DMX REFERENCE

IGNITE740 LED by OFF

User Test



Manufacturer	User Test
GDTF file	User_Test_IGNITE740_LED_by_OFF_102252.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 7
9 DMX channels 9
Mode 17 Channels 10
Mode 45 Channels 13
10 Technical specifications 15
11 Maintenance and cleaning 15
12 Troubleshooting 16
13 Disposal 16

1 About this manual

This document describes the IGNITE740 LED by OFF by User Test. It was compiled from the GDTF file User_Test_IGNITE740_LED_by_OFF_102252.gdtf from the GDTF-Share library.

File revision: “Final 3”.

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	6.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
17 Channels	17	30	1, 18, 35, 52, ...
45 Channels	45	11	1, 46, 91, 136, ...

No light? Check these channels

- 17 Channels: CH 7 Dimmer above 0; CH 8 Shutter at 104–107, 208–212 or 252–255 “ON”
- 45 Channels: CH 7 Dimmer above 0; CH 8 Shutter at 104–107, 208–212 or 252–255 “ON”


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

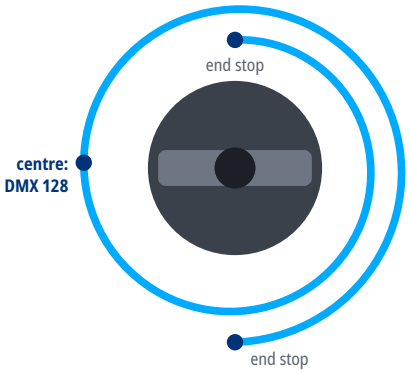
Description in the GDTF file

“The IGNITE740 is a wash moving head featuring single pixel control and a linear motorized zoom. The light source consists of 7 ultra-bright 40 Watt 4-in-1 LEDs according to the latest technology. This compact moving head is setup with extremely powerful noise-reducing motors, enabling ultra-fast pan and tilt movement while keeping the noise to a bare minimum. This true all-rounder can be controlled via DMX, built-in automatic programs and presets, including a master/slave mode. Perfect for stage shows, productions, events, DJs, Bands, Venues, and more. A custom heavy-duty case is also available (option) to protect your fixtures during transport or storage.”

