DMX REFERENCE

VELVET CYC

VELVET

Manufacturer	VELVET
GDTF file	VELVET_Velvet_CYC_100510.gdtf
GDTF revision	VELVET CYC 2025 · 2025-06-18
Generated	2026-11-24

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1 About this manual

This document describes the VELVET CYC by VELVET. It was compiled from the GDTF file VELVET_Velvet_CYC_100510.gdtf from the GDTF-Share library.

File revision: “VELVET CYC 2025”.

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 VELVET; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
CCT 8bits	3	170	1, 4, 7, 10, ...
CCT HSI 8bits	5	102	1, 6, 11, 16, ...
CCT RGB 8bits	7	73	1, 8, 15, 22, ...
RGBWW 8bits	6	85	1, 7, 13, 19, ...
Changing CCT 8bits	4	128	1, 5, 9, 13, ...
Changing CCT HSI 8bits	6	85	1, 7, 13, 19, ...
Changing CCT RGB 8bits	8	64	1, 9, 17, 25, ...
Changing RGBWW 8bits	7	73	1, 8, 15, 22, ...
CCT 16bits	4	128	1, 5, 9, 13, ...
CCT HSI 16bits	6	85	1, 7, 13, 19, ...
CCT RGB 16bits	11	46	1, 12, 23, 34, ...
RGBWW 16bits	12	42	1, 13, 25, 37, ...
Changing CCT 16bits	5	102	1, 6, 11, 16, ...
Changing CCT HSI 16bits	7	73	1, 8, 15, 22, ...
Changing CCT RGB 16bits	12	42	1, 13, 25, 37, ...
Changing RGBWW 16bits	13	39	1, 14, 27, 40, ...



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.

4 Product description

Description in the GDTF file

“VELVET CYC are cyclorama and wash RGBW asymmetrical fixtures specially designed to evenly wash backgrounds and to create not only any homogeneous color but also horizontal gradient color effects thanks to their multiple light engines. Every VELVET CYC consents the individual control of each of its battens.”

“VELVET CYC 3 color tunable articulated LED fixture includes:”

“Built-in AC power supply to run exclusively AC from 90V to 264V”

“3x,4x,5x,6x horizontal light battens individually controlled”

“2x XLR5 connectors (In and Through) for DMX-RDM wire control”

“Wi-Fi Art-Net wireless remote control”

“The VELVET CYC are compact, portable, silent, maintenance-free and high-quality color tunable LED cyclorama lights.”

“The VELVET CYC emit variable colored light with adjustable color temperature and adjustable green/magenta correction.”

“Every fixture can be controlled using DMX-RDM protocol, Art-Net through Wi-Fi or locally with shock-resistant buttons and color display.”

5 Installation

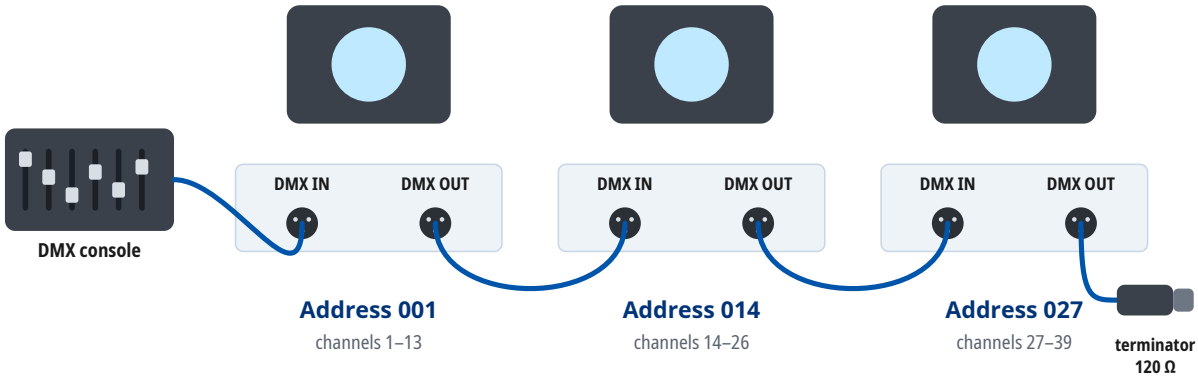
⚠ **WARNING**

- 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.
- 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 Changing RGBWW 16bits: every unit occupies 13 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 “Changing RGBWW 16bits”: 13.
- 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 “Changing RGBWW 16bits”, you can use, for example, the start addresses 1, 14, 27, 40.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

