

# Menu

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# 1. Safety Instructions



Please read the instruction carefully which includes important information about the installation, usage and maintenance.

- Please keep this User Manual for future consultation. If you sell the fixture to another user, be sure that they also receive this instruction booklet.
- Please unpack and check carefully there is no transportation damage before using the fixture.
- Please disconnect main power before servicing and maintenance.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.
- The ambient temperature is Ta:  $0^{\circ}$ C- $40^{\circ}$ C. DO NOT operate it where above or below the range of temperature.
- DO NOT connect the device to any dimmer pack.
- The housing must be replaced if they are visibly damaged.
- Unit surface temperature may reach up to 85°C. Don't touch the housing bare-hand during its
  operation. Turn off the power and allow about 15 minutes for the unit to cool down before replacing
  or serving.
- There are no user serviceable parts inside the fixture. Do not open the housing or attempt any
  repairs by yourself. In the unlikely event your fixture may require service, please contact your nearest
  dealer.
- In the event of serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.

#### • Installation:

• The unit is fully operational in three different mounting positions, hanging upside-down from a ceiling or set on a flat level surface. To avoid internal damage to the unit, never mount the unit on its side as illustrated above. Be sure this fixture is kept at least 0.5m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.

- 1. Bolt each clamp to the Omega holder with screw and lock nut through the hole in the holder.
- 2. Faster the omega holders on the bottom of the base by inserting quick-lock fasteners into the holes of the base and tighten fully clockwise.
- 3. Hang the fixture to the support through clamp and faster the screws, Faster the safety cable through the bottom of the base and over the support.

# 2. Technical Specifications

- 13 channel Modes;
- Ideal for discotheques, clubs, bars, parties, Mobile DJs, etc.

• Input Voltage: AC100V~240V, 50/60Hz

• Total Power consumption: 1500W

Power Cord Daisy Chain: 1Fixtuer(120V); 2 Fixtuer(220V);

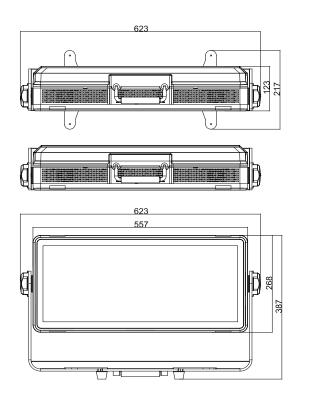
• Beam Angle: 110°

• IP Grade: IP 65

▶ LED Sources: 0.4W RGBW x 2304

• **Dimension:** 623x123x387mm

• Weight: 16 Kgs

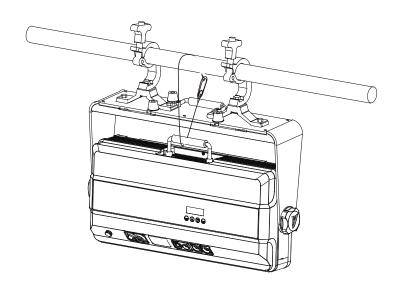


# 3. Installation and Connection

The unit should be mounted via its screw holes on the bracket. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. Always ensure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times of the unit's weight. Also always use a safety cable that can hold 12 times of the weight of the unit when installing the fixture.

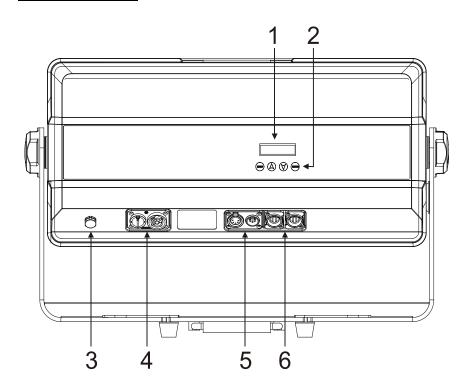
The equipment must be fixed by professionals. And it must be fixed at a place where is out of the touch of people and has no one pass by or under it. The unit should be mounted in the height of 0 to 30m.

Method for using lamp hook and safety rope



# 4. How to set the unit

# 4.1 Rear Panel



 $\ensuremath{\textcircled{1}}$  **Display:** Show the various menus and the selected functions;

## ② Button:

DOWN	To go forward in the selected functions
UP	To go backward in the selected functions
ENTER	To confirm the selected functions

### **3 Breathable punishment**

### **4** Power input/output

For DMX512 link, use 3/5-pin XLR plug cable to input DMX signal, and to link the next unit.

