DMX REFERENCE

Ignite400LED

User Test



Manufacturer	User Test
GDTF file	User_Test_Ignite400LED_54443.gdtf
GDTF revision	IGNITE400 LED · 2024-01-02
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 2
3 Safety instructions 3
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 9
Mode 1 9
10 Technical specifications 13
11 Maintenance and cleaning 13
12 Troubleshooting 14
13 Disposal 14

1 About this manual

This document describes the Ignite400LED by User Test. It was compiled from the GDTF file User_Test_Ignite400LED_54443.gdtf from the GDTF-Share library.

File revision: “IGNITE400 LED”.

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	20.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1	25	20	1, 26, 51, 76, ...

No light? Check these channels

- Mode 1: CH 8 Dimmer 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.

⚠ 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.

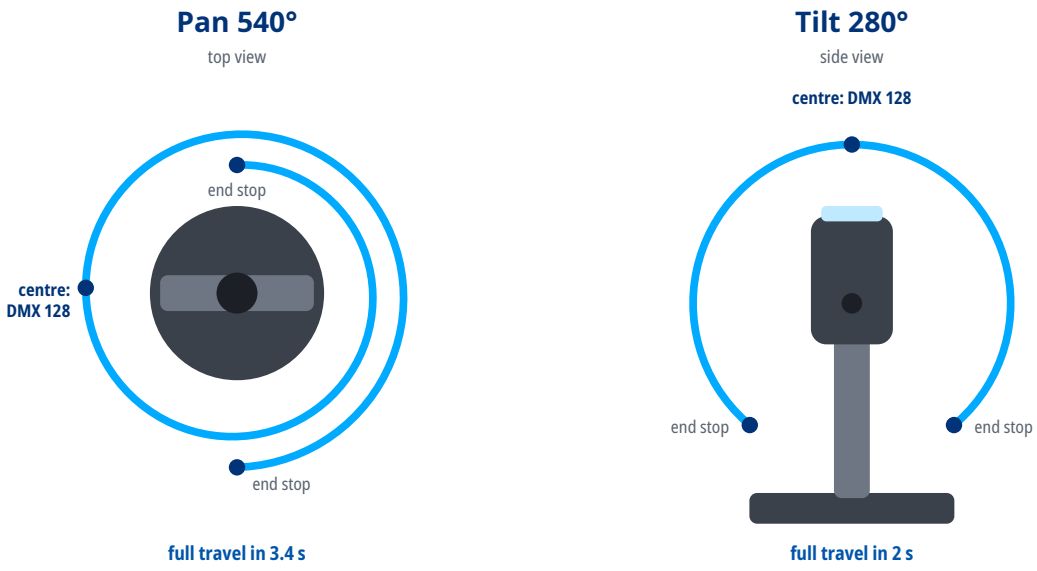
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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 IGNITE400 features a very powerful 400W LED source, enough to light up even the biggest dance floors. Equipped with a dual gobo wheel (1x with interchangeable glass gobos) to create stunning overlay effects, the IGNITE400 also features a CMY + CTO colour mixing system. The zoom function and 2 individually rotating prisms (3+4 facets) create stunning effects and patterns on any dance floor or stage. Ideal for productions, events, and installations that require a larger output fixture.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

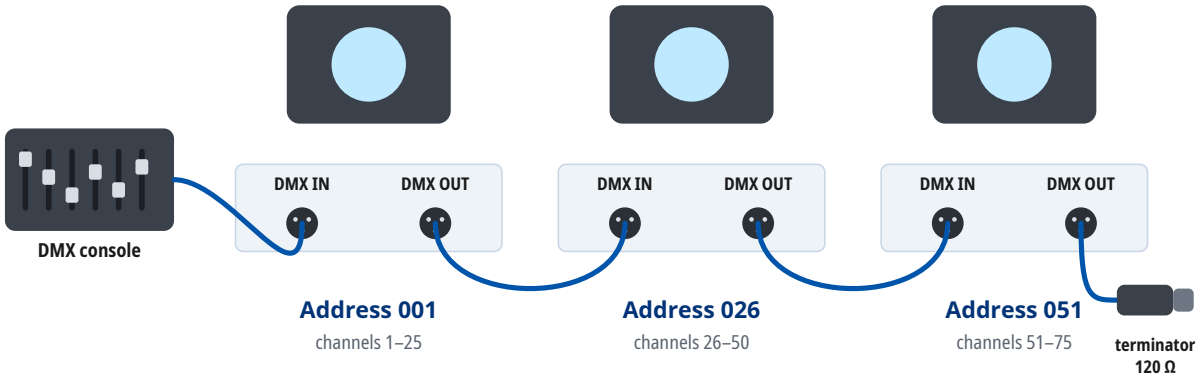
⚠ WARNING

- 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: 20.6 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 1: every unit occupies 25 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

