DMX REFERENCE

Neo fx

ROXX



Manufacturer	ROXX
GDTF file	ROXX_Neo_fx_127033.gdtf
GDTF revision	RX_D_02022026, Uploaded to GDTF Share. · 2026-02-02
Generated	2026-11-24

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1 About this manual

This document describes the Neo fx by ROXX. It was compiled from the GDTF file ROXX_Neo_fx_127033.gdtf from the GDTF-Share library.

File revision: “RX_D_02022026, Uploaded to GDTF Share.”.

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 ROXX; 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
Power consumption	1,234 W
Weight	22 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
15CH RGB Mode	15	34	1, 16, 31, 46, ...
19CH RGB Mode	19	26	1, 20, 39, 58, ...
26CH RGB Mode	26	19	1, 27, 53, 79, ...
30CH RGB Mode	30	17	1, 31, 61, 91, ...
28CH Direct Mode	28	18	1, 29, 57, 85, ...
33CH Direct Mode	33	15	1, 34, 67, 100, ...
81CH Pure Mode	81	6	1, 82, 163, 244, ...
154CH Pure Mode	154	3	1, 155, 309
9CH Dual Mode	9	56	1, 10, 19, 28, ...
10CH Dual Mode	10	51	1, 11, 21, 31, ...
95CH Full Access Mode	95	5	1, 96, 191, 286, ...
168CH Full Access Mode	168	3	1, 169, 337


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

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

⚠ WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

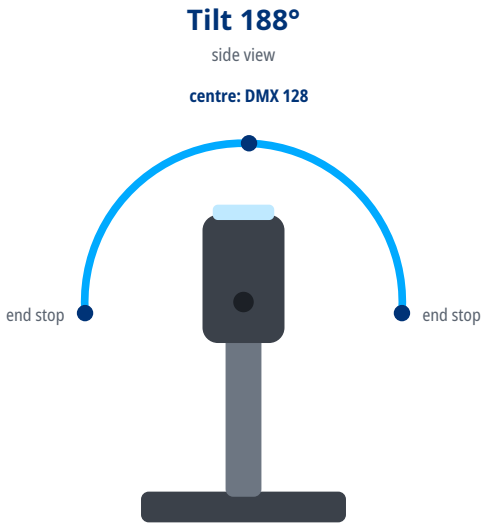
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

⚠ WARNING

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

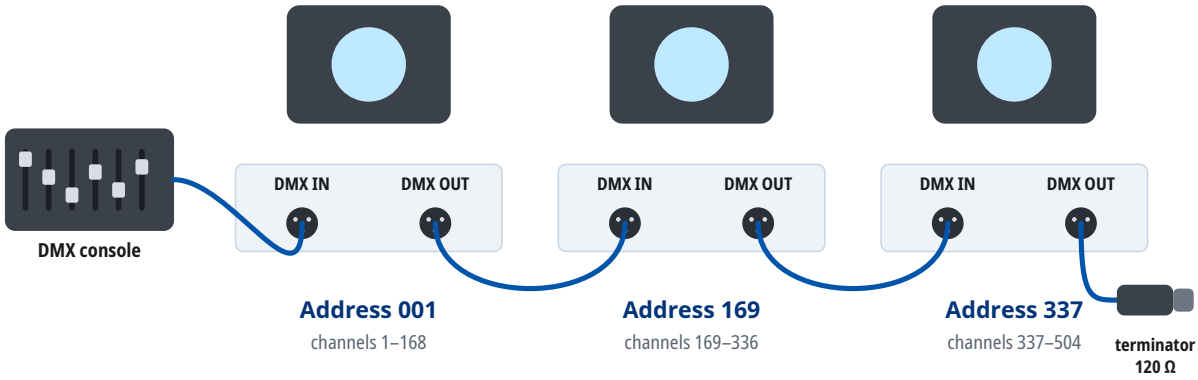
⚠ **WARNING**

- 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: 22 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 168CH Full Access Mode: every unit occupies 168 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “168CH Full Access Mode”: 168.
- 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 “168CH Full Access Mode”, you can use, for example, the start addresses 1, 169, 337.
- 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

	15CH RGB Mode 15 channels	19CH RGB Mode 19 channels	26CH RGB Mode 26 channels	30CH RGB Mode 30 channels	28CH Direct Mode 28 channels	33CH Direct Mode 33 channels	81CH Pure Mode 81 channels	154CH Pure Mode 154 channels
Pan / Tilt	3	4	4	5	4	5	4	5
Dimmer	1	1	1	1	1	1	1	1
Dimmer resolution	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	2	3	2, 3, 8, 18	3, 4, 9, 22	2, 3, 8, 19	3, 4, 9, 24	2, 3, 8	3, 4, 9
Color mixing	8–10	9, 11, 13	10–12	11, 13, 15	10–13	4× (11–17)	108 channels (9–149)	108 channels (10–152)
Color temperature	11	15	13	17	14	19		
Color wheel	13	17	15	19	16	21		
Zoom	5	6	6	7	6	7	6	7
Effects / macros	13, 14	17, 18	15, 16	19, 20	16, 17	21, 22		

Color wheel

1. Red LED 100% — DMX 6–8
2. LEE 019 Fire — DMX 9–11
3. LEE 027 Medium Red — DMX 12–14
4. LEE 106 Primary Red — DMX 15–17
5. LEE 020 Med Amber — DMX 18–20
6. LEE 022 Dark Amber — DMX 21–23
7. LEE 104 Deep Amber — DMX 24–26
8. LEE 105 Orange — DMX 27–29
9. LEE 135 Deep Golden Amber — DMX 30–32
10. LEE 101 Yellow — DMX 33–35
11. Green LED 100% — DMX 36–38
12. LEE 088 Lime Green — DMX 39–41
13. LEE 089 Moss Green — DMX 42–44
14. LEE 121 LEE Green — DMX 45–47
15. LEE 139 Primary Green — DMX 48–50
16. LEE 738 Jas Green — DMX 51–53
17. LEE 323 Jade — DMX 54–56
18. Blue LED 100% — DMX 57–59
19. LEE 068 Sky Blue — DMX 60–62
20. LEE 071 Tokyo Blue — DMX 63–65
21. LEE 118 Light Blue — DMX 66–68
22. LEE 131 Marine Blue — DMX 69–71
23. LEE 132 Med Blue — DMX 72–74
24. LEE 181 Congo Blue — DMX 75–77

25 LEE 716 Mikkel Blue
DMX 78–80

26 LEE 002 Rose Pink
DMX 81–83

27 LEE 036 Med Pink
DMX 84–86

28 LEE 052 Light Lavender
DMX 87–89

29 LEE 058 Lavender
DMX 90–92

30 LEE 113 Magenta
DMX 93–95

31 LEE 126 Mauve
DMX 96–98

32 LEE 127 Smokey Pink
DMX 99–101

33 LEE 343 Special Med Lavender
DMX 102–104

34 LEE 707 Ultimate Violet
DMX 105–107

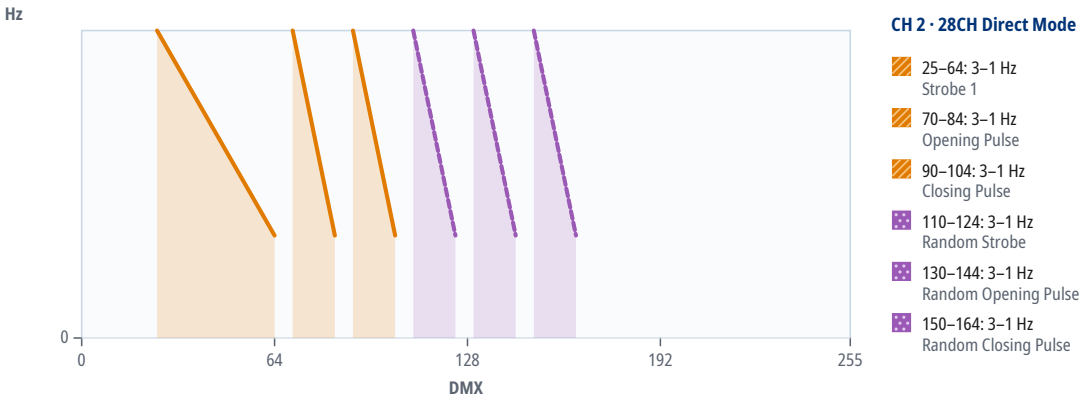
35 LEE 795 Magical Magenta
DMX 108–110

36 LEE 798 Chrysalis Pink
DMX 111–113

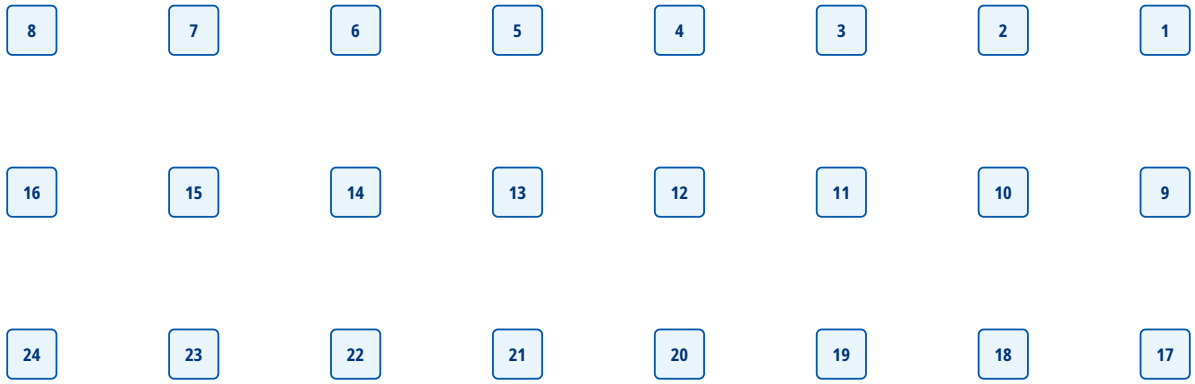
37 LEE 799 Special KH Lavender
DMX 114–117

