DMX REFERENCE

SunRise2FLXFC

Prolights



Manufacturer	Prolights
GDTF file	Prolights_SunRise2FLXFC_120724.gdtf
GDTF revision	Rev 011 - New modes added · 2025-12-10
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1 About this manual

This document describes the SunRise2FLXFC by Prolights. It was compiled from the GDTF file Prolights_SunRise2FLXFC_120724.gdtf from the GDTF-Share library.

File revision: “Rev 011 - New modes added”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Prolights; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	10 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
DWE1	1	512	1, 2, 3, 4, ...
DWE2	2	256	1, 3, 5, 7, ...
DWE1+	4	128	1, 5, 9, 13, ...
CCT	4	128	1, 5, 9, 13, ...
RAW	8	64	1, 9, 17, 25, ...
Strobe	9	56	1, 10, 19, 28, ...
Basic	9	56	1, 10, 19, 28, ...
Standard_8bit	20	25	1, 21, 41, 61, ...
Standard_16bit	31	16	1, 32, 63, 94, ...
Dual 8	22	23	1, 23, 45, 67, ...
Dual 16	32	16	1, 33, 65, 97, ...
Extended	25	20	1, 26, 51, 76, ...
Advanced	35	14	1, 36, 71, 106, ...
PixelOnly_Direct 8	10	51	1, 11, 21, 31, ...
PixelOnly_Direct 16	20	25	1, 21, 41, 61, ...



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

“IP65 modular LED blinder with 2x300W RGBA+WW source. The Sunrise 2FLXFC is a versatile modular lighting fixture, combining the functionalities of a blinder, strobe, and washlight with high output, ideal for large-scale indoor and outdoor stages, thanks to its IP65 rating.”

5 Installation

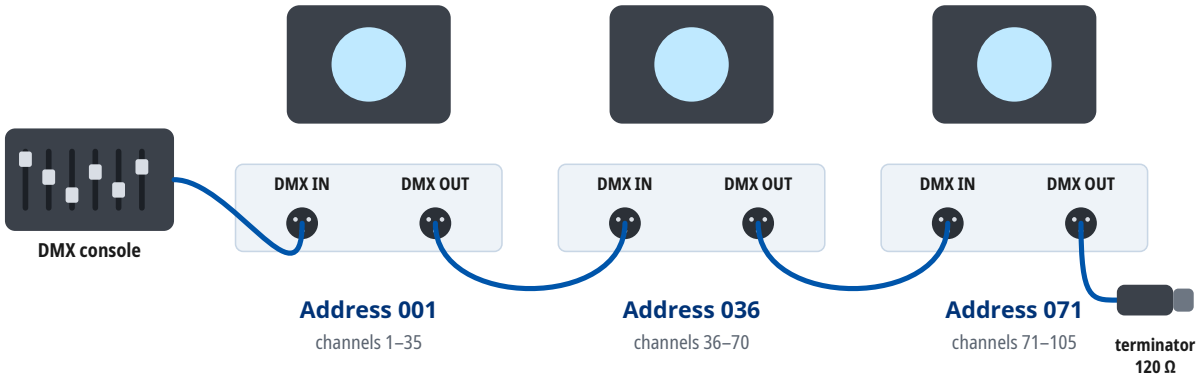
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 10 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

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

DMX line



Mode Advanced: every unit occupies 35 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Advanced”: 35.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Advanced”, you can use, for example, the start addresses 1, 36, 71, 106.
- 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.