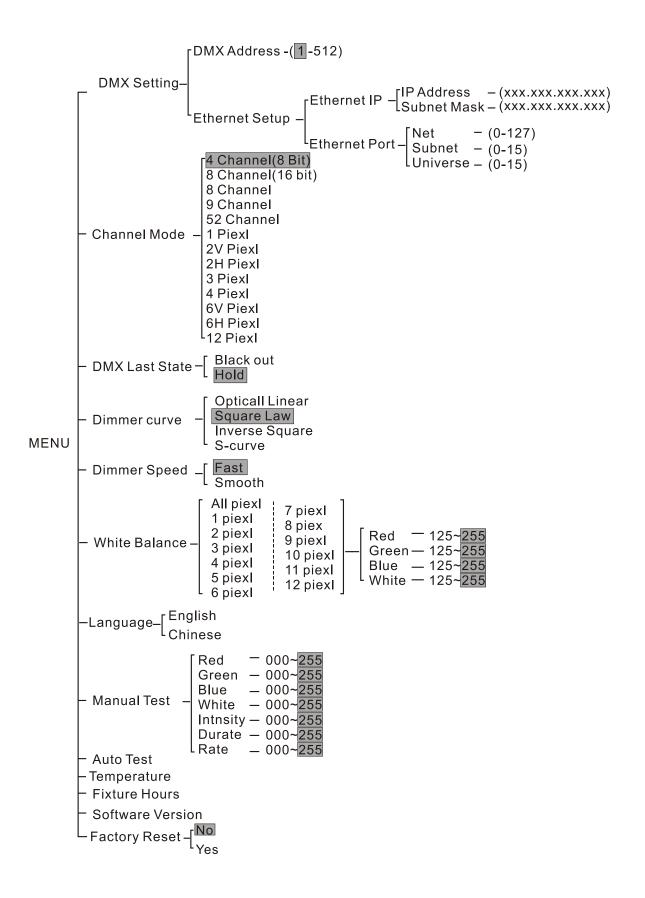
## **⑤ DMX input/output:**

For DMX512 link, use 3/5-pin XLR plug cable to input DMX signal, and to link the next unit.

**6 Ethernet in/ Ethernet Thru:** For ArtNet link

## 4.2 Main Function

To select any functions, press **MENU** button until the required one is shown on the display. Select the function by **ENTER** button. Use **DOWN** and **UP** button to change the mode. Once the required mode has been selected, press **ENTER** button to setup or it will return to the main functions without any change after idling 8 seconds automatically. Back to the functions without any change press **MENU** button. The main functions are shown below:



### **DMX Setting**

button to change the DMX 512 address (001-512) or Elthernet Setup, In Elthernet Setup menu, fixture Elthernet parameter, IP Address/Subnet Mask/Net(0-127)/Subnet(0-15)/Universe(0-15), Must be consistent with the value of the controller, Fixture receives the corresponding ArtNet signal control. Once the address has been selected, press the ENTER button to setup or exit menu mode without any change after 8 seconds automatically. Back to the previous functions without any change press the MENU button.

#### **Channel Mode**

Select the **Channel Mode**, press the **ENTER** button. Use the **DOWN** and **UP** button to select the Channel, there are 13 channel Modes. Once selected, press the **ENTER** button to store. Press the **MENU** button back to the last menu without any change or idling 1 minute to exit menu mode.

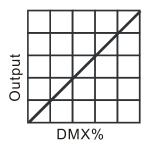
#### **DMX Last State**

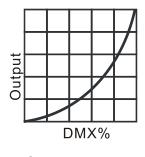
Select the **DMX Last State**, press the **ENTER** button. Use the **DOWN** and **UP** button to select **Blackout** or **Hold**. Once selected, press the **ENTER** button to store. Press the **MENU** button back to the last menu without any change or idling 8 seconds to exit menu mode.

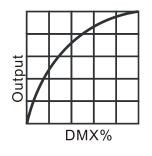
#### Dimmer curve

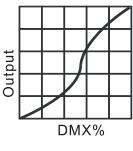
Select the **Dimmer curve**, press the **ENTER** button. Use the **DOWN** and **UP** button to select the curve you need. Once selected, press the **ENTER** button to setup or exit menu mode without any change after 8 seconds. Back to the functions without any change press the **MENU** button again.

Dimmer mode 1 Dimmer mode 2 Dimmer mode 3 Dimmer mode 4









**Optically Linear** 

**Square Law** 

**Inverse-Square Law** 

**S-Curve** 

Mode 1(Optically Linear): The increase in light intensity appears to be linear as DMX value is increased.

Mode 2(Square Law): Light intensity control is finer at low levels and coarser at high levels.

Mode 3(Inverse Square Law): Light intensity control is coarser at low levels and finger at high levels.

Mode 4(S-cure): Light intensity control is finger at low levels and high levels and coarser at medium levels.

## **Dimmer Speed**

Select the **Dimmer Speed**, press the **ENTER** button. Use the **DOWN** and **UP** button to select Fast or Smooth. Once selected, press the **ENTER** button to setup or exit menu mode without any change after 8 seconds. Back to the functions without any change press the **MENU** button again.

### **White Balance**

Select the **White Balance**, press the **ENTER** button to confirm. It can be adjusted with the whole fixture, or it can be adjusted independently for each block. Use the **UP** and **DOWN** button to select **Red/Green/Blu/White**, press the **ENTER** button to store, then use the **UP** and **DOWN** button to adjust the value from (125~255), press the **ENTER** button to confirm. (DMX signal will be the first priority under Manual Mode.) Once selected, press the **ENTER** button to store. Press the **MENU** button back to the last menu without any change or idling 8 seconds to exit menu mode.

### Language

Select the **Language**, press the **ENTER** button to confirm. Use the **UP** and **DOWN** button to adjust English or Chinese .Once selected, press the **ENTER** button to store. Press the **MENU** button back to the last menu without any change or idling 8 seconds to exit menu mode.

#### **Manual Test**

Select the **Manual Mode**, press the **ENTER** button to confirm. Use the **UP** and **DOWN** button to adjust the value for **Red,Green,Blue,White, Intensity, Durate** or **Rate** from 0~255, press the **ENTER** button to confirm. (DMX signal will be the first priority under Manual Mode.) Once selected, press the **ENTER** button to store. Press the **MENU** button back to the last menu without any change or idling 8 seconds to exit menu mode.

