DMX REFERENCE

LPAR740E IP

Terbly LPAR740E IP

Terbly



Manufacturer	Terbly
GDTF file	Terbly_LPAR740E_IP_117080.gdtf
GDTF revision	BS Special version · 2025-11-12
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1 About this manual

This document describes the Terbly LPAR740E IP by Terbly. It was compiled from the GDTF file Terbly_LPAR740E_IP_117080.gdtf from the GDTF-Share library.

File revision: “BS Special version”.

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.

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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
Extended	116	4	1, 117, 233, 349
Standard	32	16	1, 33, 65, 97, ...
Basic	21	24	1, 22, 43, 64, ...

No light? Check these channels

- Extended: CH 1 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 47 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 48 Dimmer 2 above 0; CH 64 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 65 Dimmer 3 above 0
- Standard: CH 1 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 20 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 21 Dimmer 2 above 0; CH 25 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 26 Dimmer 3 above 0
- Basic: CH 1 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 9 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 10 Dimmer 2 above 0; CH 14 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 15 Dimmer 3 above 0


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.

⚠ WARNING

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

⚠ CAUTION

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

4 Installation

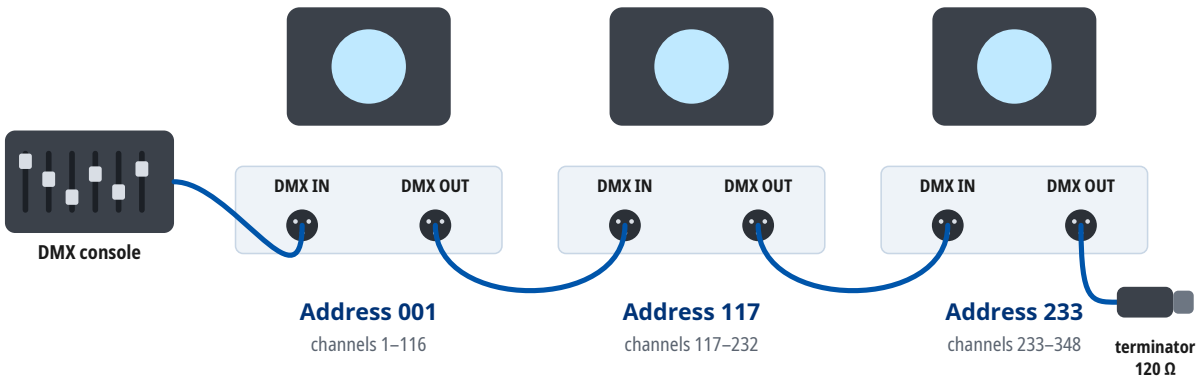
⚠ WARNING

- 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 Extended: every unit occupies 116 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

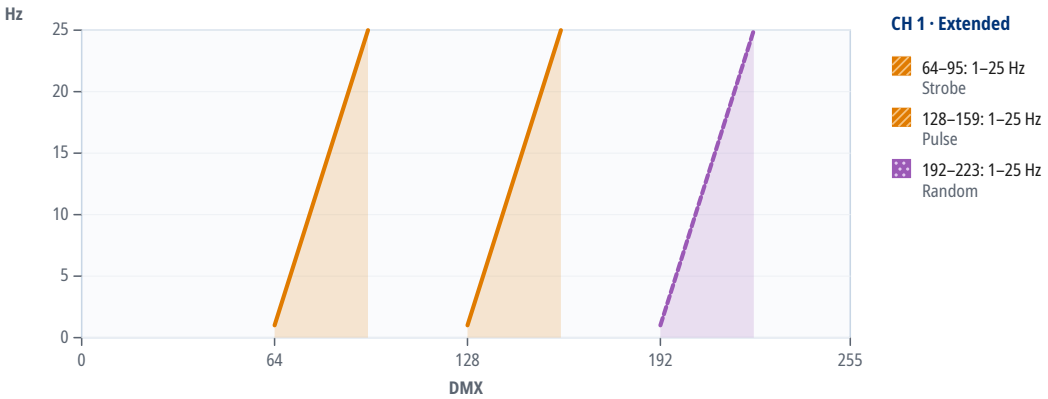
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 116.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended”, you can use, for example, the start addresses 1, 117, 233, 349.
- 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.