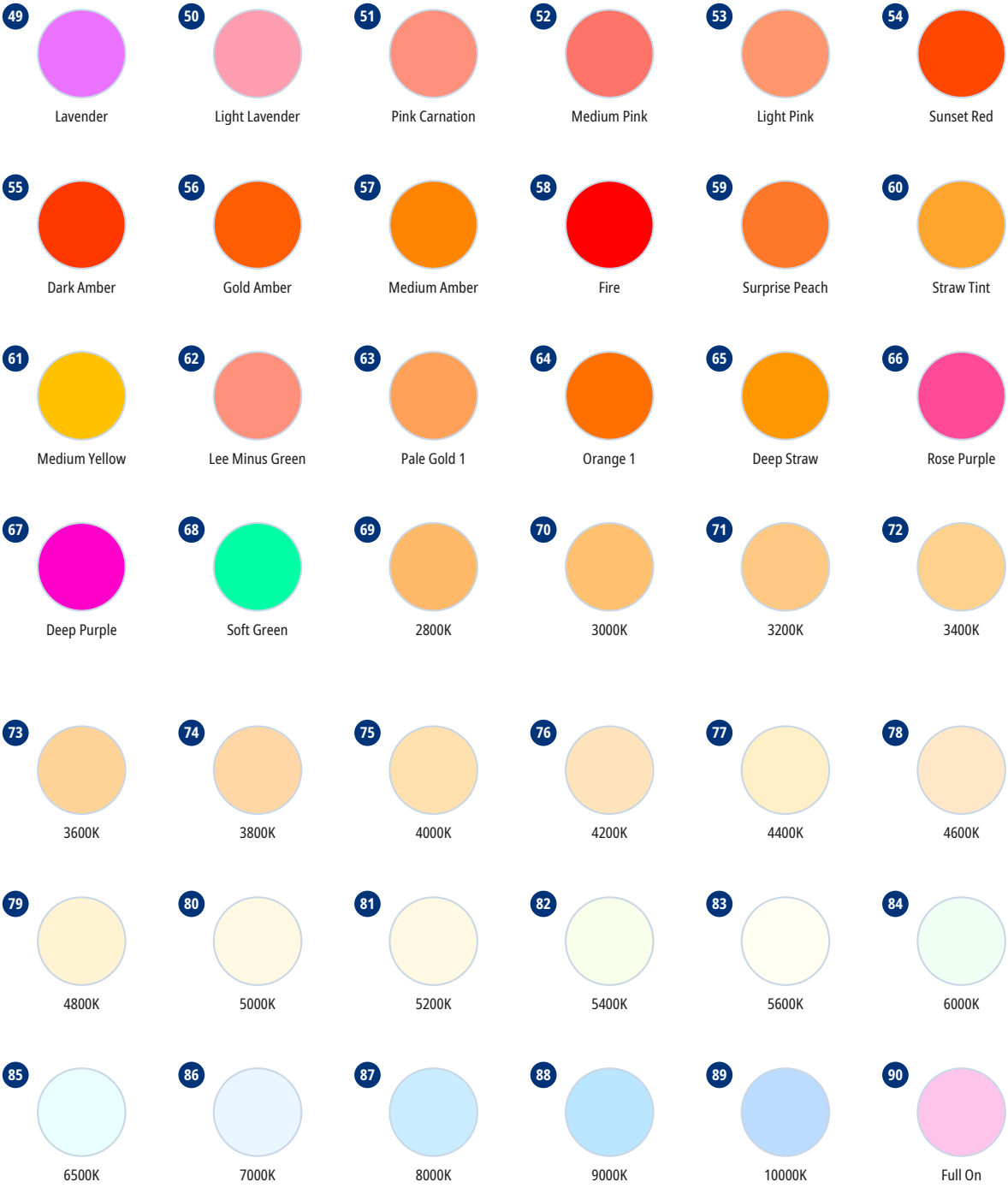
8 Functions at a glance

Functions in each DMX mode

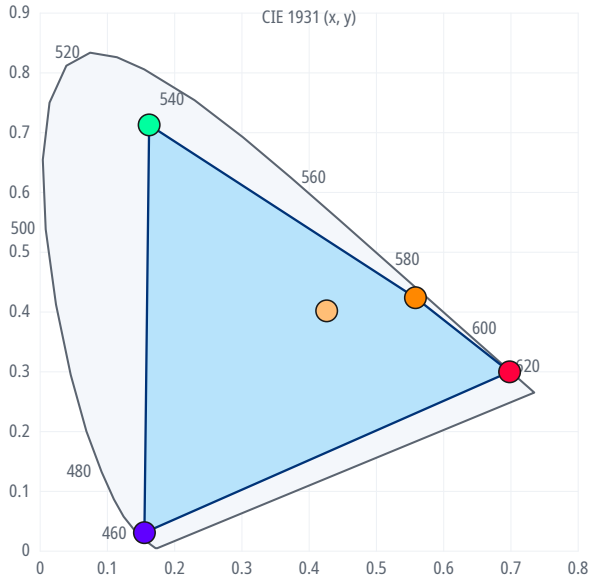
	DWE1 1 channel	DWE2 2 channels	DWE1+ 4 channels	CCT 4 channels	RAW 8 channels	Strobe 9 channels	Basic 9 channels	Standard_8bit 20 channels
Dimmer	1	8 channels (1–13)	1	1	1	9 channels (1–14)	1	9 channels (1–14)
Shutter / strobe				2	2	4–6	6	13
Color mixing					3–7		2–5	3–18
Color temperature				3		7		12, 14
Effects / macros							7, 8	12

Color wheel


1 Open
2 Red
3 Green
4 Blue
5 Cyan
6 Magenta
7 Yellow
8 Dirty White
9 Alice Blue
10 Congo Blue
11 Dark Steel Blue
12 Deep Lavender
13 Lilac Tint
14 Daylight Blue
15 Flame Red
16 Bastard Amber
17 Deep Orange
18 Pale Gold
19 Apricot
20 Bright Blue
21 Primary Green
22 Special Lavender
23 Pale Lavender
24 Deep Golden Amber
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
73 3600K
74 3800K
75 4000K
76 4200K
77 4400K
78 4600K
79 4800K
80 5000K
81 5200K
82 5400K
83 5600K
84 6000K
85 6500K
86 7000K
87 8000K
88 9000K
89 10000K
90 Full On

