DMX REFERENCE

MATRIX LED 1630

flashPRO



Manufacturer	flashPRO
GDTF file	flashPRO_MATRIX_LED_1630_69662.gdtf
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1 About this manual

This document describes the MATRIX LED 1630 by flashPRO. It was compiled from the GDTF file flashPRO_MATRIX_LED_1630_69662.gdtf from the GDTF-Share library.

File revision: “flashPRO_v1”.

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 flashPRO; 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	160 W
Weight	5.2 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Classic-6	6	85	1, 7, 13, 19, ...
Classic-8	8	64	1, 9, 17, 25, ...
M-Control-10	10	51	1, 11, 21, 31, ...
Pro-6	6	85	1, 7, 13, 19, ...
Pro-7	7	73	1, 8, 15, 22, ...
RGB	3	170	1, 4, 7, 10, ...
RGBW	4	128	1, 5, 9, 13, ...
RGB 16bit	6	85	1, 7, 13, 19, ...
RGBW 16bit	8	64	1, 9, 17, 25, ...
Flash A-DMX	8	64	1, 9, 17, 25, ...
Classic-18	18	28	1, 19, 37, 55, ...
4xClassic-6	24	21	1, 25, 49, 73, ...
M-Control-22	22	23	1, 23, 45, 67, ...
M-Control-28	28	18	1, 29, 57, 85, ...
Pro-19	19	26	1, 20, 39, 58, ...
Pro-28	28	18	1, 29, 57, 85, ...
4xRGB	12	42	1, 13, 25, 37, ...
4xRGBW	16	32	1, 17, 33, 49, ...
4xRGB 16bit	24	21	1, 25, 49, 73, ...
4xRGBW 16bit	32	16	1, 33, 65, 97, ...
4xFlash A-DMX	32	16	1, 33, 65, 97, ...
Classic-66	66	7	1, 67, 133, 199, ...
16xClassic-6	96	5	1, 97, 193, 289, ...
M-Control-70	70	7	1, 71, 141, 211, ...
M-Control-100	100	5	1, 101, 201, 301, ...
Pro-67	67	7	1, 68, 135, 202, ...
16xRGB	48	10	1, 49, 97, 145, ...
16xRGBW	64	8	1, 65, 129, 193, ...
16xRGB 16bit	96	5	1, 97, 193, 289, ...
16xRGBW 16bit	128	4	1, 129, 257, 385


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: 100–245 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.

4 Product description

Description in the GDTF file

“MATRIX LED 1630 P7200004 Flash Professional - a new line of high-quality lighting lamps of Polish production. A common source makes it extremely easy to work with devices from the entire series.”

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: 5.2 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.

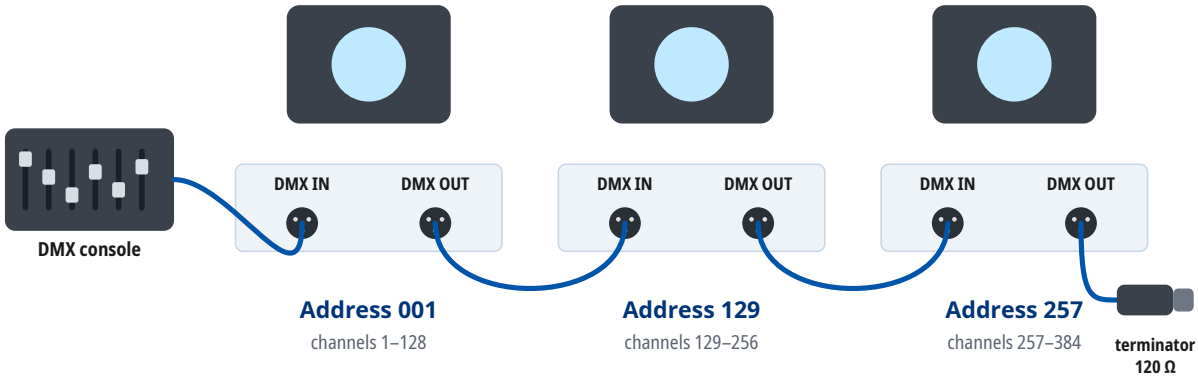
6 Connections

- 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 16xRGBW 16bit: every unit occupies 128 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 “16xRGBW 16bit”: 128.
- 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 “16xRGBW 16bit”, you can use, for example, the start addresses 1, 129, 257, 385.
- 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

	Classic-6 6 channels	Classic-8 8 channels	M-Control-10 10 channels	Pro-6 6 channels	Pro-7 7 channels	RGB 3 channels	RGBW 4 channels	RGB 16bit 6 channels
Dimmer	1	1	1	5	5	✓	✓	✓
Dimmer resolution	8 bit	8 bit	8 bit	8 bit	16 bit			
Shutter / strobe	2	2	2	6	7			
Color mixing	3–6	3–6 *	3–6 *	1–4	1–4	1–3	1–4	1, 3, 5
Color wheel		7	7					
Effects / macros		7, 8	7–10					

* The function works only when another channel switches it on; see the DMX table.