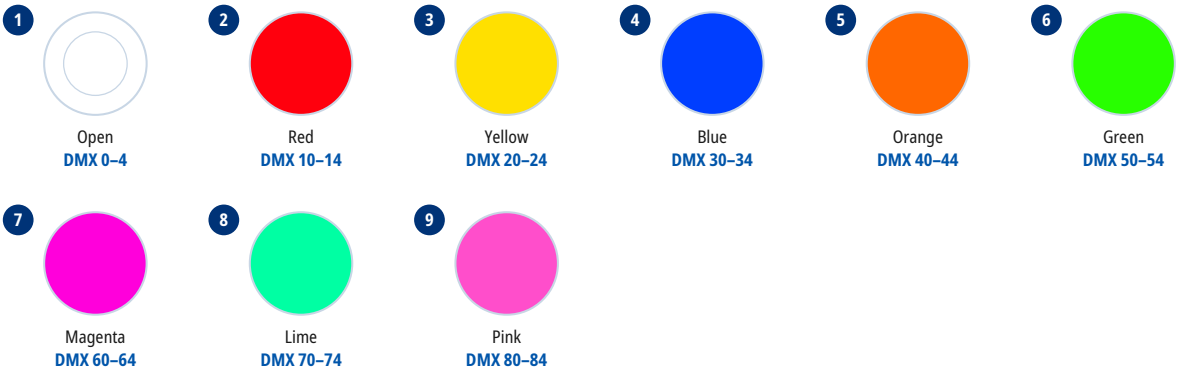
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1”: 25.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Mode 1”, you can use, for example, the start addresses 1, 26, 51, 76.
- 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

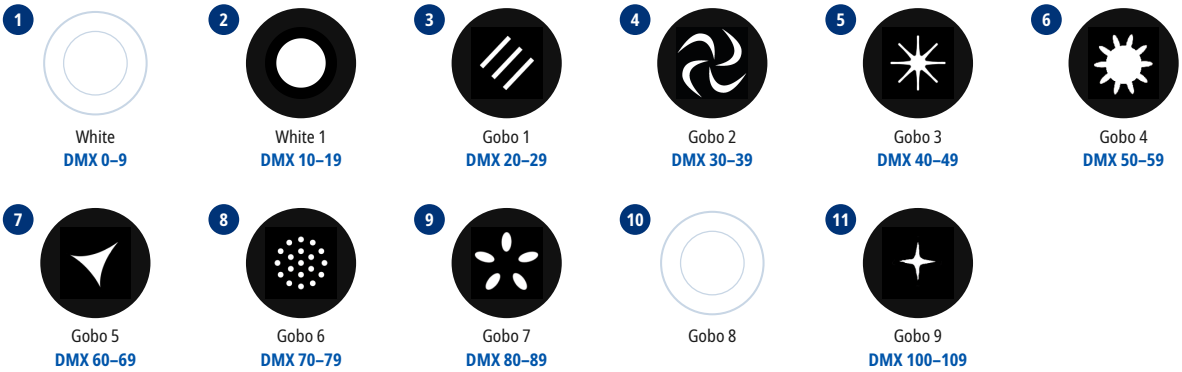
	Mode 1 25 channels
Pan / Tilt	1, 3
Dimmer	8
Shutter / strobe	7
Color mixing	9–11
Color temperature	12
Color wheel	13
Gobo wheel	15
Gobo rotation	14, 16
Prism	17–20
Frost	21
Zoom	24
Focus	22

Color wheel



1. Open — DMX 0–4
2. Red — DMX 10–14
3. Yellow — DMX 20–24
4. Blue — DMX 30–34
5. Orange — DMX 40–44
6. Green — DMX 50–54
7. Magenta — DMX 60–64
8. Lime — DMX 70–74
9. Pink — DMX 80–84

Gobo wheel 1



1. White — DMX 0–9
2. White 1 — DMX 10–19
3. Gobo 1 — DMX 20–29
4. Gobo 2 — DMX 30–39
5. Gobo 3 — DMX 40–49
6. Gobo 4 — DMX 50–59
7. Gobo 5 — DMX 60–69
8. Gobo 6 — DMX 70–79
9. Gobo 7 — DMX 80–89
10. Gobo 8
11. Gobo 9 — DMX 100–109

