DMX REFERENCE

IP Pixelstrip 80

Showtec

Manufacturer	Showtec
GDTF file	Showtec_IP_Pixelstrip_80_139757.gdtf
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1 About this manual

This document describes the IP Pixelstrip 80 by Showtec. It was compiled from the GDTF file Showtec_IP_Pixelstrip_80_139757.gdtf from the GDTF-Share library.

File revision: “Version 2_2_03”.

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 Showtec; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
80 pixels Mode	240	2	1, 241
40 pixels Mode	120	4	1, 121, 241, 361



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

4 Installation

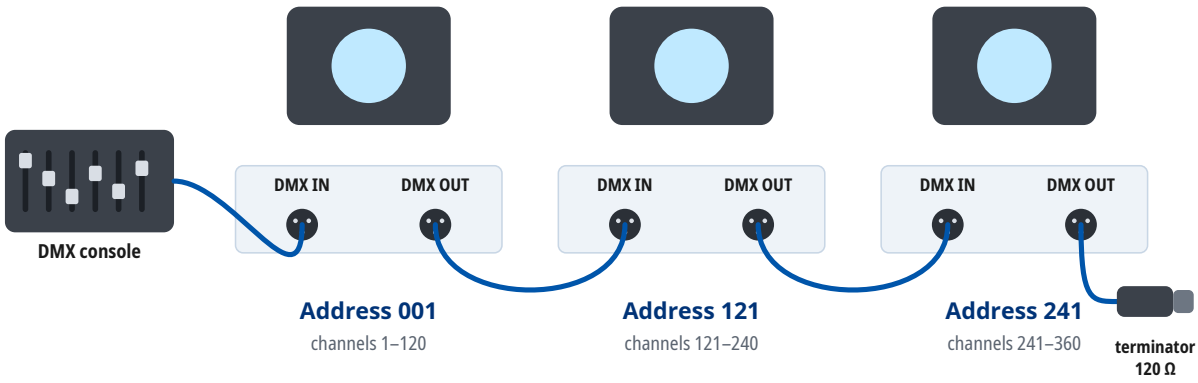
⚠ WARNING

- 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.
- 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.

5 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 40 pixels Mode: every unit occupies 120 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.

6 Operation

Setting the DMX address

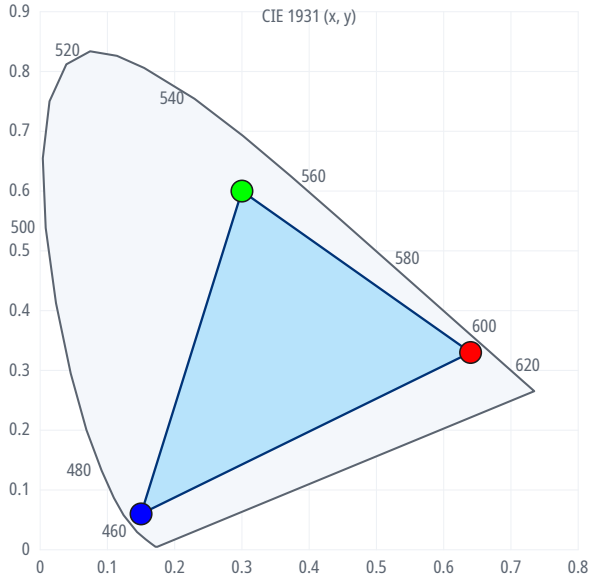
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “80 pixels Mode”: 240.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “80 pixels Mode”, you can use, for example, the start addresses 1, 241.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

Functions in each DMX mode

	80 pixels Mode 240 channels	40 pixels Mode 120 channels
Dimmer	✓	✓
Color mixing	1–240	1–120
Pixel control	80 cells	40 cells

LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	620
Green	0.300	0.600	530
Blue	0.150	0.060	470

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

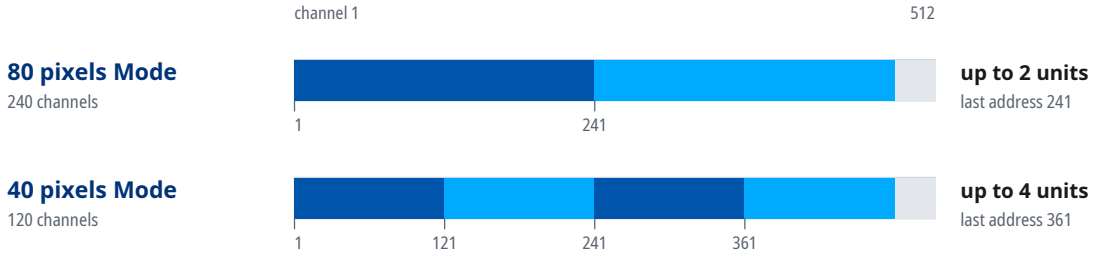
Cells (pixels)

