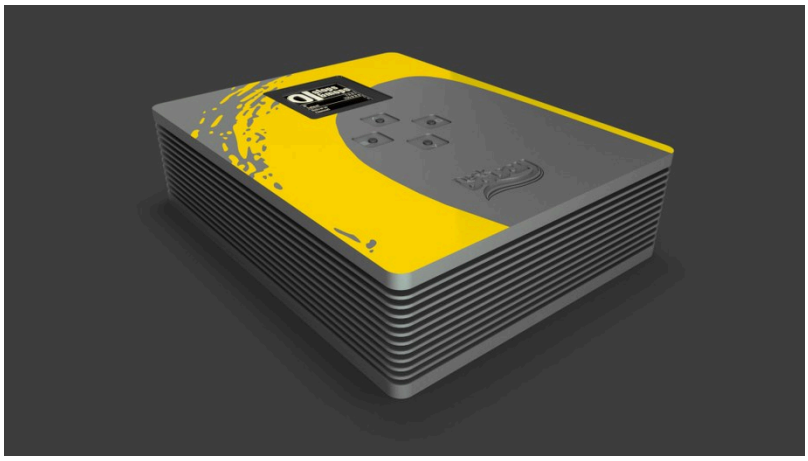
DMX REFERENCE

Desk Dough Beam

StopsMops



Manufacturer	StopsMops
GDTF file	StopsMops_Desk_Dough_Beam_38456.gdtf
GDTF revision	Simple Mode added · 2023-04-13
Generated	2026-11-24

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1 About this manual

This document describes the Desk Dough Beam by StopsMops. It was compiled from the GDTF file StopsMops_Desk_Dough_Beam_38456.gdtf from the GDTF-Share library.

File revision: “Simple Mode 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 StopsMops; 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	0.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Full_Layer	71	7	1, 72, 143, 214, ...
Full_Cam	33	15	1, 34, 67, 100, ...
Simple_Layer	33	15	1, 34, 67, 100, ...

No light? Check these channels

- Full_Layer: CH 1 Dimmer above 0; CH 3 Strobe Mode at 0–5 “Open”
- Full_Cam: CH 33 Dimmer above 0
- Simple_Layer: CH 1 Dimmer above 0; CH 2 Strobe Mode at 0–5 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

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

⚠ WARNING

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

⚠ CAUTION

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

⚠ CAUTION

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

> ⚠ **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

Description in the GDTF file

“Digital Lighting Fixture www.stopsmops.com”

“Full Mode: Please patch 3x Full_Layer AND 1x Full_Cam (246ch) Simple Mode: Please patch 1,2 OR 3 Simple_Layer (33ch,66ch or 99ch)”

5 Installation

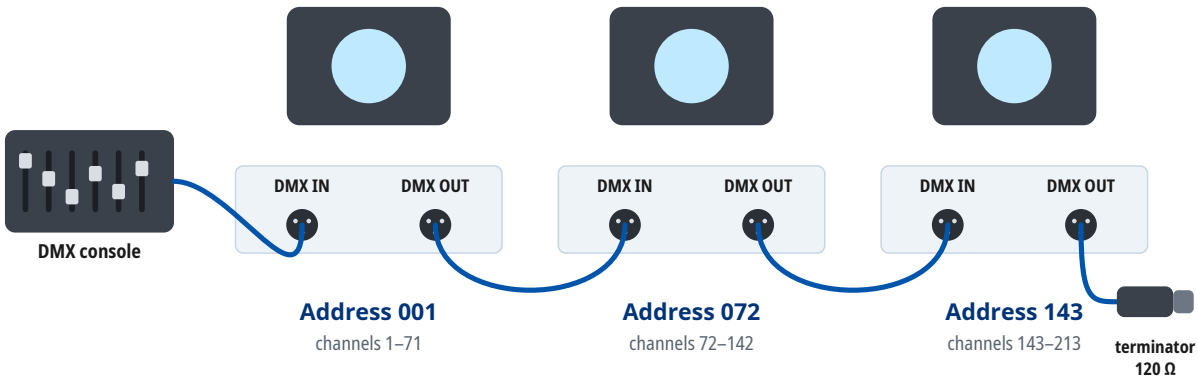
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 0.94 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 Full_Layer: every unit occupies 71 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 “Full_Layer”: 71.
- 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 “Full_Layer”, you can use, for example, the start addresses 1, 72, 143, 214.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Full_Layer 71 channels	Full_Cam 33 channels	Simple_Layer 33 channels
Pan / Tilt	18, 20		9, 11
Dimmer	1	33	1
Shutter / strobe	4–6		3
Color mixing	7–9		4–6
Color wheel	11, 12		
Gobo wheel	16, 17		7, 8
Prism	6 channels (51–63)		6 channels (18–30)
Frost	67		32
Zoom	24		13
Iris	65		

Color wheel

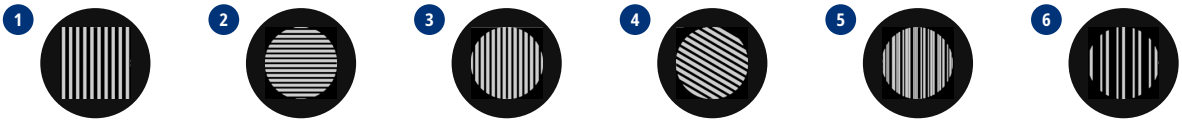
1 Open(white) DMX 0
2 Red DMX 1
3 Orange DMX 2
4 Yellow DMX 3
5 Green DMX 4
6 Ocean DMX 5
7 Blue DMX 6
8 Deep Blue DMX 7
9 Violet DMX 8
10 Pink DMX 9
11 CTO DMX 10
12 CTB DMX 11

Gobo wheel 1



1 Classic_3D 1 DMX 0
2 Classic_3D 2 DMX 1
3 Classic_3D 3 DMX 2
4 Classic_3D 4 DMX 3
5 Classic_3D 5 DMX 4
6 Classic_3D 6 DMX 5
7 Classic_3D 7 DMX 6
8 Classic_3D 8 DMX 7
9 Classic_3D 9 DMX 8
10 Classic_3D 10 DMX 9
11 Classic_3D 11 DMX 10
12 Classic_3D 12 DMX 11

Gobo wheel 2



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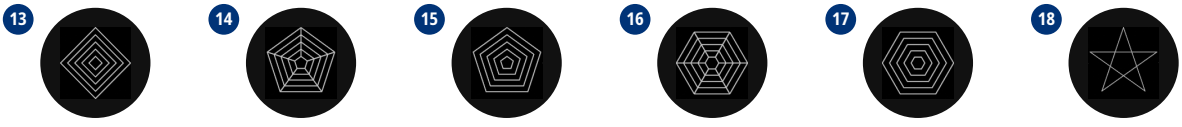
2 Classic_3D 2 DMX 1
3 Classic_3D 3 DMX 2
4 Classic_3D 4 DMX 3
5 Classic_3D 5 DMX 4
6 Classic_3D 6 DMX 5
7 Classic_3D 7 DMX 6
8 Classic_3D 8 DMX 7
9 Classic_3D 9 DMX 8
10 Classic_3D 10 DMX 9
11 Classic_3D 11 DMX 10
12 Classic_3D 12 DMX 11



