodium
		6–7	Mercury Vapor
		8–9	Metal Halide
		10–11	Ceramic
		12–13	Carbon Arc
		14–15	Xenon
		16–255	Reserved
			When CH 22 is 151–200:
		0–1	Candle
		2–3	Gas Fire
		4–5	Sun Direct
		6–7	Sun Overcast
		8–9	Sun Blue Hour
		10–11	Mobile Phone
		12–13	Computer Monitor
		14–15	Electroluminescence
		16–17	Blow Torch
		18–19	Road Flare
		20–21	Amber Caution
		22–23	Green Traffic Light
		24–25	Yellow Traffic Light
		26–27	Red Traffic Light
		28–29	Blue Glow Stick
		30–31	Green Glow Stick
		32–33	Red Glow Stick
		34–35	Yellow Glow Stick
		36–37	Pink Glow Stick
		38–39	Violet Glow Stick
		40–255	Reserved

Mode Standard_RGBW_23ch + 18PX_72ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Warm White 1 255, CH 24 Red 255 (the same in each of the 18 cells), CH 25 Green 255 (the same in each of the 18 cells), CH 26 Blue 255 (the same in each of the 18 cells), CH 27 Warm White 255 (the same in each of the 18 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)

CH	Function	DMX	Description
4	Red 1		Same as CH 4 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1		Same as CH 6 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1		Same as CH 8 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Warm White 1		Same as CH 10 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
11	Warm White 1 Fine	0–255	Fine adjustment of CH 10
12	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
13	Color Effects 2		Same as CH 13 in the mode “Basic_RGBW_19ch” (p. 13)
14	Color Effects 3		Same as CH 14 in the mode “Basic_RGBW_19ch” (p. 13)
15	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
16	Protocol Crossfade		Same as CH 16 in the mode “Basic_RGBW_19ch” (p. 18)
17	Pixel Engine Cross Fade		Same as CH 17 in the mode “Basic_RGBW_19ch” (p. 18)
18	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
19	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
20	Color Control		Same as CH 20 in the mode “Standard_RGBW_23ch” (p. 23)
21	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
22	Color Effects 4		Same as CH 22 in the mode “Standard_RGBW_23ch” (p. 23)
23	Color Effects 5		Same as CH 23 in the mode “Standard_RGBW_23ch” (p. 23)
24	Red 2	0	Min
		1–254	Min … Max
		255	Max
25	Green 2	0	Min
		1–254	Min … Max
		255	Max
26	Blue 2	0	Min
		1–254	Min … Max
		255	Max
27	Warm White 2	0	Min
		1–254	Min … Max
		255	Max

CH 24–95: 18 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 24–27); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	24	25	26	27	2	28	29	30	31
3	32	33	34	35	4	36	37	38	39
5	40	41	42	43	6	44	45	46	47

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
7	48	49	50	51	8	52	53	54	55
9	56	57	58	59	10	60	61	62	63
11	64	65	66	67	12	68	69	70	71
13	72	73	74	75	14	76	77	78	79
15	80	81	82	83	16	84	85	86	87
17	88	89	90	91	18	92	93	94	95

Mode Extended_RGBW_43ch

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 63–64, 126–127, 189–190 or 252–255 “Open”; CH 32 Dimmer 2 above 0; CH 33 Shutter 2 at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Warm White 1 255, CH 32 Dimmer 2 255, CH 34 Red 2 255, CH 35 Green 2 255, CH 36 Blue 2 255, CH 37 Warm White 2 255.

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	0–1	Closed
		2	Slow Strobe
		3–61	Strobe
		62	Fast Strobe
		63–64	Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open
		128–188	Pulse Out Strobe (0.8–6.6 Hz)
		189–190	Open
		191–251	Random Strobe (1–30 Hz)
		252–255	Open
4	Red 1		Same as CH 4 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1		Same as CH 6 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1		Same as CH 8 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Warm White 1		Same as CH 10 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
11	Warm White 1 Fine	0–255	Fine adjustment of CH 10
12	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)

CH	Function	DMX	Description
13	Protocol Crossfade		Same as CH 16 in the mode “Basic_RGBW_19ch” (p. 18)
14	Pixel Engine Cross Fade		Same as CH 17 in the mode “Basic_RGBW_19ch” (p. 18)
15	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
16	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
17	Color Control		Same as CH 20 in the mode “Standard_RGBW_23ch” (p. 23)
18	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
19	Color Model Mode	0–12	Cinema FX
		13–24	Source Emulation
		25–36	CCT
		37–48	HSI
		49–60	Fixed Colors
		61–72	White Preset
		73–84	Color Macro
		85–96	Manual Colors
		97–108	XY
		109–120	User Preset
		121–255	No function
20	Color Effects	0–1	No function
		2–3	Party
		4–5	Candle
		6–7	Clouds
		8–9	Club Lights
		10–11	Color Chase
		12–13	Cop Car
		14–15	Fire
		16–17	Fireworks
		18–19	Strobe
		20–21	Lightning
		22–23	Paparazzi
		24–25	Pulsing
		26–27	Television
		28–29	Explosion
		30–31	Flourescent Flicker
		32–33	Process
		34–35	Welding
		36–255	Reserved
21	Color Effects 2		When CH 20 is 2–3:
		0	Party Effect - CCT Range
		1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max

CH	Function	DMX	Description
21	Color Effects 2 (continued)		When CH 20 is 4–5:
		0–84	Random 1400K - 1700K
		85–170	Random 1700K - 2000K
		171–255	Random 2000K - 2300K
			When CH 20 is 6–7:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5
		30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14
		75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17
		90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24
		125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33
		170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36

CH	Function	DMX	Description
21	Color Effects 2 (continued)	185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47
		240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 20 is 8–9:
		0–31	3 colors
		32–63	6 colors
		64–95	9 colors
		96–127	12 colors
		128–159	15 colors
		160–191	18 colors
		192–223	21 colors
		224–255	24 colors
			When CH 20 is 10–11:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5
		30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14
		75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17

CH	Function	DMX	Description
21	Color Effects 2 (continued)	90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24
		125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33
		170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36
		185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47
		240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 20 is 12–13:
		0–27	Blue
		28–55	Blue+Red
		56–83	Blue+White
		84–111	Blue+Red+White
		112–139	Blue+Amber
		140–167	Blue+Red+Amber
		168–195	Red+Amber
		196–223	Amber

CH	Function	DMX	Description
21	Color Effects 2 (continued)	224–255	Red
			When CH 20 is 14–15:
		0–84	1800k > 2200k
		85–170	2200k > 2600k
		171–255	2600k > 3000k
			When CH 20 is 16–17:
		0–63	Colors
		64–127	White
		128–191	Colors + White
		192–255	Reserved
			When CH 20 is 18–19:
		0	1 Flash / Sec
		1–254	1 > 25 Flashes / Sec
		255	25 Flashes / Sec
			When CH 20 is 20–21:
		0	2 Strikes/Sec
		1–253	2 > 14 Strikes/Sec
		254	14 Strikes/Sec
		255	Random frequency
			When CH 20 is 22–23:
		0	6 Flashes/Min
		1–254	6 > 120 Flashes/Min
		255	120 Flashes/Min
			When CH 20 is 24–25:
		0	5 Pulses/Min
		1–254	5 > 90 Pulses/Min
		255	90 Pulses/Min
			When CH 20 is 26–27:
		0–84	Random 2800k > 4700k
		85–170	Random 4700K > 6500K
		171–255	Random 6500K > 10000K
			When CH 20 is 28–29:
		0	4 Sec
		1–254	Decay 4 >> 1/2 sec
		255	1/2 sec Decay
			When CH 20 is 30–31:
		0–255	Still 2 > 6 sec
			When CH 20 is 32–33:
		0	Slow
		1–254	Slow2Fast
		255	Fast
			When CH 20 is 34–35:

CH	Function	DMX	Description
21	Color Effects 2 (continued)	0	Slow
		1–254	Slow2Fast
		255	Fast
22	Color Effects 3		When CH 20 is 2–3:
		0	Loop 60s
		1–253	Loop 60s ... Loop 60s > 1s
		254–255	Loop 60s > 1s
			When CH 20 is 4–5:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 20 is 6–7:
		0–127	2x Slower > Default Speed
		128–255	Default Speed > 2x Faster
			When CH 20 is 8–9:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 20 is 10–11:
		0	Loop 60s
		1–255	Loop 60s > 1s
			When CH 20 is 12–13:
		0–31	Single Flash
		32–63	Double Flash
		64–95	Quint All Flash
		96–127	Quint Flash
		128–159	Quad Flash
		160–191	Cycle All
		192–255	Reserved
			When CH 20 is 14–15:
		0	0 changes / min
		1–254	0 > 180 changes / min
		255	180 changes / min
			When CH 20 is 16–17:
		0	10s between fireworks
		1–254	10s > 1/2s between fireworks
		255	1/2s between fireworks
			When CH 20 is 18–19:
		0	2800k
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 20–21:

CH	Function	DMX	Description
22	Color Effects 3 (continued)	0	0 flashes / sec
		1–253	0 > 10 flashes / sec
		254	10 flashes / sec
		255	Random Speed
			When CH 20 is 22–23:
		0–127	Flash Bulb
		128–255	Modern Flash
			When CH 20 is 24–25:
		0	4s Pulse Duration
		1–254	4s > 1/4s Pulse Duration
		255	1/4s Pulse Duration
			When CH 20 is 26–27:
		0	4 changes / min
		1–254	4 > 24 changes / min
		255	24 changes / min
			When CH 20 is 28–29:
		0–249	Auto Trigger Loop
		250–255	Manual (bump intensity to explode)
			When CH 20 is 30–31:
		0	3 flickers / sec
		1–254	3 > 10 flickers / sec
		255	10 flickers / sec
			When CH 20 is 32–33:
		0–127	Left > Right
		128–255	Right > Left
			When CH 20 is 34–35:
		0	0% minimum Intensity level
		1–254	0 > 75% minimum Intensity level
		255	75% minimum Intensity level
23	Color Effects 4		When CH 20 is 6–7:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 20 is 10–11:
		0	Party Effect - CCT Range
		1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max
			When CH 20 is 12–13:
		0–127	2x Slower > Default Speed
		128–255	Default Speed > 2x Faster
			When CH 20 is 18–19:
		0–1	Neutral / NoEffect

CH	Function	DMX	Description
23	Color Effects 4 (continued)	2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 20–21:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 22–23:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 24–25:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 28–29:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 30–31:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 32–33:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 20 is 34–35:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
24	Color Effects 5		When CH 20 is 10–11:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 20 is 18–19:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 20 is 20–21:

CH	Function	DMX	Description
24	Color Effects 5 (continued)	0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 22–23:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 24–25:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 28–29:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 30–31:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 32–33:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green

CH	Function	DMX	Description
24	Color Effects 5 (continued)	4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 20 is 34–35:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
25	Color Effects 6		When CH 20 is 18–19:
		0–255	Hue 0 > 360
			When CH 20 is 20–21:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 20 is 24–25:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 20 is 28–29:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 20 is 30–31:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 20 is 32–33:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 20 is 34–35:
		0	White
		1–254	White ... Colors
		255	Colors
26	Color Effects 7		When CH 20 is 18–19:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation

CH	Function	DMX	Description
26	Color Effects 7 (continued)		When CH 20 is 24–25:
		0–255	Hue 0 > 360
			When CH 20 is 28–29:
		0–255	Hue 0 > 360
			When CH 20 is 30–31:
		0–255	Hue 0 > 360
			When CH 20 is 32–33:
		0–255	Hue 0 > 360
			When CH 20 is 34–35:
		0–255	Hue 0 > 360
27	Color Effects 8		When CH 20 is 24–25:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 20 is 28–29:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 20 is 30–31:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 20 is 32–33:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 20 is 34–35:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
28	Effects	0–25	No function
		26–35	FX1
		36–45	FX2
		46–55	FX3
		56–65	FX4
		66–75	FX5
		76–85	FX6
		86–95	FX7
		96–105	FX8
		106–115	FX9
		116–125	FX10
		126–135	FX11

CH	Function	DMX	Description
28	Effects (continued)	136–145	FX12
		146–155	FX13
		156–165	FX14
		166–175	FX15
		176–185	FX16
		186–195	FX17
		196–205	FX18
		206–215	FX19
		216–225	FX20
		226–235	FX21
		236–245	FX22
		246–255	FX23
29	Effects Rotation	0	Index min
		1–126	Index min … Index max
		127	Index max
		128	CW fast
		129–189	CW fast 2 slow
		190	CW slow
		191–192	Stop
		193	CCW slow
		194–254	CCW slow 2 fast
		255	CCW fast
30	Effects Fade	0	Fade min
		1–254	Fade min … Fade max
		255	Fade max
31	Effects Sync		Pattern Transition
		0	Transition min
		1–254	Transition min … Transition max
		255	Transition max
32	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
33	Shutter 2	0–1	Closed
		2	Slow Strobe
		3–61	Strobe
		62	Fast Strobe
		63–64	Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open
		128–188	Pulse Out Strobe (0.8–6.6 Hz)
		189–190	Open
		191–251	Random Strobe (1–30 Hz)

CH	Function	DMX	Description
33	Shutter 2 (continued)	252–255	Open
34	Red 2	0	Min
		1–254	Min ... Max
		255	Max
35	Green 2	0	Min
		1–254	Min ... Max
		255	Max
36	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
37	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max

Mode Extended_RGBW_43ch + 18PX_72ch

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 63–64, 126–127, 189–190 or 252–255 “Open”; CH 32 Dimmer 2 above 0; CH 33 Shutter 2 at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 1 255, CH 6 Green 1 255, CH 8 Blue 1 255, CH 10 Warm White 1 255, CH 32 Dimmer 2 255, CH 34 Red 255 (the same in each of the 19 cells), CH 35 Green 255 (the same in each of the 19 cells), CH 36 Blue 255 (the same in each of the 19 cells), CH 37 Warm White 255 (the same in each of the 19 cells).

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Extended_RGBW_43ch” (p. 26)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 3 in the mode “Extended_RGBW_43ch” (p. 26)
4	Red 1		Same as CH 4 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
5	Red 1 Fine	0–255	Fine adjustment of CH 4
6	Green 1		Same as CH 6 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
7	Green 1 Fine	0–255	Fine adjustment of CH 6
8	Blue 1		Same as CH 8 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
9	Blue 1 Fine	0–255	Fine adjustment of CH 8
10	Warm White 1		Same as CH 10 in the mode “Basic_RGBW_19ch + 18PX_72ch” (p. 21)
11	Warm White 1 Fine	0–255	Fine adjustment of CH 10
12	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
13	Protocol Crossfade		Same as CH 16 in the mode “Basic_RGBW_19ch” (p. 18)
14	Pixel Engine Cross Fade		Same as CH 17 in the mode “Basic_RGBW_19ch” (p. 18)
15	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
16	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

CH	Function	DMX	Description
17	Color Control		Same as CH 20 in the mode “Standard_RGBW_23ch” (p. 23)
18	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
19	Color Model Mode		Same as CH 19 in the mode “Extended_RGBW_43ch” (p. 27)
20	Color Effects		Same as CH 20 in the mode “Extended_RGBW_43ch” (p. 27)
21	Color Effects 2		Same as CH 21 in the mode “Extended_RGBW_43ch” (p. 27)
22	Color Effects 3		Same as CH 22 in the mode “Extended_RGBW_43ch” (p. 32)
23	Color Effects 4		Same as CH 23 in the mode “Extended_RGBW_43ch” (p. 33)
24	Color Effects 5		Same as CH 24 in the mode “Extended_RGBW_43ch” (p. 34)
25	Color Effects 6		Same as CH 25 in the mode “Extended_RGBW_43ch” (p. 36)
26	Color Effects 7		Same as CH 26 in the mode “Extended_RGBW_43ch” (p. 36)
27	Color Effects 8		Same as CH 27 in the mode “Extended_RGBW_43ch” (p. 37)
28	Effects		Same as CH 28 in the mode “Extended_RGBW_43ch” (p. 37)
29	Effects Rotation		Same as CH 29 in the mode “Extended_RGBW_43ch” (p. 38)
30	Effects Fade		Same as CH 30 in the mode “Extended_RGBW_43ch” (p. 38)
31	Effects Sync		Same as CH 31 in the mode “Extended_RGBW_43ch” (p. 38)
32	Dimmer 2		Same as CH 32 in the mode “Extended_RGBW_43ch” (p. 38)
33	Shutter 2		Same as CH 33 in the mode “Extended_RGBW_43ch” (p. 38)
34	Red 2	0	Min
		1–254	Min … Max
		255	Max
35	Green 2	0	Min
		1–254	Min … Max
		255	Max
36	Blue 2	0	Min
		1–254	Min … Max
		255	Max
37	Warm White 2	0	Min
		1–254	Min … Max
		255	Max

CH 34–109: 19 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 34–37); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Warm White	Cell	Red	Green	Blue	Warm White
1	34	35	36	37	2	38	39	40	41
3	42	43	44	45	4	46	47	48	49
5	50	51	52	53	6	54	55	56	57
7	58	59	60	61	8	62	63	64	65
9	66	67	68	69	10	70	71	72	73
11	74	75	76	77	12	78	79	80	81
13	82	83	84	85	14	86	87	88	89
15	90	91	92	93	16	94	95	96	97
17	98	99	100	101	18	102	103	104	105
19	106	107	108	109					