7 Functions at a glance

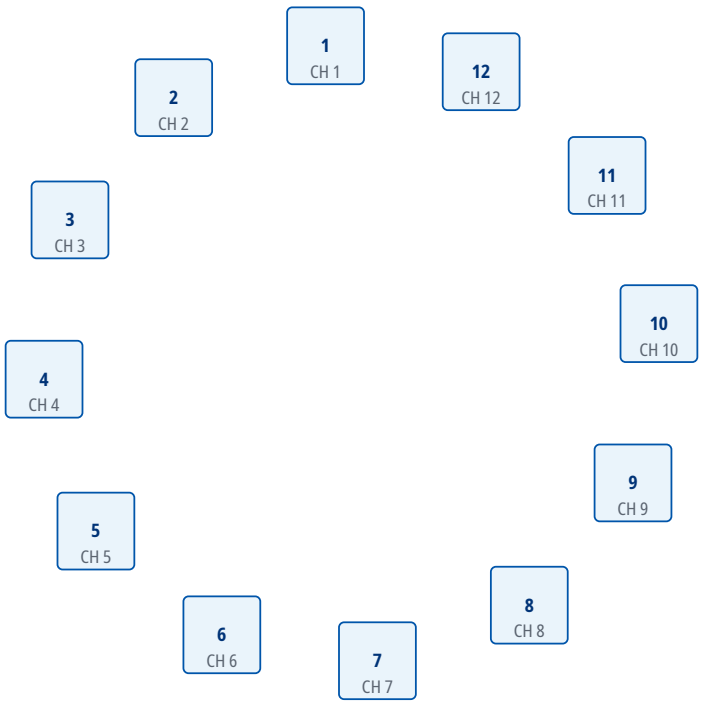
Functions in each DMX mode

	Extended 116 channels	Standard 32 channels	Basic 21 channels
Dimmer	**2, 48, 65**	**2, 21, 26**	**2, 10, 15**
Dimmer resolution	16 bit	8 bit	8 bit
Shutter / strobe	**1, 47, 64**	**1, 20, 25**	**1, 9, 14**
Color mixing	**19–46, 50–61, 67–114**	**9 channels (5–30)**	**4–7, 11, 16–19**
Zoom	**5**	**4**	**3**
Effects / macros	**8 channels (7–116)**	**8 channels (13–32)**	**8, 12, 13, 20, 21**
Pixel control	**12 + 12 cells**	✓	

Strobe rate



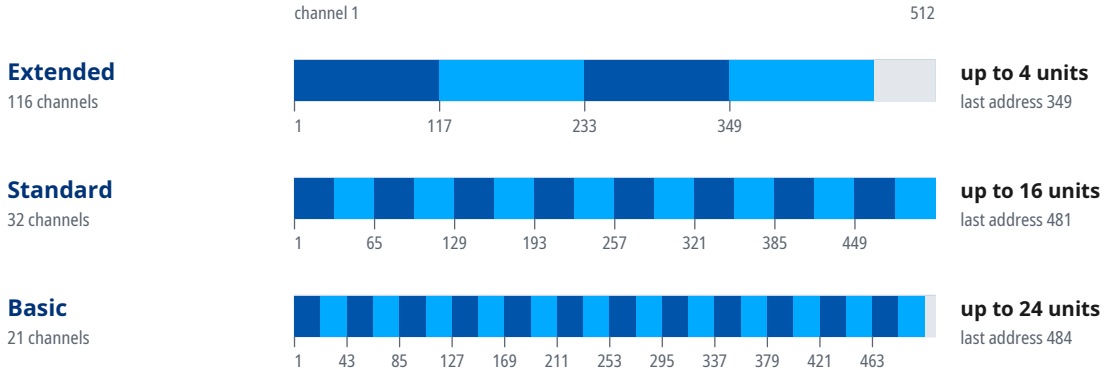
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Extended”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 117	11	U3 · 233	16	U4 · 349
2	117	7	U2 · 233	12	U3 · 349	17	U5 · 1
3	233	8	U2 · 349	13	U4 · 1	18	U5 · 117
4	349	9	U3 · 1	14	U4 · 117	19	U5 · 233
5	U2 · 1	10	U3 · 117	15	U4 · 233	20	U5 · 349

