DMX REFERENCE

StarColor72

User Test



Manufacturer	User Test
GDTF file	User_Test_StarColor72_58754.gdtf
GDTF revision	StarColor72 · 2024-03-04
Generated	2026-11-24

Contents

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

1 About this manual

This document describes the StarColor72 by User Test. It was compiled from the GDTF file User_Test_StarColor72_58754.gdtf from the GDTF-Share library.

File revision: “StarColor72”.

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	3.4 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
8 Channels	8	64	1, 9, 17, 25, ...
10 Channel	10	51	1, 11, 21, 31, ...
4 Channels	4	128	1, 5, 9, 13, ...

No light? Check these channels

- 8 Channels: CH 6 Strobe at 0–12 “No Function”
- 10 Channel: CH 1 Dimmer above 0; CH 7 Strobe at 0–13 “No Function”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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.

4 Product description

Description in the GDTF file

“The StarColor LED Flood Lights are made of high quality die-cast aluminium and tempered glass, IP65 waterproof grade, durable and antifreeze. These fixtures can be used at temperatures between -20 and +40 degrees Celsius and can withstand harsh weather conditions. By using the latest LED technology with RGBW colours and advanced lenses the StarColor Flood lights are able to create the right atmosphere for any occasion. Suitable for a wide range of applications from up-lighting a large venue or building to lighting up a stage for live performances.”

5 Installation

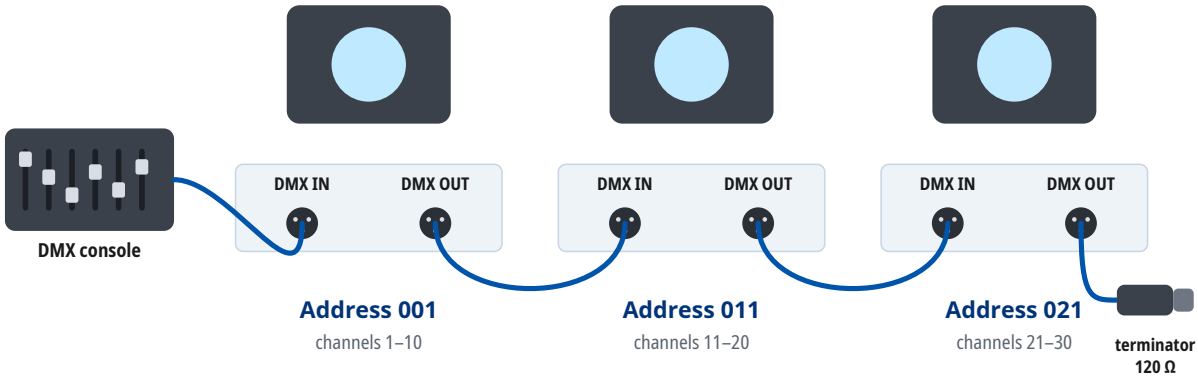
⚠ **WARNING**

- 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: 3.4 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 10 Channel: every unit occupies 10 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

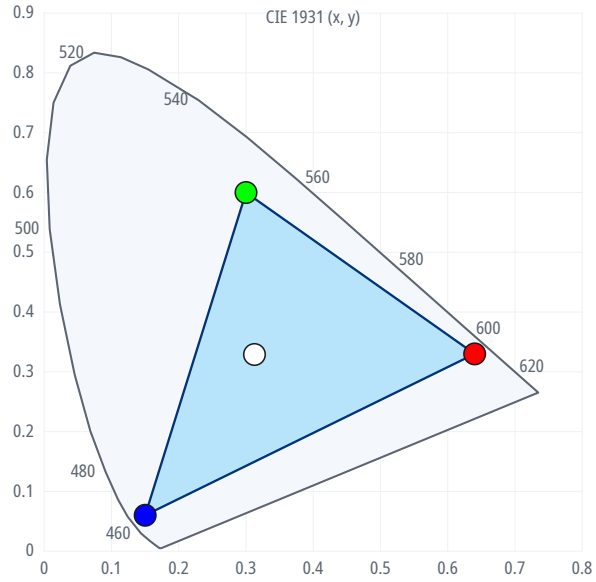
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “10 Channel”: 10.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “10 Channel”, you can use, for example, the start addresses 1, 11, 21, 31.
- 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