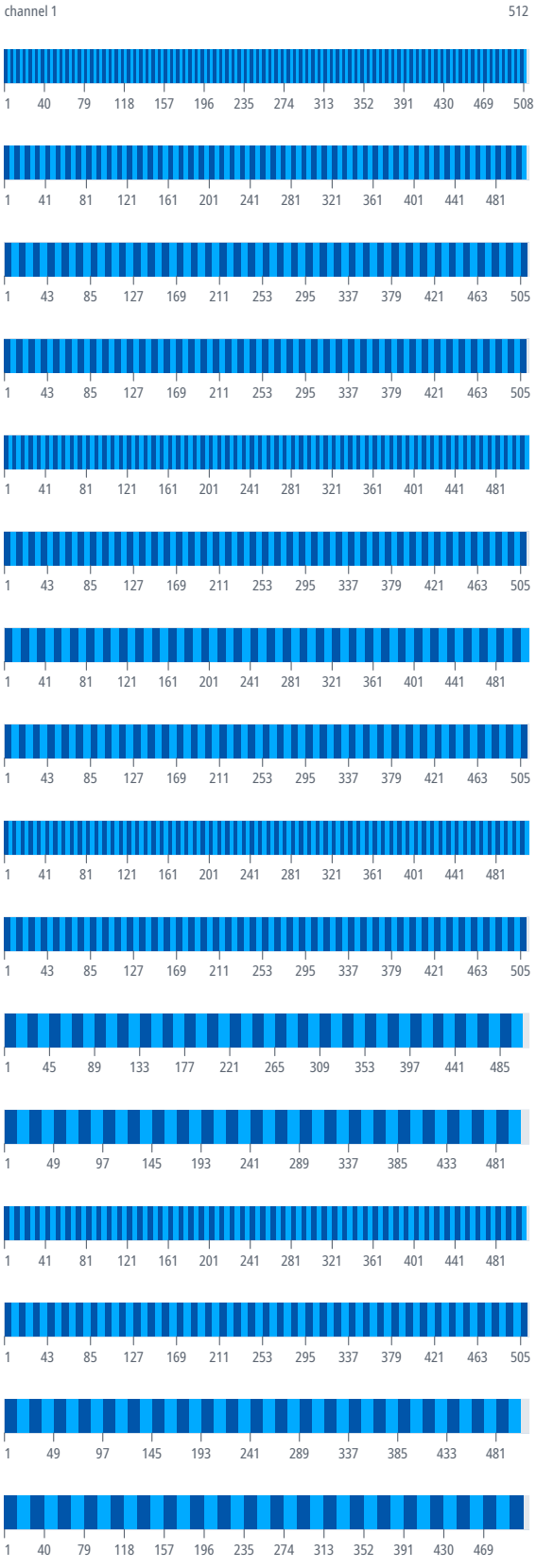
8 Functions at a glance

Functions in each DMX mode

	CCT 8bits 3 channels	CCT HSI 8bits 5 channels	CCT RGB 8bits 7 channels	RGBWW 8bits 6 channels	Changing CCT 8bits 4 channels	Changing CCT HSI 8bits 6 channels	Changing CCT RGB 8bits 8 channels	Changing RGBWW 8bits 7 channels
Dimmer	1	1	1	1	1	1	1	1
Color mixing			5–7	2–5			6–8	3–6
Color temperature	2	2	2		3	3	3	