#### **Auto Test**

Select **Auto Test**, press the **ENTER** button to confirm. The unit will test by itself automatic. Press the **MENU** button back to the last menu or idling 8 seconds to exit menu mode.

#### **Temperature**

Select **Temp.**, press the **ENTER** button to confirm. Display will show the temperature of the fixture. Press the **MENU** button back to the last menu or idling 8 seconds to exit menu mode.

#### **Fixture Hours**

Select **Fixture Hours**, press the **ENTER** button to confirm. Display will show the number of working hours of the unit. Press the **MENU** button back to the last menu or idling 8 seconds to exit menu mode.

#### **Software Version**

Select **Software Version**, press the **ENTER** button to confirm. The display will show the version of software of the unit. Press the **MENU** button back to the last menu or idling 8 seconds to exit menu mode.

### **Factory Reset**

Select **Factory Reset**, press the **ENTER** button to confirm. Use the **UP** and **DOWN** button to adjust the **NO/Yes.** Select **Yes**, fixture will resume factory settings. Press the **MENU** button back to the last menu or idling 8 seconds to exit menu mode.

Fault report: 1、Fan.Error 2、Temp.Errot

RDM function table			
DMX START	0-512		
MANUFAC TURER	ACME		
DEVICE MODEL DESCRIPTION	THUNDERSTRUCK		
DMX PERSONALITY	DMX 4/4Channel( 8 bit)		
	DMX 8/8Channel (16 bit)		
	DMX 8/8 Channel		
	DMX 52/52 Channel		
	DMX12/1 Piexl		
	DMX16/2V Piexl		
	DMX16/2H Piexl		
	DMX20/3 Piexl		
	DMX24/4 Piexl		
	DMX32/6V Piexl		
	DMX32/6H Piexl		
	DMX56/12 Piexl		
DEVICE LABEL	THUNDERSTRUCK		
IDENTIFY DEVICE	Off/On		
DEVICE HOURS			
SOFTWARE			
RESET DEVICE	Warm/Cold		

# 5. How to control the unit

## 1. By DMX controller;

No need to turn the unit off when you change the DMX address, as new DMX address setting will be affected at once. Turn on the unit, under the DMX signal , the LED will display the saved channel address (001-512).

# 6. DMX512 configuration

## **Channel Mode:**

### 4 CHANNEL(8 Bit)

CHANNEL	VALUE	FUNCTION
1	0-255	(R)Strobe intensity 0 →100%
2	0-255	(G)Strobe intensity 0 →100%
3	0-255	(B)Strobe intensity 0 →100%
4	0-255	(W)Strobe intensity 0 →100%

#### 8 CHANNEL(16 Bit)

CHANNEL	VALUE	FUNCTION		
1	0-255	(R)Strobe intensity	0 →100%	
2	0-255	(R)Dimmer fine	0 →100%	
3	0-255	(G)Flash intensity	0 →100%	
4	0-255	(G)Dimmer fine	0 →100%	
5	0-255	(B)Flash intensity	0 →100%	
6	0-255	(B)Dimmer fine	0 →100%	
7	0-255	(W)Strobe intensity	0 →100%	
8	0-255	(W)Dimmer fine	0 →100%	

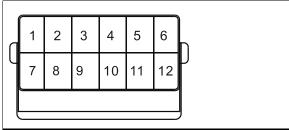
#### 8 CHANNEL

CHANNEL	DMX VALUE	FUNCTION
1	0-255	(R)Strobe intensity 0 →100%
2	0-255	(G)Strobe intensity 0 →100%
3	0-255	(B)Strobe intensity 0 →100%
4	0-255	(W)Strobe intensity 0 →100%
5	0-255	(RGBW)Strobe intensity0 → 100%
6	0-255	Strobe duration 0 →100%
7	0-6	No flash
	7-255	Strobe rate 4 44 444
8	0-5	No effect
	6-50	Ramp up
	51-100	Ramp down
	101-150	Ramp up-down
	151-200	Lightning
	201-255	Random