Color wheel

1 Color: Open
DMX 0–5

2 Red
DMX 6–10

3 Green
DMX 11–15

4 Blue
DMX 16–20

5 Cyan
DMX 21–25

6 Magenta
DMX 26–30

7 Yellow
DMX 31–35

8 Light red
DMX 36–40

9 Light green
DMX 41–45

10 Light blue
DMX 46–50

11 Orange
DMX 51–55

12 Mint
DMX 56–60

13 Sky blue
DMX 61–65

14 Light cyan
DMX 66–70

15 Light magenta
DMX 71–75

16 Light yellow
DMX 76–80

17 White
DMX 81–85

18 9000K
DMX 86–90

19 6500K
DMX 91–95

20 5600K
DMX 96–100

21 5000K
DMX 101–105

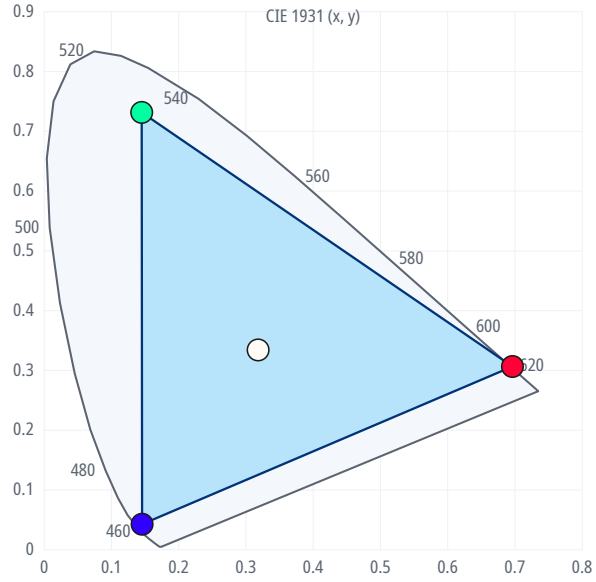
22 4500K
DMX 106–110

23 3200K
DMX 111–115

24 2500K
DMX 116–120

25 2200K
DMX 121–126

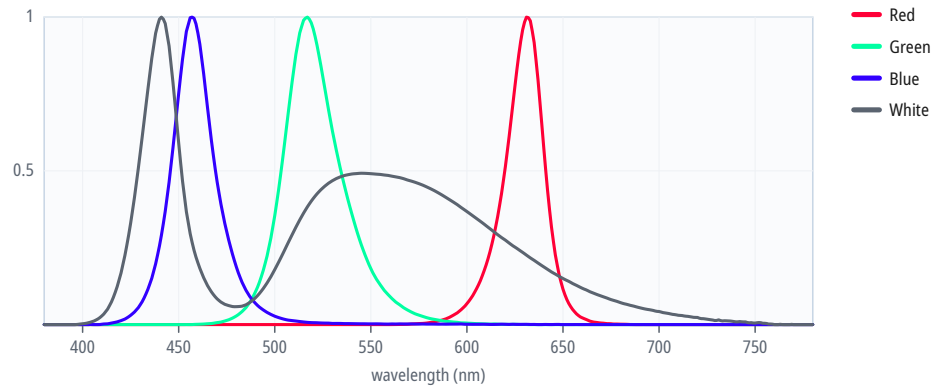
LED colors and the colors they mix



LED	x	y	nm
Red	0.696	0.307	631
Green	0.145	0.732	517
Blue	0.146	0.043	456
White	0.318	0.334	

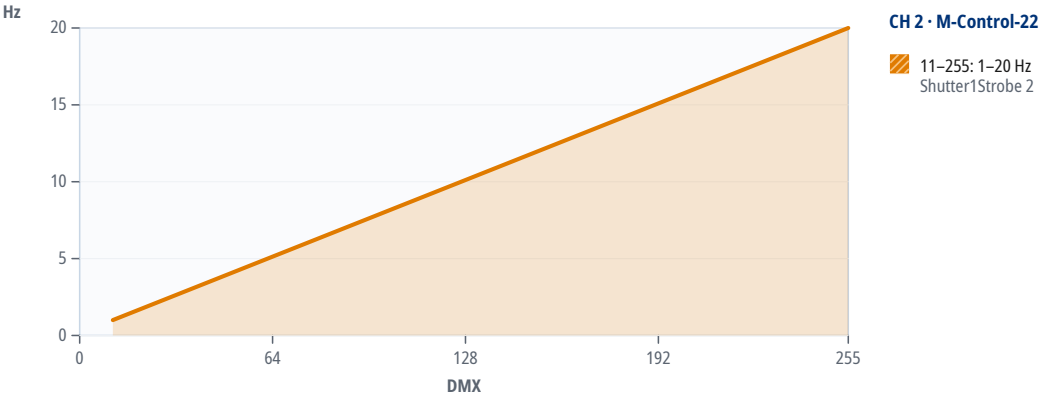
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources

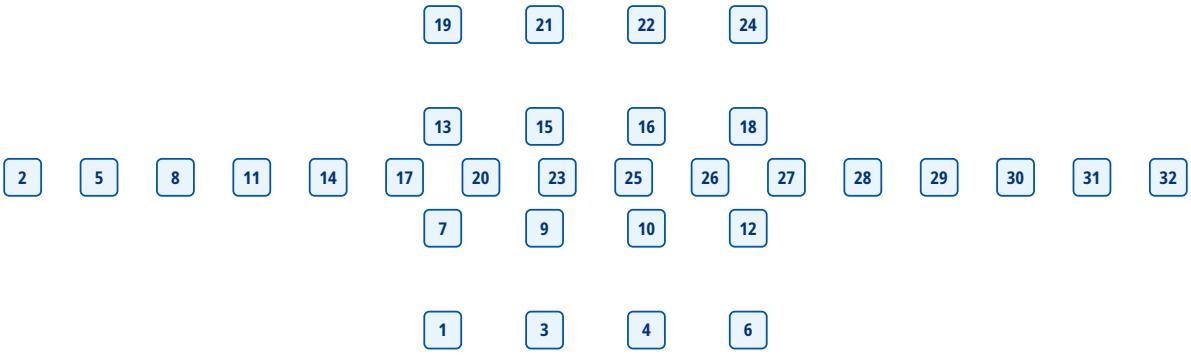


Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



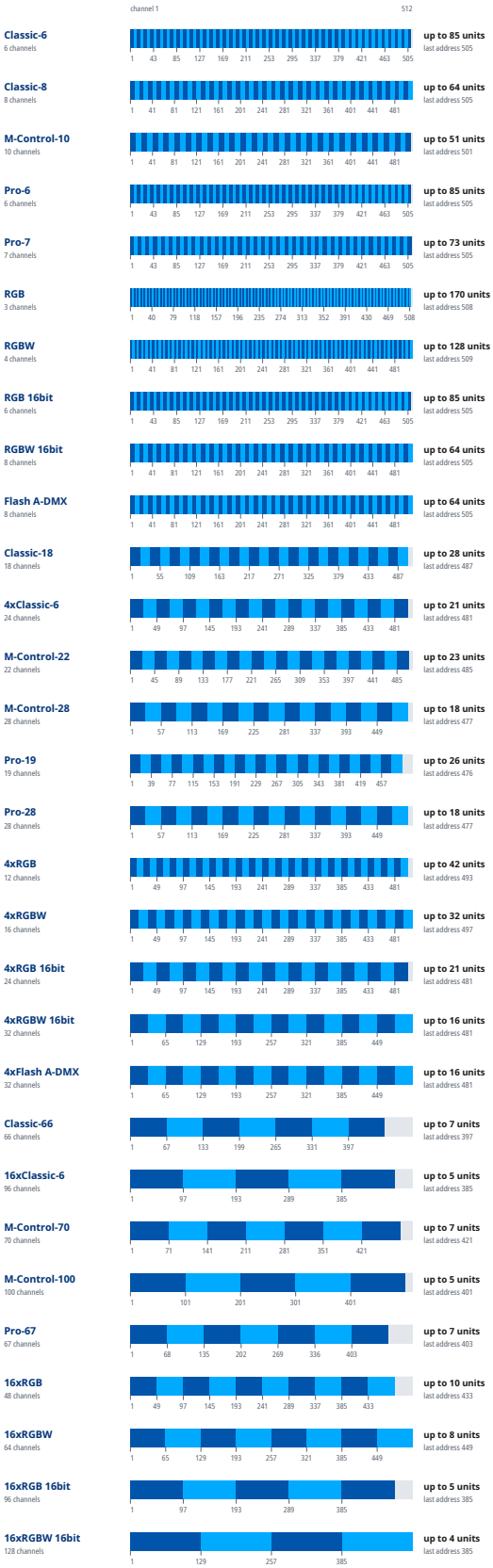
Cells (pixels)



Cells where the GDTF file places them (seen from above), 32 in all; numbered in the order of their first DMX channel in the mode “M-Control-22”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16xRGBW 16bit”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 129	11	U3 · 257	16	U4 · 385
2	129	7	U2 · 257	12	U3 · 385	17	U5 · 1
3	257	8	U2 · 385	13	U4 · 1	18	U5 · 129
4	385	9	U3 · 1	14	U4 · 129	19	U5 · 257
5	U2 · 1	10	U3 · 129	15	U4 · 257	20	U5 · 385

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 Classic-6

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 White 0.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter	0–10	Open
		11	Min strobe
		12–254	Min strobe ... Max strobe
		255	Max strobe
3	Red	0	Min
		1–254	Min ... Max
		255	Max
4	Green	0	Min
		1–254	Min ... Max
		255	Max
5	Blue	0	Min
		1–254	Min ... Max
		255	Max
6	White	0	Min
		1–254	Min ... Max
		255	Max

Mode Classic-8

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 White 0, CH 7 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red		When CH 7 is 0–5:

CH	Function	DMX	Description
3	Red (continued)	0	Min
		1–254	Min ... Max
		255	Max
4	Green		When CH 7 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Blue		When CH 7 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
6	White		When CH 7 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
7	Color Macro	0–5	Color: Open
		6–10	Red
		11–15	Green
		16–20	Blue
		21–25	Cyan
		26–30	Magenta
		31–35	Yellow
		36–40	Light red
		41–45	Light green
		46–50	Light blue
		51–55	Orange
		56–60	Mint
		61–65	Sky blue
		66–70	Light cyan
		71–75	Light magenta
		76–80	Light yellow
		81–85	White
		86–90	9000K
		91–95	6500K
		96–100	5600K
		101–105	5000K
		106–110	4500K
		111–115	3200K
		116–120	2500K
		121–125	2200K
		126–130	Macro 1: change R-G-B
		131–135	Macro 2: change R-G-B-C-M-Y-W

CH	Function	DMX	Description
7	Color Macro (continued)	136–140	Macro 3: change R-G-B-C-M-Y
		141–145	Macro 4: change R-M-B-C-G-Y
		146–150	Macro 5: fade R-G-B
		151–155	Macro 6: fade R-G-B-C-M-Y-W
		156–160	Macro 7: fade R-G-B-C-M-Y
		161–165	Macro 8: fade R-M-B-C-G-Y
		166–170	Macro 9: fade R-OR-Y
		171–175	Macro 10: fade R-V-B-M
		176–180	Macro 11: fade G-C-B-V
		181–185	Multi-section macro 1: chaser forward
		186–190	Multi-section macro 2: chaser backward
		191–195	Multi-section macro 3: chaser smooth forward
		196–200	Multi-section macro 4: chaser smooth backward
		201–205	Multi-section macro 5: 21/12
		206–210	Multi-section macro 6: 21/12 smooth
		211–215	Multi-section macro 7: in-out forward
		216–220	Multi-section macro 8: in-out backward
		221–225	Multi-section macro 9: in-out smooth forward
		226–230	Multi-section macro 10: in-out smooth bacward
		231–235	Multi-section macro 11: rainbow
		236–240	Sound control 1
		241–245	Sound control 2
		246–250	Sound control 3
		251–255	Sound control 4
8	Color Macro Speed		When CH 7 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
			When CH 7 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 7 is 236–255:
		0–255	

Mode M-Control-10

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 White 0, CH 7 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red		Same as CH 3 in the mode “Classic-8” (p. 10)
4	Green		Same as CH 4 in the mode “Classic-8” (p. 11)
5	Blue		Same as CH 5 in the mode “Classic-8” (p. 11)
6	White		Same as CH 6 in the mode “Classic-8” (p. 11)
7	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)
8	Color Macro Speed		When CH 7 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 7 is 236–255:
		0–255	
			When CH 7 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
9	Background Macro Color	0–5	Open
		6–10	Red
		11–15	Green
		16–20	Blue
		21–25	Cyan
		26–30	Magenta
		31–35	Yellow
		36–40	Light red
		41–45	Light green
		46–50	Light blue
		51–55	Orange
		56–60	Mint
		61–65	Sky blue
		66–70	Light cyan
		71–75	Light magenta
		76–80	Light yellow
		81–85	White
		86–90	9000K

CH	Function	DMX	Description
9	Background Macro Color (continued)	91–95	6500K
		96–100	5600K
		101–105	5000K
		106–110	4500K
		111–115	3200K
		116–120	2500K
		121–125	2200K
		126–255	Background_Macro Color 1
10	Background Macro Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode Pro-6

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0; CH 6 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 0, CH 5 Dimmer 255, CH 6 Shutter 0.