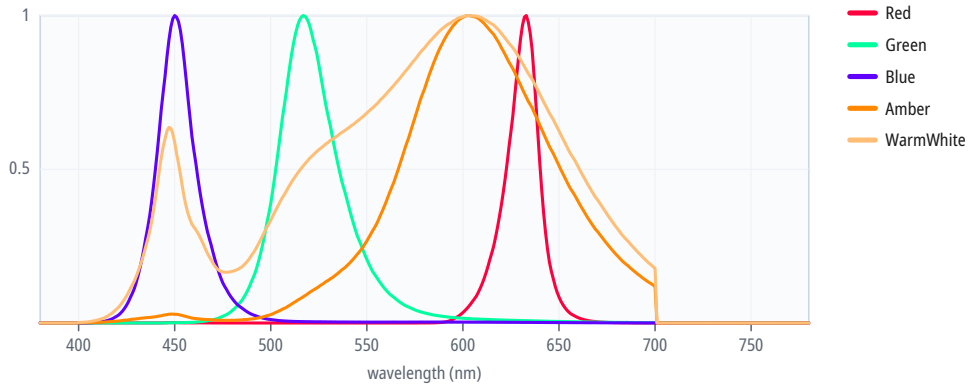
LED colors and the colors they mix



LED	x	y
Red	0.698	0.300
Green	0.162	0.713
Blue	0.155	0.031
Amber	0.558	0.424
WarmWhite	0.426	0.402

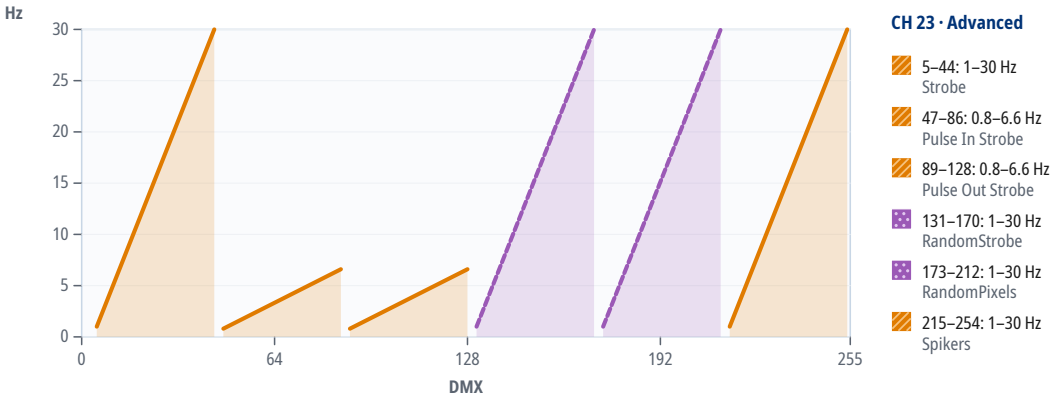
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



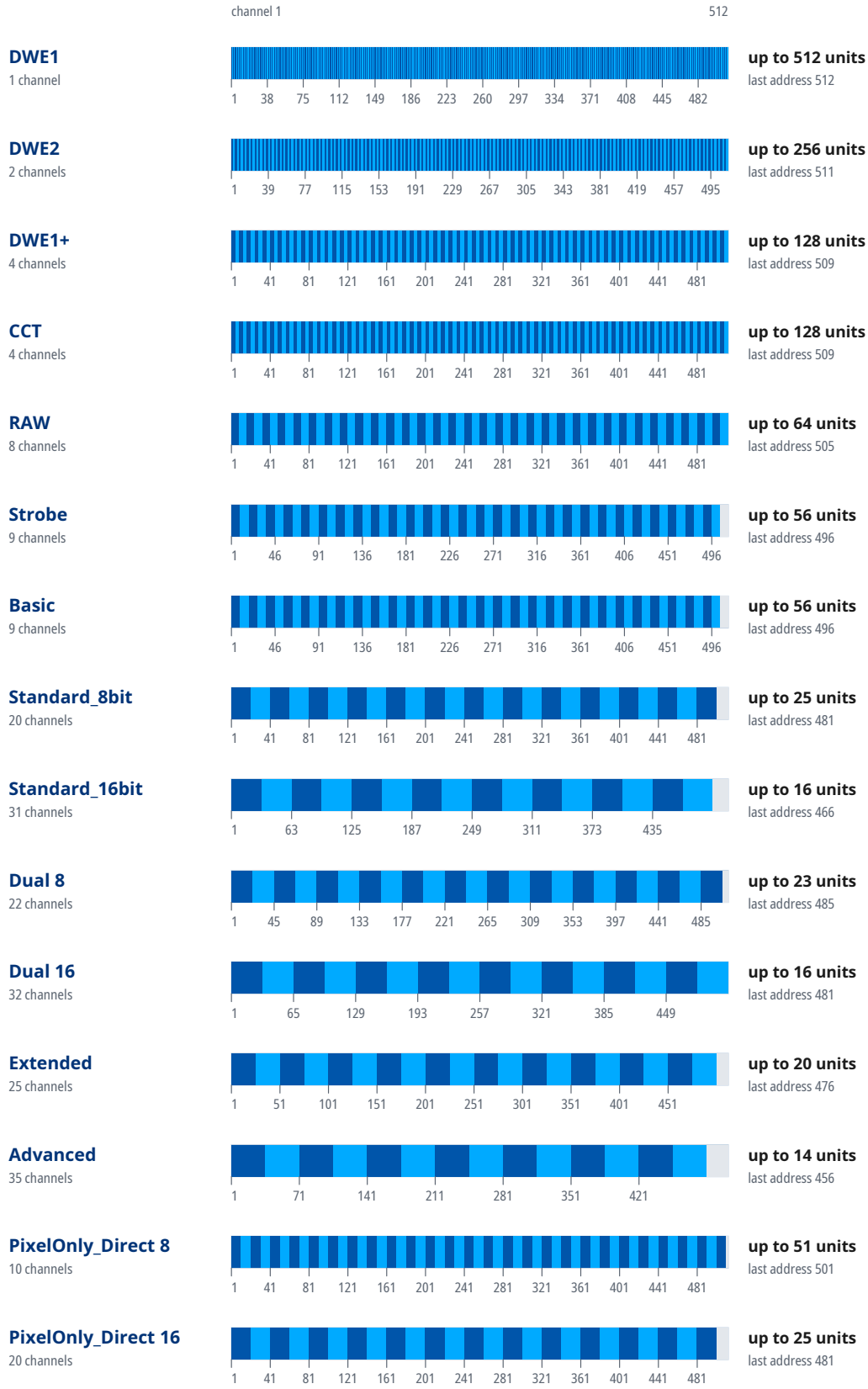
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Advanced”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	176	11	351	16	U2 · 36
2	36	7	211	12	386	17	U2 · 71
3	71	8	246	13	421	18	U2 · 106
4	106	9	281	14	456	19	U2 · 141
5	141	10	316	15	U2 · 1	20	U2 · 176