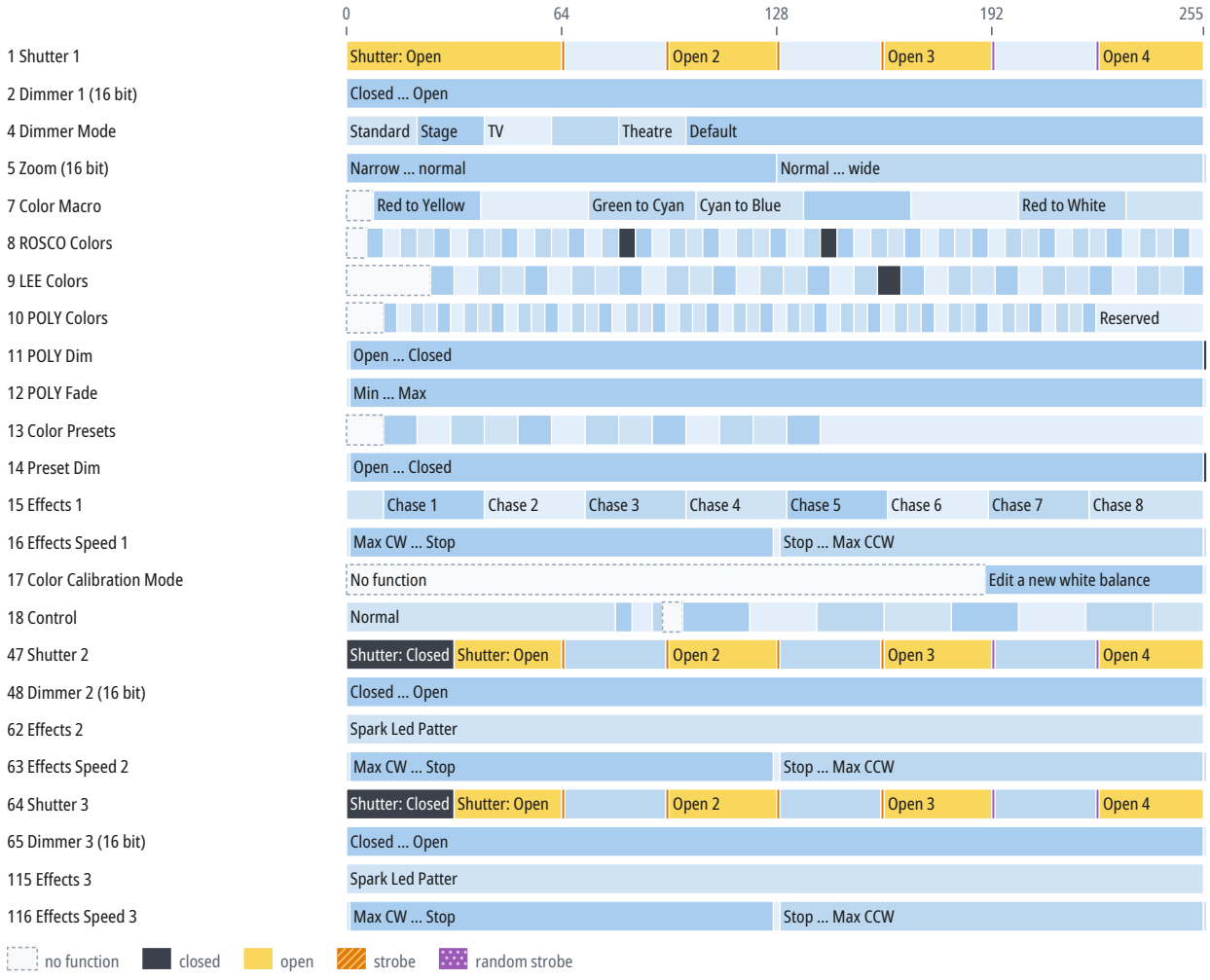
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended

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

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 47 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 48 Dimmer 2 above 0; CH 64 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 65 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 1 63, CH 2 Dimmer 1 255, CH 19 Red 1 255, CH 20 Green 1 255, CH 21 Blue 1 255, CH 22 White 1 0, CH 23 Red 2 255, CH 24 Green 2 255, CH 25 Blue 2 255, CH 26 White 2 0, CH 27 Red 3 255, CH 28 Green 3 255, CH 29 Blue 3 255, CH 30 White 3 0, CH 31 Red 4 255, CH 32 Green 4 255, CH 33 Blue 4 255, CH 34 White 4 0, CH 35 Red 5 255, CH 36 Green 5 255, CH 37 Blue 5 255, CH 38 White 5 0, CH 39 Red 6 255, CH 40 Green 6 255, CH 41 Blue 6 255, CH 42 White 6 0, CH 43 Red 7 255, CH 44 Green 7 255, CH 45 Blue 7 255, CH 46 White 7 0, CH 47 Shutter 2 63, CH 48 Dimmer 2 255, CH 50 UV 255 (the same in each of the 12 cells), CH 64 Shutter 3 63, CH 65 Dimmer 3 255, CH 70 White 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter 1	0–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe

CH	Function	DMX	Description
1	Shutter 1 (continued)	95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
2	Dimmer 1	0–255	Closed ... Open
		255	Open
3	Dimmer 1 Fine	0–255	Fine adjustment of CH 2
4	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default
5	Zoom	0–128	Narrow ... normal
		128–255	Normal ... wide
		255	Wide
6	Zoom Fine	0–255	Fine adjustment of CH 5
7	Color Macro	0–7	No function
		8–39	Red to Yellow
		40–71	Yellow to Green
		72–103	Green to Cyan
		104–135	Cyan to Blue
		136–167	Blue to Magenta
		168–199	Magenta to Red
		200–231	Red to White
		232–255	Color Rainbow
8	ROSCO Colors	0–5	No function
		6–10	Peony Red
		11–15	Bright Rose
		16–20	China Red
		21–25	30Red
		26–30	Cuckoo Red
		31–35	Medium Lavender
		36–40	Lilac Tint
		41–45	Marble Grey
		46–50	Rose Pink