13 Classic_3D 13 DMX 12
14 Classic_3D 14 DMX 13
15 Classic_3D 15 DMX 14
16 Classic_3D 16 DMX 15
17 Classic_3D 17 DMX 16
18 Classic_3D 18 DMX 17
19 Classic_3D 19 DMX 18
20 Classic_3D 20 DMX 19
21 Letter_3D 21 DMX 20
22 Letter_3D 22 DMX 21
23 Letter_3D 23 DMX 22
24 Animal 24147 DMX 23

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DMX 24

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DMX 56

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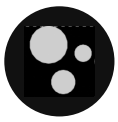
Letter_3D 58
DMX 57

Gobo wheel 3

1 
Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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Classic_3D 4
DMX 3

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Classic_3D 5
DMX 4

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Classic_3D 6
DMX 5

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Classic_3D 7
DMX 6

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Classic_3D 8
DMX 7

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Classic_3D 9
DMX 8

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Classic_3D 10
DMX 9

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Classic_3D 11
DMX 10

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Classic_3D 12
DMX 11

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Classic_3D 13
DMX 12

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DMX 13

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Classic_3D 15
DMX 14

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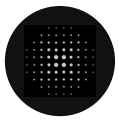
Classic_3D 16
DMX 15

17 
Classic_3D 17
DMX 16

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Classic_3D 18
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Classic_3D 19
DMX 18

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Classic_3D 20
DMX 19

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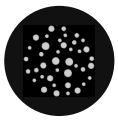
Letter_3D 21
DMX 20

22 
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Animal 24147
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Gobo wheel 4

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Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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DMX 3

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Classic_3D 5
DMX 4

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Classic_3D 6
DMX 5

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Classic_3D 7
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DMX 7

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Classic_3D 9
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Classic_3D 10
DMX 9

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Classic_3D 19
DMX 18

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Classic_3D 20
DMX 19

Gobo wheel 5

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Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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Classic_3D 4
DMX 3

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Classic_3D 5
DMX 4

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Classic_3D 6
DMX 5

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Classic_3D 7
DMX 6

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Classic_3D 8
DMX 7

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Classic_3D 9
DMX 8

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Classic_3D 14
DMX 13

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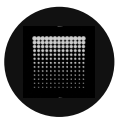
Classic_3D 15
DMX 14

16 
Classic_3D 16
DMX 15

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Classic_3D 20
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DMX 22

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DMX 23

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Letter_3D 25
DMX 24

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Letter_3D 26
DMX 25

Gobo wheel 6

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Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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Classic_3D 4
DMX 3

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Classic_3D 5
DMX 4

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DMX 5

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Classic_3D 7
DMX 6

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DMX 7

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Gobo wheel 7

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Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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Classic_3D 4
DMX 3

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Classic_3D 5
DMX 4

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Classic_3D 6
DMX 5

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Classic_3D 7
DMX 6

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DMX 7

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DMX 19

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Letter_3D 22
DMX 21

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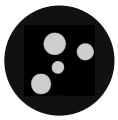
31 
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DMX 53

Gobo wheel 8

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Classic_3D 1
DMX 0

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Classic_3D 2
DMX 1

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Classic_3D 3
DMX 2

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Classic_3D 4
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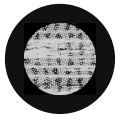
23 
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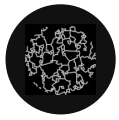
36 
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DMX 53