9 DMX channels

Units in one DMX universe



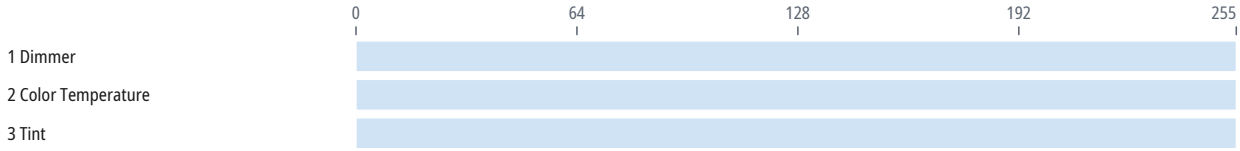
Start addresses of 20 units in the mode “Changing RGBWW 16bits”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	66	11	131	16	196
2	14	7	79	12	144	17	209
3	27	8	92	13	157	18	222
4	40	9	105	14	170	19	235
5	53	10	118	15	183	20	248

Mode CCT 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

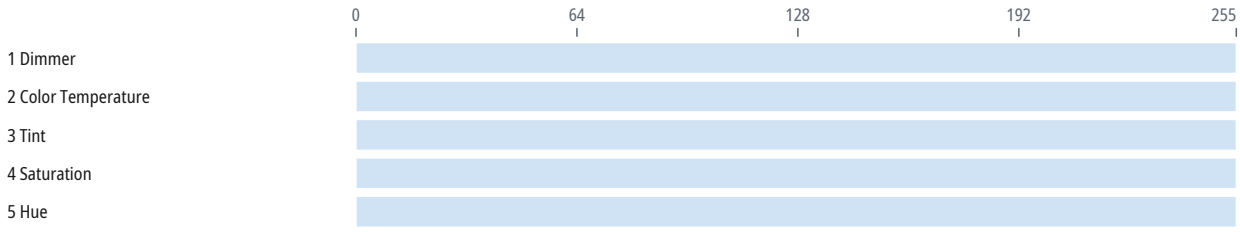


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0–255	2500–1000 K
3	Tint	0–255	

Mode CCT HSI 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

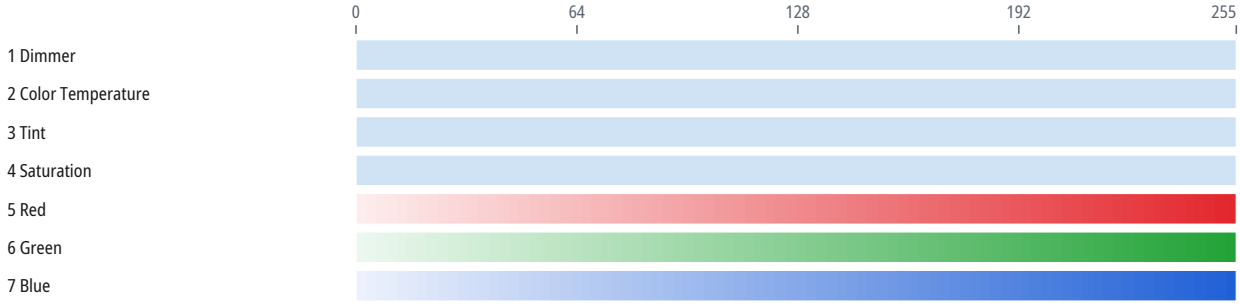


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0–255	2500–1000 K
3	Tint	0–255	
4	Saturation	0–255	
5	Hue	0–255	