Range of movement

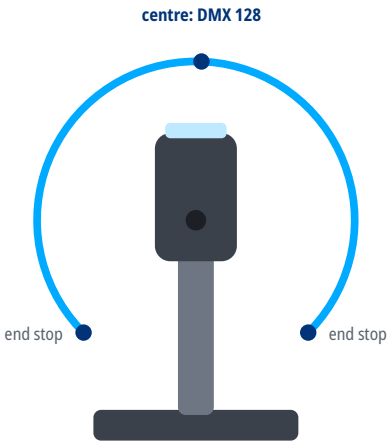
Pan 540°

top view



Tilt 270°

side view



5 Installation

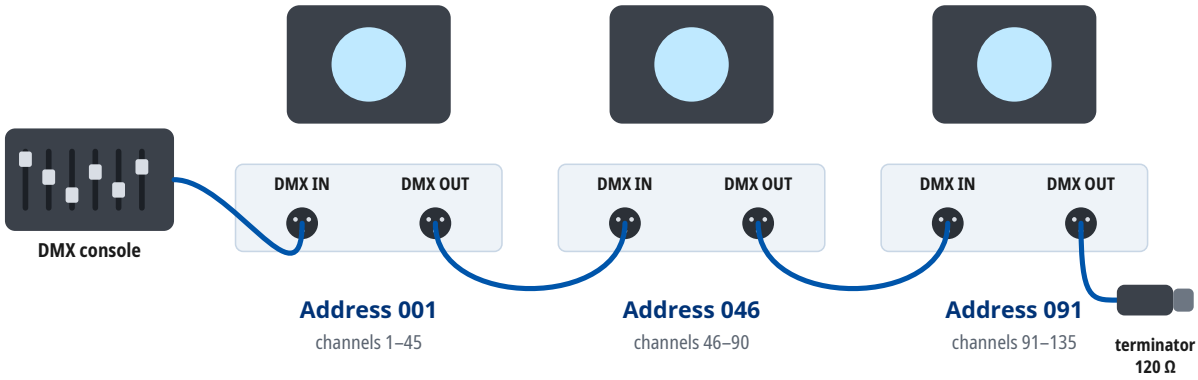
⚠ **WARNING**

- 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: 6.15 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 45 Channels: every unit occupies 45 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

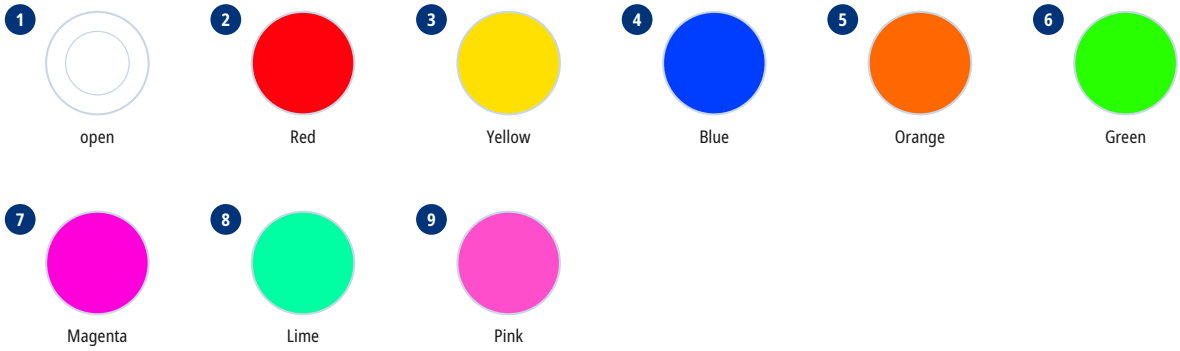
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “45 Channels”: 45.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “45 Channels”, you can use, for example, the start addresses 1, 46, 91, 136.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

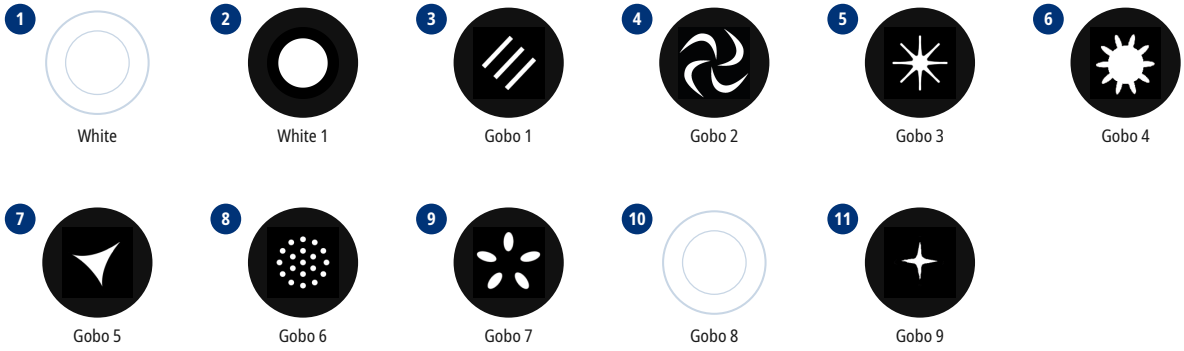
Functions in each DMX mode

	17 Channels 17 channels	45 Channels 45 channels
Pan / Tilt	1, 3	1, 3
Dimmer	7	7
Shutter / strobe	8	8
Color mixing	9–12	9–12, 18–45
Zoom	6	6
Effects / macros	14, 15	14, 15
Pixel control		✓