38 open
DMX 0–6

Strobe rate



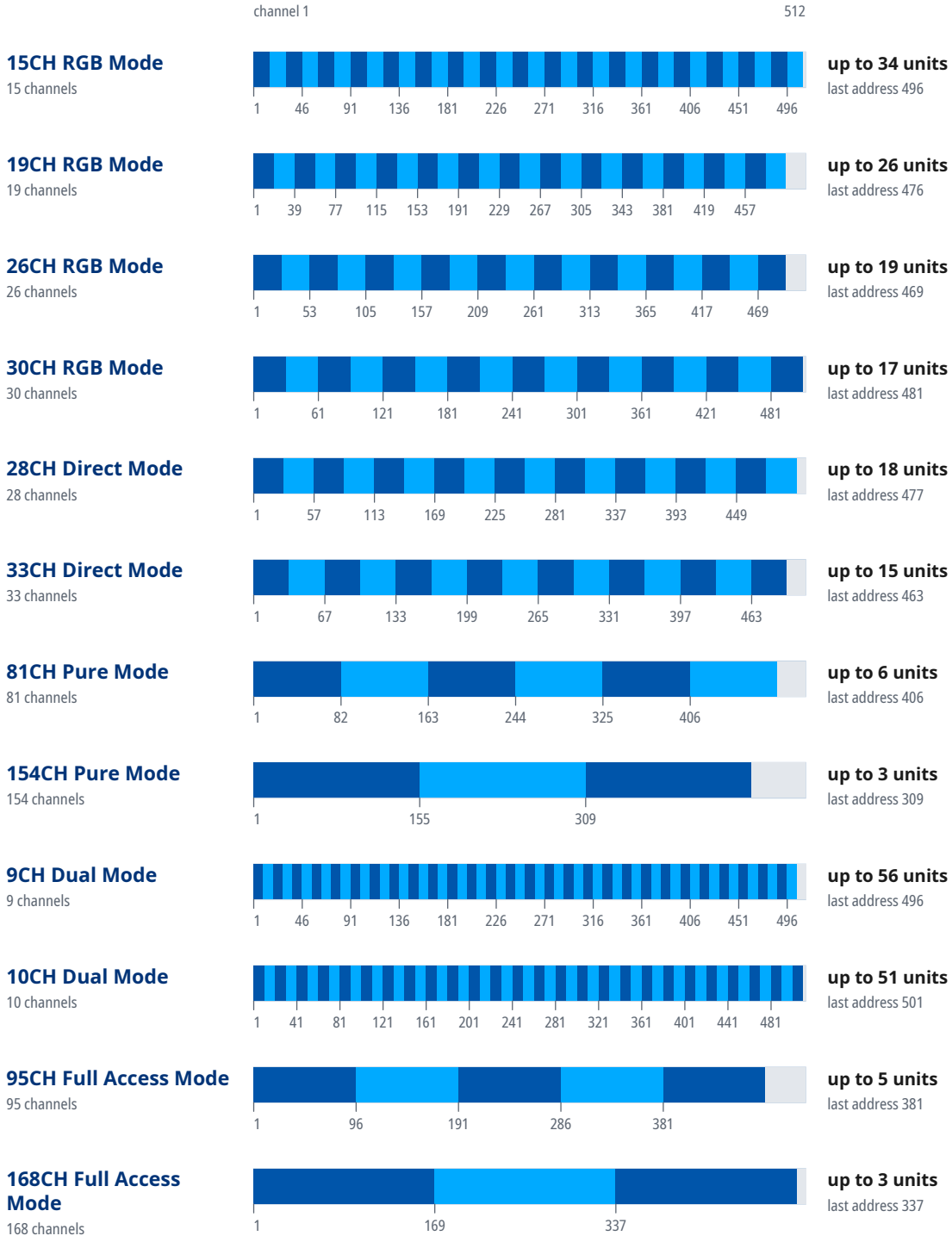
Cells (pixels)



Cells where the GDTF file places them (seen from above), 24 in all; numbered in the order of their first DMX channel in the mode “28CH Direct Mode”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “168CH Full Access Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 337	11	U4 · 169	16	U6 · 1
2	169	7	U3 · 1	12	U4 · 337	17	U6 · 169
3	337	8	U3 · 169	13	U5 · 1	18	U6 · 337
4	U2 · 1	9	U3 · 337	14	U5 · 169	19	U7 · 1
5	U2 · 169	10	U4 · 1	15	U5 · 337	20	U7 · 169

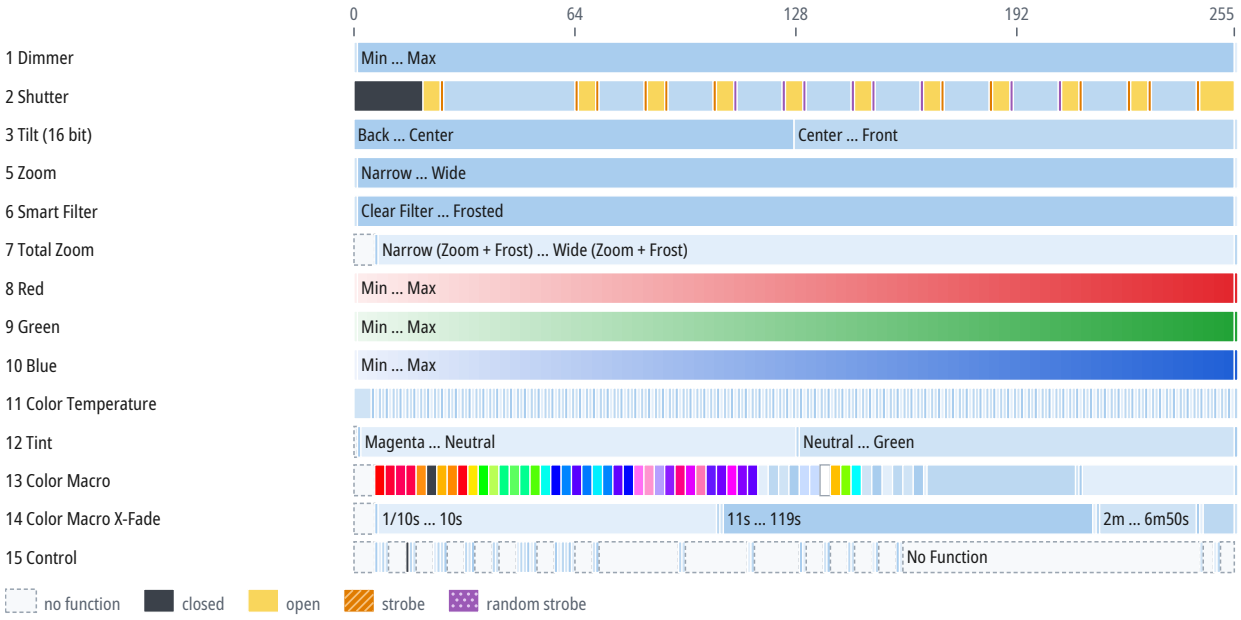
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 15CH RGB Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 Color Temperature 0, CH 13 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
2	Shutter	0–19	Shutter Close
		20–24	Shutter Open
		25	Fast Strobe (3–1 Hz)
		26–63	Fast Strobe ... Slow Strobe
		64	Slow Strobe

CH	Function	DMX	Description
2	Shutter (continued)	65–69	Open
		70	Opening Pulse: Fast Pulse (3–1 Hz)
		71–83	Opening Pulse: Fast Pulse ... Slow Pulse
		84	Opening Pulse: Slow Pulse
		85–89	Open
		90	Closing Pulse: Fast Pulse (3–1 Hz)
		91–103	Closing Pulse: Fast Pulse ... Slow Pulse
		104	Closing Pulse: Slow Pulse
		105–109	Open
		110	Random Strobe: Fast Strobe (3–1 Hz)
		111–123	Random Strobe: Fast Strobe ... Slow Strobe
		124	Random Strobe: Slow Strobe
		125–129	Open
		130	Random Opening Pulse: Fast Pulse (3–1 Hz)
		131–143	Random Opening Pulse: Fast Pulse ... Slow Pulse
		144	Random Opening Pulse: Slow Pulse
		145–149	Open
		150	Random Closing Pulse: Fast Pulse (3–1 Hz)
		151–163	Random Closing Pulse: Fast Pulse ... Slow Pulse
		164	Random Closing Pulse: Slow Pulse
		165–169	Open
		170	Burst Pulse: Fast Pulse (3–1 Hz)
		171–183	Burst Pulse: Fast Pulse ... Slow Pulse
		184	Burst Pulse: Slow Pulse
		185–189	Open
		190	Random Burst Pulse: Fast Pulse (3–1 Hz)
		191–203	Random Burst Pulse: Fast Pulse ... Slow Pulse
		204	Random Burst Pulse: Slow Pulse
		205–209	Open
		210	Fast Sin Wave (3–1 Hz)
		211–223	Fast Sin Wave ... Slow Sin Wave
		224	Slow Sin Wave
		225–229	Open
		230	Fast Burst
		231–243	Fast Burst ... Slow Burst
		244	Slow Burst
		245–255	Open
3	Tilt	0–127	Back ... Center
		128–255	Center ... Front
		255	Front
4	Tilt Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
6	Smart Filter	0	Clear Filter
		1–254	Clear Filter ... Frosted
		255	Frosted
7	Total Zoom	0–5	No Function
		6	Narrow (Zoom + Frost)
		7–254	Narrow (Zoom + Frost) ... Wide (Zoom + Frost)
		255	Wide (Zoom + Frost)
8	Red	0	Min
		1–254	Min ... Max
		255	Max
9	Green	0	Min
		1–254	Min ... Max
		255	Max
10	Blue	0	Min
		1–254	Min ... Max
		255	Max
11	Color Temperature	0–4	5600 K
		5	2000K
		6	2020K
		7	2041K
		8	2061K
		9	2081K
		10	2102K
		11	2122K
		12	2143K
		13	2163K
		14	2183K
		15	2204K
		16	2224K
		17	2244K
		18	2265K
		19	2285K
		20	2305K
		21	2326K
		22	2346K
		23	2367K
		24	2387K
		25	2407K