Mode CCT RGB 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

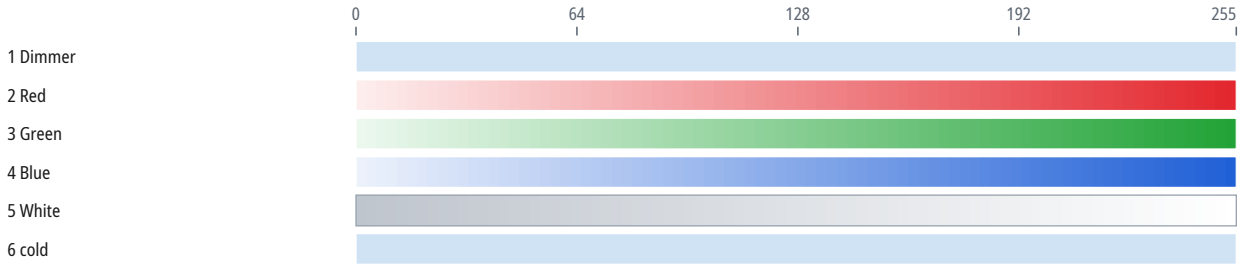


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Color Temperature	0–255	2500–1000 K
3	Tint	0–255	
4	Saturation	0–255	
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	

Mode RGBWW 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.
The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

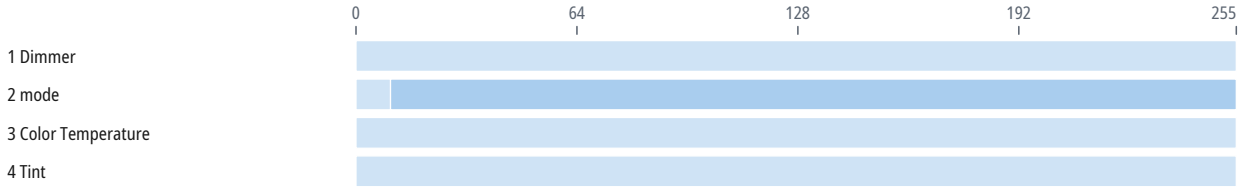


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Red	0–255	
3	Green	0–255	
4	Blue	0–255	
5	White	0–255	
6	cold	0–255	

Mode Changing CCT 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

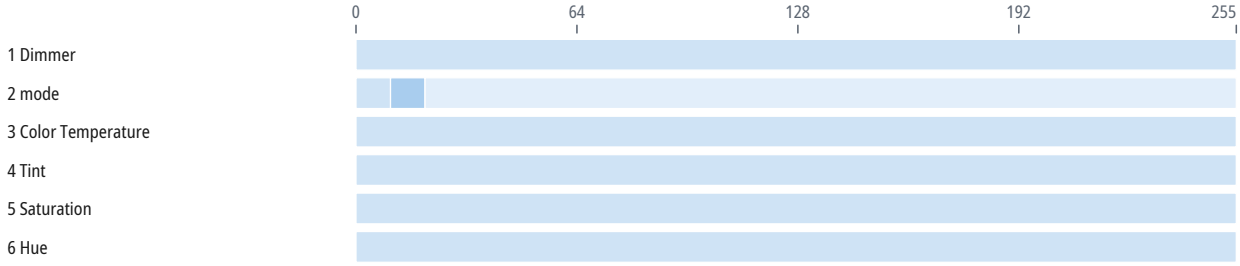


CH	Function	DMX	Description
1	Dimmer	0–255	
2	mode	0–9	Mode CCT
		10–255	Mode 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	