Color wheel



Gobo wheel 1



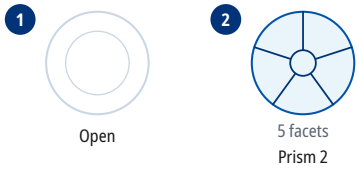
Gobo wheel 2



Prism 1

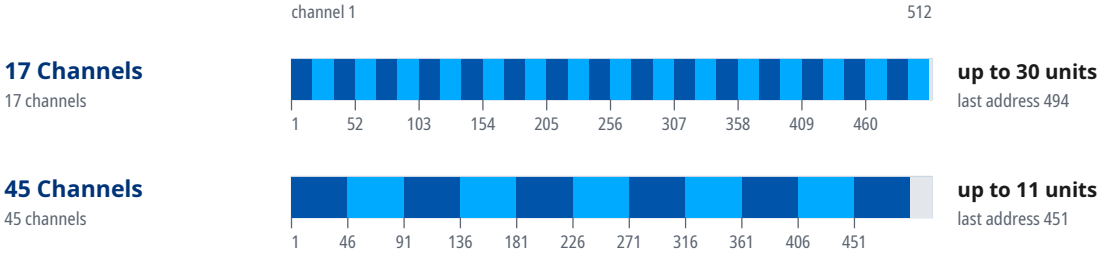


Prism 2



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “45 Channels”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	226	11	451	16	U2 · 181
2	46	7	271	12	U2 · 1	17	U2 · 226
3	91	8	316	13	U2 · 46	18	U2 · 271
4	136	9	361	14	U2 · 91	19	U2 · 316
5	181	10	406	15	U2 · 136	20	U2 · 361

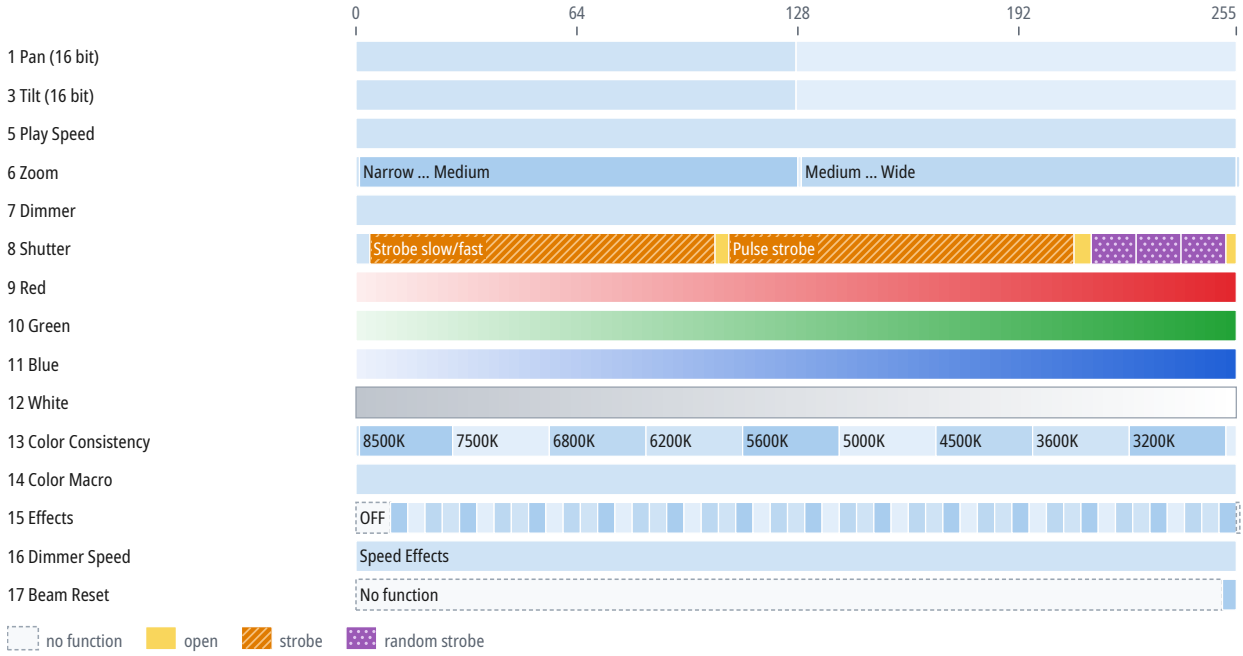
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 17 Channels