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 DWE1

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 DWE2

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

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

Mode DWE1+

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 “DWE1” (p. 11)
2	Dimmer Curve	0–29	No function
		30–59	Linear
		60–89	S-Curve
		90–119	SquareLaw
		120–149	InverseSquareLaw
		150–179	HighRes@Low
		180–209	Incandescent
		210–255	No function
3	Dimmer Mode	0–29	No function

CH	Function	DMX	Description
3	Dimmer Mode (continued)	30–59	Auto
		60–89	Dimmer Speed: Fast
		90–119	Medium
		120–149	Dimmer Speed: Slow
		150–179	Incandescent
		180–209	Dimmer Speed: Off
		210–255	No function
4	Color Control	0–29	No function
		30–59	Tungsten Emulation: OFF
		60–89	Tungsten Emulation: ON
		90–255	No function

Mode CCT

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DWE1” (p. 11)
2	Shutter	0–4	Open 0
		5–44	Strobe (1–30 Hz)
		45–46	Open 1
		47–86	Pulse In Strobe (0.8–6.6 Hz)
		87–88	Open 2
		89–128	Pulse Out Strobe (0.8–6.6 Hz)
		129–130	Closed
		131–170	RandomStrobe (1–30 Hz)
		171–172	Open 3
		173–212	RandomPixels (1–30 Hz)
		213–214	Open 4
		215–254	Spikers (1–30 Hz)
		255	Open
3	Color Temperature	0	2700K
		1–254	2700K ... 6500K
		255	6500K
4	Control	0–1	No function
		2–3	Display: ON
		4–5	10s
		6–7	20s
		8–9	30s
		10–11	Flip Display: ON
		12–13	Flip Display: OFF
		14–15	Key Lock: ON

CH	Function	DMX	Description
4	Control (continued)	16–17	Key Lock: OFF
		18–19	Linear
		20–21	S-Curve
		22–23	SquareLaw
		24–25	InverseSquareLaw
		26–27	HighRes@Low
		28–29	Dimmer Curve: Incandescent
		30–31	Auto
		32–33	Dimmer Speed: Fast
		34–35	Medium
		36–37	Dimmer Speed: Slow
		38–39	Dimmer Speed: Incandescent
		40–41	Dimmer Speed: Off
		42–43	FadeOffEnd
		44–45	SnapOffEnd
		46–47	Spektra Calibration: ON
		48–49	PURE COLORS
		50–51	Spektra Calibration: OFF
		52–53	High Quality
		54–55	High Brightness
		56–57	3200K
		58–59	4000K
		60–61	5600K
		62–63	6000K
		64–65	8000K
		66–67	600Hz
		68–69	2000Hz
		70–71	4000Hz
		72–73	6000Hz
		74–75	25kHz
		76–77	Hold
		78–79	Blackout
		80–81	StandAlone
		82–83	Emergency
		84–85	Tungsten ON
		86–87	Tungsten OFF
		88–89	Invert Mapping OFF
		90–91	Invert Mapping ON
		92–93	Master
		94–95	Master No DMX
		96–97	Slave
		98–99	CCT