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Letter_3D 55
DMX 54

56 
Letter_3D 56
DMX 55

57 
Letter_3D 57
DMX 56

Gobo wheel 9

1 
Classic_3D 1
DMX 0

2 
Classic_3D 2
DMX 1

3 
Classic_3D 3
DMX 2

4 
Classic_3D 4
DMX 3

5 
Classic_3D 5
DMX 4

6 
Classic_3D 6
DMX 5

7 
Classic_3D 7
DMX 6

8 
Classic_3D 8
DMX 7

9 
Classic_3D 9
DMX 8

10 
Classic_3D 10
DMX 9

11 
Classic_3D 11
DMX 10

12 
Classic_3D 12
DMX 11

13 
Classic_3D 13
DMX 12

14 
Classic_3D 14
DMX 13

15 
Classic_3D 15
DMX 14

16 
Classic_3D 16
DMX 15

17 
Classic_3D 17
DMX 16

18 
Classic_3D 18
DMX 17

19 
Classic_3D 19
DMX 18

20 
Classic_3D 20
DMX 19

21 
Letter_3D 21
DMX 20

22 
Letter_3D 22
DMX 21

23 
Letter_3D 23
DMX 22

24 
Animal 24147
DMX 23

25 
Letter_3D 25
DMX 24

26 
Letter_3D 26
DMX 25

27 
Letter_3D 27
DMX 26

28 
Letter_3D 28
DMX 27

29 
Letter_3D 29
DMX 28

30 
Letter_3D 30
DMX 29

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Letter_3D 31
DMX 30

32 
Letter_3D 32
DMX 31

33 
Letter_3D 33
DMX 32

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Letter_3D 34
DMX 33

35 
Letter_3D 35
DMX 34

36 
Letter_3D 36
DMX 35

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Letter_3D 37
DMX 36

38 
Letter_3D 38
DMX 37

39 
Letter_3D 39
DMX 38

40 
Letter_3D 40
DMX 39

Gobo wheel 10

1 
Classic_3D 1
DMX 0

2 
Classic_3D 2
DMX 1

3 
Classic_3D 3
DMX 2

4 
Classic_3D 4
DMX 3

5 
Classic_3D 5
DMX 4

6 
Classic_3D 6
DMX 5

7 
Classic_3D 7
DMX 6

8 
Classic_3D 8
DMX 7

9 
Classic_3D 9
DMX 8

10 
Classic_3D 10
DMX 9

11 
Classic_3D 11
DMX 10

12 
Classic_3D 12
DMX 11

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Classic_3D 13
DMX 12

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Classic_3D 14
DMX 13

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Classic_3D 15
DMX 14

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Classic_3D 16
DMX 15

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Classic_3D 17
DMX 16

18 
Classic_3D 18
DMX 17

19 
Classic_3D 19
DMX 18

20 
Classic_3D 20
DMX 19

21 
Letter_3D 21
DMX 20

22 
Letter_3D 22
DMX 21

23 
Letter_3D 23
DMX 22

24 
Animal 24147
DMX 23

25 

Letter_3D 25
DMX 24

26 

Letter_3D 26
DMX 25

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Letter_3D 27
DMX 26

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Letter_3D 28
DMX 27

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Letter_3D 29
DMX 28

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Letter_3D 30
DMX 29

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Letter_3D 31
DMX 30

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Letter_3D 32
DMX 31

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Letter_3D 33
DMX 32

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Letter_3D 34
DMX 33

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Letter_3D 35
DMX 34

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Letter_3D 36
DMX 35

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Letter_3D 37
DMX 36

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Letter_3D 38
DMX 37

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Letter_3D 39
DMX 38

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Letter_3D 40
DMX 39

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Letter_3D 41
DMX 40

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Letter_3D 42
DMX 41

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Letter_3D 43
DMX 42

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Letter_3D 44
DMX 43

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Letter_3D 45
DMX 44

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Letter_3D 46
DMX 45

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Letter_3D 47
DMX 46

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Letter_3D 48
DMX 47

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Letter_3D 49
DMX 48

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Letter_3D 50
DMX 49

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Letter_3D 51
DMX 50

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Letter_3D 52
DMX 51

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Letter_3D 53
DMX 52

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Letter_3D 54
DMX 53

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Letter_3D 55
DMX 54

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Letter_3D 56
DMX 55

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Letter_3D 57
DMX 56

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Letter_3D 58
DMX 57

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Letter_3D 59
DMX 58

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Letter_3D 60
DMX 59

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Letter_3D 61
DMX 60

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Letter_3D 62
DMX 61

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Letter_3D 63
DMX 62

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Letter_3D 64
DMX 63

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Letter_3D 65
DMX 64

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Letter_3D 66
DMX 65

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Letter_3D 67
DMX 66

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Letter_3D 68
DMX 67

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Letter_3D 69
DMX 68

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Letter_3D 70
DMX 69

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Letter_3D 71
DMX 70

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Letter_3D 72
DMX 71

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Letter_3D 73
DMX 72

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Letter_3D 74
DMX 73

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Letter_3D 75
DMX 74

76 
Letter_3D 76
DMX 75

77 
Letter_3D 77
DMX 76

Gobo wheel 11

1 
Classic_3D 1
DMX 0

2 
Classic_3D 2
DMX 1

3 
Classic_3D 3
DMX 2

4 
Classic_3D 4
DMX 3

5 
Classic_3D 5
DMX 4

6 
Classic_3D 6
DMX 5

7 
Classic_3D 7
DMX 6

8 
Classic_3D 8
DMX 7

9 
Classic_3D 9
DMX 8

10 
Classic_3D 10
DMX 9

11 
Classic_3D 11
DMX 10

12 
Classic_3D 12
DMX 11

13 
Classic_3D 13
DMX 12

14 
Classic_3D 14
DMX 13

15 

Classic_3D 15
DMX 14

16 
Classic_3D 16
DMX 15

17 
Classic_3D 17
DMX 16

18 
Classic_3D 18
DMX 17

19 
Classic_3D 19
DMX 18

Gobo wheel 12

1 
Classic_3D 1
DMX 0

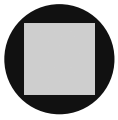
2 
Classic_3D 2
DMX 1

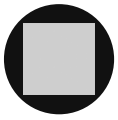
3 
Classic_3D 3
DMX 2

4 
Classic_3D 4
DMX 3

5 
Classic_3D 5
DMX 4

6 
Classic_3D 6
DMX 5

7 
Classic_3D 7
DMX 6

8 
Classic_3D 8
DMX 7

9 
Classic_3D 9
DMX 8

10 
Classic_3D 10
DMX 9

11 
Classic_3D 11
DMX 10

12 
Classic_3D 12
DMX 11

13 
Classic_3D 13
DMX 12

14 
Classic_3D 14
DMX 13

15 
Classic_3D 15
DMX 14

16 
Classic_3D 16
DMX 15

17 
Classic_3D 17
DMX 16

18 
Classic_3D 18
DMX 17

19 
Classic_3D 19
DMX 18

20 
Classic_3D 20
DMX 19

Gobo wheel 13

1 
Classic_3D 1
DMX 0

2 
Classic_3D 2
DMX 1

3 
Classic_3D 3
DMX 2

4 
Classic_3D 4
DMX 3

5 
Classic_3D 5
DMX 4

6 
Classic_3D 6
DMX 5

7 
Classic_3D 7
DMX 6

8 
Classic_3D 8
DMX 7

9 
Classic_3D 9
DMX 8

10 
Classic_3D 10
DMX 9

11 
Classic_3D 11
DMX 10

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Classic_3D 12
DMX 11

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Classic_3D 13
DMX 12

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Classic_3D 14
DMX 13

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Classic_3D 15
DMX 14

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Classic_3D 16
DMX 15

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Classic_3D 17
DMX 16

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Classic_3D 18
DMX 17

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Classic_3D 19
DMX 18

20 
Classic_3D 20
DMX 19

21
Letter_3D 21
DMX 20

22
Letter_3D 22
DMX 21

23
Letter_3D 23
DMX 22

24
Animal 24147
DMX 23

25 

Letter_3D 25
DMX 24

26 

Letter_3D 26
DMX 25

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Letter_3D 27
DMX 26

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Letter_3D 28
DMX 27

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Letter_3D 29
DMX 28

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Letter_3D 30
DMX 29

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Letter_3D 31
DMX 30

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Letter_3D 32
DMX 31

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Letter_3D 33
DMX 32

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Letter_3D 34
DMX 33

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Letter_3D 35
DMX 34

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Letter_3D 36
DMX 35

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Letter_3D 37
DMX 36

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Letter_3D 38
DMX 37

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Letter_3D 39
DMX 38

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Letter_3D 40
DMX 39

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Letter_3D 41
DMX 40

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Letter_3D 42
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Letter_3D 43
DMX 42

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Letter_3D 44
DMX 43

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Letter_3D 45
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Letter_3D 46
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Letter_3D 47
DMX 46

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Letter_3D 48
DMX 47

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Letter_3D 49
DMX 48

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Letter_3D 50
DMX 49

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Letter_3D 51
DMX 50

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Letter_3D 52
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Letter_3D 57
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Letter_3D 58
DMX 57

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Letter_3D 59
DMX 58

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Letter_3D 60
DMX 59

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Letter_3D 61
DMX 60

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Letter_3D 62
DMX 61

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Letter_3D 63
DMX 62

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Letter_3D 64
DMX 63

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Letter_3D 65
DMX 64

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Letter_3D 66
DMX 65

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Letter_3D 67
DMX 66

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Letter_3D 68
DMX 67

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Letter_3D 69
DMX 68

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Letter_3D 70
DMX 69

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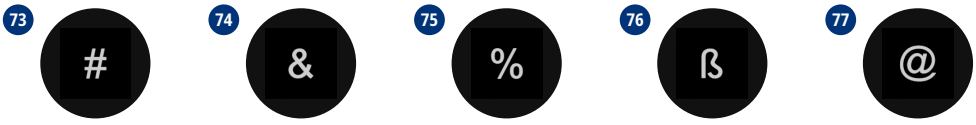
Letter_3D 71
DMX 70

72

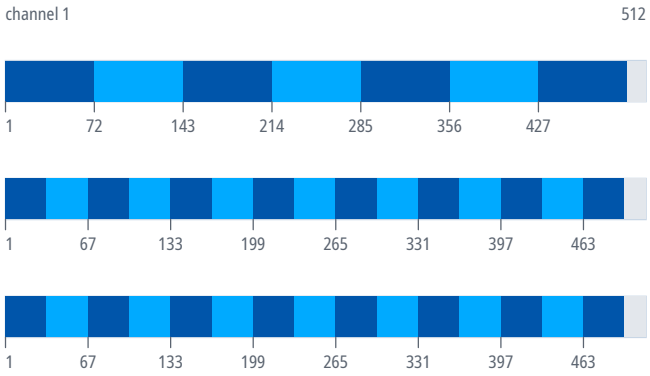
Letter_3D 72
DMX 71



Letter_3D 73 DMX 72 · Letter_3D 74 DMX 73 · Letter_3D 75 DMX 74 · Letter_3D 76 DMX 75 · Letter_3D 77 DMX 76