CH	Function	DMX	Description
11	Color Temperature (continued)	26	2428K
		27	2448K
		28	2468K
		29	2489K
		30	2509K
		31	2529K
		32	2550K
		33	2570K
		34	2590K
		35	2611K
		36	2631K
		37	2652K
		38	2672K
		39	2692K
		40	2713K
		41	2733K
		42	2753K
		43	2774K
		44	2794K
		45	2814K
		46	2835K
		47	2855K
		48	2876K
		49	2896K
		50	2916K
		51	2937K
		52	2957K
		53	2977K
		54	2998K
		55	3018K
		56	3038K
		57	3059K
		58	3079K
		59	3100K
		60	3120K
		61	3140K
		62	3161K
		63	3181K
		64	3201K
		65	3222K
		66	3242K

CH	Function	DMX	Description
11	Color Temperature (continued)	67	3262K
		68	3283K
		69	3303K
		70	3324K
		71	3344K
		72	3364K
		73	3385K
		74	3405K
		75	3425K
		76	3446K
		77	3466K
		78	3486K
		79	3507K
		80	3527K
		81	3548K
		82	3568K
		83	3588K
		84	3609K
		85	3629K
		86	3649K
		87	3670K
		88	3690K
		89	3710K
		90	3731K
		91	3751K
		92	3771K
		93	3792K
		94	3812K
		95	3833K
		96	3853K
		97	3873K
		98	3894K
		99	3914K
		100	3934K
		101	3955K
		102	3975K
		103	3995K
		104	4016K
		105	4036K
		106	4057K
		107	4077K
		108	4097K

CH	Function	DMX	Description
11	Color Temperature (continued)	109	4118K
		110	4138K
		111	4158K
		112	4179K
		113	4199K
		114	4219K
		115	4240K
		116	4260K
		117	4281K
		118–119	4301K
		120	4342K
		121	4362K
		122	4382K
		123	4403K
		124	4423K
		125	4443K
		126	4464K
		127	4484K
		128	4505K
		129	4525K
		130	4545K
		131	4566K
		132	4586K
		133	4606K
		134	4627K
		135	4647K
		136	4667K
		137	4688K
		138	4708K
		139	4729K
		140	4749K
		141	4769K
		142	4790K
		143	4810K
		144	4830K
		145	4851K
		146	4871K
		147	4891K
		148	4912K
		149	4932K
		150	4952K
		151	4973K

CH	Function	DMX	Description
11	Color Temperature (continued)	152	4993K
		153	5014K
		154	5034K
		155	5054K
		156	5075K
		157	5095K
		158	5115K
		159	5136K
		160	5156K
		161	5176K
		162	5197K
		163	5217K
		164	5238K
		165	5258K
		166	5278K
		167	5299K
		168	5319K
		169	5339K
		170	5360K
		171	5380K
		172	5400K
		173	5421K
		174	5441K
		175	5462K
		176	5482K
		177	5502K
		178	5523K
		179	5543K
		180	5563K
		181	5584K
		182	5604K
		183	5624K
		184	5645K
		185	5665K
		186	5686K
		187	5706K
		188	5726K
		189	5747K
		190	5767K
		191	5787K
		192	5808K
		193	5828K

CH	Function	DMX	Description
11	Color Temperature (continued)	194	5848K
		195	5869K
		196	5889K
		197	5910K
		198	5930K
		199	5950K
		200	5971K
		201	5991K
		202	6011K
		203	6032K
		204	6052K
		205	6072K
		206	6093K
		207	6113K
		208	6133K
		209	6154K
		210	6174K
		211	6195K
		212	6215K
		213	6235K
		214	6256K
		215	6276K
		216	6296K
		217	6317K
		218	6337K
		219	6357K
		220	6378K
		221	6398K
		222	6419K
		223	6439K
		224	6459K
		225	6480K
		226	6500K
		227	6621K
		228	6741K
		229	6862K
		230	6983K
		231	7103K
		232	7224K
		233	7345K
		234	7466K
		235	7586K

CH	Function	DMX	Description
11	Color Temperature (continued)	236	7707K
		237	7828K
		238	7948K
		239	8069K
		240	8190K
		241	8310K
		242	8431K
		243	8552K
		244	8672K
		245	8793K
		246	8914K
		247	9034K
		248	9155K
		249	9276K
		250	9397K
		251	9517K
		252	9638K
		253	9759K
		254	9879K
		255	10000K
12	Tint	0	No function
		1	Magenta
		2–127	Magenta ... Neutral
		128	Neutral
		129–254	Neutral ... Green
		255	Green
13	Color Macro	0–5	No Function
		6–8	Red LED 100%
		9–11	LEE 019 Fire
		12–14	LEE 027 Medium Red
		15–17	LEE 106 Primary Red
		18–20	LEE 020 Med Amber
		21–23	LEE 022 Dark Amber
		24–26	LEE 104 Deep Amber
		27–29	LEE 105 Orange
		30–32	LEE 135 Deep Golden Amber
		33–35	LEE 101 Yellow
		36–38	Green LED 100%
		39–41	LEE 088 Lime Green
		42–44	LEE 089 Moss Green
		45–47	LEE 121 LEE Green
		48–50	LEE 139 Primary Green

CH	Function	DMX	Description
13	Color Macro (continued)	51–53	LEE 738 Jas Green
		54–56	LEE 323 Jade
		57–59	Blue LED 100%
		60–62	LEE 068 Sky Blue
		63–65	LEE 071 Tokyo Blue
		66–68	LEE 118 Light Blue
		69–71	LEE 131 Marine Blue
		72–74	LEE 132 Med Blue
		75–77	LEE 181 Congo Blue
		78–80	LEE 716 Mikkel Blue
		81–83	LEE 002 Rose Pink
		84–86	LEE 036 Med Pink
		87–89	LEE 052 Light Lavender
		90–92	LEE 058 Lavender
		93–95	LEE 113 Magenta
		96–98	LEE 126 Mauve
		99–101	LEE 127 Smokey Pink
		102–104	LEE 343 Special Med Lavender
		105–107	LEE 707 Ultimate Violet
		108–110	LEE 795 Magical Magenta
		111–113	LEE 798 Chrysalis Pink
		114–116	LEE 799 Special KH Lavender
		117–119	Bulb White (2700K)
		120–122	Halogen White (3200K)
		123–125	Neutral White (4200K)
		126–128	Daylight White (5600K)
		129–131	Cold White I (6000K)
		132–134	Cold White II (6300K)
		135–137	White
		138–140	Amber
		141–143	Lime
		144–146	Cyan
		147–149	User Color 1
		150–152	User Color 2
		153–155	User Color 3
		156–158	User Color 4
		159–161	User Color 5
		162–164	Color Jumping Stop
		165	Color Jumping Slow
		166–208	Color Jumping Slow ... Color Jumping Fast
		209	Color Jumping Fast
		210	Color Fading Slow

CH	Function	DMX	Description
13	Color Macro (continued)	211–254	Color Fading Slow ... Color Fading Fast
		255	Color Fading Fast
14	Color Macro X-Fade	0–5	No Function
		6	1/10s
		7–104	1/10s ... 10s
		105	10s
		106	11s
		107–213	11s ... 119s
		214	119s
		215	2m
		216–243	2m ... 6m50s
		244	6m50s
		245	1 min steps: 7min
		246–254	1 min steps: 7min ... 17min
		255	1 min steps: 17min
15	Control	0–5	No Function
		6	Display Backlight On
		7	Display Backlight Off
		8	Display Lock On
		9	Display Lock Off
		10–14	No Function
		15	DMX Fail Blackout
		16	DMX Fail Hold
		17	DMX Fail Emergency Light
		18–22	No Function
		23	Linear Dimmer Curve
		24	Exponential DImmer Curve
		25	Logarithimic Dimmer Curve
		26	S-Curve DImmer Curve
		27–31	No Function
		32	Fast Dimmer Response (LED)
		33	Reserved / No Function
		34	Slow Dimmer Response (Halogen)
		35–39	No Function
		40	Calibration - High CRI (Colors + CCT)
		41	Calibration - Normal CRI (Colors + CCT)
		42–46	No Function
		47	LED Frequency 800Hz
		48	LED Frequency 1200Hz
		49	LED Frequency 2000Hz
		50	LED Frequency 3600Hz
		51	LED Frequency 12kHz