CH	Function	DMX	Description
4	Control (continued)	100–101	HSI
		102–103	Fixed Colors
		104–105	White Preset
		106–107	Standalone: Reserved
		108–109	Color Macros
		110–111	Manual Colors
		112–113	Constant Output Auto
		114–115	Constant Output High
		116–117	Constant Output Silent1
		118–119	Constant Output Silent2
		120–121	Constant Output Off
		122–123	Dynamic Output Auto
		124–125	Dynamic Output High
		126–127	Dynamic Output Silent1
		128–129	Dynamic Output Silent2
		130–131	Dynamic Output Off
		132–251	Reserved
		252–253	Reset all channel controlled
		254–255	Reserved 2

Mode RAW

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DWE1” (p. 11)
2	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
3	Red	0	Min
		1–254	Min ... Max
		255	Max
4	Green	0	Min
		1–254	Min ... Max
		255	Max
5	Blue	0	Min
		1–254	Min ... Max
		255	Max
6	Warm White	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
7	Amber	0	Min
		1–254	Min ... Max
		255	Max
8	Control		Same as CH 4 in the mode “CCT” (p. 12)

Mode Strobe

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 6 Strobe Speed at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255, CH 4 Shutter 255, CH 6 Strobe Speed 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “DWE2” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “DWE2” (p. 11)
3	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
4	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
5	Strobe Duration	0	Min
		1–254	Min ... Max
		255	Max
6	Strobe Speed	0–5	Closed
		6	Strobe Rate: Slow
		7–249	Rate
		250	Strobe Rate: Fast
		251–255	Open
7	Color Temperature		Same as CH 3 in the mode “CCT” (p. 12)
8	Control		Same as CH 4 in the mode “CCT” (p. 12)
9	MAIN<>PIXEL	0	Main
		1–254	Main ... Pixel
		255	Pixel

Mode Basic

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

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “DWE1” (p. 11)
2	Red		Same as CH 3 in the mode “RAW” (p. 14)
3	Green		Same as CH 4 in the mode “RAW” (p. 14)
4	Blue		Same as CH 5 in the mode “RAW” (p. 14)

CH	Function	DMX	Description
5	Warm White		Same as CH 6 in the mode “RAW” (p. 14)
6	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
7	Effects	0–9	No function
		10–19	FX_1
		20–29	FX_2
		30–39	FX_3
		40–49	FX_4
		50–59	FX_5
		60–69	FX_6
		70–79	FX_7
		80–89	FX_8
		90–99	FX_9
		100–109	FX_10
		110–119	FX_11
		120–129	FX_12
		130–255	No function
8	Effects Speed	0–127	CW Fast2Slow
		128	Stop
		129–255	CCW Slow2Fast
9	Control		Same as CH 4 in the mode “CCT” (p. 12)

Mode Standard_8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 7 Dimmer 3 above 0; CH 13 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 Warm White 1 255, CH 7 Dimmer 3 255, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 11 Warm White 2 255, CH 12 Color Macro 0, CH 13 Shutter 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “DWE2” (p. 11)
2	Dimmer 2		Same as CH 2 in the mode “DWE2” (p. 11)
3	Red 1	0	Min
		1–254	Min ... Max
		255	Max
4	Green 1	0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
6	Warm White 1	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
6	Warm White 1 (continued)	255	Max
7	Dimmer 3		Same as CH 3 in the mode “Strobe” (p. 15)
8	Red 2	0	Min
		1–254	Min ... Max
		255	Max
9	Green 2	0	Min
		1–254	Min ... Max
		255	Max
10	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
11	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max
12	Color Macro	0–1	Color Macro 1: Open
		2–3	Red
		4–5	Green
		6–7	Blue
		8–9	Cyan
		10–11	Magenta
		12–13	Yellow
		14–15	Dirty White
		16–17	Alice Blue
		18–19	Congo Blue
		20–21	Dark Steel Blue
		22–23	Deep Lavender
		24–25	Lilac Ting
		26–27	Daylight Blue
		28–29	Flame Red
		30–31	Bastard Amber
		32–33	Deep Orange
		34–35	Pale Gold
		36–37	Apricot
		38–39	Bright Blue
		40–41	Primary Green
		42–43	Special Lavender
		44–45	Pale Lavender
		46–47	Deep Golden Amber
		48–49	Medium Blue
		50–51	Bright Pink
		52–53	Mauve

CH	Function	DMX	Description
12	Color Macro (continued)	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
		126–127	Orange
		128–129	Deep Straw
		130–131	Rose Purple
		132–133	Deep Purple

CH	Function	DMX	Description
12	Color Macro (continued)	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
13	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
14	Color Temperature	0	2800K
		1–254	2800K ... 10000K
		255	10000K
15	CCT<>COLORS	0	CCT
		1–254	CCT ... COLORS
		255	COLORS
16	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)
17	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)
18	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
19	Control		Same as CH 4 in the mode “CCT” (p. 12)
20	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode Standard_16bit