#### 9 CHANNEL

222-225 Red → White IIIII 6 areas Fast speed 226-230 7 colors Random whole area Slow speed	CHANNEL	DMX VALUE	FUNCTION
3	1	0-255	(R)Strobe intensity 0 →100%
4 0-255 (W)Strobe intensity 0 →100% 5 0-255 (RGBW)Strobe intensity 0 →100% 6 0-5 Open 6-127 Strobe rate ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑	2	0-255	(G)Strobe intensity 0 →100%
6 0-5 Open 6-127 Strobe rate 4	3	0-255	(B)Strobe intensity 0 →100%
6	4	0-255	(W)Strobe intensity 0 →100%
6-127   Sirobe rate + 5+ 5+ 5+ 1   128-130   Open     137-146   Ramp up   Fast speed     147-154   Ramp up   Fast speed     155-163   Ramp up   Fast speed     155-163   Ramp up   Fast speed     155-163   Ramp up   Fast speed     173-181   Ramp down Intermediate speed     173-181   Ramp down Fast speed     173-181   Ramp down Fast speed     173-181   Ramp down Fast speed     173-189   Ramp up-down Intermediate speed     200-208   Ramp up-down Intermediate speed     218-226   Lightning Intermediate speed     218-227   Lightning Intermediate speed     227-235   Lightning Intermediate speed     238-241   Random   Slow speed     242-247   Random   Intermediate speed     242-247   Random   Intermediate speed     242-247   Random   Intermediate speed     242-247   Random   Slow speed     242-25   Lightning   Fast speed     242-26   Lightning   Fast speed     242-27   Color2     242-29   Color3     242-29   Color3     242-29   Color4     242-29   Color5     38-41   Color5     42-47   Color7     42-55   Color6     66-71   Color1     72-77   Color12     78-83   Color10     66-71   Color11     72-77   Color12     78-83   Color18     90-95   Color18     90-96   Color18     90-97   Color29     120-125   Color29     132-137   Color21     132-137   Color21     132-137   Color22     138-143   Color23     144-149   Color38     174-179   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     198-202   Rad + White whole area   Intermediate speed     222-225   Rad + White w	5	0-255	(RGBW)Strobe intensity0 → 100%
6-127   Sirobe rate + 5+ 5+ 5+ 1   128-130   Open     137-146   Ramp up   Fast speed     147-154   Ramp up   Fast speed     155-163   Ramp up   Fast speed     155-163   Ramp up   Fast speed     155-163   Ramp up   Fast speed     173-181   Ramp down Intermediate speed     173-181   Ramp down Fast speed     173-181   Ramp down Fast speed     173-181   Ramp down Fast speed     173-189   Ramp up-down Intermediate speed     200-208   Ramp up-down Intermediate speed     218-226   Lightning Intermediate speed     218-227   Lightning Intermediate speed     227-235   Lightning Intermediate speed     238-241   Random   Slow speed     242-247   Random   Intermediate speed     242-247   Random   Intermediate speed     242-247   Random   Intermediate speed     242-247   Random   Slow speed     242-25   Lightning   Fast speed     242-26   Lightning   Fast speed     242-27   Color2     242-29   Color3     242-29   Color3     242-29   Color4     242-29   Color5     38-41   Color5     42-47   Color7     42-55   Color6     66-71   Color1     72-77   Color12     78-83   Color10     66-71   Color11     72-77   Color12     78-83   Color18     90-95   Color18     90-96   Color18     90-97   Color29     120-125   Color29     132-137   Color21     132-137   Color21     132-137   Color22     138-143   Color23     144-149   Color38     174-179   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     186-191   Color39     198-202   Rad + White whole area   Intermediate speed     222-225   Rad + White w			
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131-136		128-130	
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209-217			
218-226			
248-255 Random Intermediate speed 248-255 Random Intermediate speed 7 6-11 Color1 12-17 Color2 18-23 Color3 24-29 Color4 30-35 Color5 36-41 Color6 42-47 Color7 48-53 Color6 42-47 Color7 48-53 Color8 44-57 Color9 66-71 Color11 72-77 Color12 78-83 Color13 84-89 Color14 90-95 Color15 96-101 Color16 102-107 Color17 108-113 Color6 114-119 Color19 120-125 Color20 126-131 Color21 132-137 Color22 138-143 Color23 144-149 Color24 150-155 Color25 156-161 Color26 162-167 Color27 168-173 Color27 168-173 Color29 180-185 Color30 186-191 Color31 192-197 Color32 181-185 Color30 186-191 Color31 192-197 Color32 181-198-202 Red → White whole area Intermediate spee 203-207 Red → White whole area Intermediate spee 212-2216 Red → White implie areas Intermediate spee 222-225 Red → White whole area Intermediate spee 231-235 7 Colors Random whole area Intermediate spee 222-225 Red → White whole area Fast speed 212-216 Red → White implie areas Slow speed 212-216 Red → White implie areas Slow speed 217-221 Red → White implie areas Intermediate spee 222-225 Red → White implie areas Fast speed 217-221 Red → White implie areas Intermediate spee 222-225 Red → White implie areas Intermediate spee 231-235 7 Colors Random whole area Intermediate spee 222-225 Red → White implie areas Intermediate spee 231-235 7 Colors Random whole area Intermediate spee 231-235 7 Colors Random whole area Intermediate spee 240-244 7 Colors Random implie areas Fast speed 240-244 7 Colors Random implie areas Fast speed 240-244 7 Colors Random implie areas Fast speed 240-244 7 Colors Random implie areas Intermediate spee 250-255 7 Colors Random whole area Intermediate spee 250-255 7 Colors Random implie areas Slow speed 240-244 7 Colors Random implie areas Intermediate spee 250-250 7 Colors Random implie areas Intermediate spee 250-250 7 Colors Random implied areas Intermediate spee 250-250 7 Colors R		218-226	Lightning Intermediate speed
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36-41   Color6			
42-47   Color7			