CH	Function	DMX	Description
8	ROSCO Colors (continued)	51–55	Pale Lavender
		56–60	Medium Pink
		61–65	Surprise Peach
		66–70	Blood Red
		71–75	Full Minus Green
		76–80	Deep Golden Amber
		81–85	Dark Amber
		86–90	Orange
		91–95	Sunset Red
		96–100	Chrome Orange
		101–105	Slraw
		106–110	Yellow
		111–115	Medium Bastard Amber
		116–120	Light Yellow
		121–125	Lemon yellow
		126–130	1/4 Plus Green
		131–135	Moss Green
		136–140	Forest Green
		141–145	Dark Green
		146–150	Special Steel Blue
		151–155	LEE Fluorescent Green
		156–160	JAS Green
		161–165	Half Plus Green
		166–170	Freedom Green
		171–175	Liberty Green
		176–180	Dirty Ice
		181–185	Blue
		186–190	Summer Blue
		191–195	Tokyo Blue
		196–200	Summer Blue
		201–205	Mikke Blue
		206–210	DEEP STEEL BLUE
		211–215	Cool Blue
		216–220	Marine Blue
		221–225	Bauhinia
		226–230	Ultimate Violet
		231–235	Lavender
		236–240	Tea White
		241–245	Fiost
		246–250	Champagne
		251–255	Vory White
9	LEE Colors	0–24	No function

CH	Function	DMX	Description
9	LEE Colors (continued)	25–31	Moroccan Pink
		32–38	Pink
		39–45	Special rose Pink
		46–52	Follies Pink
		53–59	Fushsia Pink
		60–66	Surprise Pink
		67–73	Congo Blue
		74–80	Tokyo Blue
		81–87	Deep Blue
		88–94	Just Blue
		95–101	Medium Blue
		102–108	Double CT Blue
		109–115	State Blue
		116–122	Full CT Blue
		123–129	Half CT Blue
		130–136	Steel Blue
		137–143	Lighter Blue
		144–150	Light Blue
		151–157	Medium Blue Green
		158–164	Dark Green
		165–171	Primary Green
		172–178	Moss Green
		179–185	Fern Green
		186–192	JAS Green
		193–199	Lime Green
		200–206	Spring Yellow
		207–213	Deep Amber
		214–220	Chrome Orange
		221–227	Orange
		228–234	Gold Amber
		235–241	Millennium Gold
		242–248	Deep Golden Amber
		249–255	Flame Red
10	POLY Colors	0–10	No function
		11–14	#12
		15–18	#140
		19–22	#150
		23–26	#16
		27–30	#17
		31–34	#170
		35–38	#18
		39–42	#21

CH	Function	DMX	Description
10	POLY Colors (continued)	43–46	#22
		47–50	#24
		51–54	#26
		55–58	#31
		59–62	#33
		63–66	#34
		67–70	#35
		71–74	#36
		75–78	#37
		79–82	#38
		83–86	#40
		87–90	#41
		91–94	#43
		95–98	#44
		99–102	#45
		103–106	#46
		107–110	#52
		111–114	#53
		115–118	#54
		119–122	#55
		123–126	#57
		127–130	#58
		131–134	#59
		135–138	#63
		139–142	#64
		143–146	#65
		147–150	#66
		151–154	#67
		155–158	#700
		159–162	#71
		163–166	#72
		167–170	#73
		171–174	#74
		175–178	#76
		179–182	#77
		183–186	#78
		187–190	#780
		191–194	#79
		195–198	#81
		199–202	#830
		203–206	#84
		207–210	#85

CH	Function	DMX	Description
10	POLY Colors (continued)	211–214	#87
		215–218	#872
		219–222	#88
		223–255	Reserved
11	POLY Dim	0	Open
		1–254	Open ... Closed
		255	Closed
12	POLY Fade	0	Min
		1–254	Min ... Max
		255	Max
13	Color Presets	0–10	No function
		11–20	White2300k/A5
		21–30	White2500k/A4
		31–40	White2600k/A3
		41–50	White2900k/A2
		51–60	White3000k/A1
		61–70	White3050k/TV White
		71–80	White3200k/A0
		81–90	White3400k/B1
		91–100	White3600k/B2
		101–110	White4000k/B3
		111–120	White5000k/B4
		121–130	White6000k/B5
		131–140	White7000k/B6
		141–255	Color Presets
14	Preset Dim	0	Open
		1–254	Open ... Closed
		255	Closed
15	Effects 1		Chase Patterns
		0–10	Led trun off
		11–40	Chase 1
		41–70	Chase 2
		71–100	Chase 3
		101–130	Chase 4
		131–160	Chase 5
		161–190	Chase 6
		191–220	Chase 7
		221–255	Chase 8
16	Effects Speed 1		Chase Speed
		0	Max CW
		1–126	Max CW ... Stop
		127–128	Stop

