DMX REFERENCE

BAC508

User Test



Manufacturer	User Test
GDTF file	User_Test_BAC508_73045.gdtf
GDTF revision	test? · 2024-09-08
Generated	2026-11-24

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1 About this manual

This document describes the BAC508 by User Test. It was compiled from the GDTF file User_Test_BAC508_73045.gdtf from the GDTF-Share library.

File revision: “test?”.

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 User Test; 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	3.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
3 Channels	3	170	1, 4, 7, 10, ...
7 Channels	7	73	1, 8, 15, 22, ...
5 Channels	5	102	1, 6, 11, 16, ...
12 Channels	12	42	1, 13, 25, 37, ...

No light? Check these channels

- 5 Channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “No Function”
- 12 Channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “No Function”


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

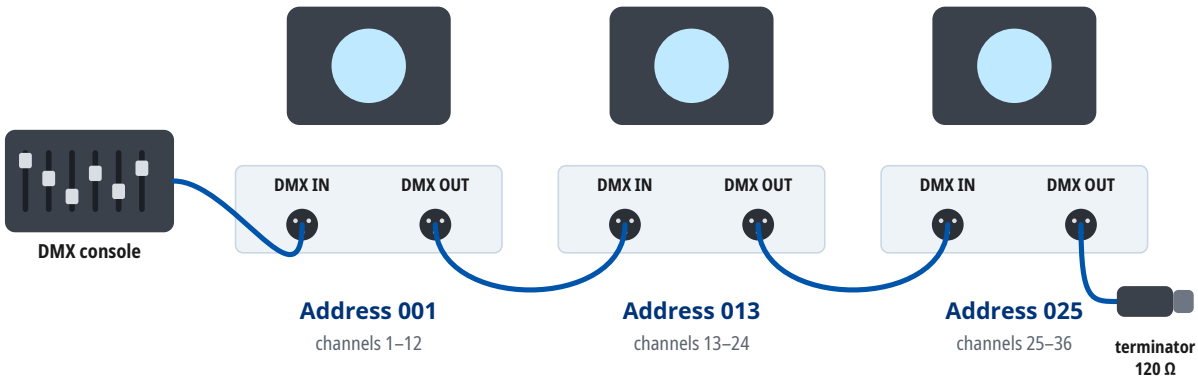
⚠ WARNING

- 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.
- Weight of the device: 3.2 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.

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 12 Channels: every unit occupies 12 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 “12 Channels”: 12.
- 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 “12 Channels”, you can use, for example, the start addresses 1, 13, 25, 37.
- 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

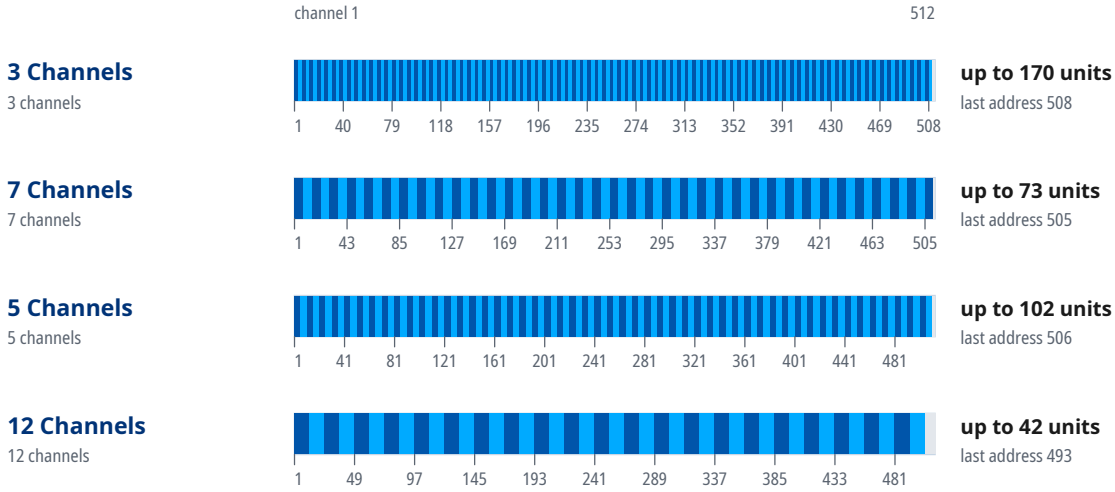
	3 Channels 3 channels	7 Channels 7 channels	5 Channels 5 channels	12 Channels 12 channels
Dimmer			1	1
Shutter / strobe			2	2
Color mixing	1–3	1–7		3–9
Color wheel			3	10
Effects / macros			4, 5	11, 12