54-59		42-47	Color7
60-65   Color10   66-71   Color11   72-77   Color12   78-83   Color13   84-89   Color14   90-95   Color15   96-101   Color16   102-107   Color17   108-113   Color18   114-119   Color19   120-125   Color20   126-131   Color21   132-137   Color22   138-143   Color23   144-149   Color24   150-155   Color25   156-161   Color26   162-167   Color27   168-173   Color28   174-179   Color30   186-191   Color30   186-191   Color30   186-191   Color31   192-197   Color32   188-202   Red → White whole area   Intermediate spee   203-207   Red → White whole area   Fast speed   211-221   Red → White whole area   Fast speed   211-221   Red → White   IIIII 6 areas   Slow speed   211-221   Red → White   IIIIII 6 areas   Fast speed   211-222   See   White   IIIIII 6 areas   Fast speed   211-223   7 colors   Random whole area   Fast speed   222-225   Red → White   IIIIII 6 areas   Fast speed   236-239   7 colors   Random whole area   Fast speed   240-244   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   Intermediate spee   236-239   7 colors   Random   IIIIII 6 areas   IIII   230-339   Effect 2   240-244   7 colors   Random   IIIIIII 6 areas   IIII   240-48   Effect 3   240-24   Ffect 4   240-24   Ffect 4   240-24   Ffect 14   240-24   Ffect 19   240-24   Ffect 19   240-24   Ffect 19   240-22   Effect 19   240-22   Effect 19   240-22   Effect 20   240-22   Effect 20   240-22   Effect			
66-71   Color11   72-77   Color12   78-83   Color13   84-89   Color14   99-95   Color15   96-101   Color16   102-107   Color17   108-113   Color18   114-119   Color20   126-131   Color21   132-137   Color22   138-143   Color24   132-137   Color22   138-143   Color24   150-155   Color26   162-167   Color27   168-173   Color28   174-179   Color27   168-173   Color28   174-179   Color29   180-185   Color30   186-191   Color31   192-197   Color32   138-202   Red → White whole area   Slow speed   203-207   Red → White whole area   Fast speed   212-216   Red → White whole area   Fast speed   217-221   Red → White whole area   Slow speed   222-225   Red → White whole area   Slow speed   231-235   7 colors Random whole area   Slow speed   231-235   7 colors Random whole area   Slow speed   231-235   7 colors Random whole area   Slow speed   240-244   7 colors Random whole area   Slow speed   240-244   7 colors Random whole area   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7 colors Random   IIIII 6 areas   Slow speed   245-249   7		54-59 60-65	
78-83			
84.89   Color14			Color12
90-95   Color15 96-101   Color17   108-113   Color18 114-119   Color19 120-125   Color20 126-131   Color21 132-137   Color22 138-143   Color23 144-149   Color24 150-155   Color25 156-161   Color26 162-167   Color27 168-173   Color28 174-179   Color28 174-179   Color29 180-185   Color30 186-191   Color31 192-197   Color32 198-202   Red → White whole area   Slow speed   203-207   Red → White whole area   Intermediate spee   208-211   Red → White   IIIII 6 areas   Slow speed   217-221   Red → White   IIIIII 6 areas   Intermediate spee   222-225   Red → White   IIIIII 6 areas   Intermediate spee   226-230   7 colors Random whole area   Fast speed   221-235   7 colors Random whole area   Slow speed   231-235   7 colors Random whole area   Slow speed   240-244   7 colors Random whole area   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   240-244   7 colors Random   IIIIII 6 areas   Slow speed   241-242   Fifect 1   31-39   Effect 2   31-39   Effect 1   31-39   Effect 2   31-39   Effect 2   31-39   Effect 2   31-39			Color13
96-101   Color16     102-107   Color17     108-113   Color18     114-119   Color20     126-131   Color20     126-131   Color21     132-137   Color22     138-143   Color23     144-149   Color24     150-155   Color25     156-161   Color26     162-167   Color27     168-173   Color32     198-181   Color31     192-197   Color32     198-202   Red → White whole area   Intermediate spee     203-207   Red → White whole area   Fast speed     212-216   Red → White whole area   Fast speed     212-225   Red → White			Color15
108-113   Color18		96-101	
114-119			
120-125   Color20     126-131   Color21     132-137   Color22     138-143   Color23     144-149   Color24     150-155   Color25     156-161   Color26     162-167   Color27     168-173   Color28     174-179   Color29     180-185   Color30     186-191   Color31     192-197   Color32     198-202   Red → White whole area   Slow speed     203-207   Red → White whole area   Intermediate spee     208-211   Red → White   IIIII   6 areas   Slow speed     212-216   Red → White   IIIII   6 areas   Slow speed     212-225   Red → White   IIIII   6 areas   Slow speed     222-225   Red → White   IIIII   6 areas   Slow speed     231-235   7 colors Random whole area   Area   Slow speed     231-235   7 colors Random whole area   Slow speed     240-244   7 colors Random whole area   Slow speed     240-244   7 colors Random   IIIII   6 areas   Slow speed     240-244   7 colors Random   IIIII   6 areas   Slow speed     240-244   7 colors Random   IIIII   6 areas   Slow speed     240-245   7 colors Random   IIIII   6 areas   Slow speed     240-246   7 colors Random   IIIII   6 areas   Fast speed     240-247   7 colors Random   IIIII   6 areas   Fast speed     240-248   Ffeet   1     31-39   Effect   1     31-39   Effect   2     40-48   Effect   7     86-93   Effect   8     94-102   Effect   1     121-120   Effect   11     121-120   Effect   11     121-120   Effect   15     157-165   Effect   16     166-174   Effect   17     175-183   Effect   18     184-192   Effect   19     193-201   Effect   19     193-201   Effect   20     202-210   Effect   21     211-219   Effect   22     220-228   Effect   23     238-246   Effect   25			