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

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 3 Dimmer 2 above 0; CH 13 Dimmer 3 above 0; CH 24 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 5 Red 1 255, CH 7 Green 1 255, CH 9 Blue 1 255, CH 11 Warm White 1 255, CH 13 Dimmer 3 255, CH 15 Red 2 255, CH 17 Green 2 255, CH 19 Blue 2 255, CH 21 Warm White 2 255, CH 23 Color Macro 0, CH 24 Shutter 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	Dimmer 2	0–255	Closed … Open
		255	Open
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Red 1	0–255	Min … Max
		255	Max
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1	0–255	Min … Max
		255	Max
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1	0–255	Min … Max
		255	Max
10	Blue 1 Fine	0–255	Fine adjustment of CH 9
11	Warm White 1	0–255	Min … Max
		255	Max
12	Warm White 1 Fine	0–255	Fine adjustment of CH 11
13	Dimmer 3	0–255	Closed … Open
		255	Open
14	Dimmer 3 Fine	0–255	Fine adjustment of CH 13
15	Red 2	0–255	Min … Max
		255	Max
16	Red 2 Fine	0–255	Fine adjustment of CH 15
17	Green 2	0–255	Min … Max
		255	Max
18	Green 2 Fine	0–255	Fine adjustment of CH 17
19	Blue 2	0–255	Min … Max
		255	Max
20	Blue 2 Fine	0–255	Fine adjustment of CH 19
21	Warm White 2	0–255	Min … Max
		255	Max
22	Warm White 2 Fine	0–255	Fine adjustment of CH 21
23	Color Macro		Same as CH 12 in the mode “Standard_8bit” (p. 17)

CH	Function	DMX	Description
24	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
25	Color Temperature		Same as CH 14 in the mode “Standard_8bit” (p. 19)
26	CCT<>COLORS		Same as CH 15 in the mode “Standard_8bit” (p. 19)
27	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)
28	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)
29	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
30	Control		Same as CH 4 in the mode “CCT” (p. 12)
31	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode Dual 8

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 Dimmer 2 above 0; CH 10 Dimmer 3 above 0; CH 17 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 6 Red 1 255, CH 7 Green 1 255, CH 8 Blue 1 255, CH 9 Warm White 1 255, CH 10 Dimmer 3 255, CH 13 Red 2 255, CH 14 Green 2 255, CH 15 Blue 2 255, CH 16 Warm White 2 255, CH 17 Shutter 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_16bit” (p. 20)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2		Same as CH 2 in the mode “DWE2” (p. 11)
4	Color Temperature 1	0	2800K
		1–254	2800K ... 10000K
		255	10000K
5	CCT<>COLORS 1	0	CCT
		1–254	CCT ... COLORS
		255	COLORS
6	Red 1		Same as CH 3 in the mode “Standard_8bit” (p. 16)
7	Green 1		Same as CH 4 in the mode “Standard_8bit” (p. 16)
8	Blue 1		Same as CH 5 in the mode “Standard_8bit” (p. 16)
9	Warm White 1		Same as CH 6 in the mode “Standard_8bit” (p. 16)
10	Dimmer 3		Same as CH 3 in the mode “Strobe” (p. 15)
11	Color Temperature 2	0	2800K
		1–254	2800K ... 10000K
		255	10000K
12	CCT<>COLORS 2	0	CCT
		1–254	CCT ... COLORS
		255	COLORS
13	Red 2		Same as CH 8 in the mode “Standard_8bit” (p. 17)
14	Green 2		Same as CH 9 in the mode “Standard_8bit” (p. 17)
15	Blue 2		Same as CH 10 in the mode “Standard_8bit” (p. 17)
16	Warm White 2		Same as CH 11 in the mode “Standard_8bit” (p. 17)
17	Shutter		Same as CH 2 in the mode “CCT” (p. 12)

CH	Function	DMX	Description
18	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)
19	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)
20	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
21	Control		Same as CH 4 in the mode “CCT” (p. 12)
22	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode Dual 16

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 Dimmer 2 above 0; CH 15 Dimmer 3 above 0; CH 27 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 7 Red 1 255, CH 9 Green 1 255, CH 11 Blue 1 255, CH 13 Warm White 1 255, CH 15 Dimmer 3 255, CH 19 Red 2 255, CH 21 Green 2 255, CH 23 Blue 2 255, CH 25 Warm White 2 255, CH 27 Shutter 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_16bit” (p. 20)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2		Same as CH 3 in the mode “Standard_16bit” (p. 20)
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Color Temperature 1		Same as CH 4 in the mode “Dual 8” (p. 21)
6	CCT<>COLORS 1		Same as CH 5 in the mode “Dual 8” (p. 21)
7	Red 1		Same as CH 5 in the mode “Standard_16bit” (p. 20)
8	Red 1 Fine	0–255	Fine adjustment of CH 7
9	Green 1		Same as CH 7 in the mode “Standard_16bit” (p. 20)
10	Green 1 Fine	0–255	Fine adjustment of CH 9
11	Blue 1		Same as CH 9 in the mode “Standard_16bit” (p. 20)
12	Blue 1 Fine	0–255	Fine adjustment of CH 11
13	Warm White 1		Same as CH 11 in the mode “Standard_16bit” (p. 20)
14	Warm White 1 Fine	0–255	Fine adjustment of CH 13
15	Dimmer 3		Same as CH 13 in the mode “Standard_16bit” (p. 20)
16	Dimmer 3 Fine	0–255	Fine adjustment of CH 15
17	Color Temperature 2		Same as CH 11 in the mode “Dual 8” (p. 21)
18	CCT<>COLORS 2		Same as CH 12 in the mode “Dual 8” (p. 21)
19	Red 2		Same as CH 15 in the mode “Standard_16bit” (p. 20)
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Green 2		Same as CH 17 in the mode “Standard_16bit” (p. 20)
22	Green 2 Fine	0–255	Fine adjustment of CH 21
23	Blue 2		Same as CH 19 in the mode “Standard_16bit” (p. 20)
24	Blue 2 Fine	0–255	Fine adjustment of CH 23
25	Warm White 2		Same as CH 21 in the mode “Standard_16bit” (p. 20)
26	Warm White 2 Fine	0–255	Fine adjustment of CH 25
27	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
28	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)