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Full_Layer”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	356	11	U2 · 214	16	U3 · 72
2	72	7	427	12	U2 · 285	17	U3 · 143
3	143	8	U2 · 1	13	U2 · 356	18	U3 · 214
4	214	9	U2 · 72	14	U2 · 427	19	U3 · 285
5	285	10	U2 · 143	15	U3 · 1	20	U3 · 356

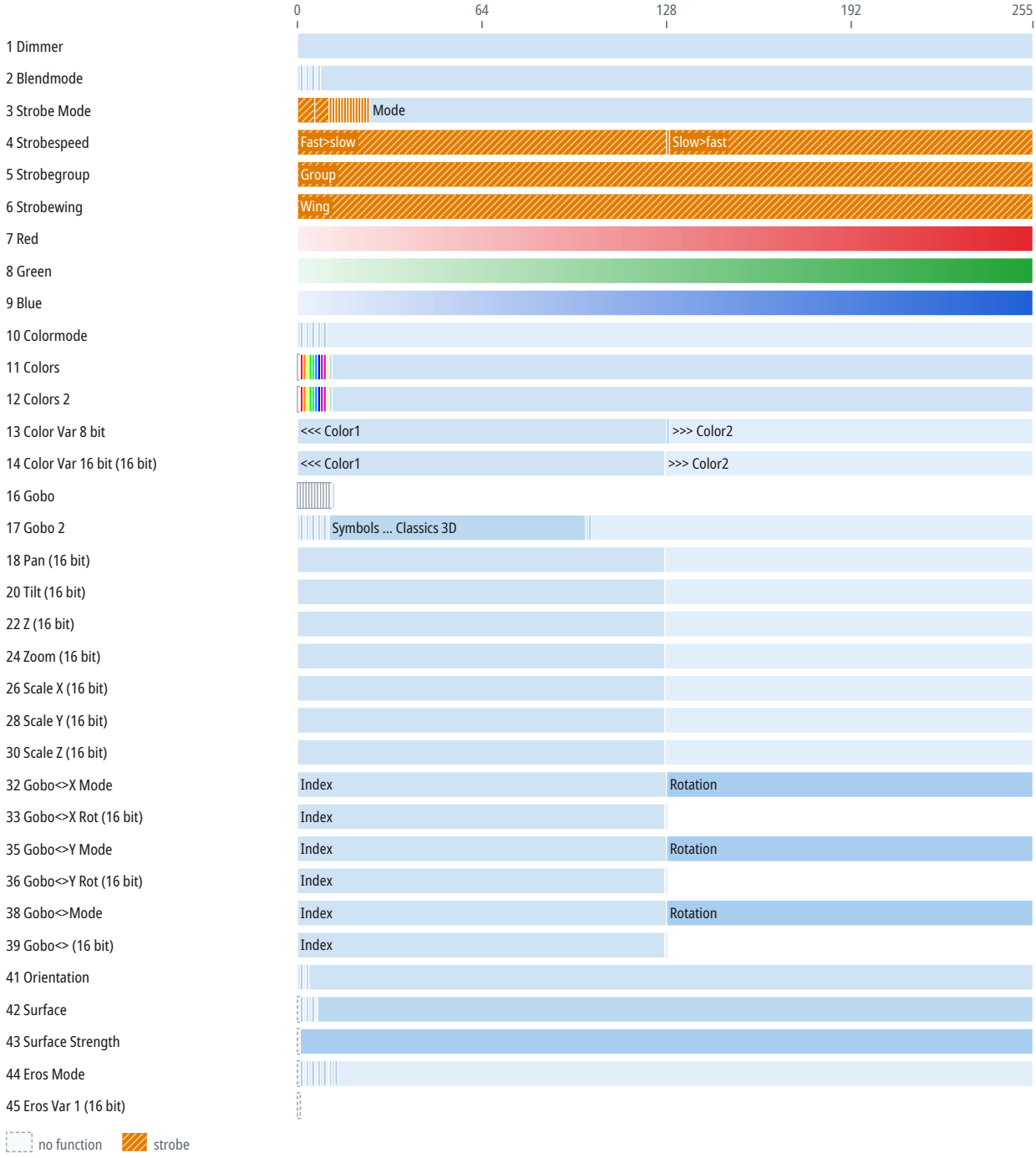
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Full_Layer

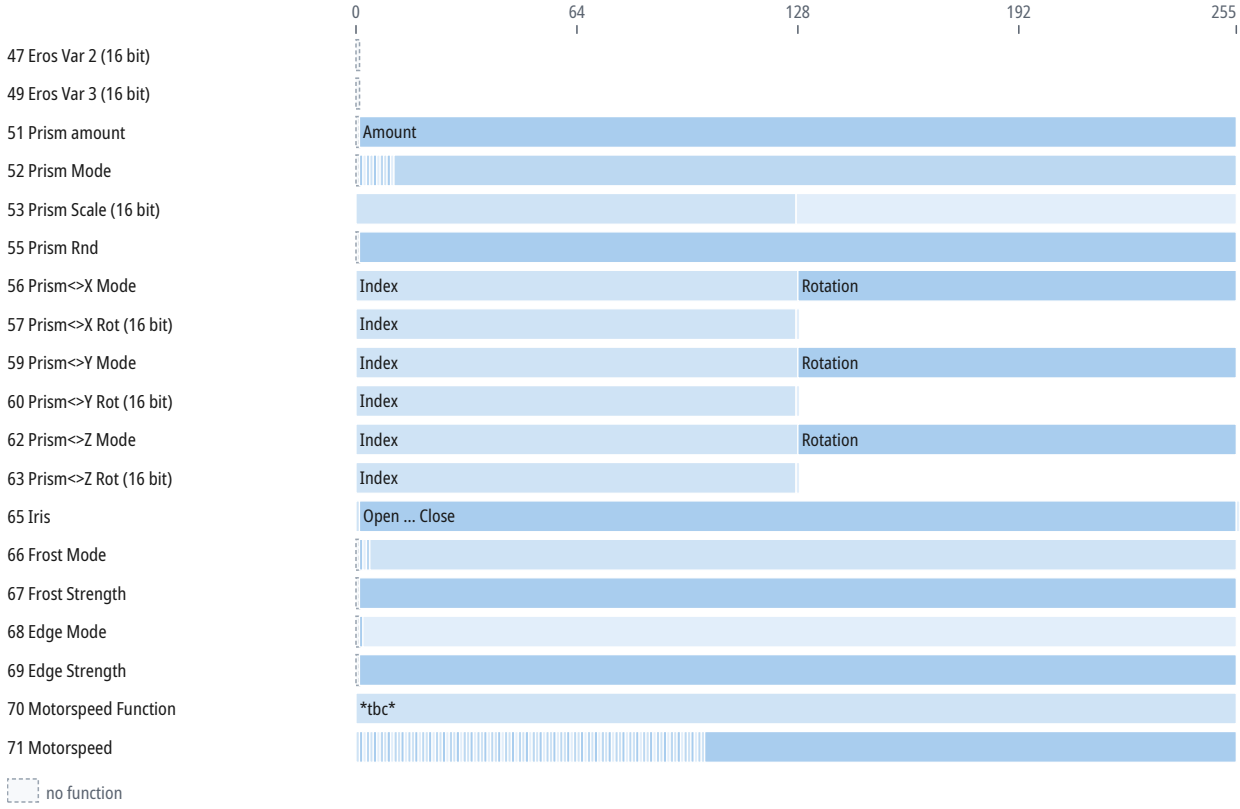
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 3 Strobe Mode at 0–5 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Blendmode	0	Interpolate
		1	Replace
		2	Add
		3	Subtract
		4	Multiply
		5	Subtract Math
		6	Multiply Math
		7	Invert
		8–255	Blendmode
3	Strobe Mode	0–5	Open
		6–10	Close
		11	Strobe sync
		12	Strobe sync pulse
		13	Strobe sync step
		14	Strobe random
		15	Strobe random pusle
		16	Strobe random step
		17	Chase pulse long
		18	Chase pulse long inverted