132-137   Color22     138-143   Color23     144-149   Color24     150-155   Color25     156-161   Color26     162-167   Color27     168-173   Color28     174-179   Color29     180-185   Color30     186-191   Color31     192-197   Color32     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     198-202   Red → White whole area   Intermediate spec colors     208-211   Red → White		120-125	Color20
138-143 Color23 144-149 Color24 150-155 Color25 156-161 Color26 162-167 Color27 168-173 Color28 174-179 Color30 186-191 Color31 192-197 Color32 198-202 Red → White whole area Slow speed 203-207 Red → White whole area Intermediate spee 208-211 Red → White whole area Fast speed 217-221 Red → White ililili 6 areas Intermediate spee 222-225 Red → White ililili 6 areas Intermediate spee 226-230 7 colors Random whole area Slow speed 217-221 Red → White ililili 6 areas Intermediate spee 226-230 7 colors Random whole area Fast speed 226-230 7 colors Random whole area Slow speed 231-235 7 colors Random whole area Fast speed 240-244 7 colors Random whole area Intermediate spee 240-244 7 colors Random ililili 6 areas Slow speed 245-249 7 colors Random ililili 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ilililil 6 areas Fast speed 245-249 7 colors Random ililililil 6 areas Fast speed 245-249 1 colors Random ililililili 6 areas Fast speed 245-249 1 colors Random ililililili 6 areas Fast speed 250-255 7 colors Random ililililili 6 areas Fast speed 260-21 No Effect 1 31-39 Effect 1 31-39 Effect 1 31-39 Effect 1 49-67 Effect 1 49-68 Effect 3 49-67 Effect 1 49-68 Effect 1 49-69 Effect 2 49-69			
144-149			
156-161			Color24
162-167   Color27			
168-173 Color28 1174-179 Color30 1186-191 Color31 1192-197 Color32 1198-202 Red → White whole area Intermediate spee 208-211 Red → White whole area Intermediate spee 208-211 Red → White whole area Fast speed 212-216 Red → White IIIIII 6 areas Intermediate spee 222-225 Red → White IIIIII 6 areas Intermediate spee 222-225 Red → White IIIIII 6 areas Intermediate spee 222-225 Red → White IIIIII 6 areas Fast speed 226-230 7 colors Random whole area Fast speed 231-235 7 colors Random whole area Fast speed 240-244 7 colors Random whole area Fast speed 240-244 7 colors Random IIIIII 6 areas Slow speed 240-244 7 colors Random IIIIII 6 areas Fast speed 240-244 7 colors Random IIIIII 6 areas Fast speed 240-244 7 colors Random IIIIII 6 areas Fast speed 240-249 7 colors Random IIIIII 6 areas Fast speed 250-255 7 colors Random IIIIII 6 areas Fast speed 250-255 7 colors Random IIIIII 6 areas Fast speed 240-48 Effect 1 31-39 Effect 1 5 67-75 Effect 6 Ffect 4 58-66 Effect 5 67-75 Effect 6 Ffect 8 94-102 Effect 9 103-111 Effect 10 112-120 Effect 10 112-120 Effect 11 121-129 Effect 11 121-129 Effect 11 121-129 Effect 11 121-129 Effect 11 11-121-120 Effect 12 11-121-120 Effect 22 120-223 Effect 23 122-23 123-23 Effect 25 123-23-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 123-23 12			Color27
180-185			Color28
186-191   Color31     192-197   Color32     198-202   Red → White whole area   Intermediate special		174-179	
192-197 Color32  198-202 Red → White whole area Intermediate spee 208-211 Red → White whole area Fast speed 212-216 Red → White illill 6 areas Slow speed 217-221 Red → White illill 6 areas Intermediate spee 222-225 Red → White illill 6 areas Intermediate spee 226-230 7 colors Random whole area Fast speed 231-235 7 colors Random whole area Slow speed 231-235 7 colors Random whole area Fast speed 240-244 7 colors Random whole area Fast speed 240-244 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Intermediate spee 250-255 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 245-249 7 colors Random illill 6 areas Slow speed 246-249 7 colors Random illill 6 areas Slow speed 240-240 Effect 1 211-219 Effect 14 211-220 Effect 19 211-219 Effect 19 211-219 Effect 19 211-219 Effect 20 202-210 Effect 21 221-237 Effect 24 232-237 Effect 25			
203-207   Red → White whole area   Intermediate spee		192-197	Color32
208-211   Red → White whole area   Fast speed			Red → White whole area Slow speed
212-216   Red → White			Red → White whole area
222-225   Red → White			Red → White 6 areas Slow speed
226-230		217-221	
231-235			
236-239		231-235	7 colors Random whole area Intermediate speed
245-249		236-239	7 colors Random whole area Fast speed
250-255			7 colors Random IIIIII 6 areas Intermediate speed
8			7 colors Random IIIIII 6 areas Fast speed
22-30 Effect 2 31-39 Effect 2 40-48 Effect 3 49-57 Effect 4 58-66 Effect 5 67-75 Effect 6 76-84 Effect 7 85-93 Effect 8 94-102 Effect 9 103-111 Effect 10 112-120 Effect 11 121-129 Effect 12 130-138 Effect 13 139-147 Effect 14 148-156 Effect 15 157-165 Effect 16 166-174 Effect 17 175-183 Effect 18 184-192 Effect 19 193-201 Effect 19 193-201 Effect 20 202-210 Effect 21 211-219 Effect 21 221-229 Effect 22 220-228 Effect 23 229-237 Effect 23	8	0-21	
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148-156			
157-165		148-156	
175-183		157-165	Effect 16
184-192 Effect 19 193-201 Effect 20 202-210 Effect 21 211-219 Effect 22 220-228 Effect 23 229-237 Effect 24 238-246 Effect 25			Effect 17
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211-219 Effect 22 220-228 Effect 23 229-237 Effect 24 238-246 Effect 25		193-201	Effect 20
220-228 Effect 23 229-237 Effect 24 238-246 Effect 25			Effect 21
229-237 Effect 24 238-246 Effect 25		211-219	
238-246 Effect 25		229-237	Effect 24
1 247-255   Effect 26		238-246	Effect 25
9 0-127 Effect speed Slow to Fast Forward	0		
128-255 Effect speed Slow to Fast Reverse			