1 CH 1	**2** CH 4	**3** CH 7	**4** CH 10	**5** CH 13	**6** CH 16	**7** CH 19	**8** CH 22	**9** CH 25	**10** CH 28	**11** CH 31	**12** CH 34	**13** CH 37	**14** CH 40	**15** CH 43	**16** CH 46
17 CH 49	**18** CH 52	**19** CH 55	**20** CH 58	**21** CH 61	**22** CH 64	**23** CH 67	**24** CH 70	**25** CH 73	**26** CH 76	**27** CH 79	**28** CH 82	**29** CH 85	**30** CH 88	**31** CH 91	**32** CH 94
33 CH 97	**34** CH 100	**35** CH 103	**36** CH 106	**37** CH 109	**38** CH 112	**39** CH 115	**40** CH 118	**41** CH 121	**42** CH 124	**43** CH 127	**44** CH 130	**45** CH 133	**46** CH 136	**47** CH 139	**48** CH 142
49 CH 145	**50** CH 148	**51** CH 151	**52** CH 154	**53** CH 157	**54** CH 160	**55** CH 163	**56** CH 166	**57** CH 169	**58** CH 172	**59** CH 175	**60** CH 178	**61** CH 181	**62** CH 184	**63** CH 187	**64** CH 190
65 CH 193	**66** CH 196	**67** CH 199	**68** CH 202	**69** CH 205	**70** CH 208	**71** CH 211	**72** CH 214	**73** CH 217	**74** CH 220	**75** CH 223	**76** CH 226	**77** CH 229	**78** CH 232	**79** CH 235	**80** CH 238

80 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “80 pixels Mode”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “80 pixels Mode”

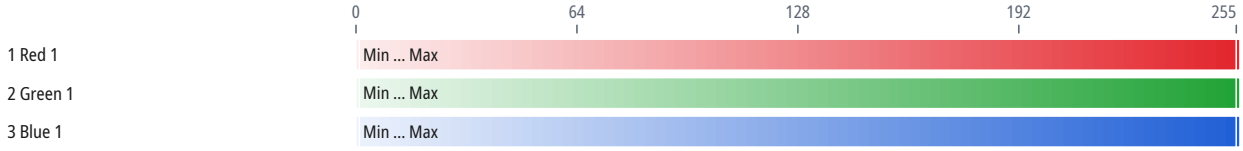
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 241	11	U6 · 1	16	U8 · 241
2	241	7	U4 · 1	12	U6 · 241	17	U9 · 1
3	U2 · 1	8	U4 · 241	13	U7 · 1	18	U9 · 241
4	U2 · 241	9	U5 · 1	14	U7 · 241	19	U10 · 1
5	U3 · 1	10	U5 · 241	15	U8 · 1	20	U10 · 241

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 80 pixels Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 80 cells), CH 2 Green 255 (the same in each of the 80 cells), CH 3 Blue 255 (the same in each of the 80 cells).

Channel functions at a glance



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

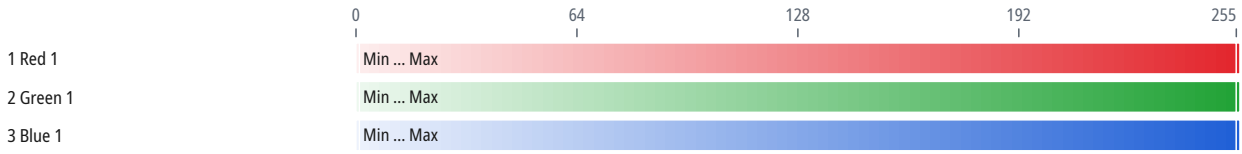
CH 1–240: 80 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

Mode 40 pixels Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 40 cells), CH 2 Green 255 (the same in each of the 40 cells), CH 3 Blue 255 (the same in each of the 40 cells).

Channel functions at a glance



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

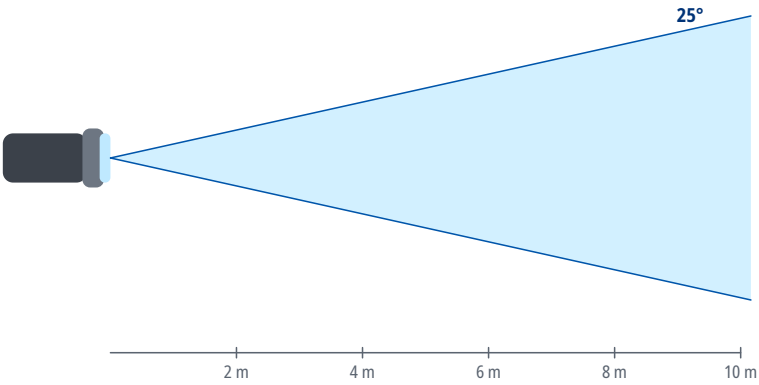
CH 1–120: 40 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120								

9 Technical specifications

Parameter	Value
Operating temperature	0 to 40 °C

Spot diameter



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

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

10 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.

11 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.

12 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.