CH	Function	DMX	Description
3	Strobe Mode (continued)	19	Chase pulse short
		20	Chase pulse short inverted
		21	Chase step
		22	Chase step random
		23	Chase fade
		24	Chase fade random
		25–255	Mode
4	Strobespeed	0–127	Fast>slow
		128	Stop
		129–255	Slow>fast
5	Strobegroup	0–255	Group
6	Strobewing	0–255	Wing
7	Red	0–255	
8	Green	0–255	
9	Blue	0–255	
10	Colormode	0	RGB ColorMix
		1	CMY ColorMix
		2	Single Color
		3	Colorscroll
		4	2 Color Edge
		5	2 Color Vignette
		6	2 Color Ring Edge
		7	2 Color Ring Vignette
		8	2 Color Square Edge
		9	2 Color Square Vignette
		10–255	Colormode
11	Colors	0	Open(white)
		1	Red
		2	Orange
		3	Yellow
		4	Green
		5	Ocean
		6	Blue
		7	Deep Blue
		8	Violet
		9	Pink
		10	CTO
		11	CTB
		12–255	Color 1
12	Colors 2	0	Open(white)
		1	Red
		2	Orange

CH	Function	DMX	Description
12	Colors 2 (continued)	3	Yellow
		4	Green
		5	Ocean
		6	Blue
		7	Deep Blue
		8	Violet
		9	Pink
		10	CTO
		11	CTB
		12–255	Color 2
13	Color Var 8 bit	0–127	<<< Color1
		128	Home
		129–255	>>> Color2
14	Color Var 16 bit	0–127	<<< Color1
		128	Home
		128–255	>>> Color2
15	Color Var 16 bit Fine	0–255	Fine adjustment of CH 14
16	Gobo		When CH 17 is 0:
		0–11	Classic 1...12
		12–255	Classics
			When CH 17 is 1:
		0–57	Line 1...58
		58–255	Lines
			When CH 17 is 2:
		0–29	Circle 1...30
		30–255	Circles
			When CH 17 is 3:
		0–19	Square 1...20
		20–255	Squares
			When CH 17 is 4:
		0–25	Pattern 1...26
		26–255	Patterns
			When CH 17 is 5:
		0–45	Swirl 1...46
		46–255	Swirls
			When CH 17 is 6:
		0–53	Organic 1...54
		54–255	Organic
			When CH 17 is 7:
		0–56	Grunge 1...57
		57–255	Grunge
			When CH 17 is 8:

CH	Function	DMX	Description
16	Gobo (continued)	0–22	Animal 1...23
		23	Animal 24147
		24–39	Animal 25...40
		40–255	Animals
			When CH 17 is 9:
		0–76	Letter 1...77
		77–255	Letters
			When CH 17 is 10:
		0–18	Symbol 1...19
		19–255	Symbols
			When CH 17 is 100:
		0	Classic_3D 1
		1	Classic_3D 2
		2	Classic_3D 3
		3	Classic_3D 4
		4	Classic_3D 5
		5	Classic_3D 6
		6	Classic_3D 7
		7	Classic_3D 8
		8	Classic_3D 9
		9	Classic_3D 10
		10	Classic_3D 11
		11	Classic_3D 12
		12	Classic_3D 13
		13	Classic_3D 14
		14	Classic_3D 15
		15	Classic_3D 16
		16	Classic_3D 17
		17	Classic_3D 18
		18	Classic_3D 19
		19	Classic_3D 20
		20–255	Classics 3 D
			When CH 17 is 101:
		0	Letter_3D 1
		1	Letter_3D 2
		2	Letter_3D 3
		3	Letter_3D 4
		4	Letter_3D 5
		5	Letter_3D 6
		6	Letter_3D 7
		7	Letter_3D 8
		8	Letter_3D 9

CH	Function	DMX	Description
16	Gobo (continued)	9	Letter_3D 10
		10	Letter_3D 11
		11	Letter_3D 12
		12	Letter_3D 13
		13	Letter_3D 14
		14	Letter_3D 15
		15	Letter_3D 16
		16	Letter_3D 17
		17	Letter_3D 18
		18	Letter_3D 19
		19	Letter_3D 20
		20	Letter_3D 21
		21	Letter_3D 22
		22	Letter_3D 23
		23	Letter_3D 24
		24	Letter_3D 25
		25	Letter_3D 26
		26	Letter_3D 27
		27	Letter_3D 28
		28	Letter_3D 29
		29	Letter_3D 30
		30	Letter_3D 31
		31	Letter_3D 32
		32	Letter_3D 33
		33	Letter_3D 34
		34	Letter_3D 35
		35	Letter_3D 36
		36	Letter_3D 37
		37	Letter_3D 38
		38	Letter_3D 39
		39	Letter_3D 40
		40	Letter_3D 41
		41	Letter_3D 42
		42	Letter_3D 43
		43	Letter_3D 44
		44	Letter_3D 45
		45	Letter_3D 46
		46	Letter_3D 47
		47	Letter_3D 48
		48	Letter_3D 49
		49	Letter_3D 50
		50	Letter_3D 51

CH	Function	DMX	Description
16	Gobo (continued)	51	Letter_3D 52
		52	Letter_3D 53
		53	Letter_3D 54
		54	Letter_3D 55
		55	Letter_3D 56
		56	Letter_3D 57
		57	Letter_3D 58
		58	Letter_3D 59
		59	Letter_3D 60
		60	Letter_3D 61
		61	Letter_3D 62
		62	Letter_3D 63
		63	Letter_3D 64
		64	Letter_3D 65
		65	Letter_3D 66
		66	Letter_3D 67
		67	Letter_3D 68
		68	Letter_3D 69
		69	Letter_3D 70
		70	Letter_3D 71
		71	Letter_3D 72
		72	Letter_3D 73
		73	Letter_3D 74
		74	Letter_3D 75
		75	Letter_3D 76
		76	Letter_3D 77
		77–255	Letters 3 D
17	Gobo 2	0	Classics
		1	Lines
		2	Circles
		3	Squares
		4	Patterns
		5	Swirls
		6	Organic
		7	Grunge
		8	Animals
		9	Letters
		10	Symbols
		11–99	Symbols … Classics 3D
		100	Classics 3D
		101	Letters 3D
		102–255	Gobo 2