CH	Function	DMX	Description
29	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)
30	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
31	Control		Same as CH 4 in the mode “CCT” (p. 12)
32	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode Extended

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 Dimmer 2 above 0; CH 9 Dimmer 3 above 0; CH 15 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 17 Strobe Speed at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Warm White 1 255, CH 9 Dimmer 3 255, CH 11 Red 2 255, CH 12 Green 2 255, CH 13 Blue 2 255, CH 14 Warm White 2 255, CH 15 Shutter 255, CH 17 Strobe Speed 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_16bit” (p. 20)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2		Same as CH 3 in the mode “Standard_16bit” (p. 20)
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Red 1		Same as CH 3 in the mode “Standard_8bit” (p. 16)
6	Green 1		Same as CH 4 in the mode “Standard_8bit” (p. 16)
7	Blue 1		Same as CH 5 in the mode “Standard_8bit” (p. 16)
8	Warm White 1		Same as CH 6 in the mode “Standard_8bit” (p. 16)
9	Dimmer 3		Same as CH 13 in the mode “Standard_16bit” (p. 20)
10	Dimmer 3 Fine	0–255	Fine adjustment of CH 9
11	Red 2		Same as CH 8 in the mode “Standard_8bit” (p. 17)
12	Green 2		Same as CH 9 in the mode “Standard_8bit” (p. 17)
13	Blue 2		Same as CH 10 in the mode “Standard_8bit” (p. 17)
14	Warm White 2		Same as CH 11 in the mode “Standard_8bit” (p. 17)
15	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
16	Strobe Duration		Same as CH 5 in the mode “Strobe” (p. 15)
17	Strobe Speed		Same as CH 6 in the mode “Strobe” (p. 15)
18	Color Temperature		Same as CH 14 in the mode “Standard_8bit” (p. 19)
19	Tint	0–127	-0025
		128–129	Neutral
		130–255	+0025
20	CCT<>COLORS		Same as CH 15 in the mode “Standard_8bit” (p. 19)
21	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)
22	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)
23	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
24	Control		Same as CH 4 in the mode “CCT” (p. 12)
25	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode Advanced

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 Dimmer 2 above 0; CH 13 Dimmer 3 above 0; CH 23 Shutter at 0–4 or 45–46 or 87–88 or 171–172 or 213–214 or 255 “Open”; CH 25 Strobe Speed at 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 5 Red 1 255, CH 7 Green 1 255, CH 9 Blue 1 255, CH 11 Warm White 1 255, CH 13 Dimmer 3 255, CH 15 Red 2 255, CH 17 Green 2 255, CH 19 Blue 2 255, CH 21 Warm White 2 255, CH 23 Shutter 255, CH 25 Strobe Speed 255.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “Standard_16bit” (p. 20)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2		Same as CH 3 in the mode “Standard_16bit” (p. 20)
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Red 1		Same as CH 5 in the mode “Standard_16bit” (p. 20)
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1		Same as CH 7 in the mode “Standard_16bit” (p. 20)
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1		Same as CH 9 in the mode “Standard_16bit” (p. 20)
10	Blue 1 Fine	0–255	Fine adjustment of CH 9
11	Warm White 1		Same as CH 11 in the mode “Standard_16bit” (p. 20)
12	Warm White 1 Fine	0–255	Fine adjustment of CH 11
13	Dimmer 3		Same as CH 13 in the mode “Standard_16bit” (p. 20)
14	Dimmer 3 Fine	0–255	Fine adjustment of CH 13
15	Red 2		Same as CH 15 in the mode “Standard_16bit” (p. 20)
16	Red 2 Fine	0–255	Fine adjustment of CH 15
17	Green 2		Same as CH 17 in the mode “Standard_16bit” (p. 20)
18	Green 2 Fine	0–255	Fine adjustment of CH 17
19	Blue 2		Same as CH 19 in the mode “Standard_16bit” (p. 20)
20	Blue 2 Fine	0–255	Fine adjustment of CH 19
21	Warm White 2		Same as CH 21 in the mode “Standard_16bit” (p. 20)
22	Warm White 2 Fine	0–255	Fine adjustment of CH 21
23	Shutter		Same as CH 2 in the mode “CCT” (p. 12)
24	Strobe Duration		Same as CH 5 in the mode “Strobe” (p. 15)
25	Strobe Speed		Same as CH 6 in the mode “Strobe” (p. 15)
26	Color Temperature		Same as CH 3 in the mode “CCT” (p. 12)
27	Tint		Same as CH 19 in the mode “Extended” (p. 23)
28	CCT<>COLORS		Same as CH 15 in the mode “Standard_8bit” (p. 19)
29	Effects		Same as CH 7 in the mode “Basic” (p. 16)
30	Effects Speed		Same as CH 8 in the mode “Basic” (p. 16)
31	Dimmer Curve		Same as CH 2 in the mode “DWE1+” (p. 11)
32	Dimmer Mode		Same as CH 3 in the mode “DWE1+” (p. 11)