Mode Direct 8bit_14ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 7 Red 255, CH 8 Green 255, CH 9 Blue 255, CH 10 Warm White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)
4	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
5	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
6	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
7	Red	0	Min
		1–254	Min ... Max
		255	Max
8	Green	0	Min
		1–254	Min ... Max
		255	Max
9	Blue	0	Min
		1–254	Min ... Max
		255	Max
10	Warm White	0	Min
		1–254	Min ... Max
		255	Max
11	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
12	Color Effects 2		When CH 11 is 1–50:
		0–50	Color Correction
		51–100	Color Filters
		101–150	600 Series
		151–200	Cosmetic Filter
		201–255	700 Series
			When CH 11 is 51–100:
		0–50	Color Correction
		51–100	CalColor
		101–150	StoraroSelection
		151–200	Cinelux
		201–255	Reserved
13	Color Effects 3		When CH 12 is 0–50:
		0–1	200 - Double CTB
		2–3	201 - Full CTB
		4–5	281 - 3/4 CTB
		6–7	202 - 1/2 CTB

CH	Function	DMX	Description
13	Color Effects 3 (continued)	8–9	203 - 1/4 CTB
		10–11	218 - 1/8 CTB
		12–13	287 - Double CTO
		14–15	204 - Full CTO
		16–17	285 - 3/4 CTO
		18–19	205 - 1/2 CTO
		20–21	206 - 1/4 CTO
		22–23	223 - 1/8 CTO
		24–25	283 - 1 1/2 CTB
		26–27	286 - 1 1/2 CTO
		28–29	441 - Full CTS
		30–31	442 - 1/2 CTS
		32–33	443 - 1/4 CTS
		34–35	444 - 1/8 CTS
		36–37	207 - Full CTO + 3 ND
		38–39	208 - Full CTO + 6 ND
		40–41	212 - LCT Yellow (Y1)
		42–43	213 - White Flame Green
		44–45	219 - LEE Fluorescent Green
		46–47	230 - Super Correction LCT Yellow
		48–49	232 - Super Correction WF Green
		50–51	236 - HMI (to Tungsten)
		52–53	237 - CID (to Tungsten)
		54–55	238 - CSI (to Tungsten)
		56–57	241 - LEE Fluorescent 5700 Kelvin
		58–59	242 - LEE Fluorescent 4300 Kelvin
		60–61	243 - LEE Fluorescent 3600 Kelvin
		62–63	244 - LEE Plus Green
		64–65	245 - 1/2 Plus Green
		66–67	246 - 1/4 Plus Green
		68–69	278 - 1/8 Plus Green
		70–71	247 - Lee Minus Green
		72–73	248 - 1/2 Minus Green
		74–75	249 - 1/4 Minus Green
		76–77	279 - 1/8 Minus Green
		78–255	Reserved
			When CH 12 is 51–100:
		0–1	2 - Rose Pink
		2–3	3 - Lavander Tint
		4–5	4 - Medium Bastard Amber
		6–7	7 - Pale Yellow
		8–9	8- Dark Salmon

CH	Function	DMX	Description
13	Color Effects 3 (continued)	10–11	9 - Pale Amber Gold
		12–13	10 - Medium Yellow
		14–15	13 - Straw Tint
		16–17	17 - Surprise Peach
		18–19	19 - Fire
		20–21	20 - Medium Amber
		22–23	21 - Gold Amber
		24–25	22 - Dark Amber
		26–27	24 - Scarlet
		28–29	25 - Sunset Red
		30–31	26 - Bright Red
		32–33	35 - Light Pink
		34–35	36 - Medium Pink
		36–37	46 - Dark Magenta
		38–39	48 - Rose Purple
		40–41	52 - Light Lavender
		42–43	53 - Paler Lavender
		44–45	58 - Lavender
		46–47	61 - Mist Blue
		48–49	63 - Pale Blue
		50–51	68 - Sky Blue
		52–53	75 - Evening Blue
		54–55	79 - Just Blue
		56–57	85 - Deeper Blue
		58–59	88 - Lime Green
		60–61	89 - Moss Green
		62–63	90 - Dark Yellow Green
		64–65	100 - Spring Yellow
		66–67	101 - Yellow
		68–69	102 - Light Amber
		70–71	103 - Straw
		72–73	104 - Deep Amber
		74–75	106 - Primary Red
		76–77	107 - Light Rose
		78–79	108 - English Rose
		80–81	109 - Light Salmon
		82–83	110 - Middle Rose
		84–85	111 - Dark Pink
		86–87	113 - Magenta
		88–89	115 - Peacock Blue
		90–91	117 - Steel Blue
		92–93	118 - Light Blue

CH	Function	DMX	Description
13	Color Effects 3 (continued)	94–95	120 - Deep Blue
		96–97	121 - LEE Green
		98–99	122 - Fern Green
		100–101	124 - Dark Green
		102–103	127 - Smokey Pink
		104–105	128 - Bright Pink
		106–107	131 - Marine Blue
		108–109	134 - Golden Amber
		110–111	135 - Deep Golden Amber
		112–113	136 - Pale Lavender
		114–115	137 - Special Lavender
		116–117	138 - Pale Green
		118–119	140 - Summer Blue
		120–121	142 - Pale Violet
		122–123	143 - Pale Navy Blue
		124–125	144 - No Color Blue
		126–127	147 - Apricot
		128–129	148 - Bright Rose
		130–131	151 - Gold Tint
		132–133	152 - Pale Gold
		134–135	153 - Pale Salmon
		136–137	154 - Pale Rose
		138–139	156 - Chocolate
		140–141	157 - Pink
		142–143	159 - No Color Straw
		144–145	161 - Slate Blue
		146–147	162 - Bastard Amber
		148–149	164 - Flame Red
		150–151	165 - Daylight Blue
		152–153	169 - Lilac Tint
		154–155	170 - Deep Lavender
		156–157	174 - Dark Steel Blue
		158–159	176 - Loving Amber
		160–161	180 - Dark Lavender
		162–163	182 - Light Red
		164–165	192 - Flesh Pink
		166–167	194 - Surprise Pink
		168–169	195 - Zenith Blue
		170–171	196 - True Blue
		172–173	197 - Alice Blue
		174–175	198 - Palace Blue
		176–177	199 - Regal Blue

CH	Function	DMX	Description
13	Color Effects 3 (continued)	178–255	Reserved
			When CH 12 is 101–150:
		0–1	600 - Arctic White
		2–3	601 - Silver
		4–5	602 - Platinium
		6–7	603 - Moolight White
		8–9	604 - Full CT 85
		10–11	650 - Industry Sodium
		12–13	651 - HI Sodium
		14–15	652 - Urban Sodium
		16–17	653 - LO Sodium
		18–255	Reserved
			When CH 12 is 151–200:
		0–1	184 - Cosmetic Peach
		2–3	186 - Cosmetic Silver Rose
		4–5	187 - Cosmetic Rouge
		6–7	188 - Cosmetic Highlight
		8–9	189 - Cosmetic Silver Moss
		10–11	191 - Cosmetic Aqua Blue
		12–13	705 - Lily Frost
		14–15	717 - Shanklin Frost
		16–17	718 - Half Shanklin Frost
		18–19	720 - Durham Daylight Frost
		20–21	749 - Hampshire Rose
		22–23	750 - Durham Frost
		24–25	774 - Soft Amber Key 1
		26–27	775 - Soft Amber Key 2
		28–29	791 - Moroccan Frost
		30–31	217 - Blue Diffusion
		32–33	221 - Blue Frost
		34–35	224 - Daylight Blue Frost
		36–255	Reserved
			When CH 12 is 201–255:
		0–1	700 - Perfect Lavender
		2–3	701 - Provence
		4–5	702 - Special Pale Lavender
		6–7	703 - Cold Lavender
		8–9	704 - Lily
		10–11	706 - King Fals Lavender
		12–13	708 - Cool Lavender
		14–15	709 - Electric Lilac
		16–17	710 - Spir Special Blue

CH	Function	DMX	Description
13	Color Effects 3 (continued)	18–19	711 - Cold Blue
		20–21	712 - Bedford Blue
		22–23	714 - Elysian Blue
		24–25	715 - Cabana Blue
		26–27	716 - Mikkel Blue
		28–29	719 - Colour Wash Blue
		30–31	721 - Berry Blue
		32–33	723 - Virgin Blue
		34–35	724 - Ocean Blue
		36–37	725 - Old Steel Blue
		38–39	728 - Steel Green
		40–41	730 - Liberty Green
		42–43	731 - Dirty Ice
		44–45	733 - Damp Squib
		46–47	738 - JAS Green
		48–49	742 - Bram Brown
		50–51	744 - Dirty White
		52–53	746 - Brown
		54–55	747 - Easy White
		56–57	748 - Seedy Pink
		58–59	763 - Wheat
		60–61	764 - Sun Colour Straw
		62–63	765 - LEE Yellow
		64–65	773 - Cardbox Amber
		66–67	776 - Nectarine
		68–69	778 - Millenium Gold
		70–71	779 - Bastard Pink
		72–73	781 - Terry Red
		74–75	789 - Blood Red
		76–77	790 - Moroccan Pink
		78–79	794 - Pretty n'Pink
		80–81	795 - Magical Magenta
		82–255	Empty Channel Set
14	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode Direct 16bit_18ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 7 Red 255, CH 9 Green 255, CH 11 Blue 255, CH 13 Warm White 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)
4	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
5	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
6	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
7	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
16	Color Effects 2		When CH 15 is 1–50:
		0–50	Color Correction
		51–100	Color Filters
		101–150	600 Series
		151–200	Cosmetic Filter
		201–255	700 Series
			When CH 15 is 51–100:
		0–50	Color Correction
		51–100	CalColor
		101–150	StoraroSelection
		151–200	Cinelux
		201–255	Reserved
17	Color Effects 3		When CH 16 is 0–50:
		0–1	200 - Double CTB
		2–3	201 - Full CTB
		4–5	281 - 3/4 CTB
		6–7	202 - 1/2 CTB
		8–9	203 - 1/4 CTB
		10–11	218 - 1/8 CTB
		12–13	287 - Double CTO