CH	Function	DMX	Description
18	Pan	0–127	Pan
		128	Home
		128–255	Pan
19	Pan Fine	0–255	Fine adjustment of CH 18
20	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
21	Tilt Fine	0–255	Fine adjustment of CH 20
22	Z	0–127	Z
		128	Home
		128–255	Z
23	Z Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–127	Zoom
		128	Home
		128–255	Zoom
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Scale X	0–127	Scale X
		128	Home
		128–255	Scale X
27	Scale X Fine	0–255	Fine adjustment of CH 26
28	Scale Y	0–127	Scale Y
		128	Home
		128–255	Scale Y
29	Scale Y Fine	0–255	Fine adjustment of CH 28
30	Scale Z	0–127	Scale Z
		128	Home
		128–255	Scale Z
31	Scale Z Fine	0–255	Fine adjustment of CH 30
32	Gobo<>X Mode	0–127	Index
		128–255	Rotation
33	Gobo<>X Rot		When CH 32 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 32 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
34	Gobo<>X Rot Fine	0–255	Fine adjustment of CH 33
35	Gobo<>Y Mode	0–127	Index
		128–255	Rotation
36	Gobo<>Y Rot		When CH 35 is 0–127:

CH	Function	DMX	Description
36	Gobo<>Y Rot (continued)	0–127	Index
		128	Home
		128–255	Index
			When CH 35 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
37	Gobo<>Y Rot Fine	0–255	Fine adjustment of CH 36
38	Gobo<>Mode	0–127	Index
		128–255	Rotation
39	Gobo<>		When CH 38 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 38 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
40	Gobo<> Fine	0–255	Fine adjustment of CH 39
41	Orientation	0	Centered
		1	Centered 90
		2	Linear
		3	Align to Object
		4–255	Orientation
42	Surface	0	Off
		1–6	Surface 1...6
		7–255	Surface
43	Surface Strength	0	Off
		1–255	Surface Strength
44	Eros Mode	0	Off
		1	Bend
		2	Sin
		3	Saw
		4	Tris
		5	SinRotation
		6	SawRotation
		7	TrisRotation
		8	Swirl
		9	Screw
		10	Displace
		11	Scatter
		12	Spherecast

CH	Function	DMX	Description
44	Eros Mode (continued)	13	Taper
		14–255	Eros Mode
45	Eros Var 1		When CH 44 is 0:
		0–255	Off
			When CH 44 is 1:
		0–127	Angle <min
		128	Angle home
		128–255	Angle >max
			When CH 44 is 2–13:
		0–127	Strength <min
		128	Strength home
		128–255	Strength >max
46	Eros Var 1 Fine	0–255	Fine adjustment of CH 45
47	Eros Var 2		When CH 44 is 0:
		0–255	Off
			When CH 44 is 1:
		0–127	Offset <min
		128	Offset home
		128–255	Offset >max
			When CH 44 is 2–9:
		0–127	Frequency <min
		128	Frequency home
		128–255	Frequency >max
			When CH 44 is 10–11:
		0–127	Detail <min
		128	Detail home
		128–255	Detail >max
			When CH 44 is 12–13:
		0–255	No Function
48	Eros Var 2 Fine	0–255	Fine adjustment of CH 47
49	Eros Var 3		When CH 44 is 0:
		0–255	Off
			When CH 44 is 1:
		0–127	Rotation <<<
		128	Rotation home
		128–255	Rotation >>>
			When CH 44 is 2–4:
		0–127	Index <<<
		128	Index home
		128–255	Index >>>
			When CH 44 is 5–7:
		0–127	Rotation <<<

CH	Function	DMX	Description
49	Eros Var 3 (continued)	128	Rotation stop
		128–255	Rotation >>>
			When CH 44 is 8–9:
		0–255	No Function
			When CH 44 is 10–11:
		0–127	Detail Layers <min
		128	Detail Layers home
		128–255	Detail Layers >max
			When CH 44 is 12–13:
		0–255	No Function
50	Eros Var 3 Fine	0–255	Fine adjustment of CH 49
51	Prism amount	0	Off
		1–255	Amount
52	Prism Mode	0	Off
		1	Ring
		2	2 Rings
		3	Sparkle
		4	Line
		5	Triangle sym
		6	Triangle asym
		7	Square sym
		8	Square asym
		9	Star sym
		10	Star asym
		11–255	Prism Mode
53	Prism Scale	0–127	Prism Scale
		128	Home
		128–255	Prism Scale
54	Prism Scale Fine	0–255	Fine adjustment of CH 53
55	Prism Rnd	0	Off
		1–255	Prism Rnd
56	Prism<>X Mode	0–127	Index
		128–255	Rotation
57	Prism<>X Rot		When CH 56 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 56 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
58	Prism<>X Rot Fine	0–255	Fine adjustment of CH 57

CH	Function	DMX	Description
59	Prism<>Y Mode	0–127	Index
		128–255	Rotation
60	Prism<>Y Rot		When CH 59 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 59 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
61	Prism<>Y Rot Fine	0–255	Fine adjustment of CH 60
62	Prism<>Z Mode	0–127	Index
		128–255	Rotation
63	Prism<>Z Rot		When CH 62 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 62 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
64	Prism<>Z Rot Fine	0–255	Fine adjustment of CH 63
65	Iris	0	Open
		1–254	Open ... Close
		255	Close
66	Frost Mode	0	Off
		1	Frost 1
		2	Frost X
		3	Frost Y
		4–255	Frost Mode
67	Frost Strength	0	Off
		1–255	Frost Strength
68	Edge Mode	0	Off
		1	Edge Single
		2–255	Edge Mode
69	Edge Strength	0	Off
		1–255	Edge Strength 1
70	Motorspeed Function	0–255	*tbc*
71	Motorspeed	0	0_0s
		1	0_1s
		2	0_2s
		3	0_3s

CH	Function	DMX	Description
71	Motorspeed (continued)	4	0_4s
		5	0_5s
		6	0_6s
		7	0_7s
		8	0_8s
		9	0_9s
		10	1_0s
		11	1_1s
		12	1_2s
		13	1_3s
		14	1_4s
		15	1_5s
		16	1_6s
		17	1_7s
		18	1_8s
		19	1_9s
		20	2_0s
		21	2_1s
		22	2_2s
		23	2_3s
		24	2_4s
		25	2_5s
		26	2_6s
		27	2_7s
		28	2_8s
		29	2_9s
		30	3_0s
		31	3_1s
		32	3_2s
		33	3_3s
		34	3_4s
		35	3_5s
		36	3_6s
		37	3_7s
		38	3_8s
		39	3_9s
		40	4_0s
		41	4_1s
		42	4_2s
		43	4_3s
		44	4_4s
		45	4_5s