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 7 Dimmer above 0; CH 8 Shutter at 104–107, 208–212 or 252–255 “ON”. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 255, CH 9 Red 255, CH 10 Green 255, CH 11 Blue 255, CH 12 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Play Speed	0–255	
6	Zoom	0	Narrow
		1–127	Narrow ... Medium
		128	Medium
		129–254	Medium ... Wide
		255	Wide
7	Dimmer	0–255	
8	Shutter	0–3	OFF
		4–103	Strobe slow/fast
		104–107	ON
		108–207	Pulse strobe

CH	Function	DMX	Description
8	Shutter (continued)	208–212	ON
		213–225	Random slow strobe
		226–238	Random medium strobe
		239–251	Random fast strobe
		252–255	On
9	Red	0–255	
10	Green	0–255	
11	Blue	0–255	
12	White	0–255	
13	Color Consistency	0	Color Consistency 1
		1–27	8500K
		28–55	7500K
		56–83	6800K
		84–111	6200K
		112–139	5600K
		140–167	5000K
		168–195	4500K
		196–223	3600K
		224–251	3200K
		252–255	2800K
14	Color Macro	0–255	
15	Effects	0–9	OFF
		10–14	Effects 1
		15–19	Effects 2
		20–24	Effects 3
		25–29	Effects 4
		30–34	Effects 5
		35–39	Effects 6
		40–44	Effects 7
		45–49	Effects 8
		50–54	Effects 9
		55–59	Effects 10
		60–64	Effects 11
		65–69	Effects 12
		70–74	Effects 13
		75–79	Effects 14
		80–84	Effects 15
		85–89	Effects 16
		90–94	Effects 17
		95–99	Effects 18
		100–104	Effects 19
		105–109	Effects 20

