DMX REFERENCE

XM-WP430 BEAM IP

XM-LITE



Manufacturer	XM-LITE
GDTF file	XM-LITE_XM-WP430_BEAM_IP_146223.gdtf
GDTF revision	WP430 BEAM IP · 2026-06-10
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1 About this manual

This document describes the XM-WP430 BEAM IP by XM-LITE. It was compiled from the GDTF file XM-LITE_XM-WP430_BEAM_IP_146223.gdtf from the GDTF-Share library.

File revision: “WP430 BEAM IP”.

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 XM-LITE; 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
Power consumption	850 W
Weight	21 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 20 DMX	20	25	1, 21, 41, 61, ...
Mode 2 16 DMX	16	32	1, 17, 33, 49, ...

No light? Check these channels

- Mode 1 20 DMX: CH 2 Shutter at 104–107 or 208–212 or 252–255; CH 3 Dimmer above 0
- Mode 2 16 DMX: CH 2 Shutter at 104–107 or 208–212 or 252–255; CH 3 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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.

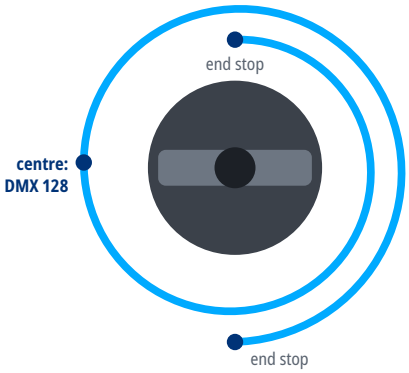
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Range of movement

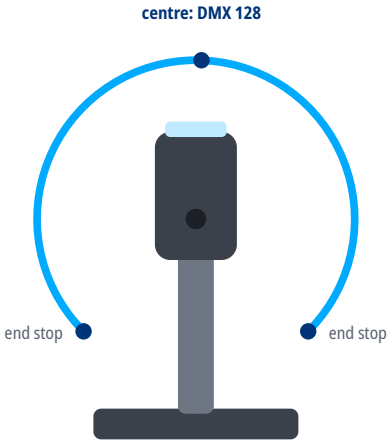
Pan 540°

top view



Tilt 270°

side view



5 Installation

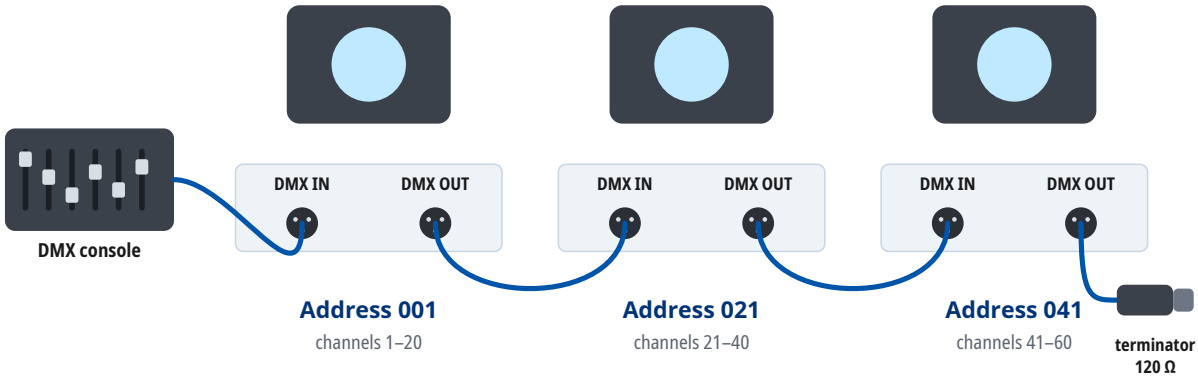
⚠ **WARNING**

- 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: 21 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 20 DMX: every unit occupies 20 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 20 DMX”: 20.
- 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 20 DMX”, you can use, for example, the start addresses 1, 21, 41, 61.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

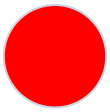
8 Functions at a glance

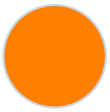
Functions in each DMX mode

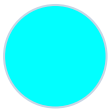
	Mode 1 20 DMX 20 channels	Mode 2 16 DMX 16 channels
Pan / Tilt	10, 12	10, 12
Dimmer	3	3
Shutter / strobe	2	2
Color wheel	1	1
Gobo wheel	4	4
Prism	5, 6	5, 6
Frost	8	8
Focus	9	9
Effects / macros	7	7

