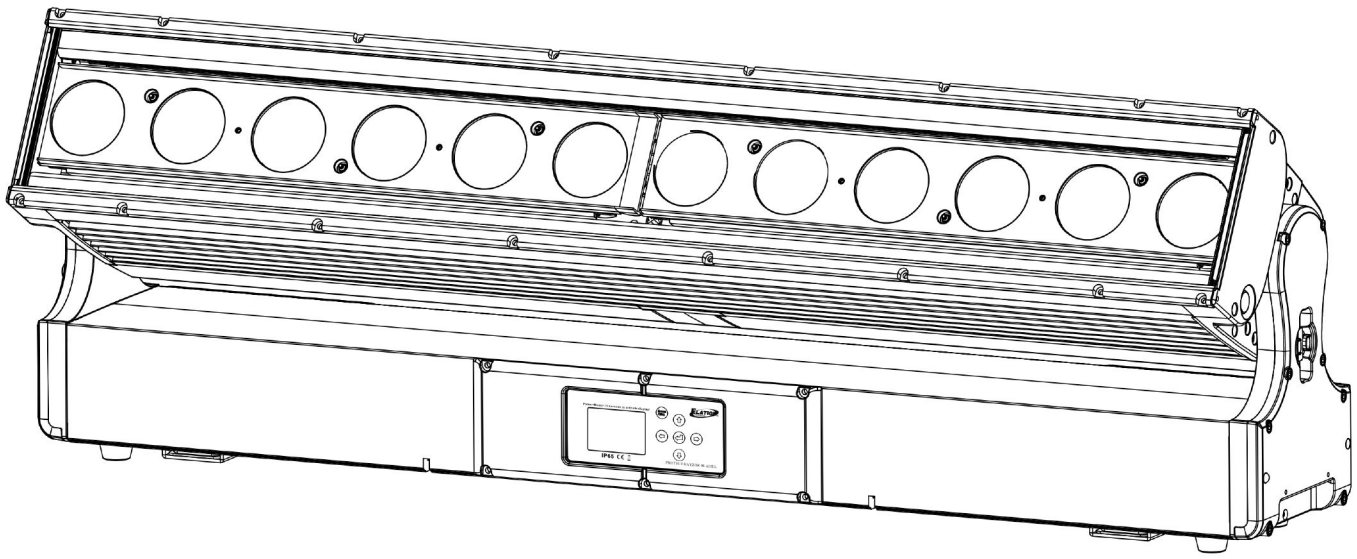
ELATION PROFESSIONAL



# PROTEUS™
## RAYZOR BLADE L
## user manual

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## DOCUMENT VERSION

Due to additional product features and/or enhancements, an updated version of this document may be available online. Please scan the QR Code with your mobile device or visit www.elationlighting.com for the latest revision/update of this manual, before installation and/or programming.

| Date | Document Version | SoftwareVersion ≥ | DMX Channel Modes | Notes |
|---|---|---|---|---|
| 08/25/2020 | 1.0 | 1.0.0 | 28/76/140/188 | Initial Release |
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# GENERAL INFORMATION

## FOR PROFESSIONAL USE ONLY

### INTRODUCTION

Please read and understand the instructions in this manual carefully and thoroughly before attempting to operate this device. These instructions contain important safety and use information. For professional use only

### IP65 RATED

An IP rated lighting fixture is one, which is commonly installed in outdoor environments and has been designed with an enclosure that effectively protects the ingress (entry) of external foreign objects such as dust and water. **The International Protection (IP)** rating system is commonly expressed as **"IP"** (Ingress Protection) followed by two numbers (i.e. IP65) where the numbers define the degree of protection. The first digit (Foreign Bodies Protection) indicates the extent of protection against particles entering the fixture and the second digit (Water Protection) indicates the extent of protection against water entering the fixture. An **IP65** rated lighting fixture is one, which has been designed and tested to protect against the ingress of dust **(6)** and low-pressure water jets from any direction **(5)**.

### UNPACKING

Every device has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton is damaged, carefully inspect the device for damage, and be sure all accessories necessary to install and operate the device have arrived intact. In the event damage has been found or parts are missing, please contact our customer support team for further instructions. Please do not return this device to your dealer without first contacting customer support. Please do not discard the shipping carton in the trash. Please recycle whenever possible.