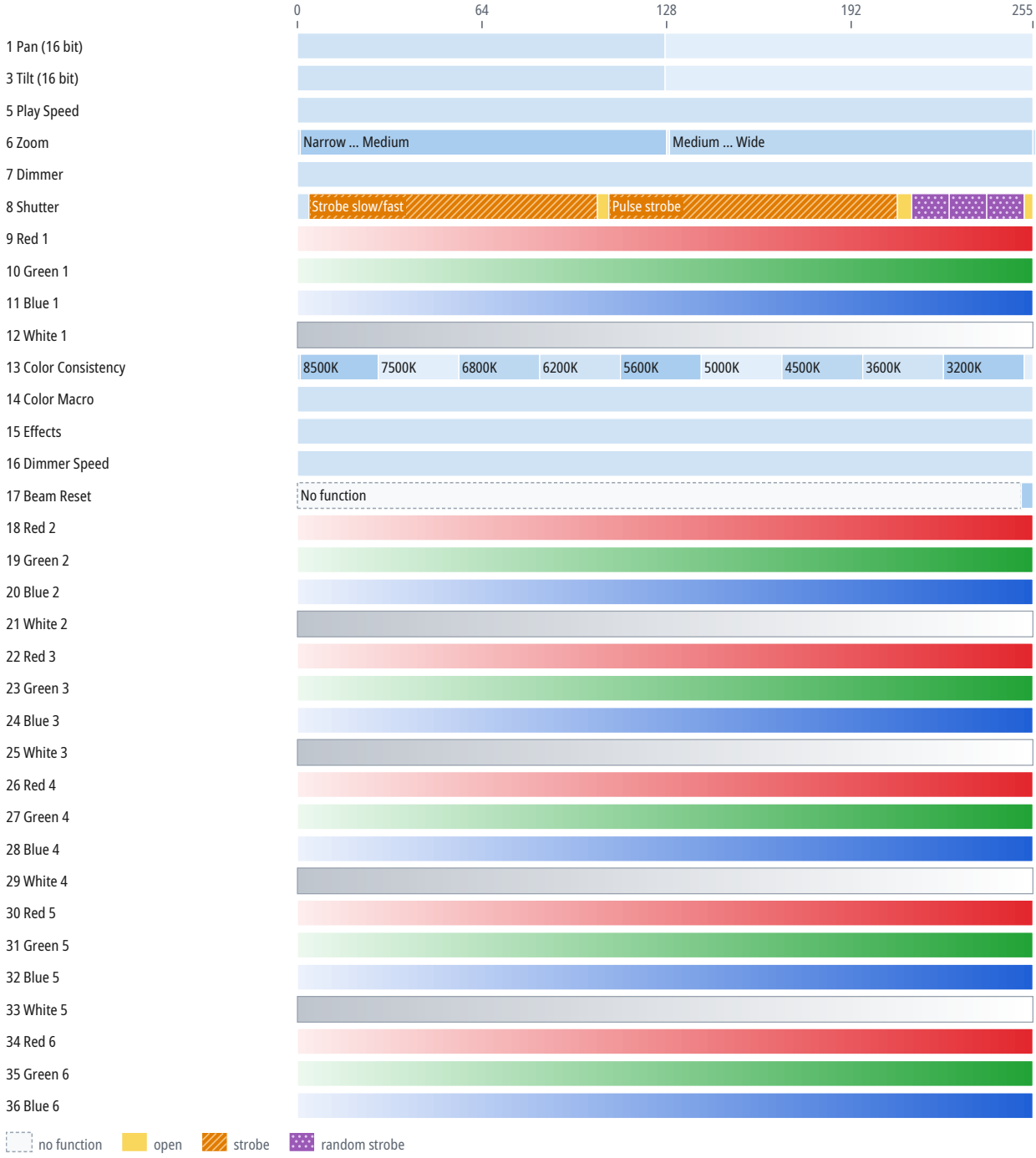
CH	Function	DMX	Description
15	Effects (continued)	110–114	Effects 21
		115–119	Effects 22
		120–124	Effects 23
		125–129	Effects 24
		130–134	Effects 25
		135–139	Effects 26
		140–144	Effects 27
		145–149	Effects 28
		150–154	Effects 29
		155–159	Effects 30
		160–164	Effects 31
		165–169	Effects 32
		170–174	Effects 33
		175–179	Effects 34
		180–184	Effects 35
		185–189	Effects 36
		190–194	Effects 37
		195–199	Effects 38
		200–204	Effects 39
		205–209	Effects 40
		210–214	Effects 41
		215–219	Effects 42
		220–224	Effects 43
		225–229	Effects 44
		230–234	Effects 45
		235–239	Effects 46
		240–244	Effects 47
		245–249	Effects 48
		250–254	Effects 49
		255	OFF
16	Dimmer Speed		Speed Effects
		0–255	Speed Effects
17	Beam Reset		Reset 1
		0–250	No function
		251–255	Motor reset after 5s