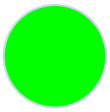
Color wheel

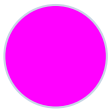
1
Color 1: Open
DMX 0–4

2 
Color 1
DMX 9–12

3 
Color 2
DMX 18–21

4 
Color 3
DMX 26–29

5 
Color 4
DMX 35–38

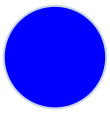
6 
Color 5
DMX 43–46

7 
Color 6
DMX 52–55

8
Color 7
DMX 60–63

9
Color 8
DMX 69–72

10 
Color 9
DMX 77–81

11 
Color 10
DMX 86–89

12
Color 11
DMX 94–98

13
Color 12
DMX 103–106

14
Color 13
DMX 111–115

15 
Color 14
DMX 120–123

Gobo wheel

1
Gobo 1: Open
DMX 0–3

2 
Gobo 1
DMX 4–7

3 
Gobo 2
DMX 8–11

4 
Gobo 3
DMX 12–15

5 
Gobo 4
DMX 16–19

6 
Gobo 5
DMX 20–23

7 
Gobo 6
DMX 24–27

8 
Gobo 7
DMX 28–31

9 
Gobo 8
DMX 32–35

10 
Gobo 9
DMX 36–39

11 
Gobo 10
DMX 40–43

12 
Gobo 11
DMX 44–47

13 
Gobo 12
DMX 48–51

14 
Gobo 13
DMX 52–55

15 
Gobo 14
DMX 56–72

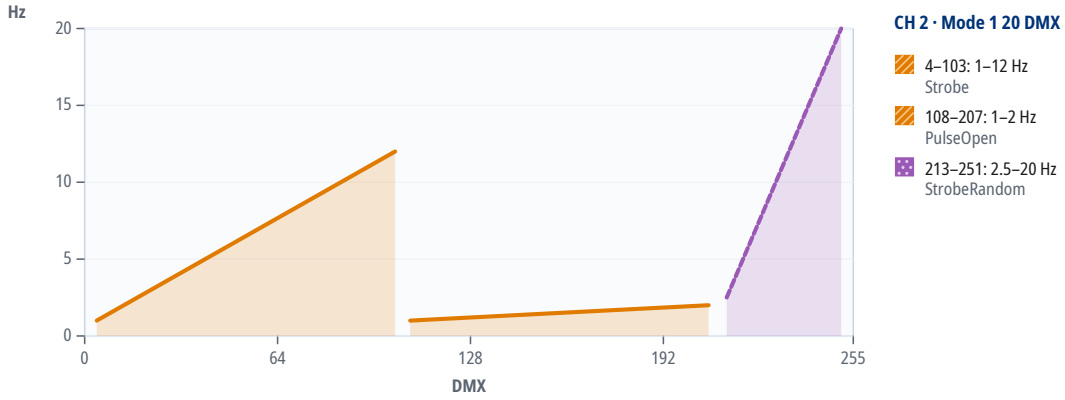
Prism

1
Open
DMX 0–127

2 
8 facets
Prism 1
DMX 128–190

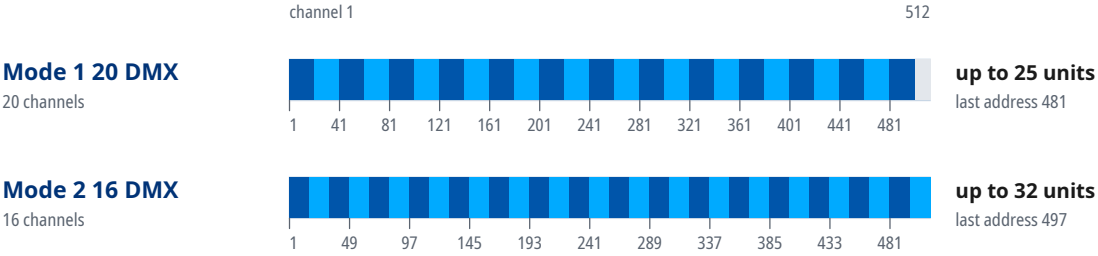
3 
48 facets
Prism 2
DMX 191–213

Strobe rate



9 DMX channels

Units in one DMX universe



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

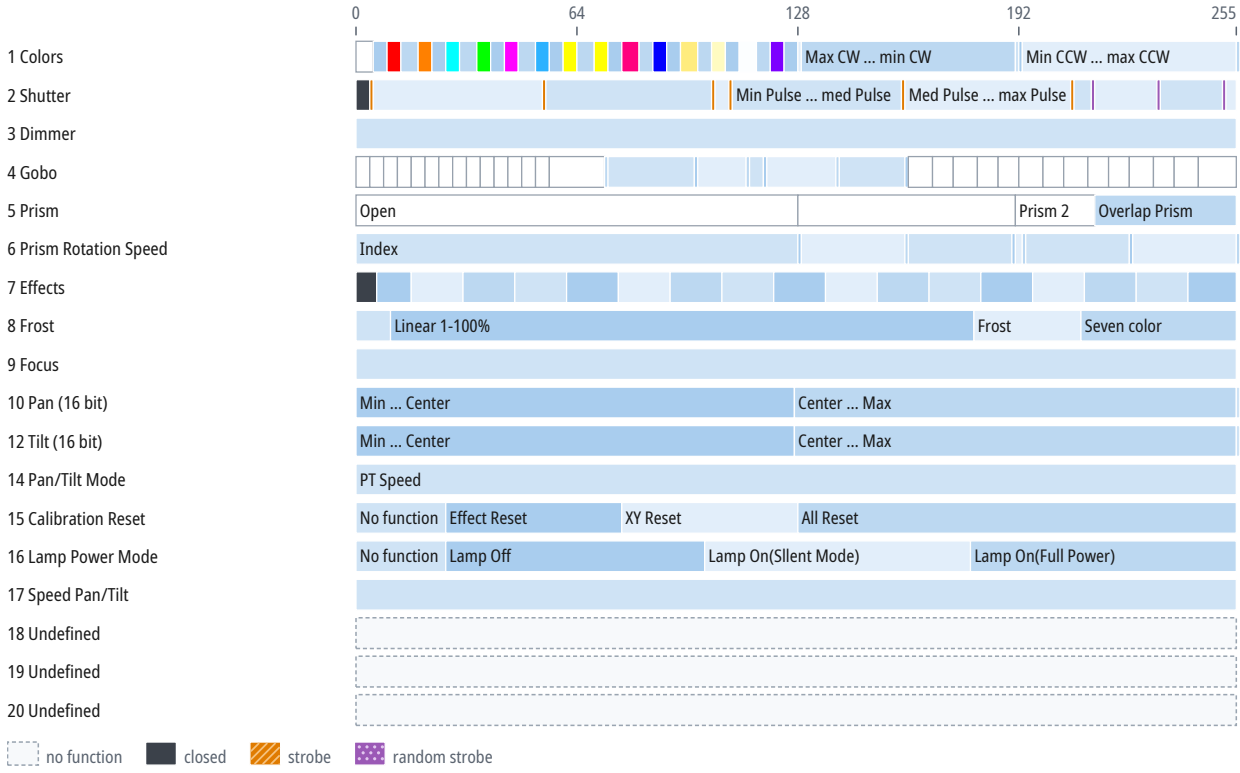
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	101	11	201	16	301
2	21	7	121	12	221	17	321
3	41	8	141	13	241	18	341
4	61	9	161	14	261	19	361
5	81	10	181	15	281	20	381

Mode 1 20 DMX