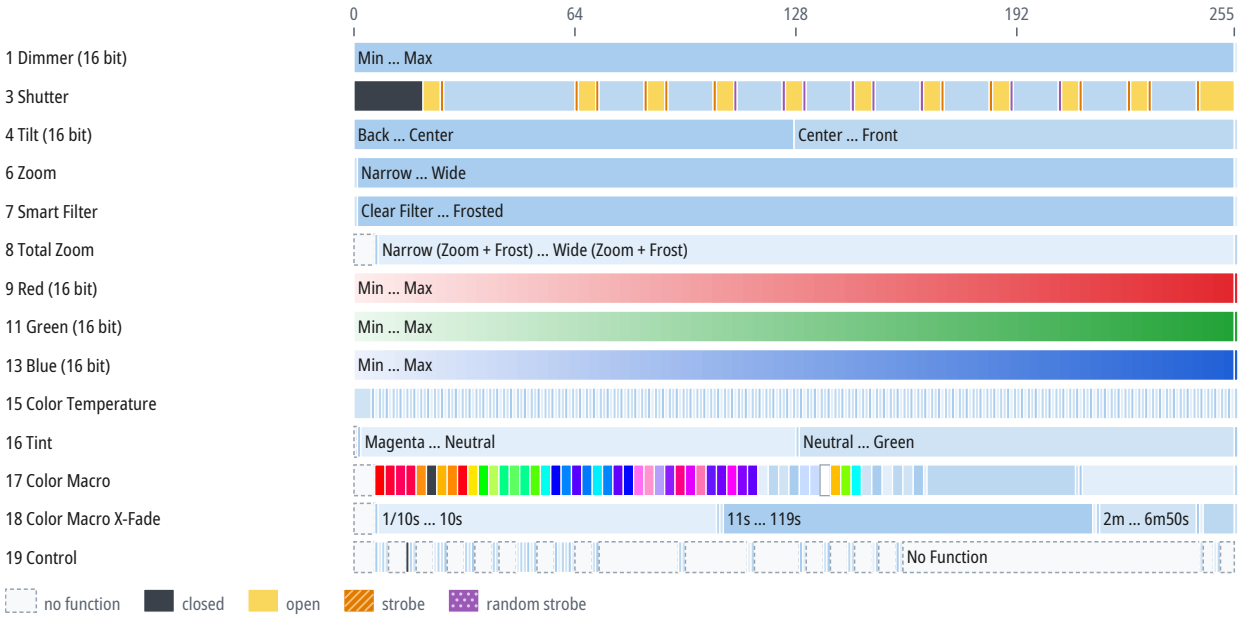
CH	Function	DMX	Description
15	Control (continued)	52	LED Frequency 25kHz
		53–57	No Function
		58	Fan Auto 1
		59	Fan Auto 2
		60	Fan Silent
		61	Fan Studio
		62	Fan Off
		63	Fan High Power
		64–68	No Function
		69	Redshift On
		70	Redshift Off
		71–93	No Function
		94	Invert Mapping On
		95	Invert Mapping Off
		96–113	No Function
		114	Swap Mapping On
		115	Swap Mapping Off
		116–128	No Function
		129	LED Modes - Boost
		130	LED Modes - Illumination
		131–135	No Function
		136	Tilt Invert On
		137	Tilt Invert Off
		138–142	No Function
		143	Tilt Position Auto Correction On
		144	Tilt Position Auto Correction Off
		145–149	No Function
		150	Tilt Motor Disable On
		151	Tilt Motor Disable Off
		152–156	No Function
		157	Zoom Invert On
		158	Zoom Invert Off
		159–244	No Function
		245	Snapshot
		246–248	No Function
		249	User Reset
		250	Factory Reset
		251–255	No Function

Mode 19CH RGB Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 9 Red 255, CH 11 Green 255, CH 13 Blue 255, CH 15 Color Temperature 0, CH 17 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Min ... Max
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
9	Red	0–255	Min ... Max
		255	Max
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	Min ... Max
		255	Max
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	Min ... Max
		255	Max
14	Blue Fine	0–255	Fine adjustment of CH 13
15	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)

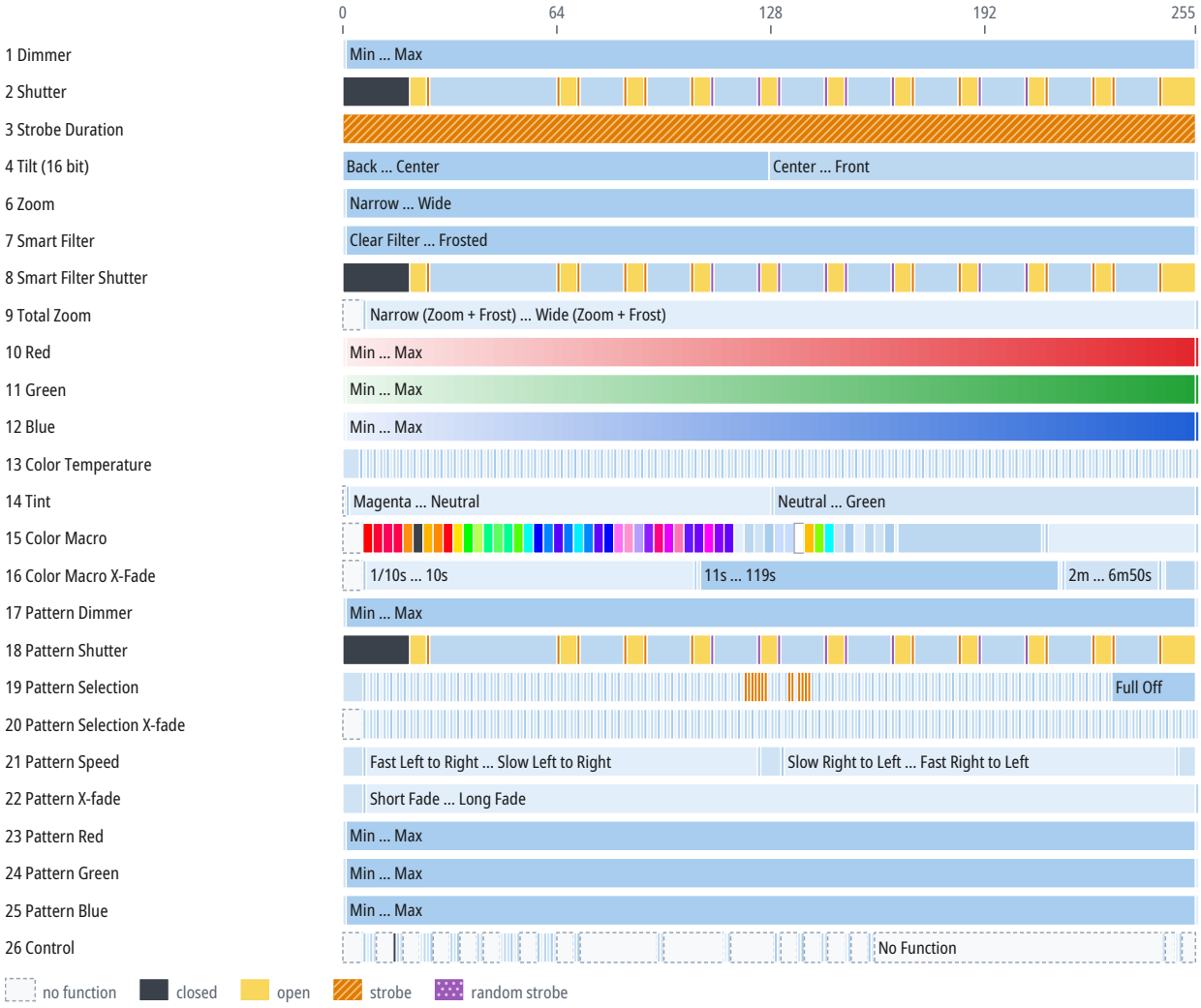
CH	Function	DMX	Description
16	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
17	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
18	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
19	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 26CH RGB Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 8 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 18 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 Color Temperature 0, CH 15 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “15CH RGB Mode” (p. 11)
2	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
3	Strobe Duration	0–255	
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter Shutter	0–19	Shutter Close
		20–24	Shutter Open
		25	Fast Strobe (3–1 Hz)
		26–63	Fast Strobe ... Slow Strobe
		64	Slow Strobe
		65–69	Open
		70	Opening Pulse: Fast Pulse (3–1 Hz)
		71–83	Opening Pulse: Fast Pulse ... Slow Pulse
		84	Opening Pulse: Slow Pulse
		85–89	Open
		90	Closing Pulse: Fast Pulse (3–1 Hz)
		91–103	Closing Pulse: Fast Pulse ... Slow Pulse
		104	Closing Pulse: Slow Pulse
		105–109	Open
		110	Random Strobe: Fast Strobe (3–1 Hz)
		111–123	Random Strobe: Fast Strobe ... Slow Strobe
		124	Random Strobe: Slow Strobe
		125–129	Open
		130	Random Opening Pulse: Fast Pulse (3–1 Hz)
		131–143	Random Opening Pulse: Fast Pulse ... Slow Pulse
		144	Random Opening Pulse: Slow Pulse
		145–149	Open
		150	Random Closing Pulse: Fast Pulse (3–1 Hz)
		151–163	Random Closing Pulse: Fast Pulse ... Slow Pulse
		164	Random Closing Pulse: Slow Pulse
		165–169	Open
		170	Burst Pulse: Fast Pulse (3–1 Hz)
		171–183	Burst Pulse: Fast Pulse ... Slow Pulse
		184	Burst Pulse: Slow Pulse
		185–189	Open
		190	Random Burst Pulse: Fast Pulse (3–1 Hz)
		191–203	Random Burst Pulse: Fast Pulse ... Slow Pulse
		204	Random Burst Pulse: Slow Pulse

CH	Function	DMX	Description
8	Smart Filter Shutter (continued)	205–209	Open
		210	Fast Sin Wave (3–1 Hz)
		211–223	Fast Sin Wave ... Slow Sin Wave
		224	Slow Sin Wave
		225–229	Open
		230	Fast Burst
		231–243	Fast Burst ... Slow Burst
		244	Slow Burst
		245–255	Open
9	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
10	Red		Same as CH 8 in the mode “15CH RGB Mode” (p. 13)
11	Green		Same as CH 9 in the mode “15CH RGB Mode” (p. 13)
12	Blue		Same as CH 10 in the mode “15CH RGB Mode” (p. 13)
13	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
14	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
15	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
16	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
17	Pattern Dimmer	0	Min
		1–254	Min ... Max
		255	Max
18	Pattern Shutter	0–19	Shutter Close
		20–24	Shutter Open
		25	Fast Strobe (3–1 Hz)
		26–63	Fast Strobe ... Slow Strobe
		64	Slow Strobe
		65–69	Open
		70	Opening Pulse: Fast Pulse (3–1 Hz)
		71–83	Opening Pulse: Fast Pulse ... Slow Pulse
		84	Opening Pulse: Slow Pulse
		85–89	Open
		90	Closing Pulse: Fast Pulse (3–1 Hz)
		91–103	Closing Pulse: Fast Pulse ... Slow Pulse
		104	Closing Pulse: Slow Pulse
		105–109	Open
		110	Random Strobe: Fast Strobe (3–1 Hz)
		111–123	Random Strobe: Fast Strobe ... Slow Strobe
		124	Random Strobe: Slow Strobe
		125–129	Open
		130	Random Opening Pulse: Fast Pulse (3–1 Hz)
		131–143	Random Opening Pulse: Fast Pulse ... Slow Pulse
		144	Random Opening Pulse: Slow Pulse