### BOX CONTENTS

Omega Brackets (x2)
IP65 Rated 5pin DMX Cable
IP65 Rated RJ45 DATA Cable (Fixture to Fixture Interconnect Use Only!)
IP65 Rated Power Cable

### CUSTOMER SUPPORT

Contact ELATION Service for any product related service and support needs.
Also visit forums.elationlighting.com with questions, comments or suggestions.

**ELATION SERVICE USA-Monday-Friday 8:00am to 4:30pm PST**
**323-582-3322 | Fax 323-832-9142 |** support@elationlighting.com

**ELATION SERVICE EUROPE-Monday-Friday 08:30 to 17:00 CET**
**+31 45 546 85 63 | Fax +31 45 546 85 96 |** support@elationlighting.eu

**REPLACEMENT PARTS** please visit parts.elationlighting.com

# LIMITED WARRANTY (USA ONLY)

To obtain warranty service, a Return Materials Authorization (RMA) number must first be obtained from ELATION. It is the Customer's responsibility to provide product proof of purchase and serial number by acceptable evidence such as an invoice copy or an approved ELATION Extended Warranty Certificate ("EWC") and any relevant maintenance records at the time warranty service is sought. Failure to provide acceptable evidence of product proof of purchase or EWC and any relevant maintenance records may be cause for denial of warranty service.

Products returned for warranty service must be sent without any accessories (i.e., power, data, and safety cables, brackets, clamps, rigging hardware, frost filters, gel frames, barn doors, lens, hoses, nozzles, rack mounting hardware, etc.), must be boxed using the original and/or suitable packaging materials (double-box and foam) that provides ample product protection for ground and/or air freight transit, and must be shipped freight pre-paid and insured to ELATION in Los Angeles, CA or an ELATION Authorized Service Center. The RMA number must be clearly written on the outside of the return box, and a brief description of the problem and the RMA number must be documented and included in the box.

Products returned for warranty service without an RMA number clearly marked on the outside of the package will be refused and returned to the shipper at the Customer's expense. Products returned for warranty service, which are received damaged due to inadequate and/or improper packaging and/or due to damage caused by shipping carrier, may incur additional repair charges before warranty service begins and/or may void this warranty. If any product accessories (included and/or optional) are shipped with the product, ELATION and/or the ELATION Authorized Service Center shall have no liability what so ever for the loss and/or damage to any such accessories, nor the safe return thereof. If the requested warranty repairs or service (including parts replacement) are within the terms of this warranty, ELATION will pay return ground transportation shipping charges to a single designated point within the United States.

# SAFETY GUIDELINES

This fixture is a sophisticated piece of electronic equipment. To guarantee a smooth operation, it is important to follow all instructions and guidelines in this manual. Elation Professional is not responsible for injury and/or damages resulting from the misuse of this fixture due to the disregard of the information printed in this manual. Only qualified and/or certified personnel should perform installation of this fixture and only the original rigging parts (omega brackets) included with this fixture should be used for installation. Any modifications to the fixture and/or the included mounting hardware will void the original manufactures warranty and increase the risk of damage and/or personal injury.



**PROTECTION CLASS 1-FIXTURE MUST BE PROPERLY GROUNDED.**



**THERE ARE NO USER SERVICEABLE PARTS INSIDE THIS UNIT.
DO NOT ATTEMPT ANY REPAIRS YOURSELF; DOING SO WILL VOID YOUR MANUFACTURER'S WARRANTY. DAMAGES RESULTING FROM MODIFICATIONS TO THIS FIXTURE AND/OR THE DISREGARD OF SAFETY INSTRUCTIONS AND GUIDELINES IN THIS MANUAL VOID THE MANUFACTURE'S WARRANTY AND ARE NOT SUBJECT TO ANY WARRANTY CLAIMS AND/OR REPAIRS.**



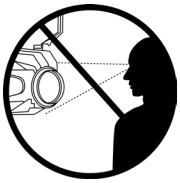
**ENSURE ALL CONNECTIONS AND END CAPS ARE PROPERLY SEALED WITH A DIELECTRIC GREASE (AVAILABLE AT MOST ELECTRICAL SUPPLIERS) TO PREVENT WATER CORROSION AND/OR ELECTRICAL SHORT CIRCUIT.**