CH	Function	DMX	Description
16	Effects Speed 1 (continued)	129–254	Stop ... Max CCW
		255	Max CCW
17	Color Calibration Mode	0–189	No function
		190–254	Edit a new white balance
		255	Store a new white balance
18	Control	0–79	Normal
		80–84	Reset Zoom
		85–90	Reset Fixture
		91–93	Srore white balance enabled
		94–99	No function
		100–119	Program 1
		120–139	Program 2
		140–159	Program 3
		160–179	Program 4
		180–199	Program 5
		200–219	Program 6
		220–239	Program 7
		240–255	Programs
19	Red 1	0	Min
		1–254	Min ... Max
		255	Max
20	Green 1	0	Min
		1–254	Min ... Max
		255	Max
21	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
22	White 1	0	Min
		1–254	Min ... Max
		255	Max
23	Red 2	0	Min
		1–254	Min ... Max
		255	Max
24	Green 2	0	Min
		1–254	Min ... Max
		255	Max
25	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
26	White 2	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
27	Red 3	0	Min
		1–254	Min … Max
		255	Max
28	Green 3	0	Min
		1–254	Min … Max
		255	Max
29	Blue 3	0	Min
		1–254	Min … Max
		255	Max
30	White 3	0	Min
		1–254	Min … Max
		255	Max
31	Red 4	0	Min
		1–254	Min … Max
		255	Max
32	Green 4	0	Min
		1–254	Min … Max
		255	Max
33	Blue 4	0	Min
		1–254	Min … Max
		255	Max
34	White 4	0	Min
		1–254	Min … Max
		255	Max
35	Red 5	0	Min
		1–254	Min … Max
		255	Max
36	Green 5	0	Min
		1–254	Min … Max
		255	Max
37	Blue 5	0	Min
		1–254	Min … Max
		255	Max
38	White 5	0	Min
		1–254	Min … Max
		255	Max
39	Red 6	0	Min
		1–254	Min … Max
		255	Max
40	Green 6	0	Min
		1–254	Min … Max
		255	Max

CH	Function	DMX	Description
41	Blue 6	0	Min
		1–254	Min ... Max
		255	Max
42	White 6	0	Min
		1–254	Min ... Max
		255	Max
43	Red 7	0	Min
		1–254	Min ... Max
		255	Max
44	Green 7	0	Min
		1–254	Min ... Max
		255	Max
45	Blue 7	0	Min
		1–254	Min ... Max
		255	Max
46	White 7	0	Min
		1–254	Min ... Max
		255	Max
47	Shutter 2	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
48	Dimmer 2	0–255	Closed ... Open
		255	Open
49	Dimmer 2 Fine	0–255	Fine adjustment of CH 48
50	UV 1	0	Closed
		1–254	Closed ... Open
		255	Open
62	Effects 2		Spark Led Patter
		0–255	Spark Led Patter
63	Effects Speed 2		Spark Led Speed
		0	Max CW

CH	Function	DMX	Description
63	Effects Speed 2 (continued)	1–126	Max CW ... Stop
		127–128	Stop
		129–254	Stop ... Max CCW
		255	Max CCW
64	Shutter 3	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
65	Dimmer 3	0–255	Closed ... Open
		255	Open
66	Dimmer 3 Fine	0–255	Fine adjustment of CH 65
67	Red 8	0	Min
		1–254	Min ... Max
		255	Max
68	Green 8	0	Min
		1–254	Min ... Max
		255	Max
69	Blue 8	0	Min
		1–254	Min ... Max
		255	Max
70	White 8	0–255	
115	Effects 3		Spark Led Patter
		0–255	Spark Led Patter
116	Effects Speed 3		Spark Led Speed
		0	Max CW
		1–126	Max CW ... Stop
		127–128	Stop
		129–254	Stop ... Max CCW
		255	Max CCW

CH 50–61: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 50); the table below gives each cell's channel numbers.

Cell	UV	Cell	UV	Cell	UV	Cell	UV	Cell	UV	Cell	UV
1	50	2	51	3	52	4	53	5	54	6	55
7	56	8	57	9	58	10	59	11	60	12	61

CH 67–114: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 67–70); the table below gives each cell's channel numbers.