CH	Function	DMX	Description
18	Pattern Shutter (continued)	145–149	Open
		150	Random Closing Pulse: Fast Pulse (3–1 Hz)
		151–163	Random Closing Pulse: Fast Pulse ... Slow Pulse
		164	Random Closing Pulse: Slow Pulse
		165–169	Open
		170	Burst Pulse: Fast Pulse (3–1 Hz)
		171–183	Burst Pulse: Fast Pulse ... Slow Pulse
		184	Burst Pulse: Slow Pulse
		185–189	Open
		190	Random Burst Pulse: Fast Pulse (3–1 Hz)
		191–203	Random Burst Pulse: Fast Pulse ... Slow Pulse
		204	Random Burst Pulse: Slow Pulse
		205–209	Open
		210	Fast Sin Wave (3–1 Hz)
		211–223	Fast Sin Wave ... Slow Sin Wave
		224	Slow Sin Wave
		225–229	Open
		230	Fast Burst
		231–243	Fast Burst ... Slow Burst
		244	Slow Burst
		245–255	Open
19	Pattern Selection	0–5	No Pattern
		6–29	Single Pixel 1...24
		30–50	Two Pixels Line 1...21
		51–59	Four Pixels Line 1...9
		60	Four Pixels Opposite Lines 1
		61	Four Pixels Opposite Lines 2
		62	Four Pixels Opposite Lines 3
		63–70	Three Pixels Bar 1...8
		71–77	Three Pixels DoubleBar 1...7
		78–83	Square of Three 1...6
		84	Half of All Pixels 1
		85	Half of All Pixels 2
		86	Half of All Pixels 3
		87	Half of All Pixels 4
		88	Half of All Pixels 5
		89–94	Two Lines One Space 1...6
		95	Three Lines Two Spaces 1
		96	Three Lines Two Spaces 2
		97	Three Lines Two Spaces 3
		98	Three Lines Two Spaces 4

CH	Function	DMX	Description
19	Pattern Selection (continued)	99	Four Lines Four Spaces 1
		100	Four Lines Four Spaces 2
		101	Two DoubleBars 1
		102	Two DoubleBars 2
		103	Two DoubleBars 3
		104	Outside DoubleBars 1
		105	Inside DoubleBars 2
		106	Three DoubleBars 1
		107	Three DoubleBars 2
		108	Outer Area 1
		109	Inner Area 2
		110	Outer Circle 1
		111	Inner Circle 2
		112	Cross 1
		113	Cross 2
		114	Even Pixels 1
		115	Odd Pixels 2
		116	Eight Pixels Line 1
		117	Eight Pixels Line 2
		118	Eight Pixels Line 3
		119	Inv Eight Pixels Line 2
		120	Pulse A1
		121	Pulse A2
		122	Pulse A3
		123	Pulse A4
		124	Pulse A1/2
		125	Pulse A2/2
		126	Pulse A1/4
		127	Bounce A1
		128	Bounce A2
		129	Bounce A3
		130	Bounce A4
		131	Bounce A1/2
		132	Bounce A2/2
		133	Pulse A1V
		134	Pulse A2V
		135	Bounce A1V
		136	Pulse A1 inv
		137	Pulse A2 inv
		138	Pulse A3 inv
		139	Pulse A4 inv

CH	Function	DMX	Description
19	Pattern Selection (continued)	140	Bounce A1 inv
		141	Bounce A2 inv
		142	Bounce A3 inv
		143	Bounce A4 inv
		144	Chase D1
		145	Chase D2
		146	Chase D4
		147	Chase S1
		148	Chase S2
		149	Chase S4
		150	Chase XDS1
		151	Chase XD1
		152	Chase XD2
		153	Chase XS1
		154	Chase XS2
		155	Chase XDS2
		156	Chase XDS4
		157	Chase 2D1
		158	Chase 2D2
		159	Chase 2S1
		160	Chase 2S2
		161	Chase 2 Blocks
		162	Chase Arrow
		163	Wave A1
		164	Wave A2
		165	Wave A3
		166	Rotor A1
		167	Rotor A2
		168	Rotor A4
		169	Rotor A8
		170	Rotor A12
		171	Rotor A15
		172	Rotor A1/2
		173	Rotor A2/2
		174	Rotor A3/2
		175	Rotor A5/2
		176	Rotor A7/2
		177	Rotor A1/4
		178	Rotor A2/4
		179	Rotor A3/4
		180	Rotor A1/2 mir
		181	Rotor A2/2 mir

CH	Function	DMX	Description
19	Pattern Selection (continued)	182	Rotor A3/2 mir
		183	Rotor A5/2 mir
		184	Rotor A7/2 mir
		185	Rotor A1/4 mir
		186	Rotor A2/4 mir
		187	Rotor A3/4 mir
		188	Rotor B1
		189	Rotor B2
		190	Rotor B4
		191	Rotor B6
		192	Rotor B1/2
		193	Rotor B2/2
		194	Rotor B3/2
		195	Rotor B3/2 mir
		196	Rotor B1/4
		197	Rotor B1/4 mir
		198	Snake A1
		199	Snake A2
		200	Snake A1/2
		201	Snake A2/2
		202	Snake B1
		203	Snake B2
		204	Snake A1H
		205	Snake A2H
		206	Snake A4H
		207	Snake A1/2H
		208	Snake A2/2H
		209	Snake A4/2H
		210	Circus 01
		211	Circus 03
		212	Circus 06
		213	Circus 10
		214	Fill Out
		215	Fill In
		216	Fill Sun
		217	Fill Ring
		218	Fill Return
		219	Fill Swirl
		220	Fill Center
		221	Rebound 02
		222	Rebound 2/2
		223	Rebound 04

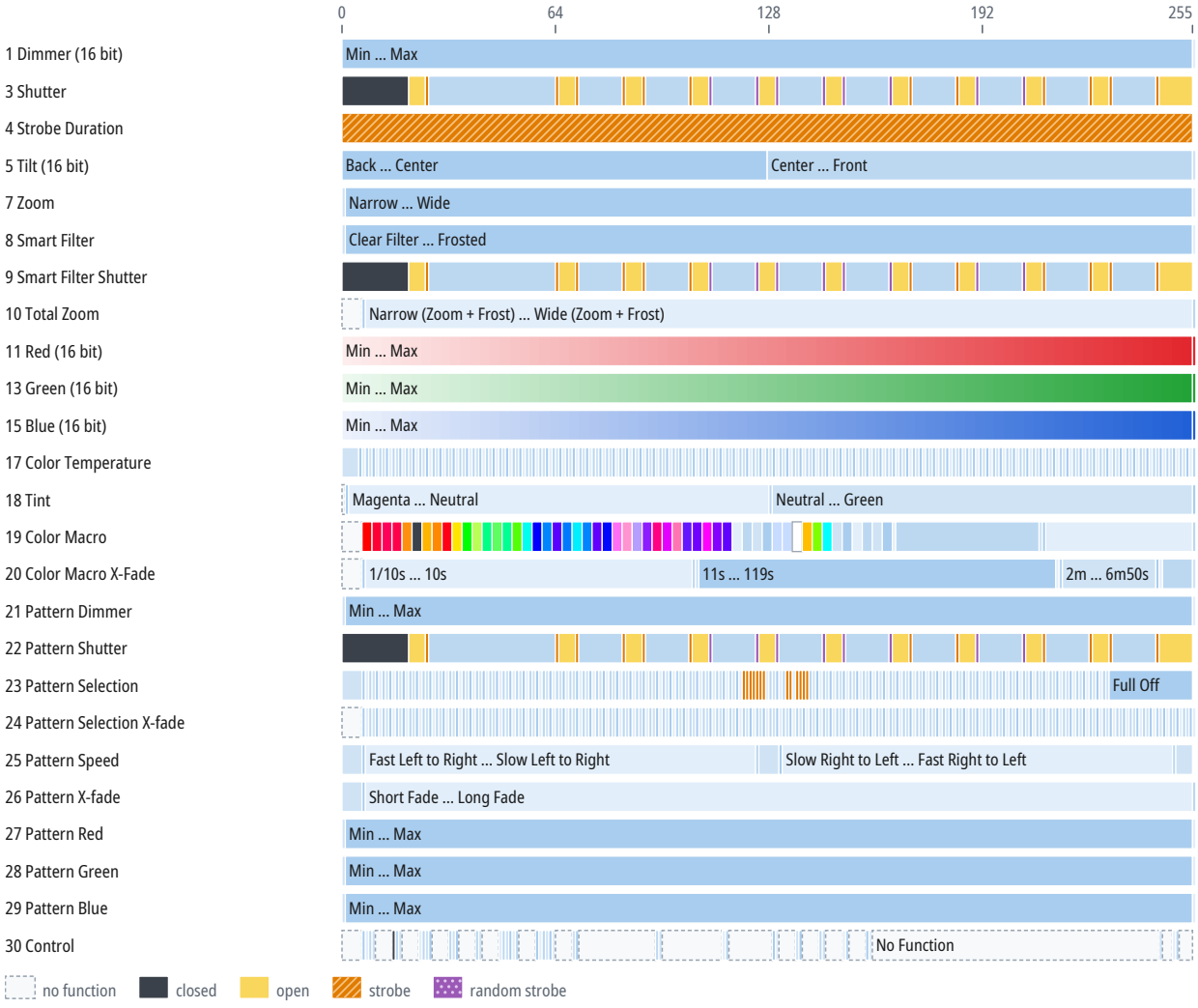
CH	Function	DMX	Description
19	Pattern Selection (continued)	224	Red Carpet
		225	Welding
		226	Rain 1
		227	Rain 2
		228	Rain 3
		229	Full On
		230–255	Full Off
20	Pattern Selection X-fade	0–5	No Function
		6–255	1...250s
21	Pattern Speed	0–5	Stop
		6	Fast Left to Right
		7–123	Fast Left to Right ... Slow Left to Right
		124	Slow Left to Right
		125–130	Stop Left to Right
		131	Slow Right to Left
		132–248	Slow Right to Left ... Fast Right to Left
		249	Fast Right to Left
		250–255	Stop Right to Left
22	Pattern X-fade	0–5	Snap from Cell to Cell
		6	Short Fade
		7–254	Short Fade ... Long Fade
		255	Long Fade
23	Pattern Red	0	Min
		1–254	Min ... Max
		255	Max
24	Pattern Green	0	Min
		1–254	Min ... Max
		255	Max
25	Pattern Blue	0	Min
		1–254	Min ... Max
		255	Max
26	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 30CH RGB Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 9 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 22 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 11 Red 255, CH 13 Green 255, CH 15 Blue 255, CH 17 Color Temperature 0, CH 19 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “19CH RGB Mode” (p. 23)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Strobe Duration	0–255	
5	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)