CH	Function	DMX	Description
1	Red		Same as CH 3 in the mode “Classic-6” (p. 10)
2	Green		Same as CH 4 in the mode “Classic-6” (p. 10)
3	Blue		Same as CH 5 in the mode “Classic-6” (p. 10)
4	White		Same as CH 6 in the mode “Classic-6” (p. 10)
5	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
6	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)

Mode Pro-7

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 5 Dimmer above 0; CH 7 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 0, CH 5 Dimmer 255, CH 7 Shutter 0.

CH	Function	DMX	Description
1	Red		Same as CH 3 in the mode “Classic-6” (p. 10)
2	Green		Same as CH 4 in the mode “Classic-6” (p. 10)
3	Blue		Same as CH 5 in the mode “Classic-6” (p. 10)
4	White		Same as CH 6 in the mode “Classic-6” (p. 10)
5	Dimmer	0–255	Closed ... Open
		255	Open
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)

Mode RGB

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

CH	Function	DMX	Description
1	Red		Same as CH 3 in the mode “Classic-6” (p. 10)
2	Green		Same as CH 4 in the mode “Classic-6” (p. 10)
3	Blue		Same as CH 5 in the mode “Classic-6” (p. 10)

Mode RGBW

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 0.

CH	Function	DMX	Description
1	Red		Same as CH 3 in the mode “Classic-6” (p. 10)
2	Green		Same as CH 4 in the mode “Classic-6” (p. 10)
3	Blue		Same as CH 5 in the mode “Classic-6” (p. 10)
4	White		Same as CH 6 in the mode “Classic-6” (p. 10)

Mode RGB 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255.

CH	Function	DMX	Description
1	Red	0–255	Min ... Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min ... Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min ... Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5

Mode RGBW 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 White 0.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “RGB 16bit” (p. 15)
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		Same as CH 3 in the mode “RGB 16bit” (p. 15)
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		Same as CH 5 in the mode “RGB 16bit” (p. 15)
6	Blue Fine	0–255	Fine adjustment of CH 5

CH	Function	DMX	Description
7	White	0–255	Min ... Max
		255	Max
8	White Fine	0–255	Fine adjustment of CH 7

Mode Flash A-DMX

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0; CH 7 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 0, CH 5 Dimmer 255, CH 7 Shutter 0, CH 8 Color Macro 0.

CH	Function	DMX	Description
1	Red		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
2	Green		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	White		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
7	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
8	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)

Mode Classic-18

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 White 1 0, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 0, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 White 3 0, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 White 4 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red 1	0	Min
		1–254	Min ... Max
		255	Max
4	Green 1	0	Min

CH	Function	DMX	Description
4	Green 1 (continued)	1–254	Min … Max
		255	Max
5	Blue 1	0	Min
		1–254	Min … Max
		255	Max
6	White 1	0	Min
		1–254	Min … Max
		255	Max
7	Red 2	0	Min
		1–254	Min … Max
		255	Max
8	Green 2	0	Min
		1–254	Min … Max
		255	Max
9	Blue 2	0	Min
		1–254	Min … Max
		255	Max
10	White 2	0	Min
		1–254	Min … Max
		255	Max
11	Red 3	0	Min
		1–254	Min … Max
		255	Max
12	Green 3	0	Min
		1–254	Min … Max
		255	Max
13	Blue 3	0	Min
		1–254	Min … Max
		255	Max
14	White 3	0	Min
		1–254	Min … Max
		255	Max
15	Red 4	0	Min
		1–254	Min … Max
		255	Max
16	Green 4	0	Min
		1–254	Min … Max
		255	Max
17	Blue 4	0	Min
		1–254	Min … Max
		255	Max

CH	Function	DMX	Description
18	White 4	0	Min
		1–254	Min … Max
		255	Max

Mode 4xClassic-6

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–10 “Open”; CH 7 Dimmer 2 above 0; CH 8 Shutter 2 at 0–10 “Open”; CH 13 Dimmer 3 above 0; CH 14 Shutter 3 at 0–10 “Open”; CH 19 Dimmer 4 above 0; CH 20 Shutter 4 at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 White 1 0, CH 7 Dimmer 2 255, CH 8 Shutter 2 0, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 White 2 0, CH 13 Dimmer 3 255, CH 14 Shutter 3 0, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 White 3 0, CH 19 Dimmer 4 255, CH 20 Shutter 4 0, CH 21 Red 4 255, CH 22 Green 4 255, CH 23 Blue 4 255, CH 24 White 4 0.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed … Open
		255	Open
2	Shutter 1	0–10	Open
		11	Min strobe
		12–254	Min strobe … Max strobe
		255	Max strobe
3	Red 1		Same as CH 3 in the mode “Classic-18” (p. 16)
4	Green 1		Same as CH 4 in the mode “Classic-18” (p. 16)
5	Blue 1		Same as CH 5 in the mode “Classic-18” (p. 17)
6	White 1		Same as CH 6 in the mode “Classic-18” (p. 17)
7	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
8	Shutter 2	0–10	Open
		11	Min strobe
		12–254	Min strobe … Max strobe
		255	Max strobe
9	Red 2		Same as CH 7 in the mode “Classic-18” (p. 17)
10	Green 2		Same as CH 8 in the mode “Classic-18” (p. 17)
11	Blue 2		Same as CH 9 in the mode “Classic-18” (p. 17)
12	White 2		Same as CH 10 in the mode “Classic-18” (p. 17)
13	Dimmer 3	0	Closed
		1–254	Closed … Open
		255	Open
14	Shutter 3	0–10	Open
		11	Min strobe
		12–254	Min strobe … Max strobe

CH	Function	DMX	Description
14	Shutter 3 (continued)	255	Max strobe
15	Red 3		Same as CH 11 in the mode “Classic-18” (p. 17)
16	Green 3		Same as CH 12 in the mode “Classic-18” (p. 17)
17	Blue 3		Same as CH 13 in the mode “Classic-18” (p. 17)
18	White 3		Same as CH 14 in the mode “Classic-18” (p. 17)
19	Dimmer 4	0	Closed
		1–254	Closed ... Open
		255	Open
20	Shutter 4	0–10	Open
		11	Min strobe
		12–254	Min strobe ... Max strobe
		255	Max strobe
21	Red 4		Same as CH 15 in the mode “Classic-18” (p. 17)
22	Green 4		Same as CH 16 in the mode “Classic-18” (p. 17)
23	Blue 4		Same as CH 17 in the mode “Classic-18” (p. 17)
24	White 4		Same as CH 18 in the mode “Classic-18” (p. 18)