CH	Function	DMX	Description
17	Color Effects 3 (continued)	14–15	204 - Full CTO
		16–17	285 - 3/4 CTO
		18–19	205 - 1/2 CTO
		20–21	206 - 1/4 CTO
		22–23	223 - 1/8 CTO
		24–25	283 - 1 1/2 CTB
		26–27	286 - 1 1/2 CTO
		28–29	441 - Full CTS
		30–31	442 - 1/2 CTS
		32–33	443 - 1/4 CTS
		34–35	444 - 1/8 CTS
		36–37	207 - Full CTO + 3 ND
		38–39	208 - Full CTO + 6 ND
		40–41	212 - LCT Yellow (Y1)
		42–43	213 - White Flame Green
		44–45	219 - LEE Fluorescent Green
		46–47	230 - Super Correction LCT Yellow
		48–49	232 - Super Correction WF Green
		50–51	236 - HMI (to Tungsten)
		52–53	237 - CID (to Tungsten)
		54–55	238 - CSI (to Tungsten)
		56–57	241 - LEE Fluorescent 5700 Kelvin
		58–59	242 - LEE Fluorescent 4300 Kelvin
		60–61	243 - LEE Fluorescent 3600 Kelvin
		62–63	244 - LEE Plus Green
		64–65	245 - 1/2 Plus Green
		66–67	246 - 1/4 Plus Green
		68–69	278 - 1/8 Plus Green
		70–71	247 - Lee Minus Green
		72–73	248 - 1/2 Minus Green
		74–75	249 - 1/4 Minus Green
		76–77	279 - 1/8 Minus Green
		78–255	Reserved
			When CH 16 is 51–100:
		0–1	2 - Rose Pink
		2–3	3 - Lavander Tint
		4–5	4 - Medium Bastard Amber
		6–7	7 - Pale Yellow
		8–9	8- Dark Salmon
		10–11	9 - Pale Amber Gold
		12–13	10 - Medium Yellow

CH	Function	DMX	Description
17	Color Effects 3 (continued)	14–15	13 - Straw Tint
		16–17	17 - Surprise Peach
		18–19	19 - Fire
		20–21	20 - Medium Amber
		22–23	21 - Gold Amber
		24–25	22 - Dark Amber
		26–27	24 - Scarlet
		28–29	25 - Sunset Red
		30–31	26 - Bright Red
		32–33	35 - Light Pink
		34–35	36 - Medium Pink
		36–37	46 - Dark Magenta
		38–39	48 - Rose Purple
		40–41	52 - Light Lavender
		42–43	53 - Paler Lavender
		44–45	58 - Lavender
		46–47	61 - Mist Blue
		48–49	63 - Pale Blue
		50–51	68 - Sky Blue
		52–53	75 - Evening Blue
		54–55	79 - Just Blue
		56–57	85 - Deeper Blue
		58–59	88 - Lime Green
		60–61	89 - Moss Green
		62–63	90 - Dark Yellow Green
		64–65	100 - Spring Yellow
		66–67	101 - Yellow
		68–69	102 - Light Amber
		70–71	103 - Straw
		72–73	104 - Deep Amber
		74–75	106 - Primary Red
		76–77	107 - Light Rose
		78–79	108 - English Rose
		80–81	109 - Light Salmon
		82–83	110 - Middle Rose
		84–85	111 - Dark Pink
		86–87	113 - Magenta
		88–89	115 - Peacock Blue
		90–91	117 - Steel Blue
		92–93	118 - Light Blue
		94–95	120 - Deep Blue

CH	Function	DMX	Description
17	Color Effects 3 (continued)	96–97	121 - LEE Green
		98–99	122 - Fern Green
		100–101	124 - Dark Green
		102–103	127 - Smokey Pink
		104–105	128 - Bright Pink
		106–107	131 - Marine Blue
		108–109	134 - Golden Amber
		110–111	135 - Deep Golden Amber
		112–113	136 - Pale Lavender
		114–115	137 - Special Lavender
		116–117	138 - Pale Green
		118–119	140 - Summer Blue
		120–121	142 - Pale Violet
		122–123	143 - Pale Navy Blue
		124–125	144 - No Color Blue
		126–127	147 - Apricot
		128–129	148 - Bright Rose
		130–131	151 - Gold Tint
		132–133	152 - Pale Gold
		134–135	153 - Pale Salmon
		136–137	154 - Pale Rose
		138–139	156 - Chocolate
		140–141	157 - Pink
		142–143	159 - No Color Straw
		144–145	161 - Slate Blue
		146–147	162 - Bastard Amber
		148–149	164 - Flame Red
		150–151	165 - Daylight Blue
		152–153	169 - Lilac Tint
		154–155	170 - Deep Lavender
		156–157	174 - Dark Steel Blue
		158–159	176 - Loving Amber
		160–161	180 - Dark Lavender
		162–163	182 - Light Red
		164–165	192 - Flesh Pink
		166–167	194 - Surprise Pink
		168–169	195 - Zenith Blue
		170–171	196 - True Blue
		172–173	197 - Alice Blue
		174–175	198 - Palace Blue
		176–177	199 - Regal Blue

CH	Function	DMX	Description
17	Color Effects 3 (continued)	178–255	Reserved
			When CH 16 is 101–150:
		0–1	600 - Arctic White
		2–3	601 - Silver
		4–5	602 - Platinium
		6–7	603 - Moolight White
		8–9	604 - Full CT 85
		10–11	650 - Industry Sodium
		12–13	651 - HI Sodium
		14–15	652 - Urban Sodium
		16–17	653 - LO Sodium
		18–255	Reserved
			When CH 16 is 151–200:
		0–1	184 - Cosmetic Peach
		2–3	186 - Cosmetic Silver Rose
		4–5	187 - Cosmetic Rouge
		6–7	188 - Cosmetic Highlight
		8–9	189 - Cosmetic Silver Moss
		10–11	191 - Cosmetic Aqua Blue
		12–13	705 - Lily Frost
		14–15	717 - Shanklin Frost
		16–17	718 - Half Shanklin Frost
		18–19	720 - Durham Daylight Frost
		20–21	749 - Hampshire Rose
		22–23	750 - Durham Frost
		24–25	774 - Soft Amber Key 1
		26–27	775 - Soft Amber Key 2
		28–29	791 - Moroccan Frost
		30–31	217 - Blue Diffusion
		32–33	221 - Blue Frost
		34–35	224 - Daylight Blue Frost
		36–255	Reserved
			When CH 16 is 201–255:
		0–1	700 - Perfect Lavender
		2–3	701 - Provence
		4–5	702 - Special Pale Lavender
		6–7	703 - Cold Lavender
		8–9	704 - Lily
		10–11	706 - King Fals Lavender
		12–13	708 - Cool Lavender
		14–15	709 - Electric Lilac

CH	Function	DMX	Description
17	Color Effects 3 (continued)	16–17	710 - Spir Special Blue
		18–19	711 - Cold Blue
		20–21	712 - Bedford Blue
		22–23	714 - Elysian Blue
		24–25	715 - Cabana Blue
		26–27	716 - Mikkel Blue
		28–29	719 - Colour Wash Blue
		30–31	721 - Berry Blue
		32–33	723 - Virgin Blue
		34–35	724 - Ocean Blue
		36–37	725 - Old Steel Blue
		38–39	728 - Steel Green
		40–41	730 - Liberty Green
		42–43	731 - Dirty Ice
		44–45	733 - Damp Squib
		46–47	738 - JAS Green
		48–49	742 - Bram Brown
		50–51	744 - Dirty White
		52–53	746 - Brown
		54–55	747 - Easy White
		56–57	748 - Seedy Pink
		58–59	763 - Wheat
		60–61	764 - Sun Colour Straw
		62–63	765 - LEE Yellow
		64–65	773 - Cardbox Amber
		66–67	776 - Nectarine
		68–69	778 - Millenium Gold
		70–71	779 - Bastard Pink
		72–73	781 - Terry Red
		74–75	789 - Blood Red
		76–77	790 - Moroccan Pink
		78–79	794 - Pretty n'Pink
		80–81	795 - Magical Magenta
		82–255	Empty Channel Set
18	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode XY_19ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–1	Closed
		2–62	Strobe (0.9–20 Hz)
		63–64	Open
		65–125	Pulse In Strobe (0.8–6.6 Hz)
		126–127	Open
		128–188	Pulse Out Strobe (0.8–6.6 Hz)
		189–190	Open
		191–251	Random Strobe (0.9–20 Hz)
		252–255	Open
4	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
5	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
6	CIE X 1	0–255	Min ... Max
		255	Max
7	CIE X 1 Fine	0–255	Fine adjustment of CH 6
8	CIE Y 1	0–255	Min ... Max
		255	Max
9	CIE Y 1 Fine	0–255	Fine adjustment of CH 8
10	XY Crossfade	0	Layer_1
		1–254	Layer_1 ... Layer_2
		255	Layer_2
11	CIE X 2	0–255	Min ... Max
		255	Max
12	CIE X 2 Fine	0–255	Fine adjustment of CH 11
13	CIE Y 2	0–255	Min ... Max
		255	Max
14	CIE Y 2 Fine	0–255	Fine adjustment of CH 13
15	Color Effects		Same as CH 12 in the mode “Basic_RGBW_19ch” (p. 13)
16	Color Effects 2		Same as CH 16 in the mode “Direct 16bit_18ch” (p. 47)
17	Color Effects 3		Same as CH 17 in the mode “Direct 16bit_18ch” (p. 47)
18	Color Control		Same as CH 20 in the mode “Standard_RGBW_23ch” (p. 23)
19	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode Theater_4ch