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 2 Shutter at 104–107 or 208–212 or 252–255; CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Colors 0, CH 2 Shutter 255, CH 3 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Colors	0–4	Color 1: Open
		5–8	Open ... Color 1
		9–12	Color 1
		13–17	Color 1 ... Color 2
		18–21	Color 2
		22–25	Color 2 ... Color 3
		26–29	Color 3
		30–34	Color 3 ... Color 4
		35–38	Color 4
		39–42	Color 4 ... Color 5
		43–46	Color 5
		47–51	Color 5 ... Color 6
		52–55	Color 6
		56–59	Color 6 ... Color 7
		60–63	Color 7
		64–68	Color 7 ... Color 8

CH	Function	DMX	Description
1	Colors (continued)	69–72	Color 8
		73–76	Color 8 ... Color 9
		77–81	Color 9
		82–85	Color 9 ... Color 10
		86–89	Color 10
		90–93	Color 10 ... Color 11
		94–98	Color 11
		99–102	Color 11 ... Color 12
		103–106	Color 12
		107–110	Color 12 ... Color 13
		111–115	Color 13
		116–119	Color 13 ... Color 14
		120–123	Color 14
		124–127	Color 1 1
		128	Max CW
		129–190	Max CW ... min CW
		191	Min CW
		192	Min CCW
		193–254	Min CCW ... max CCW
		255	Max CCW
2	Shutter	0–3	Closed
		4	Min Strobe
		5–53	Min Strobe ... med Strobe
		54	Med Strobe
		55–102	Med Strobe ... max Strobe
		103	Max Strobe
		104–107	Open 1
		108	Min Pulse
		109–157	Min Pulse ... med Pulse
		158	Med Pulse
		159–206	Med Pulse ... max Pulse
		207	Max Pulse
		208–212	Open 2
		213	Min Rnd
		214–231	Min Rnd ... med Rnd
		232	Med Rnd
		233–250	Med Rnd ... max Rnd
		251	Max Rnd
		252–255	Open 3
3	Dimmer	0–255	
4	Gobo	0–3	Gobo 1: Open
		4–7	Gobo 1