Mode Changing CCT HSI 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

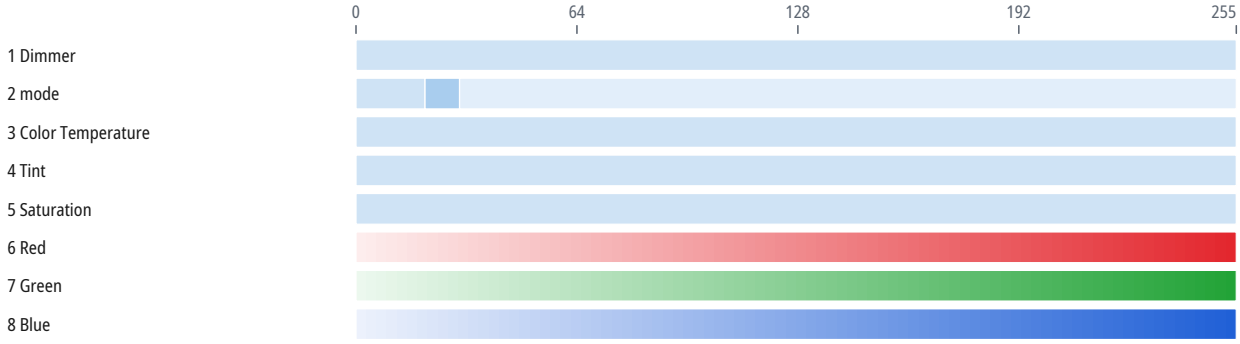


CH	Function	DMX	Description
1	Dimmer	0–255	
2	mode	0–9	Mode 1
		10–19	Mode CCT HSI
		20–255	Mode 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	
5	Saturation	0–255	
6	Hue	0–255	

Mode Changing CCT RGB 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0.

Channel functions at a glance

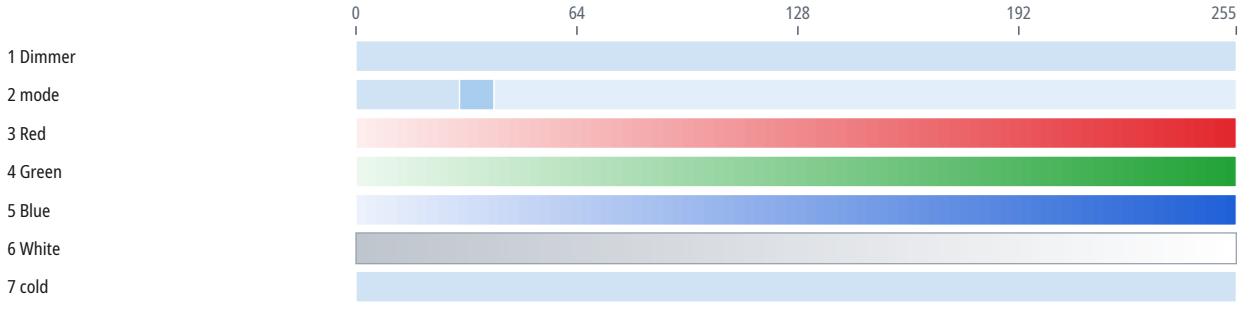


CH	Function	DMX	Description
1	Dimmer	0–255	
2	mode	0–19	Mode 1
		20–29	Mode CCT RGB
		30–255	Mode 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	
5	Saturation	0–255	
6	Red	0–255	
7	Green	0–255	
8	Blue	0–255	

Mode Changing RGBWW 8bits

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	mode	0–29	Mode 1
		30–39	Mode RGBWW
		40–255	Mode 1
3	Red	0–255	

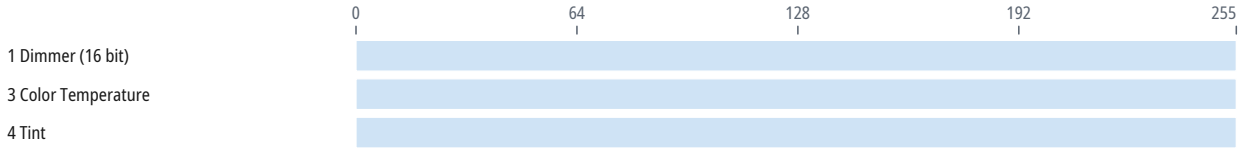
CH	Function	DMX	Description
4	Green	0–255	
5	Blue	0–255	
6	White	0–255	
7	cold	0–255	

Mode CCT 16bits

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 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