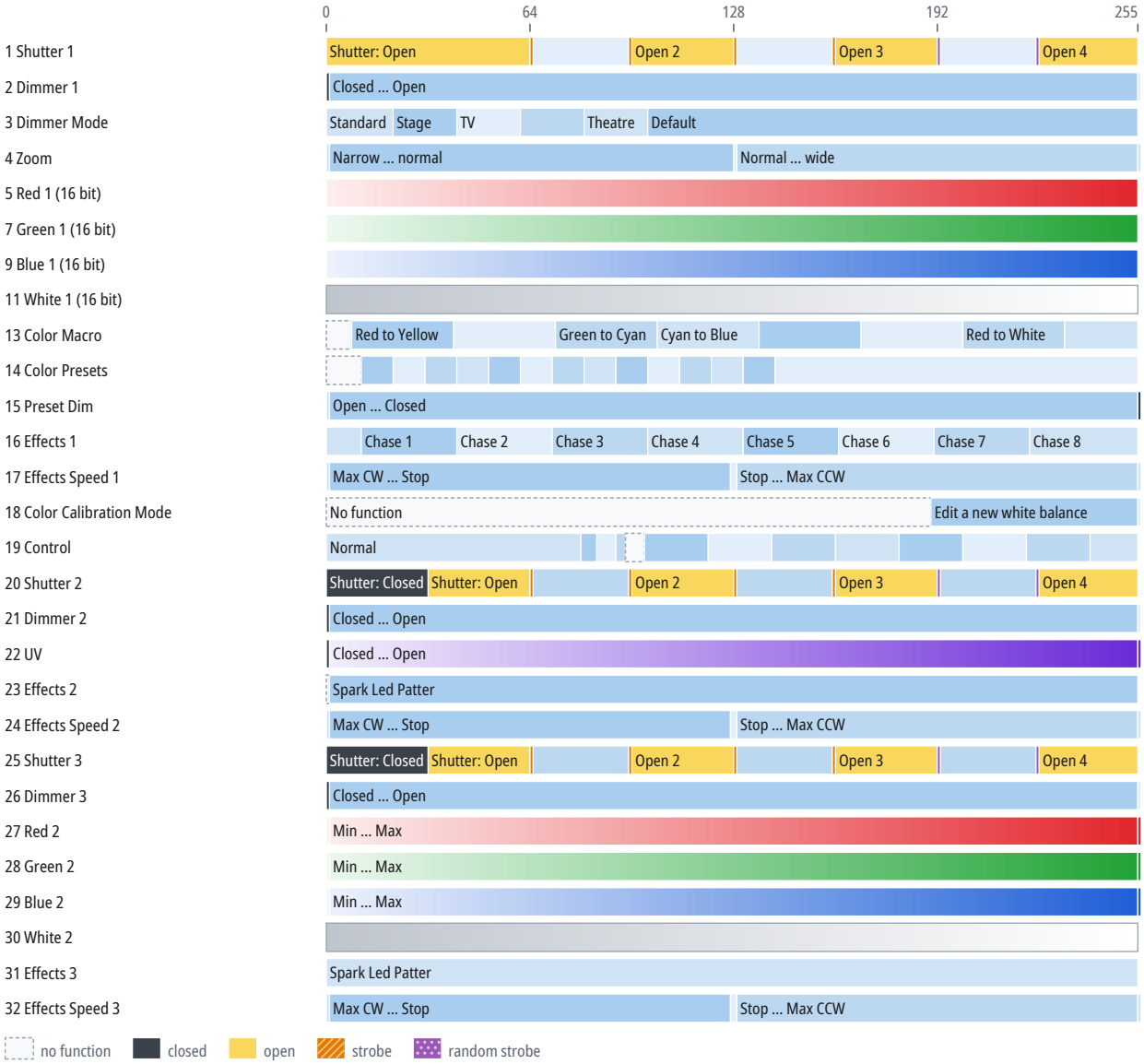
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	67	68	69	70	2	71	72	73	74
3	75	76	77	78	4	79	80	81	82
5	83	84	85	86	6	87	88	89	90
7	91	92	93	94	8	95	96	97	98
9	99	100	101	102	10	103	104	105	106
11	107	108	109	110	12	111	112	113	114

Mode Standard

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 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 20 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 21 Dimmer 2 above 0; CH 25 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 26 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 1 63, CH 2 Dimmer 1 255, CH 5 Red 1 255, CH 7 Green 1 255, CH 9 Blue 1 255, CH 11 White 1 255, CH 20 Shutter 2 63, CH 21 Dimmer 2 255, CH 22 UV 255, CH 25 Shutter 3 63, CH 26 Dimmer 3 255, CH 27 Red 2 255, CH 28 Green 2 255, CH 29 Blue 2 255, CH 30 White 2 255.