CH	Function	DMX	Description
4	Gobo (continued)	8–11	Gobo 2
		12–15	Gobo 3
		16–19	Gobo 4
		20–23	Gobo 5
		24–27	Gobo 6
		28–31	Gobo 7
		32–35	Gobo 8
		36–39	Gobo 9
		40–43	Gobo 10
		44–47	Gobo 11
		48–51	Gobo 12
		52–55	Gobo 13
		56–71	Gobo 14
		72	Max CW
		73–97	Max CW ... med CW
		98	Med CW
		99–112	Med CW ... min CW
		113	Min CW
		114–117	Stop
		118	Min CCW
		119–138	Min CCW ... med CCW
		139	Med CCW
		140–158	Med CCW ... max CCW
		159	Max CCW
		160–166	Gobo 1 Shake
		167–172	Gobo 2 Shake
		173–179	Gobo 3 Shake
		180–185	Gobo 4 Shake
		186–191	Gobo 5 Shake
		192–198	Gobo 6 Shake
		199–204	Gobo 7 Shake
		205–211	Gobo 8 Shake
		212–217	Gobo 9 Shake
		218–223	Gobo 10 Shake
		224–230	Gobo 11 Shake
		231–236	Gobo 12 Shake
		237–243	Gobo 13 Shake
		244–255	Gobo 14 Shake
5	Prism	0–127	Open
		128–190	Prism 1
		191–213	Prism 2
		214–255	Overlap Prism

CH	Function	DMX	Description
6	Prism Rotation Speed	0–127	Index (360°)
		128	Max CCW
		129–158	Max CCW ... med CCW
		159	Med CCW
		160–189	Med CCW ... min CCW
		190	Min CCW
		191–192	Stop
		193	Min CW
		194–223	Min CW ... med CW
		224	Med CW
		225–254	Med CW ... max CW
		255	Max CW
7	Effects	0–5	Closed
		6–15	Effect 1
		16–30	Effect 2
		31–45	Effect 3
		46–60	Effect 4
		61–75	Effect 5
		76–90	Effect 6
		91–105	Effect 7
		106–120	Effect 8
		121–135	Effect 9
		136–150	Effect 10
		151–165	Effect 11
		166–180	Effect 12
		181–195	Effect 13
		196–210	Effect 14
		211–225	Effect 15
		226–240	Effect 16
		241–255	Effect 17
8	Frost	0–9	No function
		10–178	Linear 1-100%
		179–209	Frost
		210–255	Seven color
9	Focus	0–255	
10	Pan	0–127	Min ... Center
		127–255	Center ... Max
		255	Max
11	Pan Fine	0–255	Fine adjustment of CH 10
12	Tilt	0–127	Min ... Center
		127–255	Center ... Max
		255	Max