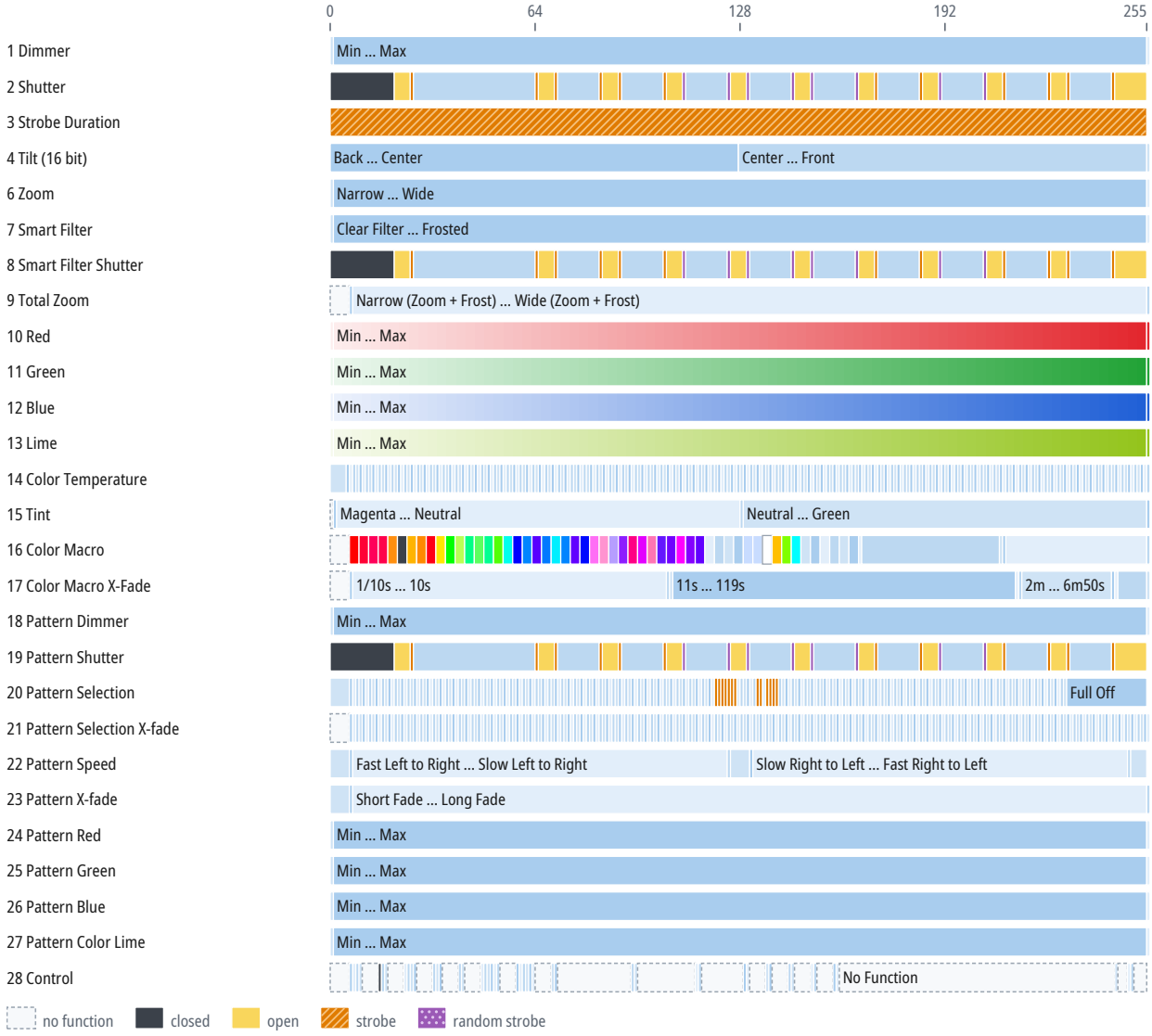
CH	Function	DMX	Description
8	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
9	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
10	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
11	Red		Same as CH 9 in the mode “19CH RGB Mode” (p. 23)
12	Red Fine	0–255	Fine adjustment of CH 11
13	Green		Same as CH 11 in the mode “19CH RGB Mode” (p. 23)
14	Green Fine	0–255	Fine adjustment of CH 13
15	Blue		Same as CH 13 in the mode “19CH RGB Mode” (p. 23)
16	Blue Fine	0–255	Fine adjustment of CH 15
17	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
18	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
19	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
20	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
21	Pattern Dimmer		Same as CH 17 in the mode “26CH RGB Mode” (p. 26)
22	Pattern Shutter		Same as CH 18 in the mode “26CH RGB Mode” (p. 26)
23	Pattern Selection		Same as CH 19 in the mode “26CH RGB Mode” (p. 27)
24	Pattern Selection X-fade		Same as CH 20 in the mode “26CH RGB Mode” (p. 31)
25	Pattern Speed		Same as CH 21 in the mode “26CH RGB Mode” (p. 31)
26	Pattern X-fade		Same as CH 22 in the mode “26CH RGB Mode” (p. 31)
27	Pattern Red		Same as CH 23 in the mode “26CH RGB Mode” (p. 31)
28	Pattern Green		Same as CH 24 in the mode “26CH RGB Mode” (p. 31)
29	Pattern Blue		Same as CH 25 in the mode “26CH RGB Mode” (p. 31)
30	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 28CH Direct Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 8 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 19 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 Lime 255, CH 14 Color Temperature 0, CH 16 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “15CH RGB Mode” (p. 11)
2	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
3	Strobe Duration	0–255	
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)

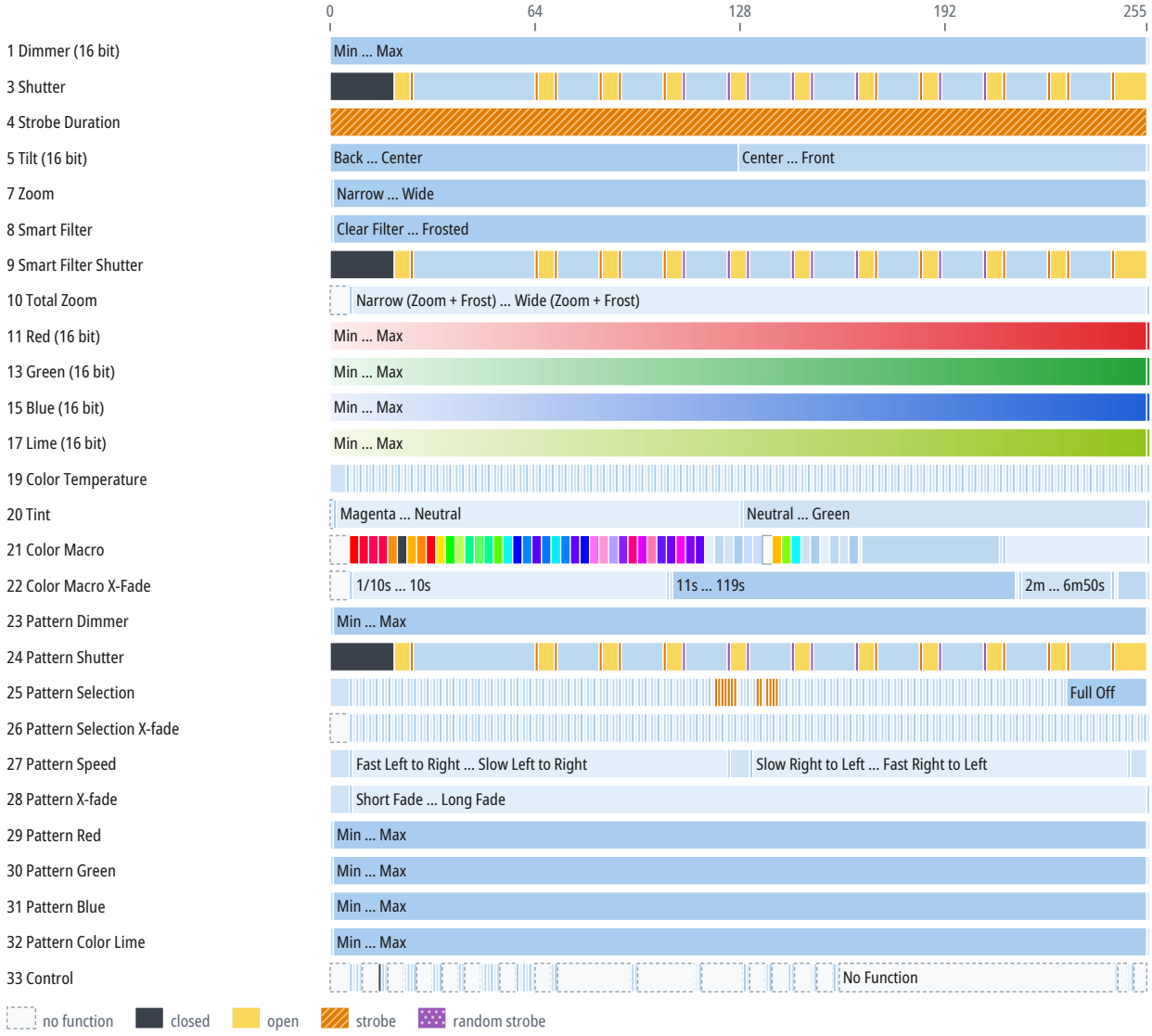
CH	Function	DMX	Description
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
9	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
10	Red		Same as CH 8 in the mode “15CH RGB Mode” (p. 13)
11	Green		Same as CH 9 in the mode “15CH RGB Mode” (p. 13)
12	Blue		Same as CH 10 in the mode “15CH RGB Mode” (p. 13)
13	Lime	0	Min
		1–254	Min … Max
		255	Max
14	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
15	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
16	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
17	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
18	Pattern Dimmer		Same as CH 17 in the mode “26CH RGB Mode” (p. 26)
19	Pattern Shutter		Same as CH 18 in the mode “26CH RGB Mode” (p. 26)
20	Pattern Selection		Same as CH 19 in the mode “26CH RGB Mode” (p. 27)
21	Pattern Selection X-fade		Same as CH 20 in the mode “26CH RGB Mode” (p. 31)
22	Pattern Speed		Same as CH 21 in the mode “26CH RGB Mode” (p. 31)
23	Pattern X-fade		Same as CH 22 in the mode “26CH RGB Mode” (p. 31)
24	Pattern Red		Same as CH 23 in the mode “26CH RGB Mode” (p. 31)
25	Pattern Green		Same as CH 24 in the mode “26CH RGB Mode” (p. 31)
26	Pattern Blue		Same as CH 25 in the mode “26CH RGB Mode” (p. 31)
27	Pattern Color Lime		Pattern Lime
		0	Min
		1–254	Min … Max
		255	Max
28	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 33CH Direct Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 9 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 24 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 11 Red 255, CH 13 Green 255, CH 15 Blue 255, CH 17 Lime 255, CH 19 Color Temperature 0, CH 21 Color Macro 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “19CH RGB Mode” (p. 23)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Strobe Duration	0–255	