	8 Channels 8 channels	10 Channel 10 channels	4 Channels 4 channels
Dimmer	1	1	
Shutter / strobe	6	7	
Color mixing	2–5	2–5	1–4
Effects / macros	7	8, 9	

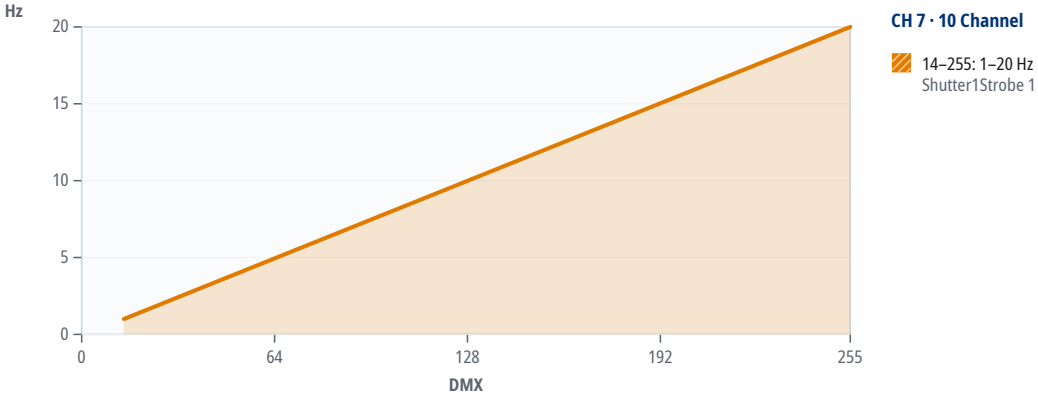
LED colors and the colors they mix



LED	x	y
EmitterRed	0.640	0.330
EmitterGreen	0.300	0.600
EmitterBlue	0.150	0.060
EmitterWhite	0.313	0.329

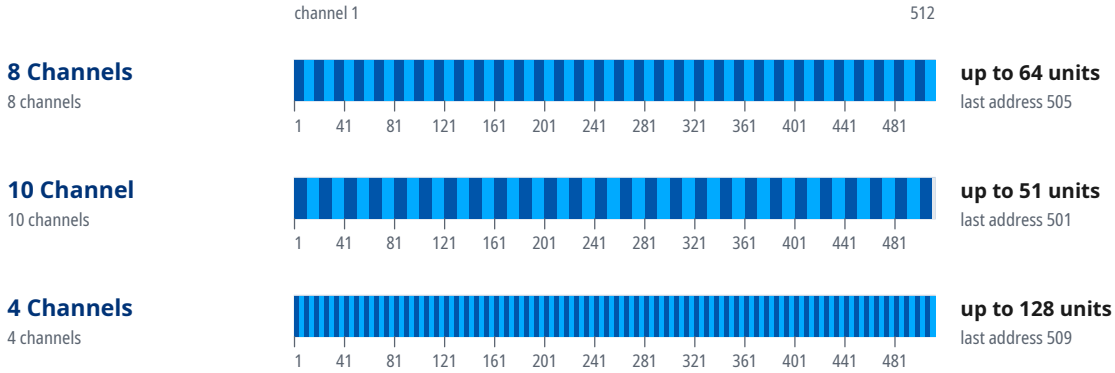
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate