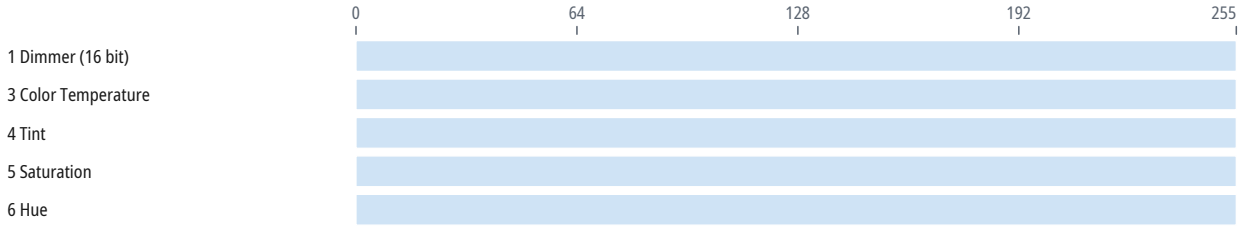
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	

Mode CCT HSI 16bits

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 Dimmer above 0.

Channel functions at a glance



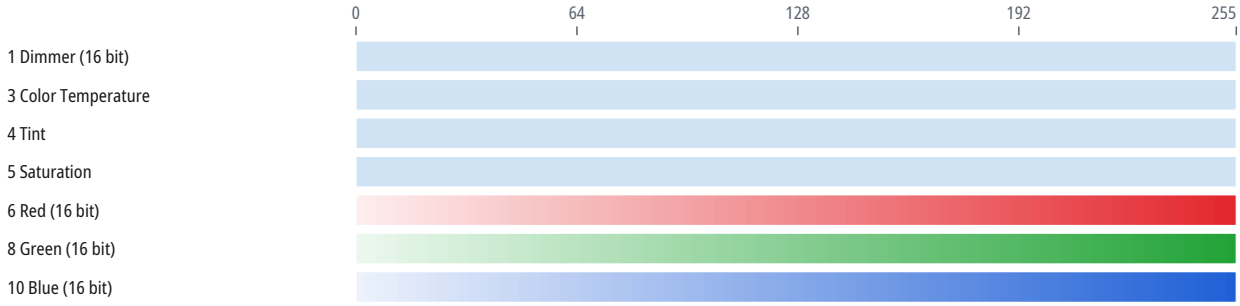
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	
5	Saturation	0–255	
6	Hue	0–255	

Mode CCT RGB 16bits

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 Dimmer above 0.

Channel functions at a glance



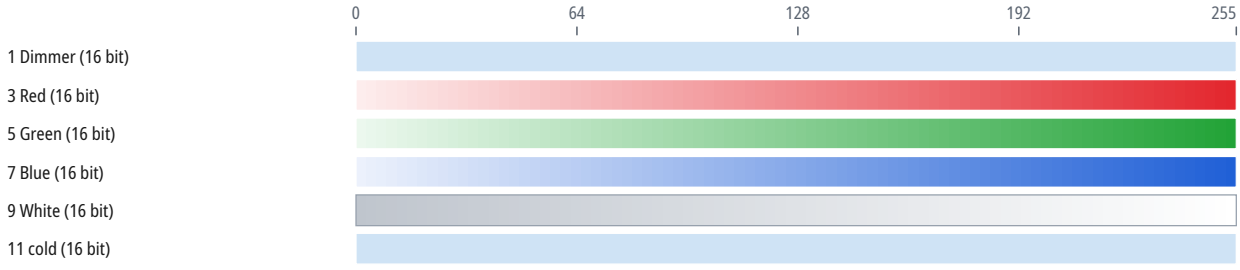
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–255	2500–1000 K
4	Tint	0–255	
5	Saturation	0–255	
6	Red	0–255	
7	Red Fine	0–255	Fine adjustment of CH 6
8	Green	0–255	
9	Green Fine	0–255	Fine adjustment of CH 8
10	Blue	0–255	
11	Blue Fine	0–255	Fine adjustment of CH 10

Mode RGBWW 16bits

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 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