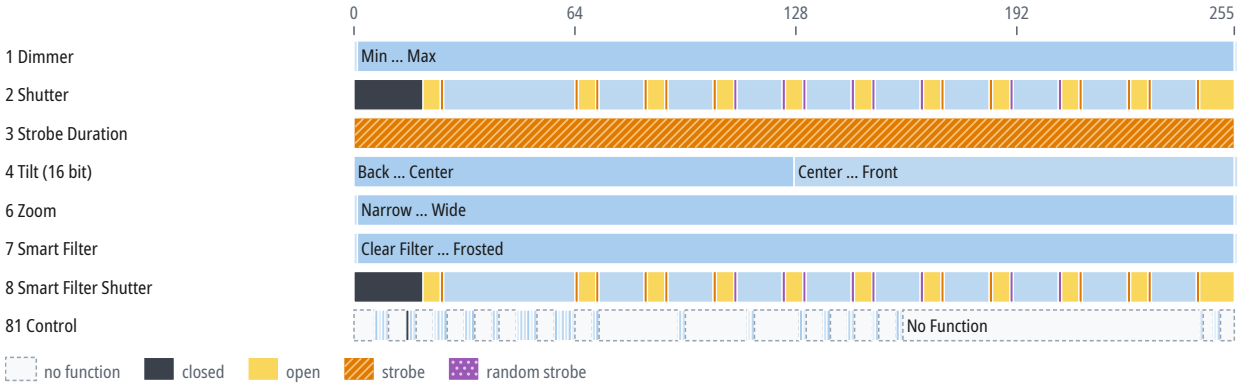
CH	Function	DMX	Description
5	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
9	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
10	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
11	Red		Same as CH 9 in the mode “19CH RGB Mode” (p. 23)
12	Red Fine	0–255	Fine adjustment of CH 11
13	Green		Same as CH 11 in the mode “19CH RGB Mode” (p. 23)
14	Green Fine	0–255	Fine adjustment of CH 13
15	Blue		Same as CH 13 in the mode “19CH RGB Mode” (p. 23)
16	Blue Fine	0–255	Fine adjustment of CH 15
17	Lime	0–255	Min … Max
		255	Max
18	Lime Fine	0–255	Fine adjustment of CH 17
19	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
20	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
21	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
22	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
23	Pattern Dimmer		Same as CH 17 in the mode “26CH RGB Mode” (p. 26)
24	Pattern Shutter		Same as CH 18 in the mode “26CH RGB Mode” (p. 26)
25	Pattern Selection		Same as CH 19 in the mode “26CH RGB Mode” (p. 27)
26	Pattern Selection X-fade		Same as CH 20 in the mode “26CH RGB Mode” (p. 31)
27	Pattern Speed		Same as CH 21 in the mode “26CH RGB Mode” (p. 31)
28	Pattern X-fade		Same as CH 22 in the mode “26CH RGB Mode” (p. 31)
29	Pattern Red		Same as CH 23 in the mode “26CH RGB Mode” (p. 31)
30	Pattern Green		Same as CH 24 in the mode “26CH RGB Mode” (p. 31)
31	Pattern Blue		Same as CH 25 in the mode “26CH RGB Mode” (p. 31)
32	Pattern Color Lime		Same as CH 27 in the mode “28CH Direct Mode” (p. 35)
33	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 81CH Pure Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 8 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 9 Red 255 (the same in each of the 24 cells), CH 10 Green 255 (the same in each of the 24 cells), CH 11 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “15CH RGB Mode” (p. 11)
2	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
3	Strobe Duration	0–255	
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
9	Red 1	0	Min
		1–254	Min ... Max
		255	Max
10	Green 1	0	Min
		1–254	Min ... Max
		255	Max
11	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
81	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

CH 9–80: 24 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 9–11); the table below gives each cell's channel numbers.

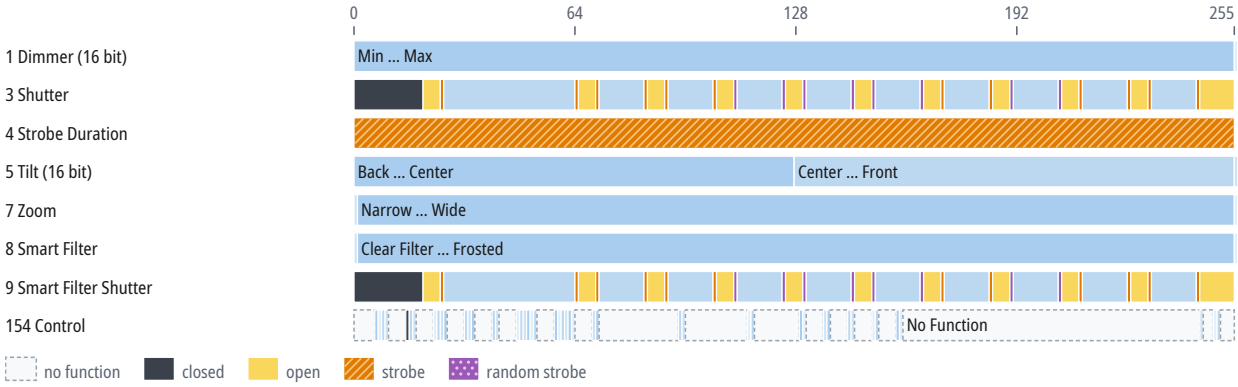
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	9	10	11	2	12	13	14	3	15	16	17
4	18	19	20	5	21	22	23	6	24	25	26
7	27	28	29	8	30	31	32	9	33	34	35
10	36	37	38	11	39	40	41	12	42	43	44
13	45	46	47	14	48	49	50	15	51	52	53
16	54	55	56	17	57	58	59	18	60	61	62
19	63	64	65	20	66	67	68	21	69	70	71
22	72	73	74	23	75	76	77	24	78	79	80

Mode 154CH Pure Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 9 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 10 Red 255 (the same in each of the 24 cells), CH 12 Green 255 (the same in each of the 24 cells), CH 14 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “19CH RGB Mode” (p. 23)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Strobe Duration	0–255	
5	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
9	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
10	Red 1	0–255	Min ... Max

CH	Function	DMX	Description
10	Red 1 (continued)	255	Max
11	Red 1 Fine	0–255	Fine adjustment of CH 10
12	Green 1	0–255	Min … Max
		255	Max
13	Green 1 Fine	0–255	Fine adjustment of CH 12
14	Blue 1	0–255	Min … Max
		255	Max
15	Blue 1 Fine	0–255	Fine adjustment of CH 14
154	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

CH 10–153: 24 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 10–15); the table below gives each cell's channel numbers.