Channel functions at a glance



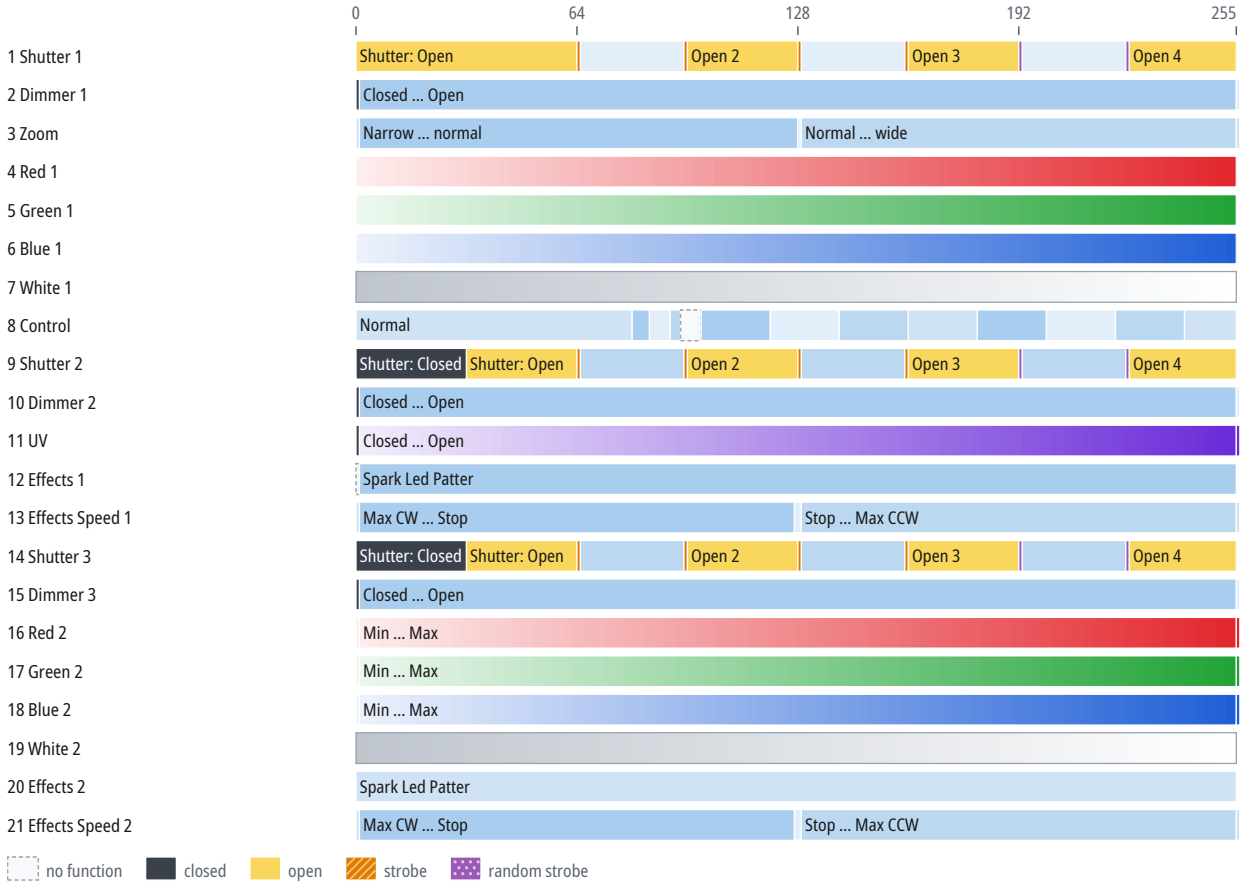
CH	Function	DMX	Description
1	Shutter 1		Same as CH 1 in the mode “Extended” (p. 9)
2	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open