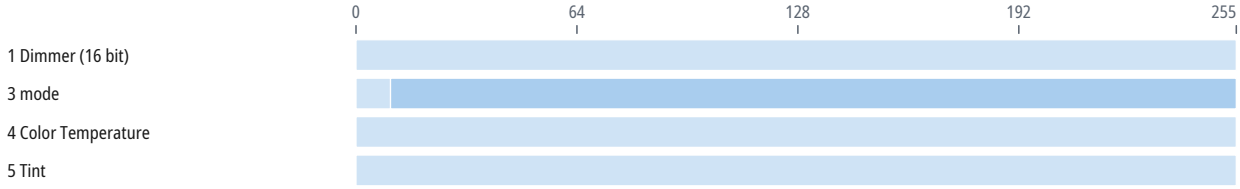
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White	0–255	
10	White Fine	0–255	Fine adjustment of CH 9
11	cold	0–255	
12	cold Fine	0–255	Fine adjustment of CH 11

Mode Changing CCT 16bits

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 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



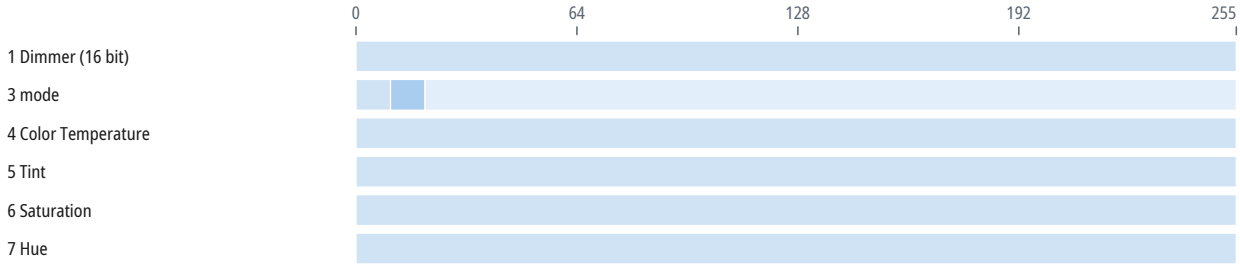
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	mode		Same as CH 2 in the mode “Changing CCT 8bits” (p. 10)
4	Color Temperature	0–255	2500–1000 K
5	Tint	0–255	

Mode Changing CCT HSI 16bits

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 Dimmer above 0.

Channel functions at a glance



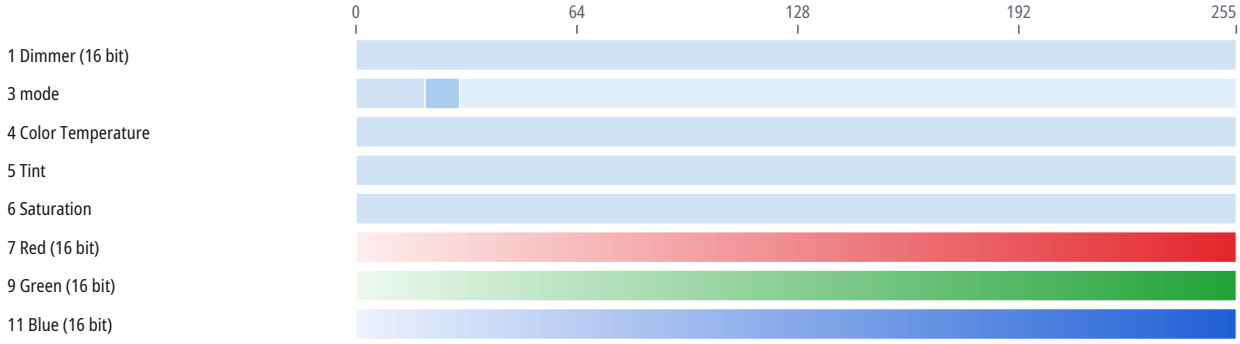
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	mode		Same as CH 2 in the mode “Changing CCT HSI 8bits” (p. 10)
4	Color Temperature	0–255	2500–1000 K
5	Tint	0–255	
6	Saturation	0–255	
7	Hue	0–255	