CH	Function	DMX	Description
33	Color Control		Same as CH 4 in the mode “DWE1+” (p. 12)
34	Control		Same as CH 4 in the mode “CCT” (p. 12)
35	MAIN<>PIXEL		Same as CH 9 in the mode “Strobe” (p. 15)

Mode PixelOnly_Direct 8

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Warm White 1 255, CH 5 Amber 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Warm White 2 255, CH 10 Amber 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 3 in the mode “Standard_8bit” (p. 16)
2	Green 1		Same as CH 4 in the mode “Standard_8bit” (p. 16)
3	Blue 1		Same as CH 5 in the mode “Standard_8bit” (p. 16)
4	Warm White 1		Same as CH 6 in the mode “Standard_8bit” (p. 16)
5	Amber 1	0–255	
6	Red 2		Same as CH 8 in the mode “Standard_8bit” (p. 17)
7	Green 2		Same as CH 9 in the mode “Standard_8bit” (p. 17)
8	Blue 2		Same as CH 10 in the mode “Standard_8bit” (p. 17)
9	Warm White 2		Same as CH 11 in the mode “Standard_8bit” (p. 17)
10	Amber 2	0–255	

Mode PixelOnly_Direct 16

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 Warm White 1 255, CH 9 Amber 1 255, CH 11 Red 2 255, CH 13 Green 2 255, CH 15 Blue 2 255, CH 17 Warm White 2 255, CH 19 Amber 2 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 5 in the mode “Standard_16bit” (p. 20)
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1		Same as CH 7 in the mode “Standard_16bit” (p. 20)
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1		Same as CH 9 in the mode “Standard_16bit” (p. 20)
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	Warm White 1		Same as CH 11 in the mode “Standard_16bit” (p. 20)
8	Warm White 1 Fine	0–255	Fine adjustment of CH 7
9	Amber 1	0–255	
10	Amber 1 Fine	0–255	Fine adjustment of CH 9
11	Red 2		Same as CH 15 in the mode “Standard_16bit” (p. 20)
12	Red 2 Fine	0–255	Fine adjustment of CH 11
13	Green 2		Same as CH 17 in the mode “Standard_16bit” (p. 20)
14	Green 2 Fine	0–255	Fine adjustment of CH 13
15	Blue 2		Same as CH 19 in the mode “Standard_16bit” (p. 20)

CH	Function	DMX	Description
16	Blue 2 Fine	0–255	Fine adjustment of CH 15
17	Warm White 2		Same as CH 21 in the mode “Standard_16bit” (p. 20)
18	Warm White 2 Fine	0–255	Fine adjustment of CH 17
19	Amber 2	0–255	
20	Amber 2 Fine	0–255	Fine adjustment of CH 19

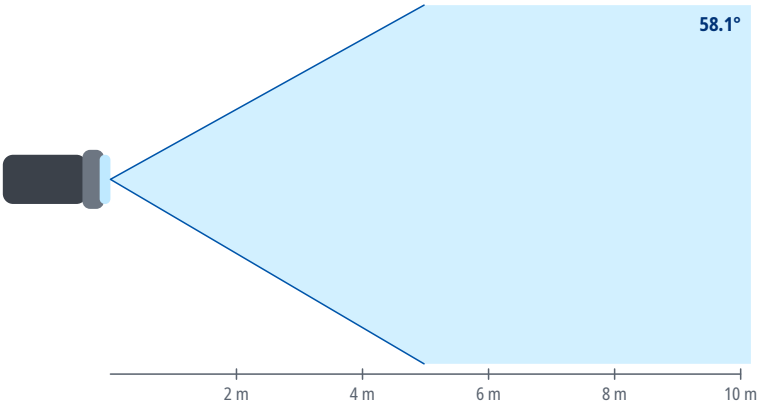
10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x15D0, device model ID 0xD162)
Weight	10 kg
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–10000 K
Strobe frequency	0.3–30 Hz
Strobe flash duration	0–0.99 s

Spot diameter



Distance	Ø 58.1°
2 m	2.2 m
4 m	4.4 m
6 m	6.7 m
8 m	8.9 m
10 m	11.1 m
15 m	16.7 m

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

11 Maintenance and cleaning

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

- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

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

13 Disposal

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

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

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

Recycle the packaging materials according to their type.