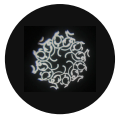
Gobo wheel 2

1
Open
DMX 0–5

2 
White 1
DMX 6–9

3 
Gobo 1
DMX 10–19

4 
Gobo 2
DMX 20–29

5 
Gobo 3
DMX 30–39

6 
Gobo 4
DMX 40–49

7 
Gobo 5
DMX 50–59

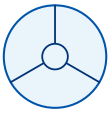
8 
Gobo 6
DMX 60–69

9 
Gobo 7
DMX 70–79

10 
Gobo 8
DMX 80–89

Prism 1

1
No Prism
DMX 0–127

2 
3 facets
Prism
DMX 128–255

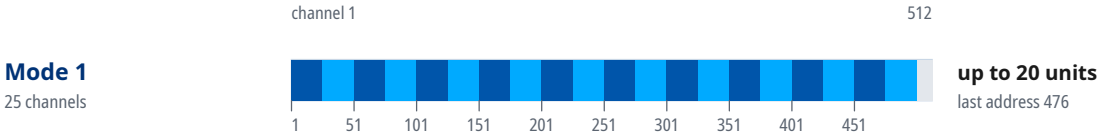
Prism 2

1
No Prism
DMX 0–127

2 
5 facets
Prism
DMX 128–255

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1”

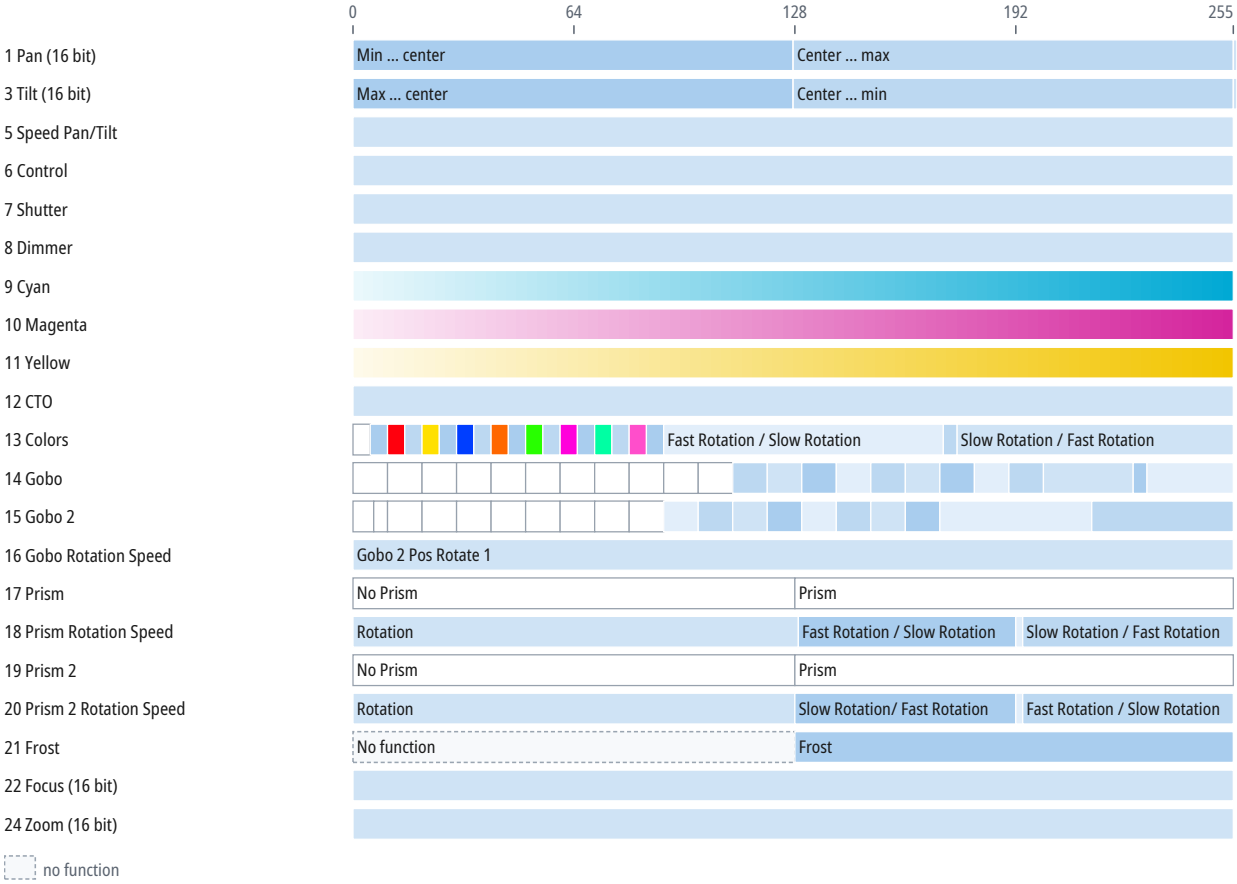
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