**DO NOT PLUG FIXTURE INTO A DIMMER PACK!
NEVER OPEN THIS FIXTURE WHILE IN USE!
UNPLUG POWER BEFORE SERVICING FIXTURE!
NEVER TOUCH FIXTURE DURING OPERATION, AS IT MAY BE HOT!
KEEP FLAMMABLE MATERIALS AWAY FROM FIXTURE!**



**IF THE FIXTURE IS EXPOSED TO ENVIRONMENTAL TEMPERATURE CHANGES SUCH AS RELOCATION FROM AN OUTDOOR COLD TO AN INDOOR WARM ENVIRONMENT, DO NOT POWER THE FIXTURE ON IMMEDIATELY. INTERNAL CONDENSATION AS A RESULT OF ENVIRONMENTAL TEMPERATURE CHANGE CAN CAUSE INTERNAL FIXTURE DAMAGE. LEAVE THE FIXTURE POWERED OFF UNTIL IT HAS REACHED ROOM TEMPERATURE BEFORE POWERING ON.**



**NEVER LOOK DIRECTLY INTO THE LIGHT SOURCE!
RETINA INJURY RISK-MAY INDUCE BLINDNESS!
SENSITIVE PERSONS MAY SUFFER AN EPILEPTIC SHOCK!**

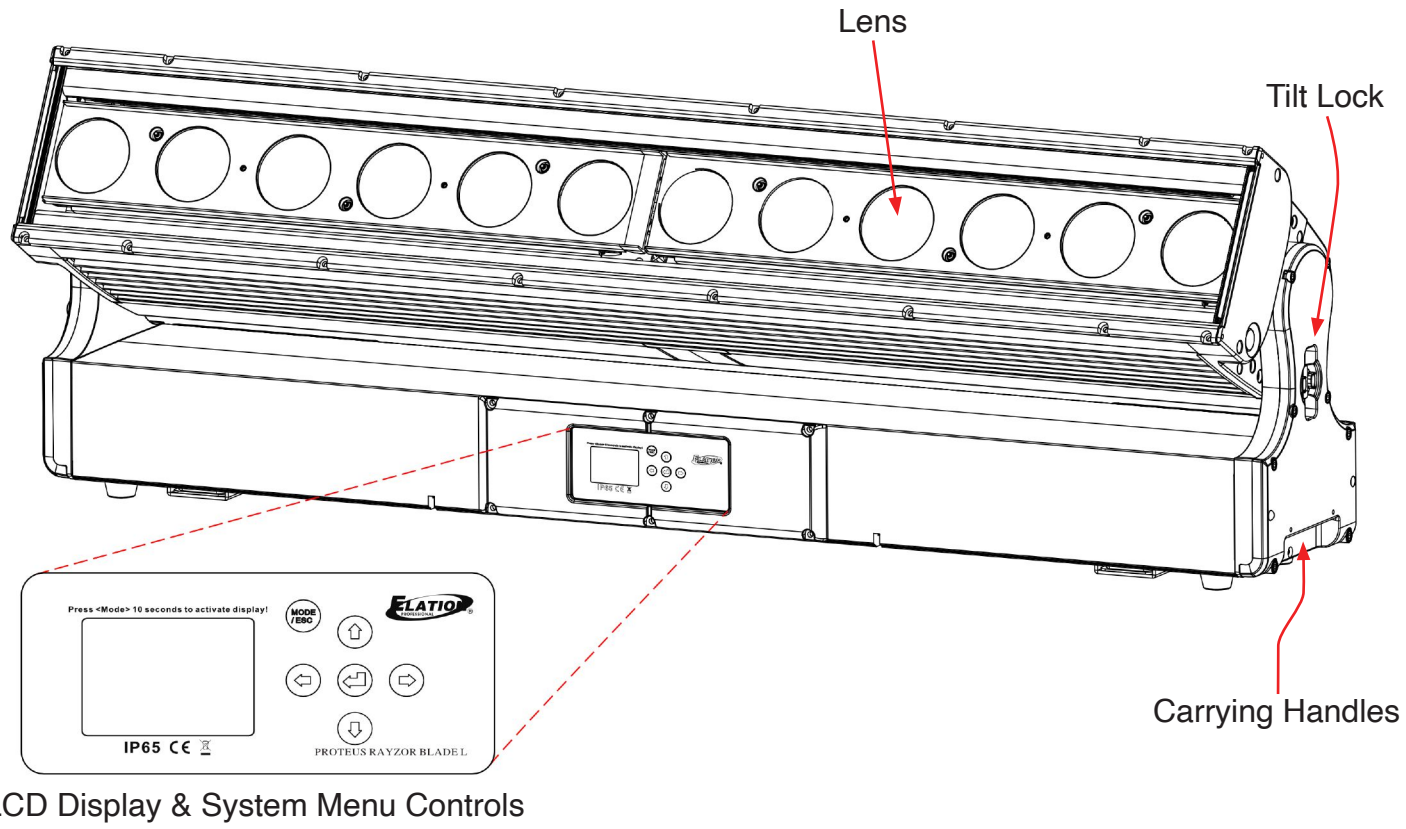


**MINIMUM DISTANCE TO OBJECTS/SURFACES
MUST BE 1.6 FEET (0.5 METERS)
MAXIMUM TEMP OF EXTERNAL SURFACE 185° F (85°C)
MINIMUM DISTANCE OF INFLAMMABLE MATERIALS
FROM THE SURFACE 1.6 FEET (0.5 METER)**