Mode 45 Channels

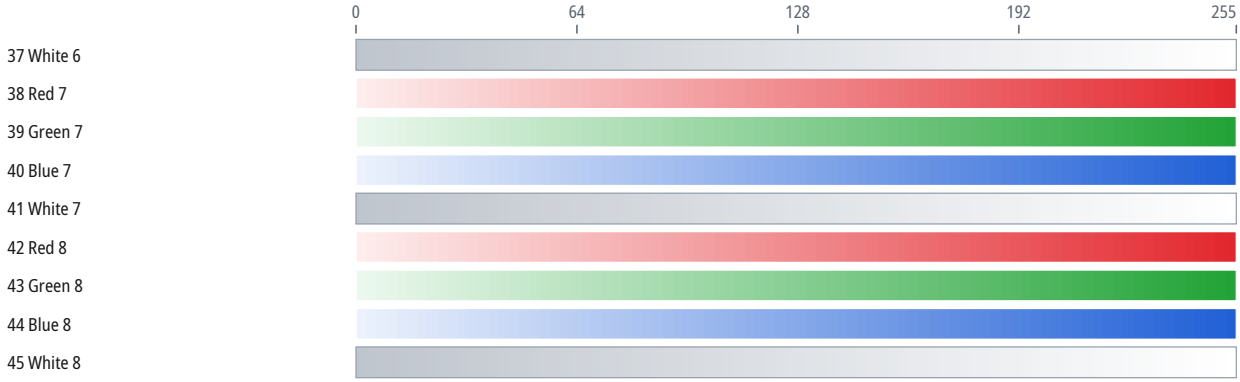
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 8 Shutter at 104–107, 208–212 or 252–255 “ON”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 8 Shutter 255.

Channel functions at a glance



Channel functions at a glance



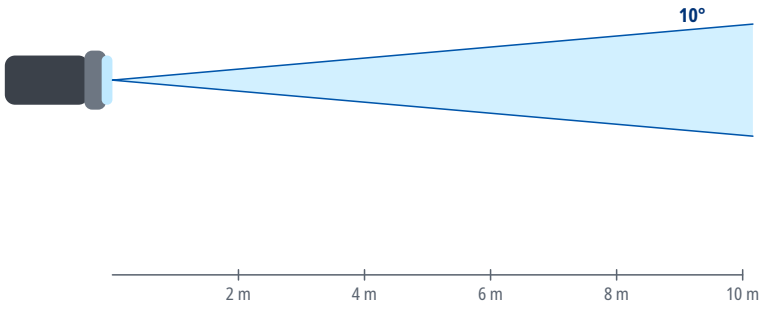
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “17 Channels” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “17 Channels” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Play Speed	0–255	
6	Zoom		Same as CH 6 in the mode “17 Channels” (p. 10)
7	Dimmer	0–255	
8	Shutter		Same as CH 8 in the mode “17 Channels” (p. 10)
9	Red 1	0–255	
10	Green 1	0–255	
11	Blue 1	0–255	
12	White 1	0–255	
13	Color Consistency		Same as CH 13 in the mode “17 Channels” (p. 11)
14	Color Macro	0–255	
15	Effects	0–255	
16	Dimmer Speed	0–255	
17	Beam Reset	0–250	No function
		251–255	Motor reset 5s
18	Red 2	0–255	
19	Green 2	0–255	
20	Blue 2	0–255	
21	White 2	0–255	
22	Red 3	0–255	
23	Green 3	0–255	
24	Blue 3	0–255	
25	White 3	0–255	
26	Red 4	0–255	
27	Green 4	0–255	
28	Blue 4	0–255	
29	White 4	0–255	

CH	Function	DMX	Description
30	Red 5	0–255	
31	Green 5	0–255	
32	Blue 5	0–255	
33	White 5	0–255	
34	Red 6	0–255	
35	Green 6	0–255	
36	Blue 6	0–255	
37	White 6	0–255	
38	Red 7	0–255	
39	Green 7	0–255	
40	Blue 7	0–255	
41	White 7	0–255	
42	Red 8	0–255	
43	Green 8	0–255	
44	Blue 8	0–255	
45	White 8	0–255	

10 Technical specifications

Parameter	Value
Light source	discharge lamp
Pan	540°
Tilt	270°
Weight	6.2 kg
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 10°
2 m	0.35 m
4 m	0.7 m
6 m	1 m
8 m	1.4 m
10 m	1.7 m
15 m	2.6 m

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

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.