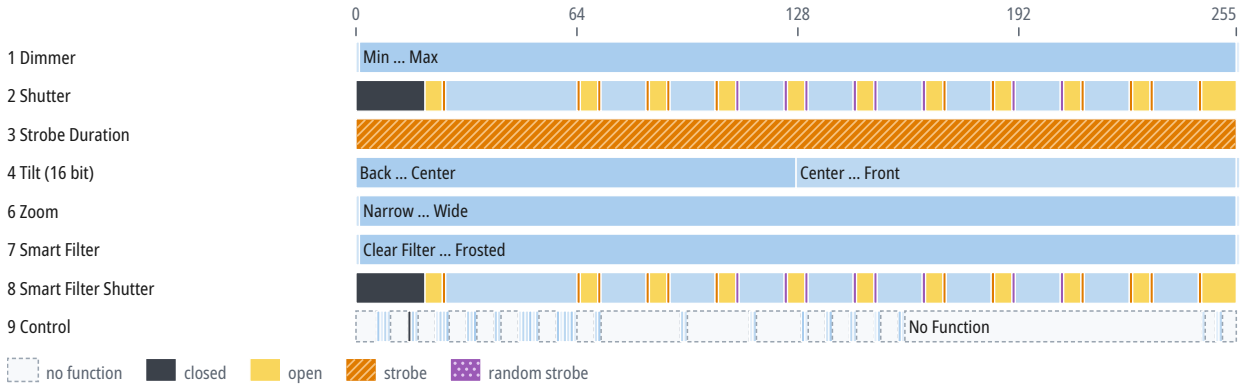
Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
1	10	11	12	13	14	15
2	16	17	18	19	20	21
3	22	23	24	25	26	27
4	28	29	30	31	32	33
5	34	35	36	37	38	39
6	40	41	42	43	44	45
7	46	47	48	49	50	51
8	52	53	54	55	56	57
9	58	59	60	61	62	63
10	64	65	66	67	68	69
11	70	71	72	73	74	75
12	76	77	78	79	80	81
13	82	83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

Mode 9CH Dual Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 8 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



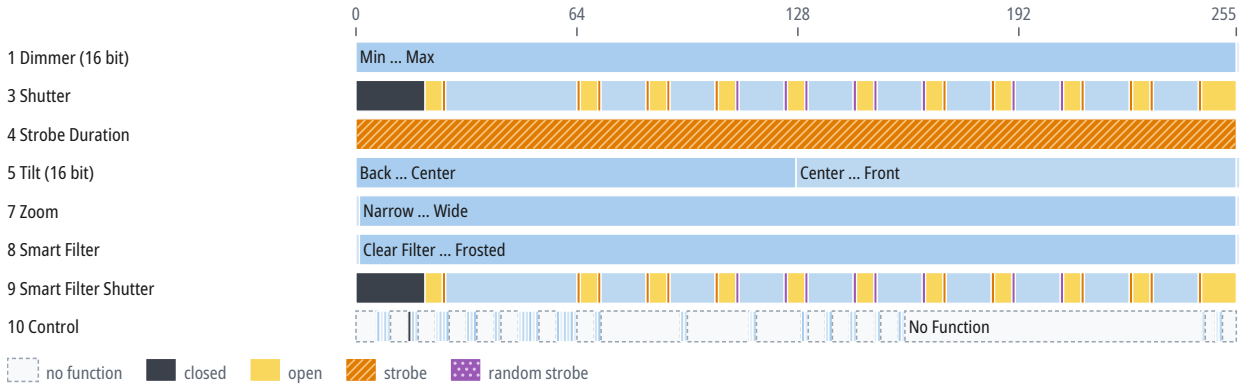
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “15CH RGB Mode” (p. 11)
2	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
3	Strobe Duration	0–255	
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
9	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 10CH Dual Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 9 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “19CH RGB Mode” (p. 23)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Strobe Duration	0–255	
5	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
9	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
10	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

Mode 95CH Full Access Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 8 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 15 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 10 Color Temperature 0, CH 12 Color Macro 0, CH 23 Red 255 (the same in each of the 24 cells), CH 24 Green 255 (the same in each of the 24 cells), CH 25 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “15CH RGB Mode” (p. 11)
2	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
3	Strobe Duration	0–255	
4	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
5	Tilt Fine	0–255	Fine adjustment of CH 4
6	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
7	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)

CH	Function	DMX	Description
9	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
10	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
11	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
12	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
13	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
14	Pattern Dimmer		Same as CH 17 in the mode “26CH RGB Mode” (p. 26)
15	Pattern Shutter		Same as CH 18 in the mode “26CH RGB Mode” (p. 26)
16	Pattern Selection		Same as CH 19 in the mode “26CH RGB Mode” (p. 27)
17	Pattern Selection X-fade		Same as CH 20 in the mode “26CH RGB Mode” (p. 31)
18	Pattern Speed		Same as CH 21 in the mode “26CH RGB Mode” (p. 31)
19	Pattern X-fade		Same as CH 22 in the mode “26CH RGB Mode” (p. 31)
20	Pattern Red		Same as CH 23 in the mode “26CH RGB Mode” (p. 31)
21	Pattern Green		Same as CH 24 in the mode “26CH RGB Mode” (p. 31)
22	Pattern Blue		Same as CH 25 in the mode “26CH RGB Mode” (p. 31)
23	Red 1	0	Min
		1–254	Min … Max
		255	Max
24	Green 1	0	Min
		1–254	Min … Max
		255	Max
25	Blue 1	0	Min
		1–254	Min … Max
		255	Max
95	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

CH 23–94: 24 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 23–25); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	23	24	25	2	26	27	28	3	29	30	31
4	32	33	34	5	35	36	37	6	38	39	40
7	41	42	43	8	44	45	46	9	47	48	49
10	50	51	52	11	53	54	55	12	56	57	58
13	59	60	61	14	62	63	64	15	65	66	67
16	68	69	70	17	71	72	73	18	74	75	76
19	77	78	79	20	80	81	82	21	83	84	85
22	86	87	88	23	89	90	91	24	92	93	94

Mode 168CH Full Access Mode

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 3 Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 9 Smart Filter Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”; CH 16 Pattern Shutter at 20–24 “Shutter Open” or 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229, 245–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 11 Color Temperature 0, CH 13 Color Macro 0, CH 24 Red 255 (the same in each of the 24 cells), CH 26 Green 255 (the same in each of the 24 cells), CH 28 Blue 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “19CH RGB Mode” (p. 23)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “15CH RGB Mode” (p. 11)
4	Strobe Duration	0–255	
5	Tilt		Same as CH 3 in the mode “15CH RGB Mode” (p. 12)
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Zoom		Same as CH 5 in the mode “15CH RGB Mode” (p. 13)
8	Smart Filter		Same as CH 6 in the mode “15CH RGB Mode” (p. 13)

CH	Function	DMX	Description
9	Smart Filter Shutter		Same as CH 8 in the mode “26CH RGB Mode” (p. 25)
10	Total Zoom		Same as CH 7 in the mode “15CH RGB Mode” (p. 13)
11	Color Temperature		Same as CH 11 in the mode “15CH RGB Mode” (p. 13)
12	Tint		Same as CH 12 in the mode “15CH RGB Mode” (p. 19)
13	Color Macro		Same as CH 13 in the mode “15CH RGB Mode” (p. 19)
14	Color Macro X-Fade		Same as CH 14 in the mode “15CH RGB Mode” (p. 21)
15	Pattern Dimmer		Same as CH 17 in the mode “26CH RGB Mode” (p. 26)
16	Pattern Shutter		Same as CH 18 in the mode “26CH RGB Mode” (p. 26)
17	Pattern Selection		Same as CH 19 in the mode “26CH RGB Mode” (p. 27)
18	Pattern Selection X-fade		Same as CH 20 in the mode “26CH RGB Mode” (p. 31)
19	Pattern Speed		Same as CH 21 in the mode “26CH RGB Mode” (p. 31)
20	Pattern X-fade		Same as CH 22 in the mode “26CH RGB Mode” (p. 31)
21	Pattern Red		Same as CH 23 in the mode “26CH RGB Mode” (p. 31)
22	Pattern Green		Same as CH 24 in the mode “26CH RGB Mode” (p. 31)
23	Pattern Blue		Same as CH 25 in the mode “26CH RGB Mode” (p. 31)
24	Red 1	0–255	Min … Max
		255	Max
25	Red 1 Fine	0–255	Fine adjustment of CH 24
26	Green 1	0–255	Min … Max
		255	Max
27	Green 1 Fine	0–255	Fine adjustment of CH 26
28	Blue 1	0–255	Min … Max
		255	Max
29	Blue 1 Fine	0–255	Fine adjustment of CH 28
168	Control		Same as CH 15 in the mode “15CH RGB Mode” (p. 21)

CH 24–167: 24 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 24–29); the table below gives each cell's channel numbers.

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
1	24	25	26	27	28	29
2	30	31	32	33	34	35
3	36	37	38	39	40	41
4	42	43	44	45	46	47
5	48	49	50	51	52	53
6	54	55	56	57	58	59
7	60	61	62	63	64	65
8	66	67	68	69	70	71
9	72	73	74	75	76	77
10	78	79	80	81	82	83
11	84	85	86	87	88	89
12	90	91	92	93	94	95
13	96	97	98	99	100	101
14	102	103	104	105	106	107

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
15	108	109	110	111	112	113
16	114	115	116	117	118	119
17	120	121	122	123	124	125
18	126	127	128	129	130	131
19	132	133	134	135	136	137
20	138	139	140	141	142	143
21	144	145	146	147	148	149
22	150	151	152	153	154	155
23	156	157	158	159	160	161
24	162	163	164	165	166	167

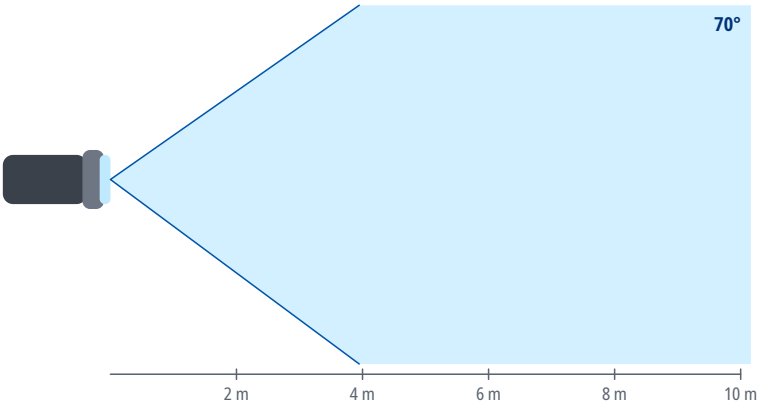
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Movement	
Tilt	188°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x6A6A, device model ID 0x0136)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,234 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	22 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2000–10000 K
Strobe frequency	1–3 Hz

Spot diameter



Distance	Ø 70°
2 m	2.8 m
4 m	5.6 m
6 m	8.4 m
8 m	11.2 m
10 m	14 m
15 m	21 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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

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.