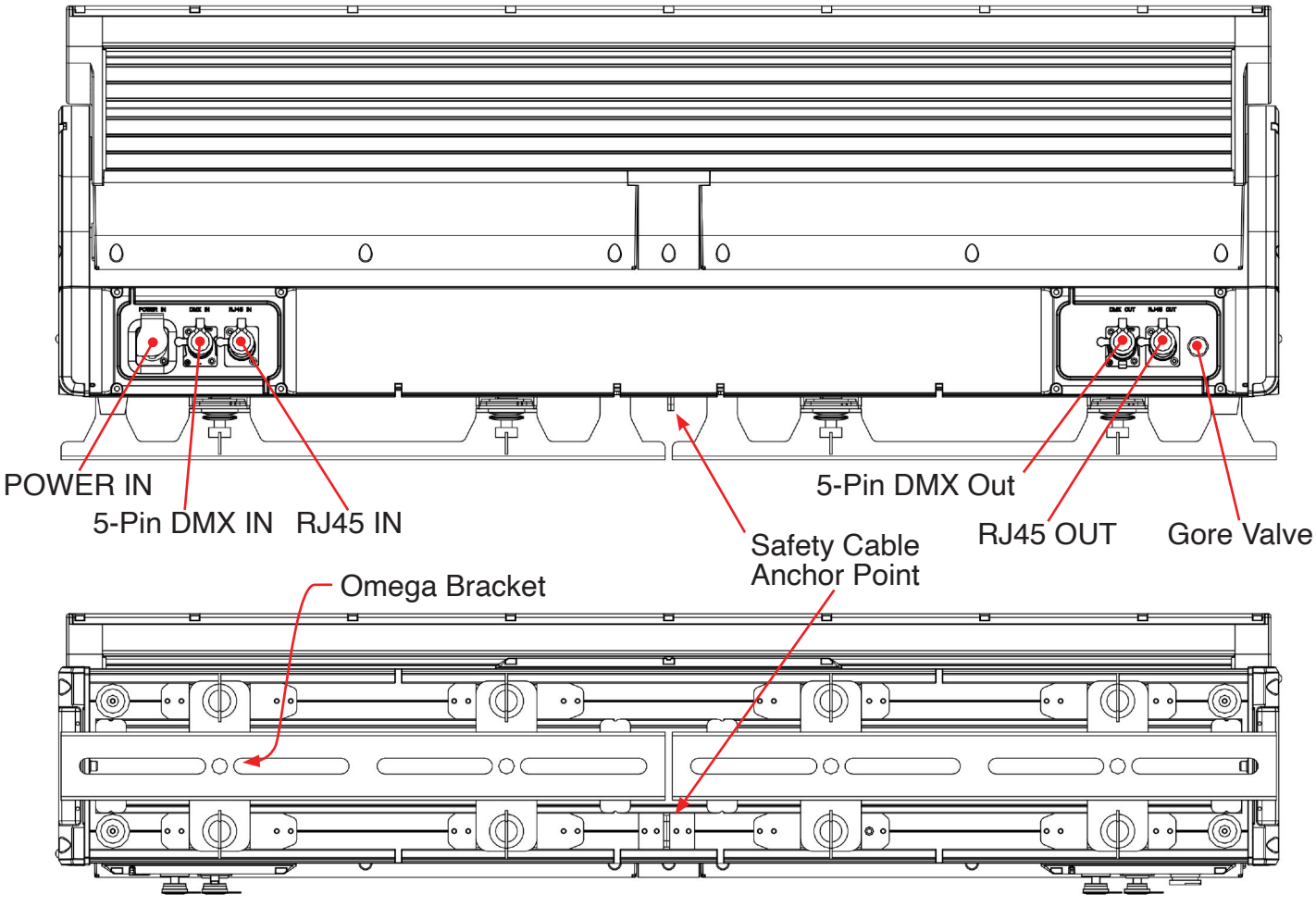
# SAFETY GUIDELINES

- **DO NOT TOUCH** the fixture housing during operation. Turn OFF the power and allow approximately 15 minutes for the fixture to cool down before serving.
- **DO NOT** shake fixture, avoid brute force when installing and/or operating fixture.
- **DO NOT** operate fixture if the power cord is frayed, crimped, damaged and/or if any of the power cord connectors are damaged and do not insert into the fixture securely with ease. NEVER force a power cord connector into the fixture. If the power cord or any of its connectors are damaged, replace it immediately with a new one of similar power rating.
- **DO NOT** block any air ventilation slots.
- All fan and air inlets must remain clean and never blocked.
- Always disconnect fixture from main power source before performing any type of service and/or cleaning procedure. Only handle the power cord by the plug end; never pull the plug out by tugging the wire portion of the cord.
- Consistent operational breaks will ensure fixture will function properly for many years.
- ONLY use the original packaging and materials to transport the fixture in for service.