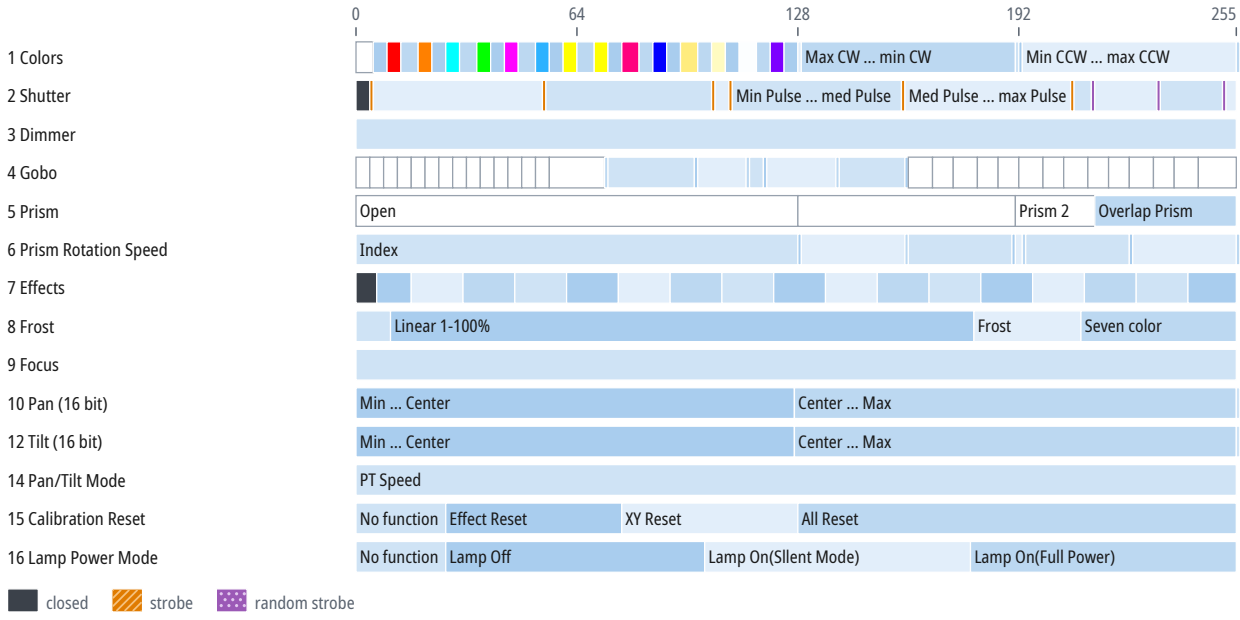
CH	Function	DMX	Description
13	Tilt Fine	0–255	Fine adjustment of CH 12
14	Pan/Tilt Mode		PT Speed
		0–255	PT Speed
15	Calibration Reset	0–25	No function
		26–76	Effect Reset
		77–127	XY Reset
		128–255	All Reset
16	Lamp Power Mode	0–25	No function
		26–100	Lamp Off
		101–177	Lamp On(Sllent Mode)
		178–255	Lamp On(Full Power)
17	Speed Pan/Tilt	0–255	
18	Undefined	0–255	
19	Undefined	0–255	
20	Undefined	0–255	

Mode 2 16 DMX

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 2 Shutter at 104–107 or 208–212 or 252–255; CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Colors 0, CH 2 Shutter 255, CH 3 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Colors		Same as CH 1 in the mode “Mode 1 20 DMX” (p. 10)
2	Shutter		Same as CH 2 in the mode “Mode 1 20 DMX” (p. 11)
3	Dimmer	0–255	
4	Gobo		Same as CH 4 in the mode “Mode 1 20 DMX” (p. 11)

CH	Function	DMX	Description
5	Prism		Same as CH 5 in the mode “Mode 1 20 DMX” (p. 12)
6	Prism Rotation Speed		Same as CH 6 in the mode “Mode 1 20 DMX” (p. 13)
7	Effects		Same as CH 7 in the mode “Mode 1 20 DMX” (p. 13)
8	Frost		Same as CH 8 in the mode “Mode 1 20 DMX” (p. 13)
9	Focus	0–255	
10	Pan		Same as CH 10 in the mode “Mode 1 20 DMX” (p. 13)
11	Pan Fine	0–255	Fine adjustment of CH 10
12	Tilt		Same as CH 12 in the mode “Mode 1 20 DMX” (p. 13)
13	Tilt Fine	0–255	Fine adjustment of CH 12
14	Pan/Tilt Mode		Same as CH 14 in the mode “Mode 1 20 DMX” (p. 14)
15	Calibration Reset		Same as CH 15 in the mode “Mode 1 20 DMX” (p. 14)
16	Lamp Power Mode		Same as CH 16 in the mode “Mode 1 20 DMX” (p. 14)

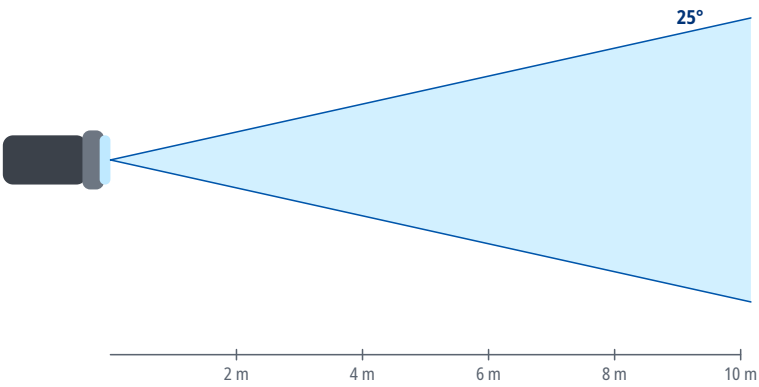
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	21 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–12 Hz
Color wheel rotation	up to 120 °/s (20 rpm)
Gobo wheel rotation	up to 120 °/s (20 rpm)
Prism rotation	up to 360 °/s (60 rpm)

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.

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.

Problem	Remedy
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.