Mode 1

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 8 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... center
		128–255	Center ... max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Max ... center
		127	Center
		128–255	Center ... min
		255	Min
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Control	0–255	
7	Shutter	0–255	
8	Dimmer	0–255	
9	Cyan	0–255	
10	Magenta	0–255	
11	Yellow	0–255	
12	CTO	0–255	
13	Colors	0–4	Open
		5–9	Open ... Red
		10–14	Red
		15–19	Red ... Yellow
		20–24	Yellow
		25–29	Yellow ... Blue
		30–34	Blue
		35–39	Blue ... Orange
		40–44	Orange
		45–49	Orange ... Green
		50–54	Green
		55–59	Green ... Magenta
		60–64	Magenta
		65–69	Magenta ... Lime
		70–74	Lime
		75–79	Lime ... Pink
		80–84	Pink
		85–89	Pink ... Fast Rotation / Slow Rotation
		90–170	Fast Rotation / Slow Rotation
		171–174	Stop
		175–255	Slow Rotation / Fast Rotation
14	Gobo	0–9	White
		10–19	White 1
		20–29	Gobo 1

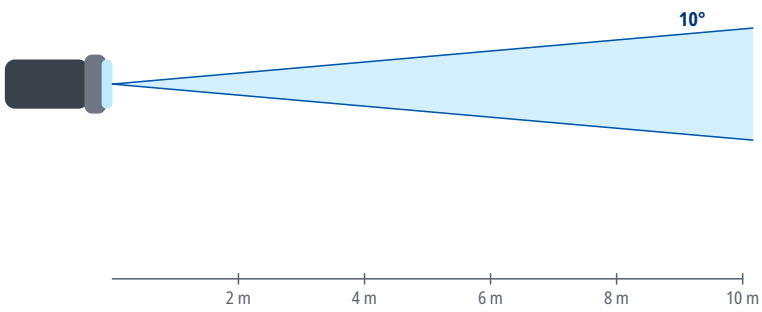
CH	Function	DMX	Description
14	Gobo (continued)	30–39	Gobo 2
		40–49	Gobo 3
		50–59	Gobo 4
		60–69	Gobo 5
		70–79	Gobo 6
		80–89	Gobo 7
		90–99	Gobo 8
		100–109	Gobo 9
		110–119	White 1 Jitter
		120–129	Gobo 1 Jitter
		130–139	Gobo 2 Jitter
		140–149	Gobo 3 Jitter
		150–159	Gobo 4 Jitter
		160–169	Gobo 5 Jitter
		170–179	Gobo 6 Jitter
		180–189	Gobo 7 Jitter
		190–199	Gobo 8 Jitter
		200–225	Fast Rotation / Slow Rotation
		226–229	Stop
		230–255	Slow Rotation / Fast Rotation
15	Gobo 2	0–5	Open
		6–9	White 1
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–89	Gobo 8
		90–99	Gobo 1 Jitter
		100–109	Gobo 2 Jitter
		110–119	Gobo 3 Jitter
		120–129	Gobo 4 Jitter
		130–139	Gobo 5 Jitter
		140–149	Gobo 6 Jitter
		150–159	Gobo 8 Jitter
		160–169	Gobo 7 Jitter
		170–213	Fast Rotation / Slow Rotation
		214–255	Slow Rotation / Fast Rotation
16	Gobo Rotation Speed		Gobo 2 Pos Rotate 1
		0–255	Gobo 2 Pos Rotate 1

CH	Function	DMX	Description
17	Prism	0–127	No Prism
		128–255	Prism
18	Prism Rotation Speed	0–128	Rotation
		129–191	Fast Rotation / Slow Rotation
		192–193	Stop Rotation
		194–255	Slow Rotation / Fast Rotation
19	Prism 2	0–127	No Prism
		128–255	Prism
20	Prism 2 Rotation Speed	0–127	Rotation
		128–191	Slow Rotation/ Fast Rotation
		192–193	Stop Rotation
		194–255	Fast Rotation / Slow Rotation
21	Frost	0–127	No function
		128–255	Frost
22	Focus	0–255	
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom	0–255	
25	Zoom Fine	0–255	Fine adjustment of CH 24

10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	300 W
Luminous flux	20,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	100
Optics	
Beam angle	10°
Movement	
Pan	540°
Tilt	280°
Dimensions and construction	
Weight	20.6 kg
Operating environment	
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.