CH	Function	DMX	Description
71	Motorspeed (continued)	46	4_6s
		47	4_7s
		48	4_8s
		49	4_9s
		50	5_0s
		51	5_1s
		52	5_2s
		53	5_3s
		54	5_4s
		55	5_5s
		56	5_6s
		57	5_7s
		58	5_8s
		59	5_9s
		60	6_0s
		61	6_1s
		62	6_2s
		63	6_3s
		64	6_4s
		65	6_5s
		66	6_6s
		67	6_7s
		68	6_8s
		69	6_9s
		70	7_0s
		71	7_1s
		72	7_2s
		73	7_3s
		74	7_4s
		75	7_5s
		76	7_6s
		77	7_7s
		78	7_8s
		79	7_9s
		80	8_0s
		81	8_1s
		82	8_2s
		83	8_3s
		84	8_4s
		85	8_5s
		86	8_6s
		87	8_7s

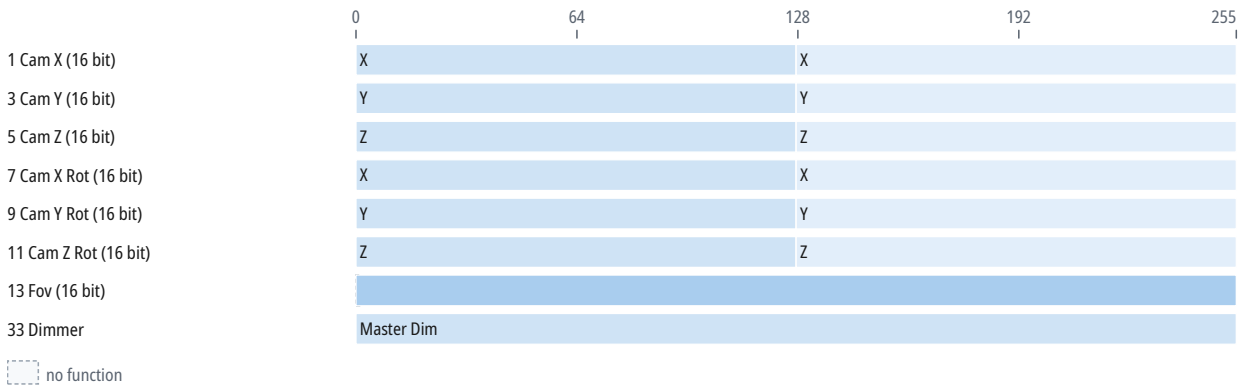
CH	Function	DMX	Description
71	Motorspeed (continued)	88	8_8s
		89	8_9s
		90	9_0s
		91	9_1s
		92	9_2s
		93	9_3s
		94	9_4s
		95	9_5s
		96	9_6s
		97	9_7s
		98	9_8s
		99	9_9s
		100	10_0s
		101–255	Motorspeed

Mode Full_Cam

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 33 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Cam X	0–127	X
		128	Home
		128–255	X
2	Cam X Fine	0–255	Fine adjustment of CH 1
3	Cam Y	0–127	Y
		128	Home
		128–255	Y
4	Cam Y Fine	0–255	Fine adjustment of CH 3
5	Cam Z	0–127	Z
		128	Home
		128–255	Z

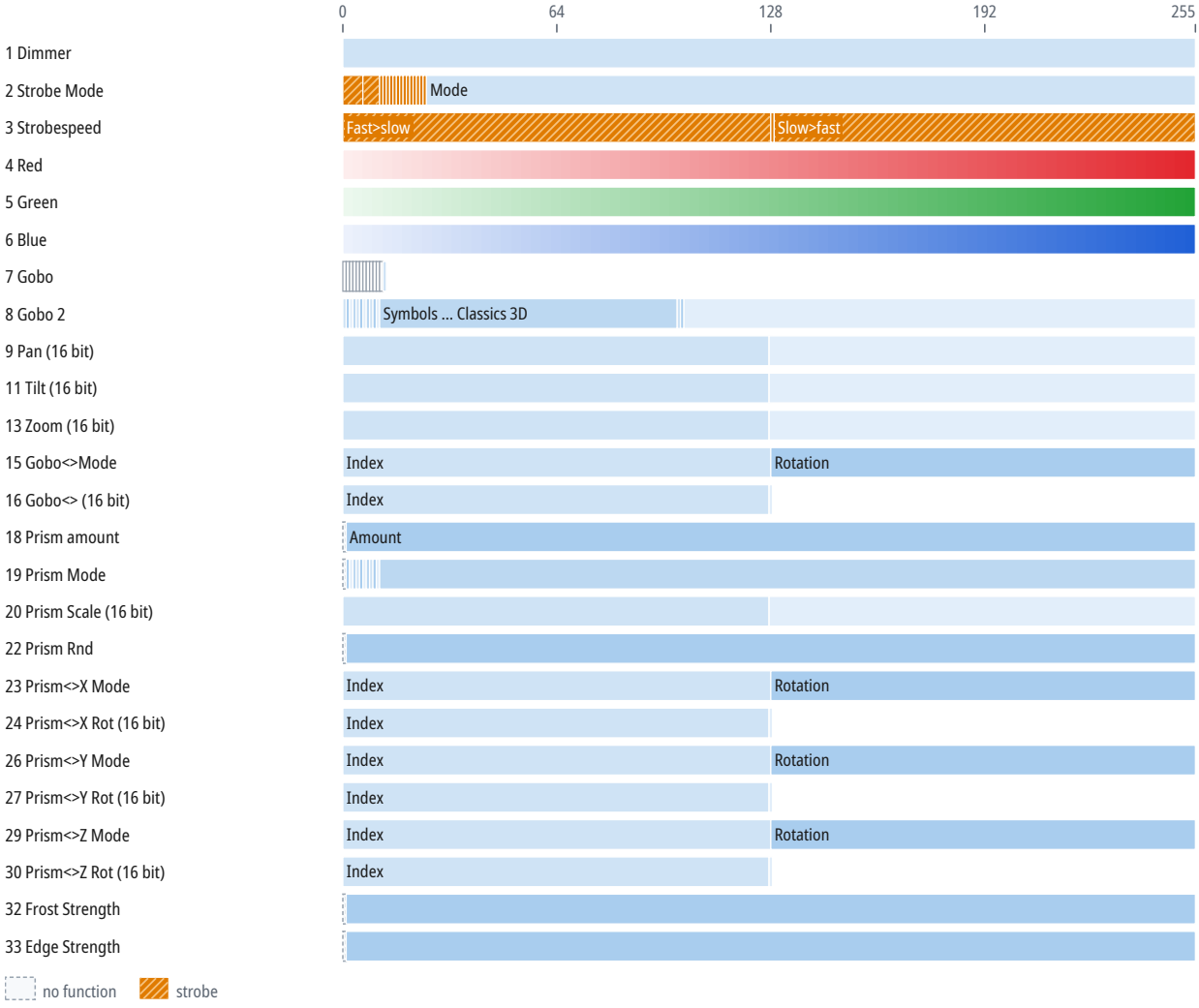
CH	Function	DMX	Description
6	Cam Z Fine	0–255	Fine adjustment of CH 5
7	Cam X Rot	0–127	X
		128	Home
		128–255	X
8	Cam X Rot Fine	0–255	Fine adjustment of CH 7
9	Cam Y Rot	0–127	Y
		128	Home
		128–255	Y
10	Cam Y Rot Fine	0–255	Fine adjustment of CH 9
11	Cam Z Rot	0–127	Z
		128	Home
		128–255	Z
12	Cam Z Rot Fine	0–255	Fine adjustment of CH 11
13	Fov	0	Off
		0–255	Fov
14	Fov Fine	0–255	Fine adjustment of CH 13
33	Dimmer	0–255	Master Dim