Mode Changing CCT RGB 16bits

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 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	mode		Same as CH 2 in the mode “Changing CCT RGB 8bits” (p. 11)
4	Color Temperature	0–255	2500–1000 K
5	Tint	0–255	
6	Saturation	0–255	
7	Red	0–255	

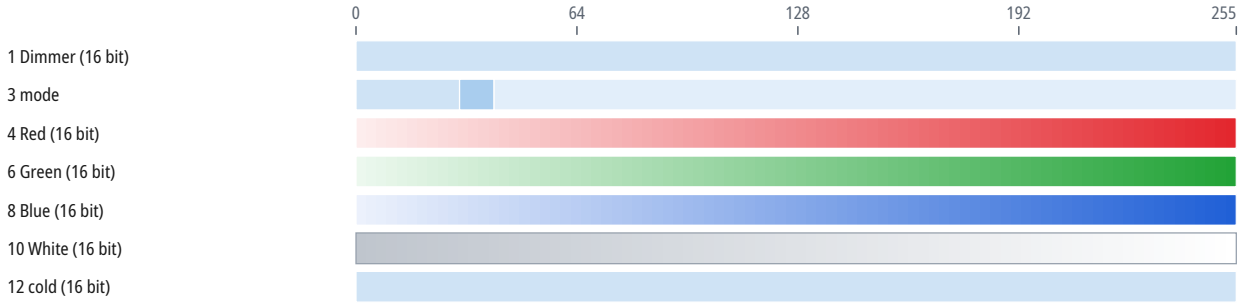
CH	Function	DMX	Description
8	Red Fine	0–255	Fine adjustment of CH 7
9	Green	0–255	
10	Green Fine	0–255	Fine adjustment of CH 9
11	Blue	0–255	
12	Blue Fine	0–255	Fine adjustment of CH 11

Mode Changing RGBWW 16bits

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 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	mode		Same as CH 2 in the mode “Changing RGBWW 8bits” (p. 11)
4	Red	0–255	
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	
9	Blue Fine	0–255	Fine adjustment of CH 8
10	White	0–255	
11	White Fine	0–255	Fine adjustment of CH 10
12	cold	0–255	
13	cold Fine	0–255	Fine adjustment of CH 12

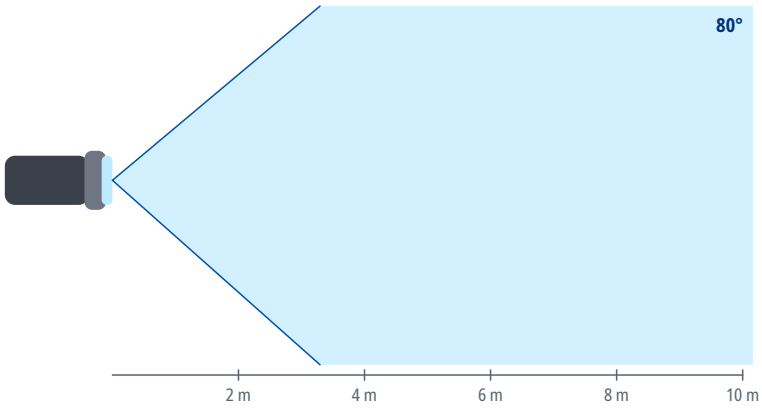
10 Technical specifications

Parameter	Value
Light source	LED
LED power	76 W
Luminous flux	1,080 lm
Color temperature	5,600 K
Color rendering index (CRI)	100
Beam angle	80°
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	1000–2500 K

Spot diameter



Distance	Ø 80°
2 m	3.4 m
4 m	6.7 m
6 m	10.1 m
8 m	13.4 m
10 m	16.8 m
15 m	25.2 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.