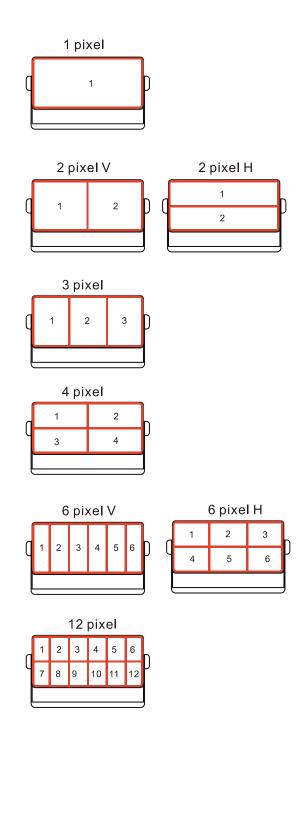
#### 52 CHANNEL



CHANNEL	DMX VALUE		FUNCTION	
		В		
2	0-255 0-255	R G	DIMMER 0 → 100% DIMMER 0 → 100%	
3	0-255	В	DIMMER 0 → 100%	1
4	0-255	W	DIMMER 0 → 100%	·
5	0-255	R	DIMMER 0 → 100%  DIMMER 0 → 100%	
6	0-255	G	DIMMER 0 → 100%	0
7	0-255	В	DIMMER 0 → 100%	2
8	0-255	W	DIMMER 0 → 100%	
9	0-255	R	DIMMER 0 → 100%  DIMMER 0 → 100%	
10	0-255	G	DIMMER 0 → 100%	
11	0-255	В	DIMMER 0 → 100%	3
12	0-255	W	DIMMER 0 → 100%	Ü
13	0-255	R	DIMMER 0 → 100%	
14	0-255	G	DIMMER 0 → 100%	
15	0-255	В	DIMMER 0 → 100%	4
16	0-255	W	DIMMER 0 → 100%	
17	0-255	R	DIMMER 0 → 100%	
18	0-255	G	DIMMER 0 → 100%	_
19	0-255	В	DIMMER 0 → 100%	5
20	0-255	W	DIMMER 0 → 100%	
21	0-255	R	DIMMER 0 → 100%	
22	0-255	G	DIMMER 0 → 100%	
23	0-255	В	DIMMER 0 → 100%	6
24	0-255	W	DIMMER 0 → 100%	
25	0-255	R	DIMMER 0 → 100%	
26	0-255	G	DIMMER 0 → 100%	
27	0-255	В	DIMMER 0 → 100%	7
28	0-255	w	DIMMER 0 → 100%	
29	0-255	R	DIMMER 0 → 100%	
30	0-255	G	DIMMER 0 → 100%	•
31	0-255	В	DIMMER 0 → 100%	8
32	0-255	W	DIMMER 0 → 100%	
33	0-255	R	DIMMER 0 → 100%	
34	0-255	G	DIMMER 0 → 100%	9
35	0-255	В	DIMMER 0 → 100%	5
36	0-255	W	DIMMER 0 → 100%	
37	0-255	R	DIMMER 0 → 100%	
38	0-255	G	DIMMER 0 → 100%	10
39	0-255	В	DIMMER 0 → 100%	10
40	0-255	W	DIMMER 0 → 100%	
41	0-255	R	DIMMER 0 → 100%	
42	0-255	G	DIMMER 0 → 100%	11
43	0-255	В	DIMMER 0 → 100%	
44	0-255	W	DIMMER 0 → 100%	
45	0-255	R	DIMMER 0 → 100%	
46	0-255	G	DIMMER 0 → 100%	40
47	0-255	В	DIMMER 0 → 100%	12
48	0-255	W	DIMMER 0 → 100%	
49	0-255	TOT	ALDIMMER 0 → 100%	
50	0-255		e duration 0 →100%	
51	0-6	Black	cout	
51	7-255	Strob	e rate 4 44 444	
52	0-5	No et	ffect	
	6-50	Ram	p up	
	051-100		p down	
	101-150		p up-down ·	
	151-200	Light		
	201-255	Rano	10111	