Mode Simple_Layer

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

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe Mode at 0–5 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 100.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Strobe Mode		Same as CH 3 in the mode “Full_Layer” (p. 23)
3	Strobespeed		Same as CH 4 in the mode “Full_Layer” (p. 24)
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	Gobo		When CH 8 is 0:
		0–11	Classic 1...12
		12–255	Classics
			When CH 8 is 1:

CH	Function	DMX	Description
7	Gobo (continued)	0–57	Line 1...58
		58–255	Lines
			When CH 8 is 2:
		0–29	Circle 1...30
		30–255	Circles
			When CH 8 is 3:
		0–19	Square 1...20
		20–255	Squares
			When CH 8 is 4:
		0–25	Pattern 1...26
		26–255	Patterns
			When CH 8 is 5:
		0–45	Swirl 1...46
		46–255	Swirls
			When CH 8 is 6:
		0–53	Organic 1...54
		54–255	Organic
			When CH 8 is 7:
		0–56	Grunge 1...57
		57–255	Grunge
			When CH 8 is 8:
		0–22	Animal 1...23
		23	Animal 24147
		24–39	Animal 25...40
		40–255	Animals
			When CH 8 is 9:
		0–76	Letter 1...77
		77–255	Letters
			When CH 8 is 10:
		0–18	Symbol 1...19
		19–255	Symbols
			When CH 8 is 100:
		0	Classic_3D 1
		1	Classic_3D 2
		2	Classic_3D 3
		3	Classic_3D 4
		4	Classic_3D 5
		5	Classic_3D 6
		6	Classic_3D 7
		7	Classic_3D 8
		8	Classic_3D 9

CH	Function	DMX	Description
7	Gobo (continued)	9	Classic_3D 10
		10	Classic_3D 11
		11	Classic_3D 12
		12	Classic_3D 13
		13	Classic_3D 14
		14	Classic_3D 15
		15	Classic_3D 16
		16	Classic_3D 17
		17	Classic_3D 18
		18	Classic_3D 19
		19	Classic_3D 20
		20–255	Classics 3 D
			When CH 8 is 101:
		0	Letter_3D 1
		1	Letter_3D 2
		2	Letter_3D 3
		3	Letter_3D 4
		4	Letter_3D 5
		5	Letter_3D 6
		6	Letter_3D 7
		7	Letter_3D 8
		8	Letter_3D 9
		9	Letter_3D 10
		10	Letter_3D 11
		11	Letter_3D 12
		12	Letter_3D 13
		13	Letter_3D 14
		14	Letter_3D 15
		15	Letter_3D 16
		16	Letter_3D 17
		17	Letter_3D 18
		18	Letter_3D 19
		19	Letter_3D 20
		20	Letter_3D 21
		21	Letter_3D 22
		22	Letter_3D 23
		23	Letter_3D 24
		24	Letter_3D 25
		25	Letter_3D 26
		26	Letter_3D 27
		27	Letter_3D 28

CH	Function	DMX	Description
7	Gobo (continued)	28	Letter_3D 29
		29	Letter_3D 30
		30	Letter_3D 31
		31	Letter_3D 32
		32	Letter_3D 33
		33	Letter_3D 34
		34	Letter_3D 35
		35	Letter_3D 36
		36	Letter_3D 37
		37	Letter_3D 38
		38	Letter_3D 39
		39	Letter_3D 40
		40	Letter_3D 41
		41	Letter_3D 42
		42	Letter_3D 43
		43	Letter_3D 44
		44	Letter_3D 45
		45	Letter_3D 46
		46	Letter_3D 47
		47	Letter_3D 48
		48	Letter_3D 49
		49	Letter_3D 50
		50	Letter_3D 51
		51	Letter_3D 52
		52	Letter_3D 53
		53	Letter_3D 54
		54	Letter_3D 55
		55	Letter_3D 56
		56	Letter_3D 57
		57	Letter_3D 58
		58	Letter_3D 59
		59	Letter_3D 60
		60	Letter_3D 61
		61	Letter_3D 62
		62	Letter_3D 63
		63	Letter_3D 64
		64	Letter_3D 65
		65	Letter_3D 66
		66	Letter_3D 67
		67	Letter_3D 68
		68	Letter_3D 69

CH	Function	DMX	Description
7	Gobo (continued)	69	Letter_3D 70
		70	Letter_3D 71
		71	Letter_3D 72
		72	Letter_3D 73
		73	Letter_3D 74
		74	Letter_3D 75
		75	Letter_3D 76
		76	Letter_3D 77
		77–255	Letters 3 D
8	Gobo 2		Same as CH 17 in the mode “Full_Layer” (p. 28)
9	Pan		Same as CH 18 in the mode “Full_Layer” (p. 29)
10	Pan Fine	0–255	Fine adjustment of CH 9
11	Tilt		Same as CH 20 in the mode “Full_Layer” (p. 29)
12	Tilt Fine	0–255	Fine adjustment of CH 11
13	Zoom		Same as CH 24 in the mode “Full_Layer” (p. 29)
14	Zoom Fine	0–255	Fine adjustment of CH 13
15	Gobo<>Mode		Same as CH 38 in the mode “Full_Layer” (p. 30)
16	Gobo<>		When CH 15 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 15 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
17	Gobo<> Fine	0–255	Fine adjustment of CH 16
18	Prism amount		Same as CH 51 in the mode “Full_Layer” (p. 32)
19	Prism Mode		Same as CH 52 in the mode “Full_Layer” (p. 32)
20	Prism Scale		Same as CH 53 in the mode “Full_Layer” (p. 32)
21	Prism Scale Fine	0–255	Fine adjustment of CH 20
22	Prism Rnd		Same as CH 55 in the mode “Full_Layer” (p. 32)
23	Prism<>X Mode		Same as CH 56 in the mode “Full_Layer” (p. 32)
24	Prism<>X Rot		When CH 23 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 23 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
25	Prism<>X Rot Fine	0–255	Fine adjustment of CH 24

CH	Function	DMX	Description
26	Prism<>Y Mode		Same as CH 59 in the mode “Full_Layer” (p. 33)
27	Prism<>Y Rot		When CH 26 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 26 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
28	Prism<>Y Rot Fine	0–255	Fine adjustment of CH 27
29	Prism<>Z Mode		Same as CH 62 in the mode “Full_Layer” (p. 33)
30	Prism<>Z Rot		When CH 29 is 0–127:
		0–127	Index
		128	Home
		128–255	Index
			When CH 29 is 128–255:
		0–127	<<<
		128	Stop
		128–255	>>>
31	Prism<>Z Rot Fine	0–255	Fine adjustment of CH 30
32	Frost Strength		Same as CH 67 in the mode “Full_Layer” (p. 33)
33	Edge Strength		Same as CH 69 in the mode “Full_Layer” (p. 33)

10 Technical specifications

Parameter	Value
Power connectors	IEC 60320-C13/14
Weight	0.9 kg
Operating temperature	0 to 30 °C

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.