Color wheel

1. No Function — DMX 0–9
2. Red — DMX 10–19
3. Green — DMX 20–29
4. Blue — DMX 30–39
5. White — DMX 40–49
6. Warm White — DMX 50–59
7. Amber — DMX 60–69
8. UV — DMX 70–79
9. Yellow — DMX 80–89
10. Magenta — DMX 90–99
11. Cyan — DMX 100–109
12. Dark Orange — DMX 110–119
13. Green Yellow — DMX 120–129
14. Salmon — DMX 130–139
15. Turquoise — DMX 140–149
16. Light Green — DMX 150–159
17. Orange — DMX 160–169
18. Straw — DMX 170–179
19. Lavender — DMX 180–189
20. Light Blue — DMX 190–199
21. Dark Blue — DMX 200–209
22. Pink — DMX 210–255

8 DMX channels

Units in one DMX universe



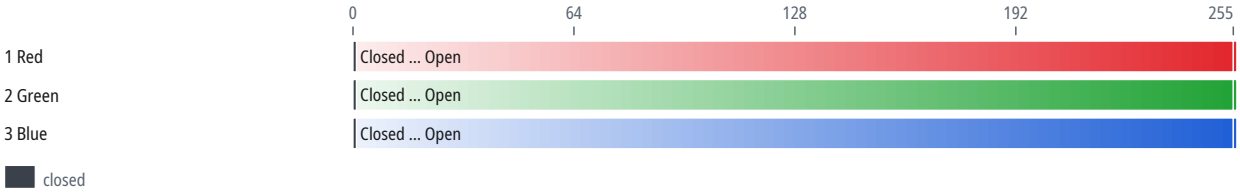
Start addresses of 20 units in the mode “12 Channels”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	61	11	121	16	181
2	13	7	73	12	133	17	193
3	25	8	85	13	145	18	205
4	37	9	97	14	157	19	217
5	49	10	109	15	169	20	229

Mode 3 Channels

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

Channel functions at a glance



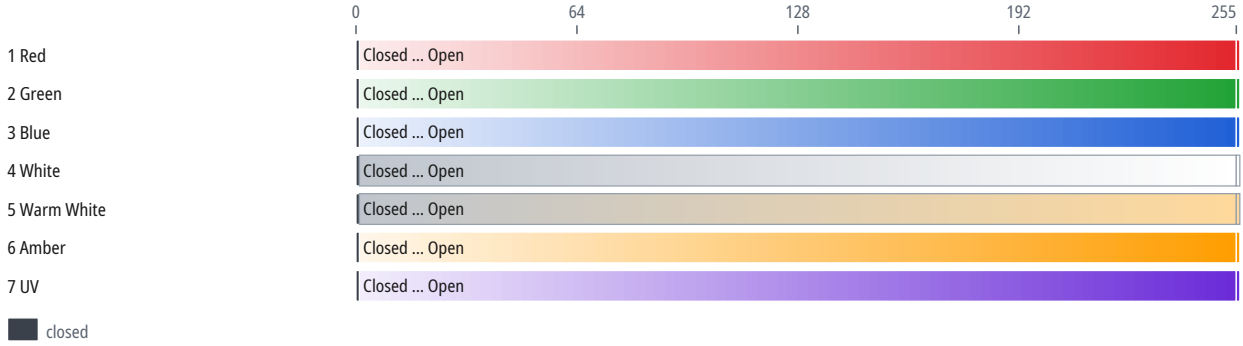
CH	Function	DMX	Description
1	Red	0	Closed
		1–254	Closed ... Open
		255	Open
2	Green	0	Closed
		1–254	Closed ... Open
		255	Open

CH	Function	DMX	Description
3	Blue	0	Closed
		1–254	Closed … Open
		255	Open

Mode 7 Channels

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255.