CH	Function	DMX	Description
3	Dimmer Mode		Same as CH 4 in the mode “Extended” (p. 10)
4	Zoom	0	Narrow
		1–127	Narrow ... normal
		128	Normal
		129–254	Normal ... wide
		255	Wide
5	Red 1	0–255	
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1	0–255	
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1	0–255	
10	Blue 1 Fine	0–255	Fine adjustment of CH 9
11	White 1	0–255	
12	White 1 Fine	0–255	Fine adjustment of CH 11
13	Color Macro		Same as CH 7 in the mode “Extended” (p. 10)
14	Color Presets		Same as CH 13 in the mode “Extended” (p. 14)
15	Preset Dim		Same as CH 14 in the mode “Extended” (p. 14)
16	Effects 1		Same as CH 15 in the mode “Extended” (p. 14)
17	Effects Speed 1		Same as CH 16 in the mode “Extended” (p. 14)
18	Color Calibration Mode		Same as CH 17 in the mode “Extended” (p. 15)
19	Control		Same as CH 18 in the mode “Extended” (p. 15)
20	Shutter 2		Same as CH 47 in the mode “Extended” (p. 17)
21	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open
22	UV	0	Closed
		1–254	Closed ... Open
		255	Open
23	Effects 2		Spark Led Patter
		0	No Function
		1–255	Spark Led Patter
24	Effects Speed 2		Same as CH 63 in the mode “Extended” (p. 17)
25	Shutter 3		Same as CH 64 in the mode “Extended” (p. 18)
26	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
27	Red 2		Same as CH 23 in the mode “Extended” (p. 15)
28	Green 2		Same as CH 24 in the mode “Extended” (p. 15)
29	Blue 2		Same as CH 25 in the mode “Extended” (p. 15)
30	White 2	0–255	
31	Effects 3		Same as CH 115 in the mode “Extended” (p. 18)
32	Effects Speed 3		Same as CH 116 in the mode “Extended” (p. 18)

Mode Basic

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter 1 at 0–63 “Open” or 96–127 or 160–191 or 224–255; CH 2 Dimmer 1 above 0; CH 9 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 10 Dimmer 2 above 0; CH 14 Shutter 3 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 15 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 1 63, CH 2 Dimmer 1 255, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 White 1 255, CH 9 Shutter 2 63, CH 10 Dimmer 2 255, CH 11 UV 255, CH 14 Shutter 3 63, CH 15 Dimmer 3 255, CH 16 Red 2 255, CH 17 Green 2 255, CH 18 Blue 2 255, CH 19 White 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter 1		Same as CH 1 in the mode “Extended” (p. 9)
2	Dimmer 1		Same as CH 2 in the mode “Standard” (p. 20)
3	Zoom		Same as CH 4 in the mode “Standard” (p. 21)
4	Red 1	0–255	
5	Green 1	0–255	
6	Blue 1	0–255	
7	White 1	0–255	
8	Control		Same as CH 18 in the mode “Extended” (p. 15)
9	Shutter 2		Same as CH 47 in the mode “Extended” (p. 17)
10	Dimmer 2		Same as CH 21 in the mode “Standard” (p. 21)

CH	Function	DMX	Description
11	UV		Same as CH 22 in the mode “Standard” (p. 21)
12	Effects 1		Spark Led Patter
		0	No Function
		1–255	Spark Led Patter
13	Effects Speed 1		Spark Led Speed
		0	Max CW
		1–126	Max CW ... Stop
		127–128	Stop
		129–254	Stop ... Max CCW
		255	Max CCW
14	Shutter 3		Same as CH 64 in the mode “Extended” (p. 18)
15	Dimmer 3		Same as CH 26 in the mode “Standard” (p. 21)
16	Red 2		Same as CH 23 in the mode “Extended” (p. 15)
17	Green 2		Same as CH 24 in the mode “Extended” (p. 15)
18	Blue 2		Same as CH 25 in the mode “Extended” (p. 15)
19	White 2	0–255	
20	Effects 2		Same as CH 62 in the mode “Extended” (p. 17)
21	Effects Speed 2		Same as CH 63 in the mode “Extended” (p. 17)

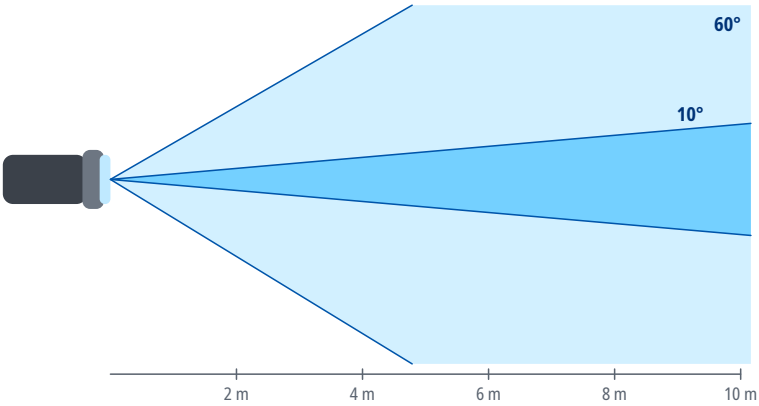
9 Technical specifications

Parameter	Value
Light source	LED
Zoom	10–60°
RDM	yes (manufacturer ID 0x4753, device model ID 0x079C)
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 10°	Ø 60°
2 m	0.35 m	2.3 m
4 m	0.7 m	4.6 m
6 m	1 m	6.9 m
8 m	1.4 m	9.2 m
10 m	1.7 m	11.5 m
15 m	2.6 m	17.3 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.