Mode M-Control-22

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 White 1 0, CH 7 Red 2 255, CH 8 Green 2 255, CH 9 Blue 2 255, CH 10 White 2 0, CH 11 Red 3 255, CH 12 Green 3 255, CH 13 Blue 3 255, CH 14 White 3 0, CH 15 Red 4 255, CH 16 Green 4 255, CH 17 Blue 4 255, CH 18 White 4 0, CH 19 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red 1		When CH 19 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	Green 1		When CH 19 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1		When CH 19 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
6	White 1		When CH 19 is 0–5:
		0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
6	White 1 (continued)	255	Max
7	Red 2		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
8	Green 2		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
9	Blue 2		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
10	White 2		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
11	Red 3		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
12	Green 3		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
13	Blue 3		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
14	White 3		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
15	Red 4		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
16	Green 4		When CH 19 is 0–5:
		0	Min
		1–254	Min … Max
		255	Max
17	Blue 4		When CH 19 is 0–5:

CH	Function	DMX	Description
17	Blue 4 (continued)	0	Min
		1–254	Min ... Max
		255	Max
18	White 4		When CH 19 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
19	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)
20	Color Macro Speed		When CH 19 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
			When CH 19 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 19 is 236–255:
		0–255	
21	Background Macro Color		Same as CH 9 in the mode “M-Control-10” (p. 13)
22	Background Macro Dimmer		Same as CH 10 in the mode “M-Control-10” (p. 14)

Mode M-Control-28

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Shutter 1 at 0–10 “Open”; CH 7 Dimmer 2 above 0; CH 8 Shutter 2 at 0–10 “Open”; CH 13 Dimmer 3 above 0; CH 14 Shutter 3 at 0–10 “Open”; CH 19 Dimmer 4 above 0; CH 20 Shutter 4 at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Shutter 1 0, CH 3 Red 1 255, CH 4 Green 1 255, CH 5 Blue 1 255, CH 6 White 1 0, CH 7 Dimmer 2 255, CH 8 Shutter 2 0, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 White 2 0, CH 13 Dimmer 3 255, CH 14 Shutter 3 0, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 White 3 0, CH 19 Dimmer 4 255, CH 20 Shutter 4 0, CH 21 Red 4 255, CH 22 Green 4 255, CH 23 Blue 4 255, CH 24 White 4 0, CH 25 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “4xClassic-6” (p. 18)
2	Shutter 1		Same as CH 2 in the mode “4xClassic-6” (p. 18)
3	Red 1		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	Green 1		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1		When CH 25 is 0–5:

CH	Function	DMX	Description
5	Blue 1 (continued)	0	Min
		1–254	Min ... Max
		255	Max
6	White 1		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
7	Dimmer 2		Same as CH 7 in the mode “4xClassic-6” (p. 18)
8	Shutter 2		Same as CH 8 in the mode “4xClassic-6” (p. 18)
9	Red 2		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
10	Green 2		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
11	Blue 2		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
12	White 2		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
13	Dimmer 3		Same as CH 13 in the mode “4xClassic-6” (p. 18)
14	Shutter 3		Same as CH 14 in the mode “4xClassic-6” (p. 18)
15	Red 3		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
16	Green 3		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
17	Blue 3		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
18	White 3		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
18	White 3 (continued)	255	Max
19	Dimmer 4		Same as CH 19 in the mode “4xClassic-6” (p. 19)
20	Shutter 4		Same as CH 20 in the mode “4xClassic-6” (p. 19)
21	Red 4		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
22	Green 4		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
23	Blue 4		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
24	White 4		When CH 25 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
25	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)
26	Color Macro Speed		When CH 25 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
			When CH 25 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 25 is 236–255:
		0–255	
27	Background Macro Color		Same as CH 9 in the mode “M-Control-10” (p. 13)
28	Background Macro Dimmer		Same as CH 10 in the mode “M-Control-10” (p. 14)

Mode Pro-19

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 17 Dimmer above 0; CH 19 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 0, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 White 3 0, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 White 4 0, CH 17 Dimmer 255, CH 19 Shutter 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 3 in the mode “Classic-18” (p. 16)
2	Green 1		Same as CH 4 in the mode “Classic-18” (p. 16)
3	Blue 1		Same as CH 5 in the mode “Classic-18” (p. 17)
4	White 1		Same as CH 6 in the mode “Classic-18” (p. 17)
5	Red 2		Same as CH 7 in the mode “Classic-18” (p. 17)
6	Green 2		Same as CH 8 in the mode “Classic-18” (p. 17)
7	Blue 2		Same as CH 9 in the mode “Classic-18” (p. 17)
8	White 2		Same as CH 10 in the mode “Classic-18” (p. 17)
9	Red 3		Same as CH 11 in the mode “Classic-18” (p. 17)
10	Green 3		Same as CH 12 in the mode “Classic-18” (p. 17)
11	Blue 3		Same as CH 13 in the mode “Classic-18” (p. 17)
12	White 3		Same as CH 14 in the mode “Classic-18” (p. 17)
13	Red 4		Same as CH 15 in the mode “Classic-18” (p. 17)
14	Green 4		Same as CH 16 in the mode “Classic-18” (p. 17)
15	Blue 4		Same as CH 17 in the mode “Classic-18” (p. 17)
16	White 4		Same as CH 18 in the mode “Classic-18” (p. 18)
17	Dimmer		Same as CH 5 in the mode “Pro-7” (p. 14)
18	Dimmer Fine	0–255	Fine adjustment of CH 17
19	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)