9 DMX channels

Units in one DMX universe



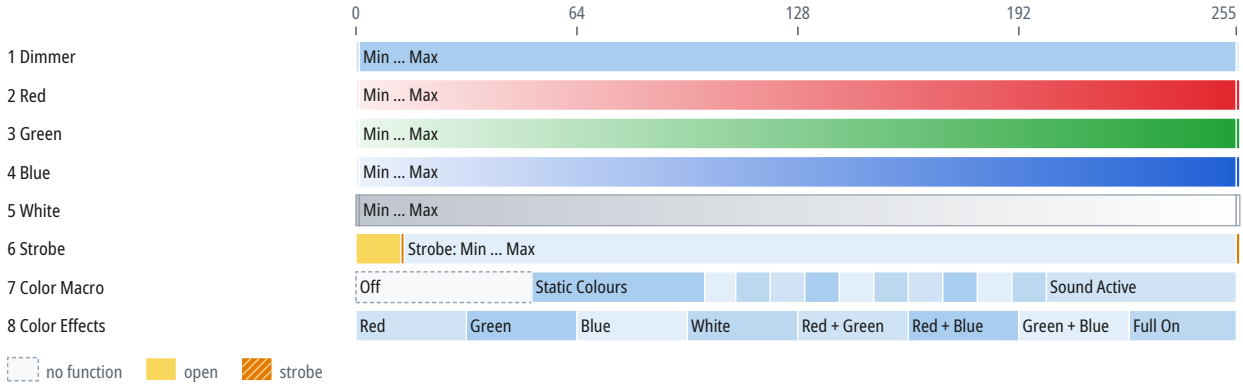
Start addresses of 20 units in the mode “10 Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	51	11	101	16	151
2	11	7	61	12	111	17	161
3	21	8	71	13	121	18	171
4	31	9	81	14	131	19	181
5	41	10	91	15	141	20	191

Mode 8 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Strobe at 0–12 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance



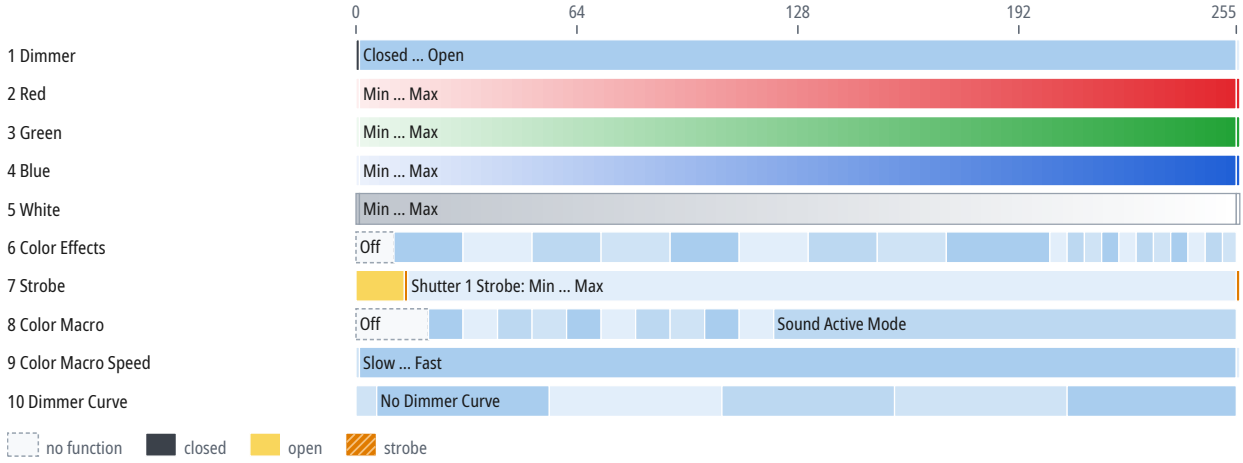
CH	Function	DMX	Description
1	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
2	Red	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue	0	Min
		1–254	Min ... Max
		255	Max
5	White	0	Min
		1–254	Min ... Max
		255	Max
6	Strobe	0–12	No Function
		13	Strobe: Min
		14–254	Strobe: Min ... Max
		255	Strobe: Max
7	Color Macro		Color Selection
		0–50	Off
		51–100	Static Colours
		101–109	Macro Mode 1
		110–119	Macro Mode 2
		120–129	Macro Mode 3
		130–139	Macro Mode 4
		140–149	Macro Mode 5
		150–159	Macro Mode 6
		160–169	Macro Mode 7
		170–179	Macro Mode 8
		180–189	Macro Mode 9
		190–199	Macro Mode 10
		200–255	Sound Active
8	Color Effects		Color Selection
		0–31	Red
		32–63	Green
		64–95	Blue
		96–127	White
		128–159	Red + Green
		160–191	Red + Blue
		192–223	Green + Blue
		224–255	Full On