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		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Color Temperature	0–31	2800K-3200K (2800–3199 K)
		32–63	3200K-3500K (3200–3499 K)
		64–95	3500K-4000K (3500–3999 K)
		96–127	4000K-4500K (4000–4499 K)
		128–159	4500K-5000K (4500–4999 K)
		160–191	5000K-5600K (5000–5599 K)
		192–223	5600K-6000K (5600–5999 K)
		224–255	6000K-6500K (6000–6500 K)
3	Tint	0	Tint 0
		1	Tint -25
		2–126	Tint -25 ... Tint 0
		127	Tint -25 to: Tint 0
		128	Tint 0 to: Tint 0
		129–254	Tint 0 ... Tint 25
		255	Tint 25
4	Dimmer Mode	0	As From Menu
		1	Snap
		2–254	Snap ... Smooth
		255	Smooth

Mode Theater_5ch1

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature		Same as CH 2 in the mode “Theater_4ch” (p. 54)
4	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
5	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)

Mode Theater_5ch2

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Color Temperature		Same as CH 2 in the mode “Theater_4ch” (p. 54)
3	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
4	Shutter	0–30	Closed
		31	Strobe: Slow
		32–99	Strobe: Slow ... Fast
		100	Strobe: Fast
		101–130	Open
		131	Random: Slow
		132–199	Random: Slow ... Fast
		200	Random: Fast
		201–255	Open
5	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)

Mode Theater_6ch

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Color Temperature		Same as CH 2 in the mode “Theater_4ch” (p. 54)
3	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
4	Shutter		Same as CH 4 in the mode “Theater_5ch2” (p. 55)
5	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)
6	Color Macro	0–2	No function
		3–5	Amber Shift On
		6	Red
		7–40	Red ... Red+Green
		41	Red+Green
		42–75	Red+Green ... Green
		76	Green
		77–109	Green ... Green+Blue
		110	Green+Blue
		111–145	Green+Blue ... Blue
		146	Blue
		147–180	Blue ... Blue+Red
		181	Blue+Red

CH	Function	DMX	Description
6	Color Macro (continued)	182–215	Blue+Red ... Red 1
		216	Red 1
		217–254	Red 1 ... RGB
		255	RGB

Mode Theater_10ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 8 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Red		Same as CH 7 in the mode “Direct 8bit_14ch” (p. 41)
3	Green		Same as CH 8 in the mode “Direct 8bit_14ch” (p. 41)
4	Blue		Same as CH 9 in the mode “Direct 8bit_14ch” (p. 41)
5	Warm White		Same as CH 10 in the mode “Direct 8bit_14ch” (p. 41)
6	Color Temperature	0–30	2800K-3200K (2800–3199 K)
		31–60	3200K-3500K (3200–3499 K)
		61–90	3500K-4000K (3500–3999 K)
		91–120	4000K-4500K (4000–4499 K)
		121–150	4500K-5000K (4500–4999 K)
		151–180	5000K-5600K (5000–5599 K)
		181–210	5600K-6000K (5600–5999 K)
		211–240	6000K-6500K (6000–6500 K)
		241–255	Color Mix
7	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
8	Shutter		Same as CH 4 in the mode “Theater_5ch2” (p. 55)
9	Color Macro		Same as CH 6 in the mode “Theater_6ch” (p. 55)
10	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)

Mode Theater_15ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 13 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)

CH	Function	DMX	Description
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
10	Warm White Fine	0–255	Fine adjustment of CH 9
11	Color Temperature		Same as CH 6 in the mode “Theater_10ch” (p. 56)
12	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
13	Shutter		Same as CH 4 in the mode “Theater_5ch2” (p. 55)
14	Color Macro		Same as CH 6 in the mode “Theater_6ch” (p. 55)
15	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)

Mode Theater_17ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “Theater_5ch2” (p. 55)
4	Color Temperature		Same as CH 2 in the mode “Theater_4ch” (p. 54)
5	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
6	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
7	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Color Macro		Same as CH 6 in the mode “Theater_6ch” (p. 55)
16	Color Control	0	CTO On Colors off
		1–254	CTO On Colors off ... CTO On Colors on
		255	CTO On Colors on
17	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)

Mode Theater_21ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 101–130 or 201–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 4 in the mode “Theater_5ch2” (p. 55)
4	Color Temperature		Same as CH 2 in the mode “Theater_4ch” (p. 54)
5	Tint		Same as CH 3 in the mode “Theater_4ch” (p. 54)
6	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
7	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)
12	Blue Fine	0–255	Fine adjustment of CH 11
13	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
14	Warm White Fine	0–255	Fine adjustment of CH 13
15	Color Macro	0–1	Color Macro 1: Open
		2–3	Red
		4–5	Green
		6–7	Blue
		8–9	Cyan
		10–11	Magenta
		12–13	Yellow
		14–15	Dirty White
		16–17	Alice Blue
		18–19	Congo Blue
		20–21	Dark Steel Blue
		22–23	Deep Lavender
		24–25	Lilac Ting
		26–27	Daylight Blue
		28–29	Flame Red
		30–31	Bastard Amber
		32–33	Deep Orange
		34–35	Pale Gold
		36–37	Apricot
		38–39	Bright Blue
		40–41	Primary Green
		42–43	Special Lavender

CH	Function	DMX	Description
15	Color Macro (continued)	44–45	Pale Lavender
		46–47	Deep Golden Amber
		48–49	Medium Blue
		50–51	Bright Pink
		52–53	Mauve
		54–55	Dark Green
		56–57	Lee Green
		58–59	Dark Blue
		60	Light Blue
		61	Steel Blue
		62–63	Medium Blue-Green
		64–65	Peacock Blue
		66–67	Magenta
		68–69	Magenta ... Dark Pink
		70–71	Dark Pink
		72–73	Middle Rose
		74–75	Light Salmon
		76–77	English Rose
		78–79	Light Rose
		80–81	Orange
		82–83	Deep Amber
		84–85	Straw
		86–87	Light Amber
		88–89	Spring Yellow
		90–91	Dark Yellow Green
		92–93	Just Blue
		94–95	Sky Blue
		96–97	Lavender
		98–99	Light Lavender
		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

CH	Function	DMX	Description
15	Color Macro (continued)	126–127	Orange
		128–129	Deep Straw
		130–131	Rose Purple
		132–133	Deep Purple
		134–135	Soft Green
		136–211	TBD
		212–213	2800K
		214–215	3000K
		216–217	3200K
		218–219	3400K
		220–221	3600K
		222–223	3800K
		224–225	4000K
		226–227	4200K
		228–229	4400K
		230–231	4600K
		232–233	4800K
		234–235	5000K
		236–237	5200K
		238–239	5400K
		240–241	5600K
		242–243	6000K
		244–245	6500K
		246–247	7000K
		248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full On
16	Color Control		Same as CH 16 in the mode “Theater_17ch” (p. 57)
17	Dimmer Mode		Same as CH 4 in the mode “Theater_4ch” (p. 54)
18	Effects	0–10	No function
		11–20	Effect1
		21–30	Effect2
		31–40	Effect3
		41–50	Effect4
		51–60	Effect5
		61–70	Candle
		71–80	CopCar1
		81–90	CopCar2
		91–100	CopCar3
		101–110	Fire
		111–120	Fireworks