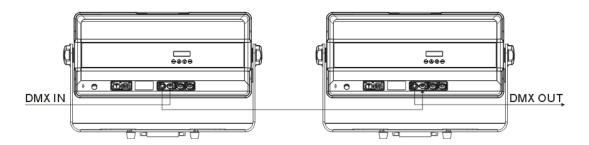
PIEXL DMX CHANNEL

PIXEL MODE	CHANNEL	DMX VALUE	FUNCTIO	V
	1	0 - 255	Red Strobe Intensity	0 →100%
	2	0 - 255	Green Strobe Intensity	0 →100%
	3	0 - 255	Blue Strobe Intensity	0 →100%
	4	0 - 255	White Strobe Intensity	0 →100%
	5	0 - 255	Strobe Intensity	0 →100%
	6	0 - 254	0 - 650ms (50Hz AC)	Strobe Duration
	0	255	HYPER	ouoso saration
	-	0 - 5	No flash	
	7	6 - 255	0.5 - 25Hz (50Hz AC); 0.6 - 30Hz (60Hz AC)	Strobe Rate
			Strobe FX	
		0 - 5	No effect	
1 pixel		6 - 42	Ramp up	
		43 - 85	Ramp down	
		86 - 128	Ramp up - down	
	8	129 - 171	Random	
		172 - 214		
			Lighting	
	,	215 - 240	Spikes	
		241 - 245	Burst (use Rate at full)	
		246 - 250	"Meltdown" Random Pix	els w/
	,	054 055	Solid Background	-1/
		251 - 255	"Meltdown" Random Pix Burst Background	els w/
	9	0 - 255	1 pix Red intensity	0 100%
	10	0 - 255	1 pix Green intensity	0 →100%
				0 →100%
	11	0 - 255	1 pix Blue intensity 1 pix White intensity	0 +100%
	12	0 - 255		0 →100%
	13	0 - 255	2 pix Red intensity	0 →100%
2 pixel V	14	0 - 255	2 pix Green intensity	0 →100%
2 pixe <b>l</b> H	15	0 - 255	2 pix Blue intensity	0 →100%
	16	0 - 255	2 pix White intensity	0 →100%
	17	0 - 255	3 pix Red intensity	0 →100%
3 pixel	18	0 - 255	3 pix Green intensity	0 →100%
	19	0 - 255	3 pix Blue intensity	0 →100%
	20	0 - 255	3 pix White intensity	0 →100%
	21	0 - 255	4 pix Red intensity	0 →100%
4 pixel	22	0 - 255	4 pix Green intensity	0 →100%
	23	0 - 255	4 pix Blue intensity	0 →100%
	24	0 - 255	4 pix White intensity	0 →100%
	25	0 - 255	5 pix Red intensity	0 →100%
	26	0 - 255	5 pix Green intensity	0 →100%
	27	0 - 255	5 pix Blue intensity	0 →100%
6 pixe <b>l</b> V	28	0 - 255	5 pix White intensity	0 →100%
6 pixel H	29	0 - 255	6 pix Red intensity	0 →100%
	30	0 - 255	6 pix Green intensity	0 →100%
	31	0 - 255	6 pix Blue intensity	0 →100%
	32	0 - 255	6 pix White intensity	0 →100%
	33	0 - 255	7 pix Red intensity	0 →100%
12 pixel	34	0 - 255	7 pix Green intensity	0 →100%
	35	0 - 255	7 pix Blue intensity	0 →100%
	36	0 - 255	7 pix White intensity	0 →100%
	37	0 - 255	8 pix Red intensity	0 →100%
	38	0 - 255	8 pix Green intensity	0 →100%
	39	0 - 255	8 pix Blue intensity	0 →100%
	40	0 - 255	8 pix White intensity	0 →100%
	41	0 - 255	9 pix Red intensity	0 →100%
	42	0 - 255	9 pix Green intensity	0 →100%
	43	0 - 255	9 pix Blue intensity	0 →100%
	44	0 - 255	9 pix White intensity	0 →100%
	45	0 - 255	10 pix Red intensity	0 -100%
	46	0 - 255	10 pix Green intensity	0 →100%
	47	0 - 255	10 pix Blue intensity	0 →100%
	48	0 - 255	10 pix White intensity	
	49	0 - 255		0 <b>→</b> 100%
	-		11 pix Red intensity	0 +100%
	50	0 - 255	11 pix Green intensity	0 →100%
	51	0 - 255	11 pix Blue intensity	0 →100%
	52	0 - 255	11 pix White intensity	0 →100%
	53	0 - 255	12 pix Red intensity	0 →100%
	54	0 - 255	12 pix Green intensity	0 →100%
	55	0 - 255	12 pix Blue intensity	0 →100%



# 7. DMX512 Connection

#### Mode connection:



- Connect the fixture together in a "daisy chain" by XLR plug cable from the output of the fixture to
  the input of the next fixture. The cable cannot be branched or split to a "Y" cable. Inadequate or
  damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down
  the system
- 2. The DMX output and input connectors are pass-through to maintain the DMX circuit when one of the units' power is disconnected.
- 3. At last fixture, the DMX cable has to be terminated with a terminator to reduce signal errors. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.
- 4. Each lighting fixture needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1).
- 5. 3/5 pin XLR connectors:.

3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)

## 8. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for easy troubleshooting:

## A. The fixture does not work, no light

- 1. Check the connection of power and main fuse.
- 2. Measure the mains voltage on the main connector.

#### B. Not responding to DMX controller

- 1. DMX LED should be on. If not, check DMX connectors, cables to see if link properly.
- 2. If the DMX LED is on and no response to the channel, check the address settings and DMX polarity.
- 3. If you have intermittent DMX signal problems, check the pins on connectors or on PCB of the fixture or the previous one.
- 4. Try to use another DMX controller.
- 5. Check if the DMX cables run near or run alongside to high voltage cables that may cause damage or interference to DMX interface circuit.

## 9. Fixture Cleaning

The cleaning of internal must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the fixture's optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean the external optics at least every 20 days. Clean the internal optics at least every 30/60 days.

**Innovation, Quality, Performance**