Mode Pro-28

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 5 Dimmer 1 above 0; CH 7 Shutter 1 at 0–10 “Open”; CH 12 Dimmer 2 above 0; CH 14 Shutter 2 at 0–10 “Open”; CH 19 Dimmer 3 above 0; CH 21 Shutter 3 at 0–10 “Open”; CH 26 Dimmer 4 above 0; CH 28 Shutter 4 at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 11 White 2 0, CH 12 Dimmer 2 255, CH 14 Shutter 2 0, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 White 3 0, CH 19 Dimmer 3 255, CH 21 Shutter 3 0, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 White 4 0, CH 26 Dimmer 4 255, CH 28 Shutter 4 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 3 in the mode “Classic-18” (p. 16)
2	Green 1		Same as CH 4 in the mode “Classic-18” (p. 16)
3	Blue 1		Same as CH 5 in the mode “Classic-18” (p. 17)
4	White 1		Same as CH 6 in the mode “Classic-18” (p. 17)
5	Dimmer 1	0–255	Closed ... Open
		255	Open
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Shutter 1		Same as CH 2 in the mode “4xClassic-6” (p. 18)
8	Red 2		Same as CH 7 in the mode “Classic-18” (p. 17)
9	Green 2		Same as CH 8 in the mode “Classic-18” (p. 17)
10	Blue 2		Same as CH 9 in the mode “Classic-18” (p. 17)
11	White 2		Same as CH 10 in the mode “Classic-18” (p. 17)
12	Dimmer 2	0–255	Closed ... Open
		255	Open
13	Dimmer 2 Fine	0–255	Fine adjustment of CH 12
14	Shutter 2		Same as CH 8 in the mode “4xClassic-6” (p. 18)
15	Red 3		Same as CH 11 in the mode “Classic-18” (p. 17)
16	Green 3		Same as CH 12 in the mode “Classic-18” (p. 17)
17	Blue 3		Same as CH 13 in the mode “Classic-18” (p. 17)
18	White 3		Same as CH 14 in the mode “Classic-18” (p. 17)
19	Dimmer 3	0–255	Closed ... Open
		255	Open
20	Dimmer 3 Fine	0–255	Fine adjustment of CH 19
21	Shutter 3		Same as CH 14 in the mode “4xClassic-6” (p. 18)
22	Red 4		Same as CH 15 in the mode “Classic-18” (p. 17)
23	Green 4		Same as CH 16 in the mode “Classic-18” (p. 17)
24	Blue 4		Same as CH 17 in the mode “Classic-18” (p. 17)
25	White 4		Same as CH 18 in the mode “Classic-18” (p. 18)

CH	Function	DMX	Description
26	Dimmer 4	0–255	Closed ... Open
		255	Open
27	Dimmer 4 Fine	0–255	Fine adjustment of CH 26
28	Shutter 4		Same as CH 20 in the mode “4xClassic-6” (p. 19)

Mode 4xRGB

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255.

CH	Function	DMX	Description
1	Red 1		Same as CH 3 in the mode “Classic-18” (p. 16)
2	Green 1		Same as CH 4 in the mode “Classic-18” (p. 16)
3	Blue 1		Same as CH 5 in the mode “Classic-18” (p. 17)
4	Red 2		Same as CH 7 in the mode “Classic-18” (p. 17)
5	Green 2		Same as CH 8 in the mode “Classic-18” (p. 17)
6	Blue 2		Same as CH 9 in the mode “Classic-18” (p. 17)
7	Red 3		Same as CH 11 in the mode “Classic-18” (p. 17)
8	Green 3		Same as CH 12 in the mode “Classic-18” (p. 17)
9	Blue 3		Same as CH 13 in the mode “Classic-18” (p. 17)
10	Red 4		Same as CH 15 in the mode “Classic-18” (p. 17)
11	Green 4		Same as CH 16 in the mode “Classic-18” (p. 17)
12	Blue 4		Same as CH 17 in the mode “Classic-18” (p. 17)

Mode 4xRGBW

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 0, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 White 3 0, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 White 4 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 3 in the mode “Classic-18” (p. 16)
2	Green 1		Same as CH 4 in the mode “Classic-18” (p. 16)
3	Blue 1		Same as CH 5 in the mode “Classic-18” (p. 17)
4	White 1		Same as CH 6 in the mode “Classic-18” (p. 17)
5	Red 2		Same as CH 7 in the mode “Classic-18” (p. 17)
6	Green 2		Same as CH 8 in the mode “Classic-18” (p. 17)
7	Blue 2		Same as CH 9 in the mode “Classic-18” (p. 17)
8	White 2		Same as CH 10 in the mode “Classic-18” (p. 17)
9	Red 3		Same as CH 11 in the mode “Classic-18” (p. 17)
10	Green 3		Same as CH 12 in the mode “Classic-18” (p. 17)
11	Blue 3		Same as CH 13 in the mode “Classic-18” (p. 17)
12	White 3		Same as CH 14 in the mode “Classic-18” (p. 17)

CH	Function	DMX	Description
13	Red 4		Same as CH 15 in the mode “Classic-18” (p. 17)
14	Green 4		Same as CH 16 in the mode “Classic-18” (p. 17)
15	Blue 4		Same as CH 17 in the mode “Classic-18” (p. 17)
16	White 4		Same as CH 18 in the mode “Classic-18” (p. 18)

Mode 4xRGB 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 Red 2 255, CH 9 Green 2 255, CH 11 Blue 2 255, CH 13 Red 3 255, CH 15 Green 3 255, CH 17 Blue 3 255, CH 19 Red 4 255, CH 21 Green 4 255, CH 23 Blue 4 255.

CH	Function	DMX	Description
1	Red 1	0–255	Min … Max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Min … Max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Min … Max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	Red 2	0–255	Min … Max
		255	Max
8	Red 2 Fine	0–255	Fine adjustment of CH 7
9	Green 2	0–255	Min … Max
		255	Max
10	Green 2 Fine	0–255	Fine adjustment of CH 9
11	Blue 2	0–255	Min … Max
		255	Max
12	Blue 2 Fine	0–255	Fine adjustment of CH 11
13	Red 3	0–255	Min … Max
		255	Max
14	Red 3 Fine	0–255	Fine adjustment of CH 13
15	Green 3	0–255	Min … Max
		255	Max
16	Green 3 Fine	0–255	Fine adjustment of CH 15
17	Blue 3	0–255	Min … Max
		255	Max
18	Blue 3 Fine	0–255	Fine adjustment of CH 17
19	Red 4	0–255	Min … Max
		255	Max
20	Red 4 Fine	0–255	Fine adjustment of CH 19
21	Green 4	0–255	Min … Max

CH	Function	DMX	Description
21	Green 4 (continued)	255	Max
22	Green 4 Fine	0–255	Fine adjustment of CH 21
23	Blue 4	0–255	Min … Max
		255	Max
24	Blue 4 Fine	0–255	Fine adjustment of CH 23

Mode 4xRGBW 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 0, CH 9 Red 2 255, CH 11 Green 2 255, CH 13 Blue 2 255, CH 15 White 2 0, CH 17 Red 3 255, CH 19 Green 3 255, CH 21 Blue 3 255, CH 23 White 3 0, CH 25 Red 4 255, CH 27 Green 4 255, CH 29 Blue 4 255, CH 31 White 4 0.

CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “4xRGB 16bit” (p. 27)
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1		Same as CH 3 in the mode “4xRGB 16bit” (p. 27)
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1		Same as CH 5 in the mode “4xRGB 16bit” (p. 27)
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	Min … Max
		255	Max
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	Red 2		Same as CH 7 in the mode “4xRGB 16bit” (p. 27)
10	Red 2 Fine	0–255	Fine adjustment of CH 9
11	Green 2		Same as CH 9 in the mode “4xRGB 16bit” (p. 27)
12	Green 2 Fine	0–255	Fine adjustment of CH 11
13	Blue 2		Same as CH 11 in the mode “4xRGB 16bit” (p. 27)
14	Blue 2 Fine	0–255	Fine adjustment of CH 13
15	White 2	0–255	Min … Max
		255	Max
16	White 2 Fine	0–255	Fine adjustment of CH 15
17	Red 3		Same as CH 13 in the mode “4xRGB 16bit” (p. 27)
18	Red 3 Fine	0–255	Fine adjustment of CH 17
19	Green 3		Same as CH 15 in the mode “4xRGB 16bit” (p. 27)
20	Green 3 Fine	0–255	Fine adjustment of CH 19
21	Blue 3		Same as CH 17 in the mode “4xRGB 16bit” (p. 27)
22	Blue 3 Fine	0–255	Fine adjustment of CH 21
23	White 3	0–255	Min … Max
		255	Max
24	White 3 Fine	0–255	Fine adjustment of CH 23
25	Red 4		Same as CH 19 in the mode “4xRGB 16bit” (p. 27)
26	Red 4 Fine	0–255	Fine adjustment of CH 25

CH	Function	DMX	Description
27	Green 4		Same as CH 21 in the mode “4xRGB 16bit” (p. 27)
28	Green 4 Fine	0–255	Fine adjustment of CH 27
29	Blue 4		Same as CH 23 in the mode “4xRGB 16bit” (p. 28)
30	Blue 4 Fine	0–255	Fine adjustment of CH 29
31	White 4	0–255	Min ... Max
		255	Max
32	White 4 Fine	0–255	Fine adjustment of CH 31

Mode 4xFlash A-DMX

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer 1 above 0; CH 7 Shutter 1 at 0–10 “Open”; CH 13 Dimmer 2 above 0; CH 15 Shutter 2 at 0–10 “Open”; CH 21 Dimmer 3 above 0; CH 23 Shutter 3 at 0–10 “Open”; CH 29 Dimmer 4 above 0; CH 31 Shutter 4 at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Dimmer 1 255, CH 7 Shutter 1 0, CH 8 Color Macro 0, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 White 2 0, CH 13 Dimmer 2 255, CH 15 Shutter 2 0, CH 17 Red 3 255, CH 18 Green 3 255, CH 19 Blue 3 255, CH 20 White 3 0, CH 21 Dimmer 3 255, CH 23 Shutter 3 0, CH 25 Red 4 255, CH 26 Green 4 255, CH 27 Blue 4 255, CH 28 White 4 0, CH 29 Dimmer 4 255, CH 31 Shutter 4 0.

CH	Function	DMX	Description
1	Red 1		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
2	Green 1		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	White 1		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Dimmer 1		Same as CH 1 in the mode “4xClassic-6” (p. 18)
7	Shutter 1		Same as CH 2 in the mode “4xClassic-6” (p. 18)
8	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)
9	Red 2		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
10	Green 2		When CH 8 is 0–5:
		0	Min

CH	Function	DMX	Description
10	Green 2 (continued)	1–254	Min ... Max
		255	Max
11	Blue 2		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
12	White 2		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
13	Dimmer 2		Same as CH 7 in the mode “4xClassic-6” (p. 18)
15	Shutter 2		Same as CH 8 in the mode “4xClassic-6” (p. 18)
17	Red 3		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
18	Green 3		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
19	Blue 3		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
20	White 3		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
21	Dimmer 3		Same as CH 13 in the mode “4xClassic-6” (p. 18)
23	Shutter 3		Same as CH 14 in the mode “4xClassic-6” (p. 18)
25	Red 4		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
26	Green 4		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
27	Blue 4		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
28	White 4		When CH 8 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
29	Dimmer 4		Same as CH 19 in the mode “4xClassic-6” (p. 19)
31	Shutter 4		Same as CH 20 in the mode “4xClassic-6” (p. 19)
32	Dummy	0–255	

Mode Classic-66

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 6 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red 1	0	Min
		1–254	Min ... Max
		255	Max
4	Green 1	0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
6	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 3–66: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 3–6); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	3	4	5	6	2	7	8	9	10
3	11	12	13	14	4	15	16	17	18
5	19	20	21	22	6	23	24	25	26
7	27	28	29	30	8	31	32	33	34
9	35	36	37	38	10	39	40	41	42
11	43	44	45	46	12	47	48	49	50
13	51	52	53	54	14	55	56	57	58
15	59	60	61	62	16	63	64	65	66

Mode 16xClassic-6

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 16 cells); CH 2 Shutter at 0–10 “Open” (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 16 cells), CH 2 Shutter 0 (the same in each of the 16 cells), CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 6 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter 1	0–10	Open
		11	Min strobe
		12–254	Min strobe ... Max strobe
		255	Max strobe
3	Red 1	0	Min
		1–254	Min ... Max
		255	Max
4	Green 1	0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
6	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–96: 16 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

Cell	Dimmer	Shutter	Red	Green	Blue	White
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78