Channel functions at a glance

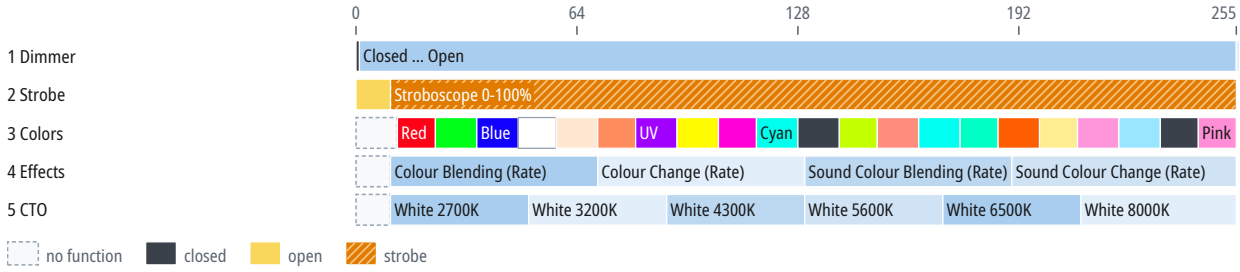


CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “3 Channels” (p. 7)
2	Green		Same as CH 2 in the mode “3 Channels” (p. 7)
3	Blue		Same as CH 3 in the mode “3 Channels” (p. 8)
4	White	0	Closed
		1–254	Closed … Open
		255	Open
5	Warm White	0	Closed
		1–254	Closed … Open
		255	Open
6	Amber	0	Closed
		1–254	Closed … Open
		255	Open
7	UV	0	Closed
		1–254	Closed … Open
		255	Open

Mode 5 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “No Function”.

Channel functions at a glance



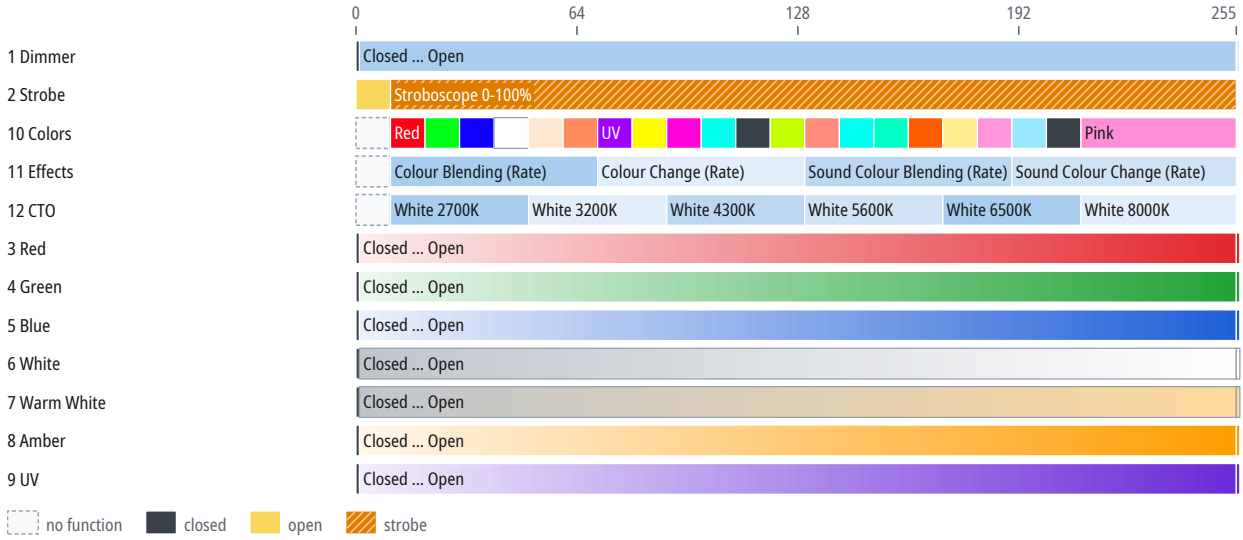
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Strobe	0–9	No Function
		10–255	Stroboscope 0-100% (1–20 Hz)
3	Colors	0–11	No Function
		12–22	Red
		23–34	Green
		35–46	Blue
		47–57	White
		58–69	Warm White
		70–80	Amber
		81–92	UV
		93–104	Yellow
		105–115	Magenta
		116–127	Cyan
		128–139	Dark Orange
		140–150	Green Yellow
		151–162	Salmon
		163–174	Turquoise
		175–185	Light Green
		186–197	Orange
		198–208	Straw
		209–220	Lavender
		221–232	Light Blue
		233–243	Dark Blue
		244–255	Pink
4	Effects	0–9	No Function
		10–69	Colour Blending (Rate)
		70–129	Colour Change (Rate)