CH	Function	DMX	Description
18	Effects (continued)	121–130	Paparazzi
		131–140	Television
		141–150	Party
		151–160	Clouds
		161–170	Club
		171–180	ColorChase
		181–190	Strobe
		191–200	Lighting
		201–210	Explosion
		211–220	Fluorescent
		221–230	Process
		231–240	Pulsing
		241–255	Welding
19	Effects Speed	0	Slow
		1–126	Slow ... Mid
		127	Mid
		128–254	Mid ... Fast
		255	Fast
20	Effects Fade	0	Snap
		1–254	Snap ... Smooth
		255	Smooth
21	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode Film_1M_12ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 11 Shutter at 0–19 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “UNO_1ch” (p. 12)
2	Color Temperature	0	2800K
		1–254	2800K ... 10000k
		255	10000k
3	Tint	0	Neutral
		1–10	Neutral 1
		11–20	Full Minus
		21–119	Minus Green
		120–145	Neutral
		146–244	Plus Green
		245–255	Full Plus
4	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
5	Red		Same as CH 7 in the mode “Direct 8bit_14ch” (p. 41)
6	Green		Same as CH 8 in the mode “Direct 8bit_14ch” (p. 41)

CH	Function	DMX	Description
7	Blue		Same as CH 9 in the mode “Direct 8bit_14ch” (p. 41)
8	Warm White		Same as CH 10 in the mode “Direct 8bit_14ch” (p. 41)
9	Fans		Fan Mode 1
		0–9	AsFromMenu
		10–57	QUIET 1 Mode
		58–105	AUTO Mode
		106–153	TURBO Mode
		154–201	Reserved
		202–249	QUIET 2 Mode
		250–255	OFF Mode
10	Color Macro	0–1	Open
		2–3	Red
		4–5	Green
		6–7	Blue
		8–9	Cyan
		10–11	Magenta
		12–13	Yellow
		14–15	Dirty White
		16–17	Alice Blue
		18–19	Congo Blue
		20–21	Dark Steel Blue
		22–23	Deep Lavender
		24–25	Lilac Ting
		26–27	Daylight Blue
		28–29	Flame Red
		30–31	Bastard Amber
		32–33	Deep Orange
		34–35	Pale Gold
		36–37	Apricot
		38–39	Bright Blue
		40–41	Primary Green
		42–43	Special Lavender
		44–45	Pale Lavender
		46–47	Deep Golden Amber
		48–49	Medium Blue
		50–51	Bright Pink
		52–53	Mauve
		54–55	Dark Green
		56–57	Lee Green
		58–59	Dark Blue
		60	Light Blue
		61	Steel Blue

CH	Function	DMX	Description
10	Color Macro (continued)	62–63	Medium Blue-Green
		64–65	Peacock Blue
		66–67	Magenta
		68–69	Magenta ... Dark Pink
		70–71	Dark Pink
		72–73	Middle Rose
		74–75	Light Salmon
		76–77	English Rose
		78–79	Light Rose
		80–81	Orange
		82–83	Deep Amber
		84–85	Straw
		86–87	Light Amber
		88–89	Spring Yellow
		90–91	Dark Yellow Green
		92–93	Just Blue
		94–95	Sky Blue
		96–97	Lavender
		98–99	Light Lavender
		100–101	Pink Carnation
		102–103	Medium Pink
		104–105	Light Pink
		106–107	Sunset Red
		108–109	Dark Amber
		110–111	Gold Amber
		112–113	Medium Amber
		114–115	Fire
		116–117	Surprise Peach
		118–119	Straw Tint
		120–121	Medium Yellow
		122–123	Lee Minus Green
		124–125	Pale Gold
		126–127	Orange
		128–129	Deep Straw
		130–131	Rose Purple
		132–133	Deep Purple
		134–135	Soft Green
		136–211	TBD
		212–213	2800K
		214–215	3000K
		216–217	3200K
		218–219	3400K

CH	Function	DMX	Description
10	Color Macro (continued)	220–221	3600K
		222–223	3800K
		224–225	4000K
		226–227	4200K
		228–229	4400K
		230–231	4600K
		232–233	4800K
		234–235	5000K
		236–237	5200K
		238–239	5400K
		240–241	5600K
		242–243	6000K
		244–245	6500K
		246–247	7000K
		248–249	8000K
		250–251	9000K
		252–253	10000K
		254–255	Full On
11	Shutter	0–19	Open
		20	Strobe: Slow
		21–254	Strobe: Slow ... Fast
		255	Strobe: Fast
12	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode Film_2M_20ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 19 Shutter at 0–19 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2800K ... 10000k
		255	10000k
4	Color Temperature Fine	0–255	Fine adjustment of CH 3
5	Tint	0	Neutral
		0–11	Neutral 1
		11–21	Full Minus
		21–120	Minus Green
		120–146	Neutral
		146–245	Plus Green
		245–255	Full Plus

CH	Function	DMX	Description
6	Tint Fine	0–255	Fine adjustment of CH 5
7	Color X Fade	0–255	CTC ... ColorMix
		255	ColorMix
8	Color X Fade Fine	0–255	Fine adjustment of CH 7
9	Red		Same as CH 4 in the mode “Basic_RGBW_19ch” (p. 13)
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green		Same as CH 6 in the mode “Basic_RGBW_19ch” (p. 13)
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue		Same as CH 8 in the mode “Basic_RGBW_19ch” (p. 13)
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Warm White		Same as CH 10 in the mode “Basic_RGBW_19ch” (p. 13)
16	Warm White Fine	0–255	Fine adjustment of CH 15
17	Fans		Same as CH 9 in the mode “Film_1M_12ch” (p. 62)
18	Color Macro		Same as CH 10 in the mode “Film_1M_12ch” (p. 62)
19	Shutter		Same as CH 11 in the mode “Film_1M_12ch” (p. 64)
21	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)

Mode FX Cine_13ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Shutter at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DUO_2ch” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Basic_RGBW_19ch” (p. 12)
4	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
5	Color Model Mode		Same as CH 19 in the mode “Extended_RGBW_43ch” (p. 27)
6	Color Effects		When CH 5 is 13–255:
		0–255	No function
			When CH 5 is 1–12:
		2–3	Party
		4–5	Candle
		6–7	Clouds
		8–9	Club Lights
		10–11	Color Chase
		12–13	Cop Car
		14–15	Fire
		16–17	Fireworks
		18–19	Strobe
		20–21	Lightning
		22–23	Paparazzi

CH	Function	DMX	Description
6	Color Effects (continued)	24–25	Pulsing
		26–27	Television
		28–29	Explosion
		30–31	Flourescent Flicker
		32–33	Process
		34–35	Welding
		36–255	Reserved
7	Color Effects 2		When CH 6 is 2–3:
		0	Party Effect - CCT Range
		1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max
			When CH 6 is 4–5:
		0–84	Random 1400K - 1700K
		85–170	Random 1700K - 2000K
		171–255	Random 2000K - 2300K
			When CH 6 is 6–7:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5
		30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14
		75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17
		90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24

CH	Function	DMX	Description
7	Color Effects 2 (continued)	125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33
		170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36
		185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47
		240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 6 is 8–9:
		0–31	3 colors
		32–63	6 colors
		64–95	9 colors
		96–127	12 colors
		128–159	15 colors
		160–191	18 colors
		192–223	21 colors
		224–255	24 colors
			When CH 6 is 10–11:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5

CH	Function	DMX	Description
7	Color Effects 2 (continued)	30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14
		75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17
		90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24
		125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33
		170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36
		185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47

CH	Function	DMX	Description
7	Color Effects 2 (continued)	240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 6 is 12–13:
		0–27	Blue
		28–55	Blue+Red
		56–83	Blue+White
		84–111	Blue+Red+White
		112–139	Blue+Amber
		140–167	Blue+Red+Amber
		168–195	Red+Amber
		196–223	Amber
		224–255	Red
			When CH 6 is 14–15:
		0–84	1800k > 2200k
		85–170	2200k > 2600k
		171–255	2600k > 3000k
			When CH 6 is 16–17:
		0–63	Colors
		64–127	White
		128–191	Colors + White
		192–255	Reserved
			When CH 6 is 18–19:
		0	1 Flash / Sec
		1–254	1 > 25 Flashes / Sec
		255	25 Flashes / Sec
			When CH 6 is 20–21:
		0	2 Strikes/Sec
		1–253	2 > 14 Strikes/Sec
		254	14 Strikes/Sec
		255	Random frequency
			When CH 6 is 22–23:
		0	6 Flashes/Min
		1–254	6 > 120 Flashes/Min
		255	120 Flashes/Min
			When CH 6 is 24–25:
		0	5 Pulses/Min
		1–254	5 > 90 Pulses/Min
		255	90 Pulses/Min
			When CH 6 is 26–27:
		0–84	Random 2800k > 4700k
		85–170	Random 4700K > 6500K

CH	Function	DMX	Description
7	Color Effects 2 (continued)	171–255	Random 6500K > 10000K
			When CH 6 is 28–29:
		0	4 Sec
		1–254	Decay 4 >> 1/2 sec
		255	1/2 sec Decay
			When CH 6 is 30–31:
		0–255	Still 2 > 6 sec
			When CH 6 is 32–33:
		0	Slow
		1–254	Slow2Fast
		255	Fast
			When CH 6 is 34–35:
		0	Slow
		1–254	Slow2Fast
		255	Fast
8	Color Effects 3		When CH 6 is 2–3:
		0	Loop 60s
		1–253	Loop 60s ... Loop 60s > 1s
		254–255	Loop 60s > 1s
			When CH 6 is 4–5:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 6 is 6–7:
		0–127	2x Slower > Default Speed
		128–255	Default Speed > 2x Faster
			When CH 6 is 8–9:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 6 is 10–11:
		0	Loop 60s
		1–255	Loop 60s > 1s
			When CH 6 is 12–13:
		0–31	Single Flash
		32–63	Double Flash
		64–95	Quint All Flash
		96–127	Quint Flash
		128–159	Quad Flash
		160–191	Cycle All
		192–255	Reserved
			When CH 6 is 14–15:

CH	Function	DMX	Description
8	Color Effects 3 (continued)	0	0 changes / min
		1–254	0 > 180 changes / min
		255	180 changes / min
			When CH 6 is 16–17:
		0	10s between fireworks
		1–254	10s > 1/2s between fireworks
		255	1/2s between fireworks
			When CH 6 is 18–19:
		0	2800k
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 20–21:
		0	0 flashes / sec
		1–253	0 > 10 flashes / sec
		254	10 flashes / sec
		255	Random Speed
			When CH 6 is 22–23:
		0–127	Flash Bulb
		128–255	Modern Flash
			When CH 6 is 24–25:
		0	4s Pulse Duration
		1–254	4s > 1/4s Pulse Duration
		255	1/4s Pulse Duration
			When CH 6 is 26–27:
		0	4 changes / min
		1–254	4 > 24 changes / min
		255	24 changes / min
			When CH 6 is 28–29:
		0–249	Auto Trigger Loop
		250–255	Manual (bump intensity to explode)
			When CH 6 is 30–31:
		0	3 flickers / sec
		1–254	3 > 10 flickers / sec
		255	10 flickers / sec
			When CH 6 is 32–33:
		0–127	Left > Right
		128–255	Right > Left
			When CH 6 is 34–35:
		0	0% minimum Intensity level
		1–254	0 > 75% minimum Intensity level
		255	75% minimum Intensity level
9	Color Effects 4		When CH 6 is 6–7:

CH	Function	DMX	Description
9	Color Effects 4 (continued)	0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 6 is 10–11:
		0	Party Effect - CCT Range
		1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max
			When CH 6 is 12–13:
		0–127	2x Slower > Default Speed
		128–255	Default Speed > 2x Faster
			When CH 6 is 18–19:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 20–21:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 22–23:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 24–25:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 28–29:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 30–31:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 6 is 32–33:
		0	2800K
		1–254	2800k > 10000k
		255	10000k

CH	Function	DMX	Description
9	Color Effects 4 (continued)		When CH 6 is 34–35:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
10	Color Effects 5		When CH 6 is 10–11:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 6 is 18–19:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 6 is 20–21:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 22–23:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 24–25:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 28–29:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green

CH	Function	DMX	Description
10	Color Effects 5 (continued)	254–255	Neutral / NoEffect
			When CH 6 is 30–31:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 32–33:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 6 is 34–35:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
11	Color Effects 6		When CH 6 is 18–19:
		0–255	Hue 0 > 360
			When CH 6 is 20–21:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 6 is 24–25:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 6 is 28–29:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 6 is 30–31:
		0	White
		1–254	White ... Colors
		255	Colors

CH	Function	DMX	Description
11	Color Effects 6 (continued)		When CH 6 is 32–33:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 6 is 34–35:
		0	White
		1–254	White ... Colors
		255	Colors
12	Color Effects 7		When CH 6 is 18–19:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 6 is 24–25:
		0–255	Hue 0 > 360
			When CH 6 is 28–29:
		0–255	Hue 0 > 360
			When CH 6 is 30–31:
		0–255	Hue 0 > 360
			When CH 6 is 32–33:
		0–255	Hue 0 > 360
			When CH 6 is 34–35:
		0–255	Hue 0 > 360
13	Color Effects 8		When CH 6 is 24–25:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 6 is 28–29:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 6 is 30–31:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 6 is 32–33:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 6 is 34–35:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation

Mode FX Tour_20ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 3 Shutter 1 at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 9 Dimmer 2 above 0; CH 10 Shutter 2 at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 9 Dimmer 2 255, CH 11 Red 255, CH 12 Green 255, CH 13 Blue 255, CH 14 Warm White 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Extended_RGBW_43ch” (p. 26)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 3 in the mode “Extended_RGBW_43ch” (p. 26)
4	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
5	Effects		Same as CH 28 in the mode “Extended_RGBW_43ch” (p. 37)
6	Effects Rotation		Same as CH 29 in the mode “Extended_RGBW_43ch” (p. 38)
7	Effects Fade		Same as CH 30 in the mode “Extended_RGBW_43ch” (p. 38)
8	Effects Sync		Same as CH 31 in the mode “Extended_RGBW_43ch” (p. 38)
9	Dimmer 2		Same as CH 32 in the mode “Extended_RGBW_43ch” (p. 38)
10	Shutter 2		Same as CH 33 in the mode “Extended_RGBW_43ch” (p. 38)
11	Red		Same as CH 7 in the mode “Direct 8bit_14ch” (p. 41)
12	Green		Same as CH 8 in the mode “Direct 8bit_14ch” (p. 41)
13	Blue		Same as CH 9 in the mode “Direct 8bit_14ch” (p. 41)
14	Warm White		Same as CH 10 in the mode “Direct 8bit_14ch” (p. 41)

Mode FX Advanced_33ch

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 3 Shutter 1 at 63–64, 126–127, 189–190 or 252–255 “Open”; CH 22 Dimmer 2 above 0; CH 23 Shutter 2 at 63–64, 126–127, 189–190 or 252–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 22 Dimmer 2 255, CH 24 Red 255, CH 25 Green 255, CH 26 Blue 255, CH 27 Warm White 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Extended_RGBW_43ch” (p. 26)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Shutter 1		Same as CH 3 in the mode “Extended_RGBW_43ch” (p. 26)
4	Color Temperature		Same as CH 15 in the mode “Basic_RGBW_19ch” (p. 18)
5	Tint		Same as CH 21 in the mode “Standard_RGBW_23ch” (p. 23)
6	Color X Fade		Same as CH 18 in the mode “Basic_RGBW_19ch” (p. 18)
7	Color Control		Same as CH 20 in the mode “Standard_RGBW_23ch” (p. 23)
8	Control		Same as CH 19 in the mode “Basic_RGBW_19ch” (p. 18)
9	Color Model Mode		Same as CH 19 in the mode “Extended_RGBW_43ch” (p. 27)
10	Color Effects		Same as CH 20 in the mode “Extended_RGBW_43ch” (p. 27)
11	Color Effects 2		When CH 10 is 2–3:
		0	Party Effect - CCT Range

CH	Function	DMX	Description
11	Color Effects 2 (continued)	1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max
			When CH 10 is 4–5:
		0–84	Random 1400K - 1700K
		85–170	Random 1700K - 2000K
		171–255	Random 2000K - 2300K
			When CH 10 is 6–7:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5
		30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14
		75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17
		90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24
		125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33

CH	Function	DMX	Description
11	Color Effects 2 (continued)	170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36
		185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47
		240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 10 is 8–9:
		0–31	3 colors
		32–63	6 colors
		64–95	9 colors
		96–127	12 colors
		128–159	15 colors
		160–191	18 colors
		192–223	21 colors
		224–255	24 colors
			When CH 10 is 10–11:
		0–4	Offset 0
		5–9	Offset 1
		10–14	Offset 2
		15–19	Offset 3
		20–24	Offset 4
		25–29	Offset 5
		30–34	Offset 6
		35–39	Offset 7
		40–44	Offset 8
		45–49	Offset 9
		50–54	Offset 10
		55–59	Offset 11
		60–64	Offset 12
		65–69	Offset 13
		70–74	Offset 14

CH	Function	DMX	Description
11	Color Effects 2 (continued)	75–79	Offset 15
		80–84	Offset 16
		85–89	Offset 17
		90–94	Offset 18
		95–99	Offset 19
		100–104	Offset 20
		105–109	Offset 21
		110–114	Offset 22
		115–119	Offset 23
		120–124	Offset 24
		125–129	Offset 25
		130–134	Offset 26
		135–139	Offset 27
		140–144	Offset 28
		145–149	Offset 29
		150–154	Offset 30
		155–159	Offset 31
		160–164	Offset 32
		165–169	Offset 33
		170–174	Offset 34
		175–179	Offset 35
		180–184	Offset 36
		185–189	Offset 37
		190–194	Offset 38
		195–199	Offset 39
		200–204	Offset 40
		205–209	Offset 41
		210–214	Offset 42
		215–219	Offset 43
		220–224	Offset 44
		225–229	Offset 45
		230–234	Offset 46
		235–239	Offset 47
		240–244	Offset 48
		245–249	Offset 49
		250–255	Offset 50
			When CH 10 is 12–13:
		0–27	Blue
		28–55	Blue+Red
		56–83	Blue+White
		84–111	Blue+Red+White
		112–139	Blue+Amber