Cell	Dimmer	Shutter	Red	Green	Blue	White
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96

Mode M-Control-70

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 0, CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 6 White 0 (the same in each of the 16 cells), CH 67 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Classic-6” (p. 10)
2	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)
3	Red 1		When CH 67 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	Green 1		When CH 67 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1		When CH 67 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
6	White 1		When CH 67 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
67	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)
68	Color Macro Speed		When CH 67 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
			When CH 67 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 67 is 236–255:
		0–255	
69	Background Macro Color		Same as CH 9 in the mode “M-Control-10” (p. 13)
70	Background Macro Dimmer		Same as CH 10 in the mode “M-Control-10” (p. 14)

CH 3–66: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 3–6); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	3	4	5	6	2	7	8	9	10
3	11	12	13	14	4	15	16	17	18
5	19	20	21	22	6	23	24	25	26
7	27	28	29	30	8	31	32	33	34
9	35	36	37	38	10	39	40	41	42
11	43	44	45	46	12	47	48	49	50
13	51	52	53	54	14	55	56	57	58
15	59	60	61	62	16	63	64	65	66

Mode M-Control-100

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0 (the same in each of the 16 cells); CH 2 Shutter at 0–10 “Open” (the same in each of the 16 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255 (the same in each of the 16 cells), CH 2 Shutter 0 (the same in each of the 16 cells), CH 3 Red 255 (the same in each of the 16 cells), CH 4 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 6 White 0 (the same in each of the 16 cells), CH 97 Color Macro 0.

CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Shutter 1	0–10	Open
		11	Min strobe
		12–254	Min strobe ... Max strobe
		255	Max strobe
3	Red 1		When CH 97 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
4	Green 1		When CH 97 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
5	Blue 1		When CH 97 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
6	White 1		When CH 97 is 0–5:
		0	Min
		1–254	Min ... Max
		255	Max
97	Color Macro		Same as CH 7 in the mode “Classic-8” (p. 11)

CH	Function	DMX	Description
98	Color Macro Speed		When CH 97 is 6–125:
		0	Open
		1	Fast pulse
		2–254	Fast pulse ... Slow pulse
		255	Slow pulse
			When CH 97 is 126–235:
		0	Fast change
		1–254	Fast change ... Slow change
		255	Slow change
			When CH 97 is 236–255:
		0–255	
99	Background Macro Color		Same as CH 9 in the mode “M-Control-10” (p. 13)
100	Background Macro Dimmer		Same as CH 10 in the mode “M-Control-10” (p. 14)

CH 1–96: 16 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

Cell	Dimmer	Shutter	Red	Green	Blue	White
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96

Mode Pro-67

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 65 Dimmer above 0; CH 67 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells), CH 4 White 0 (the same in each of the 16 cells), CH 65 Dimmer 255, CH 67 Shutter 0.

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	White 1	0	Min
		1–254	Min ... Max
		255	Max
65	Dimmer		Same as CH 5 in the mode “Pro-7” (p. 14)
66	Dimmer Fine	0–255	Fine adjustment of CH 65
67	Shutter		Same as CH 2 in the mode “Classic-6” (p. 10)

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64

Mode 16xRGB

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells).

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

CH	Function	DMX	Description
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–48: 16 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48								

Mode 16xRGBW

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 2 Green 255 (the same in each of the 16 cells), CH 3 Blue 255 (the same in each of the 16 cells), CH 4 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–64: 16 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64

Mode 16xRGB 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 3 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1	0–255	Min … Max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Min … Max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Min … Max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5

CH 1–96: 16 cells of 6 channels each. Every cell works as cell 1 in the table above (CH 1–6); the table below gives each cell's channel numbers.

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36
7	37	38	39	40	41	42
8	43	44	45	46	47	48
9	49	50	51	52	53	54
10	55	56	57	58	59	60
11	61	62	63	64	65	66

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine
12	67	68	69	70	71	72
13	73	74	75	76	77	78
14	79	80	81	82	83	84
15	85	86	87	88	89	90
16	91	92	93	94	95	96

Mode 16xRGBW 16bit

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 16 cells), CH 3 Green 255 (the same in each of the 16 cells), CH 5 Blue 255 (the same in each of the 16 cells), CH 7 White 0 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1	0–255	Min … Max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Min … Max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Min … Max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	Min … Max
		255	Max
8	White 1 Fine	0–255	Fine adjustment of CH 7

CH 1–128: 16 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table below gives each cell's channel numbers.

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	White	White Fine
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64
9	65	66	67	68	69	70	71	72
10	73	74	75	76	77	78	79	80
11	81	82	83	84	85	86	87	88
12	89	90	91	92	93	94	95	96
13	97	98	99	100	101	102	103	104

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	White	White Fine
14	105	106	107	108	109	110	111	112
15	113	114	115	116	117	118	119	120
16	121	122	123	124	125	126	127	128

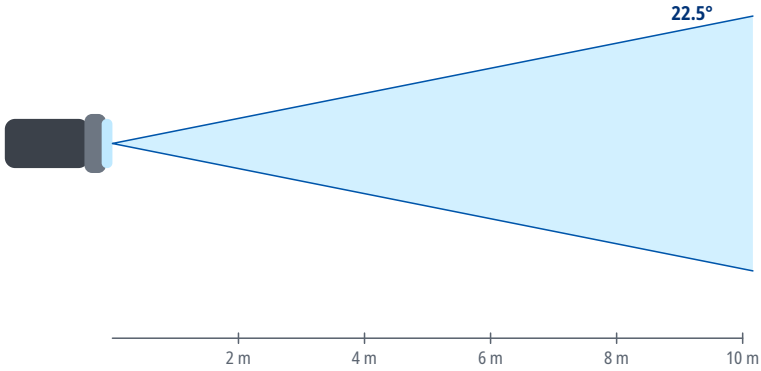
10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	3-pin XLR IN/OUT
Power supply	100–245 V, 50/60 Hz
Power consumption	160 W
Power connectors	NAC3FCA IN, NAC3FCB OUT
Weight	5.2 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

Spot diameter



Distance	Ø 22.5°
2 m	0.8 m
4 m	1.6 m
6 m	2.4 m
8 m	3.2 m
10 m	4 m
15 m	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.

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.