CH	Function	DMX	Description
4	Effects (continued)	130–189	Sound Colour Blending (Rate)
		190–255	Sound Colour Change (Rate)
5	CTO	0–9	No Function
		10–49	White 2700K
		50–89	White 3200K
		90–129	White 4300K
		130–169	White 5600K
		170–209	White 6500K
		210–255	White 8000K

Mode 12 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0–9 “No Function”.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “5 Channels” (p. 9)
2	Strobe		Same as CH 2 in the mode “5 Channels” (p. 9)
3	Red		Same as CH 1 in the mode “3 Channels” (p. 7)
4	Green		Same as CH 2 in the mode “3 Channels” (p. 7)
5	Blue		Same as CH 3 in the mode “3 Channels” (p. 8)
6	White		Same as CH 4 in the mode “7 Channels” (p. 8)
7	Warm White		Same as CH 5 in the mode “7 Channels” (p. 8)
8	Amber		Same as CH 6 in the mode “7 Channels” (p. 8)
9	UV		Same as CH 7 in the mode “7 Channels” (p. 8)
10	Colors	0–9	No Function
		10–19	Red
		20–29	Green
		30–39	Blue

CH	Function	DMX	Description
10	Colors (continued)	40–49	White
		50–59	Warm White
		60–69	Amber
		70–79	UV
		80–89	Yellow
		90–99	Magenta
		100–109	Cyan
		110–119	Dark Orange
		120–129	Green Yellow
		130–139	Salmon
		140–149	Turquoise
		150–159	Light Green
		160–169	Orange
		170–179	Straw
		180–189	Lavender
		190–199	Light Blue
		200–209	Dark Blue
		210–255	Pink
11	Effects		Same as CH 4 in the mode “5 Channels” (p. 9)
12	CTO		Same as CH 5 in the mode “5 Channels” (p. 10)

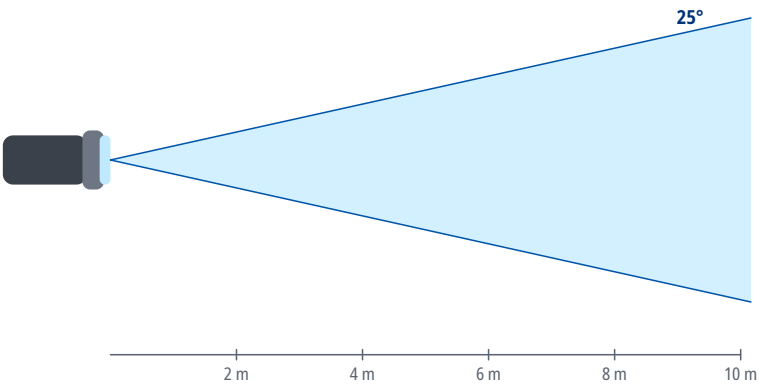
9 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	200 W
Luminous flux	8,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Dimensions and construction	
Weight	3.2 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

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.