CH	Function	DMX	Description
11	Color Effects 2 (continued)	140–167	Blue+Red+Amber
		168–195	Red+Amber
		196–223	Amber
		224–255	Red
			When CH 10 is 14–15:
		0–84	1800k > 2200k
		85–170	2200k > 2600k
		171–255	2600k > 3000k
			When CH 10 is 16–17:
		0–63	Colors
		64–127	White
		128–191	Colors + White
		192–255	Reserved
			When CH 10 is 18–19:
		0	1 Flash / Sec
		1–254	1 > 25 Flashes / Sec
		255	25 Flashes / Sec
			When CH 10 is 20–21:
		0	2 Strikes/Sec
		1–253	2 > 14 Strikes/Sec
		254	14 Strikes/Sec
		255	Random frequency
			When CH 10 is 22–23:
		0	6 Flashes/Min
		1–254	6 > 120 Flashes/Min
		255	120 Flashes/Min
			When CH 10 is 24–25:
		0	5 Pulses/Min
		1–254	5 > 90 Pulses/Min
		255	90 Pulses/Min
			When CH 10 is 26–27:
		0–84	Random 2800k > 4700k
		85–170	Random 4700K > 6500K
		171–255	Random 6500K > 10000K
			When CH 10 is 28–29:
		0	4 Sec
		1–254	Decay 4 >> 1/2 sec
		255	1/2 sec Decay
			When CH 10 is 30–31:
		0–255	Still 2 > 6 sec
			When CH 10 is 32–33:
		0	Slow

CH	Function	DMX	Description
11	Color Effects 2 (continued)	1–254	Slow2Fast
		255	Fast
			When CH 10 is 34–35:
		0	Slow
		1–254	Slow2Fast
		255	Fast
12	Color Effects 3		When CH 10 is 2–3:
		0	Loop 60s
		1–253	Loop 60s ... Loop 60s > 1s
		254–255	Loop 60s > 1s
			When CH 10 is 4–5:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 10 is 6–7:
		0–127	2x Slower > Default Speed
		128–255	Default Speed > 2x Faster
			When CH 10 is 8–9:
		0	0 changes / min
		1–254	0 > 120 changes / min
		255	120 changes / min
			When CH 10 is 10–11:
		0	Loop 60s
		1–255	Loop 60s > 1s
			When CH 10 is 12–13:
		0–31	Single Flash
		32–63	Double Flash
		64–95	Quint All Flash
		96–127	Quint Flash
		128–159	Quad Flash
		160–191	Cycle All
		192–255	Reserved
			When CH 10 is 14–15:
		0	0 changes / min
		1–254	0 > 180 changes / min
		255	180 changes / min
			When CH 10 is 16–17:
		0	10s between fireworks
		1–254	10s > 1/2s between fireworks
		255	1/2s between fireworks
			When CH 10 is 18–19:
		0	2800k

CH	Function	DMX	Description
12	Color Effects 3 (continued)	1–254	2800k > 10000k
		255	10000k
			When CH 10 is 20–21:
		0	0 flashes / sec
		1–253	0 > 10 flashes / sec
		254	10 flashes / sec
		255	Random Speed
			When CH 10 is 22–23:
		0–127	Flash Bulb
		128–255	Modern Flash
			When CH 10 is 24–25:
		0	4s Pulse Duration
		1–254	4s > 1/4s Pulse Duration
		255	1/4s Pulse Duration
			When CH 10 is 26–27:
		0	4 changes / min
		1–254	4 > 24 changes / min
		255	24 changes / min
			When CH 10 is 28–29:
		0–249	Auto Trigger Loop
		250–255	Manual (bump intensity to explode)
			When CH 10 is 30–31:
		0	3 flickers / sec
		1–254	3 > 10 flickers / sec
		255	10 flickers / sec
			When CH 10 is 32–33:
		0–127	Left > Right
		128–255	Right > Left
			When CH 10 is 34–35:
		0	0% minimum Intensity level
		1–254	0 > 75% minimum Intensity level
		255	75% minimum Intensity level
13	Color Effects 4		When CH 10 is 6–7:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 10 is 10–11:
		0	Party Effect - CCT Range
		1	Party Effect - Saturation min
		2–254	Party Effect - Saturation min ... Party Effect - Saturation max
		255	Party Effect - Saturation max
			When CH 10 is 12–13:
		0–127	2x Slower > Default Speed

CH	Function	DMX	Description
13	Color Effects 4 (continued)	128–255	Default Speed > 2x Faster
			When CH 10 is 18–19:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 20–21:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 22–23:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 24–25:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 28–29:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 30–31:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 32–33:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
			When CH 10 is 34–35:
		0	2800K
		1–254	2800k > 10000k
		255	10000k
14	Color Effects 5		When CH 10 is 10–11:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 10 is 18–19:
		0	White

CH	Function	DMX	Description
14	Color Effects 5 (continued)	1–254	White ... Colors
		255	Colors
			When CH 10 is 20–21:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 22–23:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 24–25:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 28–29:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 30–31:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect

CH	Function	DMX	Description
14	Color Effects 5 (continued)		When CH 10 is 32–33:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
			When CH 10 is 34–35:
		0–1	Neutral / NoEffect
		2–3	Full Minus Green
		4–126	-99% > -1%
		127–128	Neutral / NoEffect
		129–251	1% > 99%
		252–253	Full Plus Green
		254–255	Neutral / NoEffect
15	Color Effects 6		When CH 10 is 18–19:
		0–255	Hue 0 > 360
			When CH 10 is 20–21:
		0–254	No function
		255	Bump to 100% = Start @ 0 or to offset value
			When CH 10 is 24–25:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 10 is 28–29:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 10 is 30–31:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 10 is 32–33:
		0	White
		1–254	White ... Colors
		255	Colors
			When CH 10 is 34–35:
		0	White
		1–254	White ... Colors
		255	Colors
16	Color Effects 7		When CH 10 is 18–19:

CH	Function	DMX	Description
16	Color Effects 7 (continued)	0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 10 is 24–25:
		0–255	Hue 0 > 360
			When CH 10 is 28–29:
		0–255	Hue 0 > 360
			When CH 10 is 30–31:
		0–255	Hue 0 > 360
			When CH 10 is 32–33:
		0–255	Hue 0 > 360
			When CH 10 is 34–35:
		0–255	Hue 0 > 360
17	Color Effects 8		When CH 10 is 24–25:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 10 is 28–29:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 10 is 30–31:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 10 is 32–33:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
			When CH 10 is 34–35:
		0	Min Saturation
		1–254	Min Saturation ... Max Saturation
		255	Max Saturation
18	Effects		Same as CH 28 in the mode “Extended_RGBW_43ch” (p. 37)
19	Effects Rotation		Same as CH 29 in the mode “Extended_RGBW_43ch” (p. 38)
20	Effects Fade		Same as CH 30 in the mode “Extended_RGBW_43ch” (p. 38)
21	Effects Sync		Same as CH 31 in the mode “Extended_RGBW_43ch” (p. 38)
22	Dimmer 2		Same as CH 32 in the mode “Extended_RGBW_43ch” (p. 38)
23	Shutter 2		Same as CH 33 in the mode “Extended_RGBW_43ch” (p. 38)
24	Red		Same as CH 7 in the mode “Direct 8bit_14ch” (p. 41)

CH	Function	DMX	Description
25	Green		Same as CH 8 in the mode “Direct 8bit_14ch” (p. 41)
26	Blue		Same as CH 9 in the mode “Direct 8bit_14ch” (p. 41)
27	Warm White		Same as CH 10 in the mode “Direct 8bit_14ch” (p. 41)

Mode 18PX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 18 cells), CH 2 Green 255 (the same in each of the 18 cells), CH 3 Blue 255 (the same in each of the 18 cells), CH 4 Warm White 255 (the same in each of the 18 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
4	Warm White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–72: 18 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

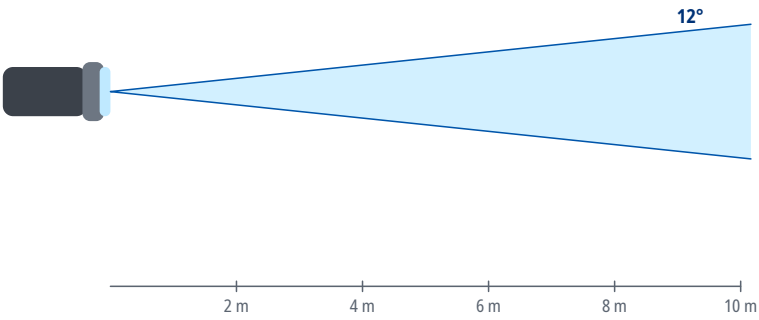
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x15D0, device model ID 0xD102)
Weight	7.5 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–10000 K
Strobe frequency	0.5–30 Hz
Effect rotation	up to 1080 °/s (180 rpm)

Spot diameter



Distance	Ø 12°
2 m	0.42 m
4 m	0.84 m
6 m	1.3 m
8 m	1.7 m
10 m	2.1 m
15 m	3.2 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.