Mode 10 Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Strobe at 0–13 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance

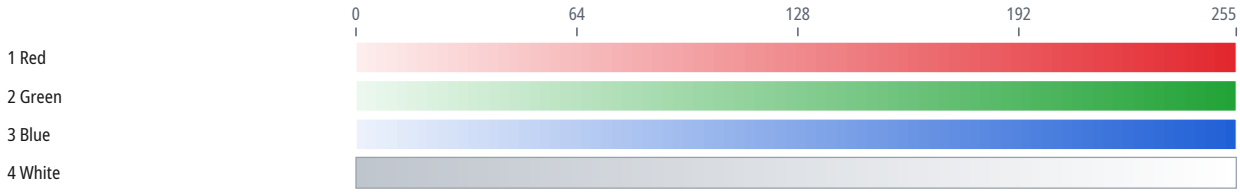


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Red		Same as CH 2 in the mode “8 Channels” (p. 8)
3	Green		Same as CH 3 in the mode “8 Channels” (p. 9)
4	Blue		Same as CH 4 in the mode “8 Channels” (p. 9)
5	White		Same as CH 5 in the mode “8 Channels” (p. 9)
6	Color Effects		Program Color
		0–10	Off
		11–30	Program Color 1
		31–50	Program Color 2
		51–70	Program Color 3
		71–90	Program Color 4
		91–110	Program Color 5
		111–130	Program Color 6
		131–150	Program Color 7
		151–170	Program Color 8
		171–200	Program Color 9
		201–205	Color Temperature 1
		206–210	Color Temperature 2
		211–215	Color Temperature 3
		216–220	Color Temperature 4
		221–225	Color Temperature 5
		226–230	Color Temperature 6

CH	Function	DMX	Description
6	Color Effects (continued)	231–235	Color Temperature 7
		236–240	Color Temperature 8
		241–245	Color Temperature 9
		246–250	Color Temperature 10
		251–255	Color Temperature 11
7	Strobe	0–13	No Function
		14	Shutter 1 Strobe: Min
		15–254	Shutter 1 Strobe: Min ... Max
		255	Shutter 1 Strobe: Max
8	Color Macro	0–20	Off
		21–30	Maccro Mode 1
		31–40	Maccro Mode 2
		41–50	Maccro Mode 3
		51–60	Maccro Mode 4
		61–70	Maccro Mode 5
		71–80	Maccro Mode 6
		81–90	Maccro Mode 7
		91–100	Maccro Mode 8
		101–110	Maccro Mode 9
		111–120	Maccro Mode 10
		121–255	Sound Active Mode
9	Color Macro Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
10	Dimmer Curve	0–5	Depend on the Operation Setup
		6–55	No Dimmer Curve
		56–105	Dimmer Curve 1
		106–155	Dimmer Curve 2
		156–205	Dimmer Curve 3
		206–255	Dimmer Curve 4

Mode 4 Channels

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	

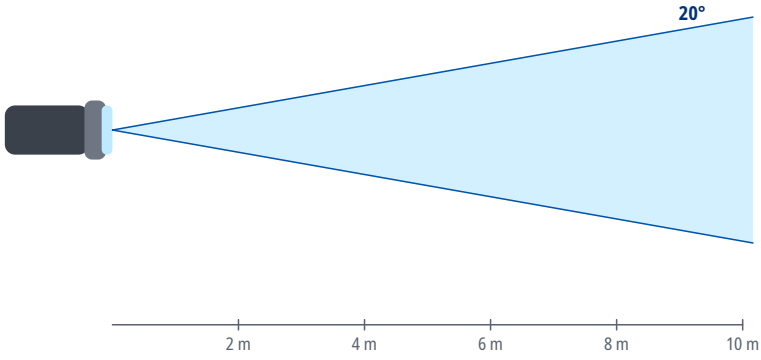
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	1,000 W
Luminous flux	10,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	20°
Dimensions and construction	
Weight	3.4 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

Spot diameter



Distance	Ø 20°
2 m	0.71 m
4 m	1.4 m
6 m	2.1 m
8 m	2.8 m
10 m	3.5 m
15 m	5.3 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.

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.