# OVERVIEW

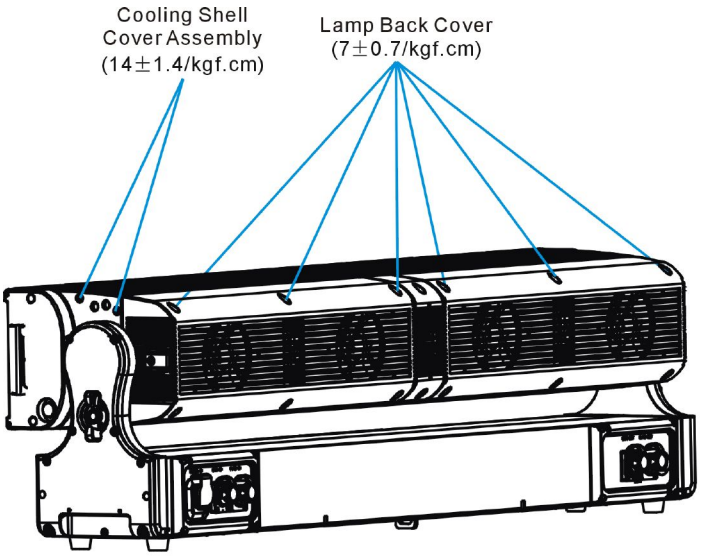


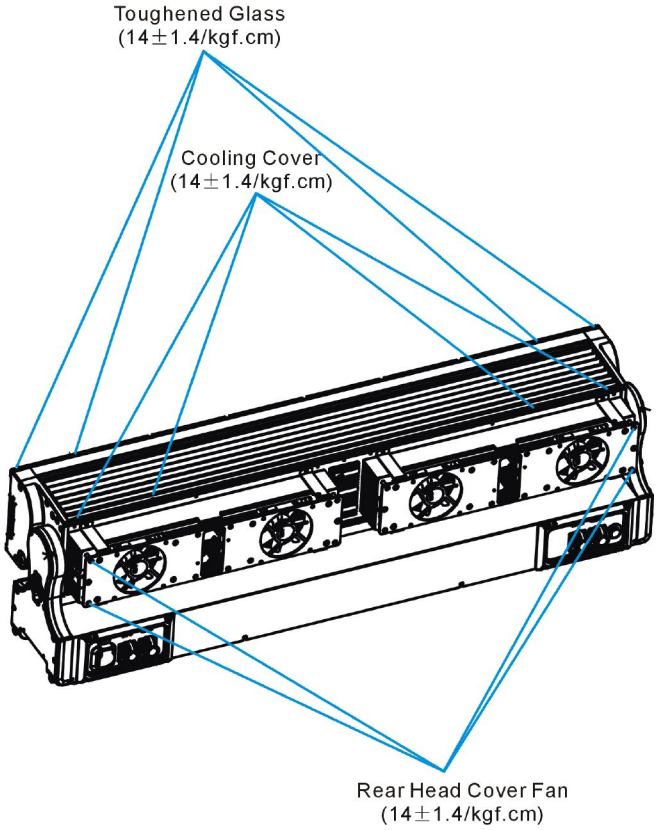

LCD Display & System Menu Controls



# TORQUE SETTINGS FOR SCREWS

| NO. | Name | Torque Settings/kgf.cm |
|---|---|---|
| 1 | Lamp Back Cover 2 | 7±0.7 |
| 2 | Cooling Shell Cover Assembly | 14±1.4 |
| 3 | Cooling Cover | 14±1.4 |
| 4 | Toughened Glass | 14±1.4 |
| 5 | Rear Head Cover Fan | 14±1.4 |




**CAUTION! DO NOT OVER TORQUE SCREWS AS THIS CAN CAUSE LEAKAGE ISSUES!**

**TO CONFIRM THE IP65 INTEGRITY, TEST FIXTURE USING THE ELATION IP TESTER. CONTACT ELATION SERVICE FOR MORE DETAILS.**

| Elation Product | Minimum Value | | Maximum Value | | Steady Time (Hold Time) | Tester | Remarks |
|---|---|---|---|---|---|---|---|
| | Kpa | Psi | Kpa | Psi | S | | |
| **Proteus Rayzor Blade L/S** (Same settings both units) | -17 | | -13 | | 30 | Elation IP Tester | Complete Unit |
| | 13.00 | | 17.00 | | 30 | Elation IP Tester | |

**IF IN THE UNLIKELY EVENT THAT A PRESSURIZED FIXTURE RESULTS IN CATASTROPHIC LENS FAILURE, EYE PROTECTION MUST BE WORN AT ALL TIMES WHEN USING ELATION IP TESTER, ESPECIALLY WITH FIXTURES FEATURING LARGE GLASS LENSES.**



# INSTALLATION GUIDELINES



### FLAMMABLE MATERIAL WARNING

Keep fixture minimum 5.0 feet (1.5m) away from flammable materials and/or pyrotechnics.



### ELECTRICAL CONNECTIONS

A qualified electrician should be used for all electrical connections and/or installations.



### MINIMUM DISTANCE TO OBJECTS/SURFACES MUST BE 3.2 FOOT (1.0 METERS)



### MINIMUM DISTANCE OF INFLAMMABLE MATERIALS FROM THE SURFACE 3.2 FEET (1.0 METER)



### MAXIMUM AMBIENT TEMPERATURE 194° F (90°C)



### DO NOT INSTALL THE FIXTURE IF YOU ARE NOT QUALIFIED TO DO SO!

Fixture MUST be installed following all local, national, and country commercial electrical and construction codes and regulations.

Before rigging/mounting the fixture to any metal truss/structure or placing the fixture on any surface, a professional equipment installer MUST be consulted to determine if the metal truss/structure or surface is properly certified to safely hold the combined weight of the fixture, clamps, cables, and accessories.

Overhead rigging requires extensive experience, including, amongst others, calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

Fixture ambient operating temperature range is **4° to 113°F. (-20° to 45°C)**
Do not use the fixture under or above this temperature.

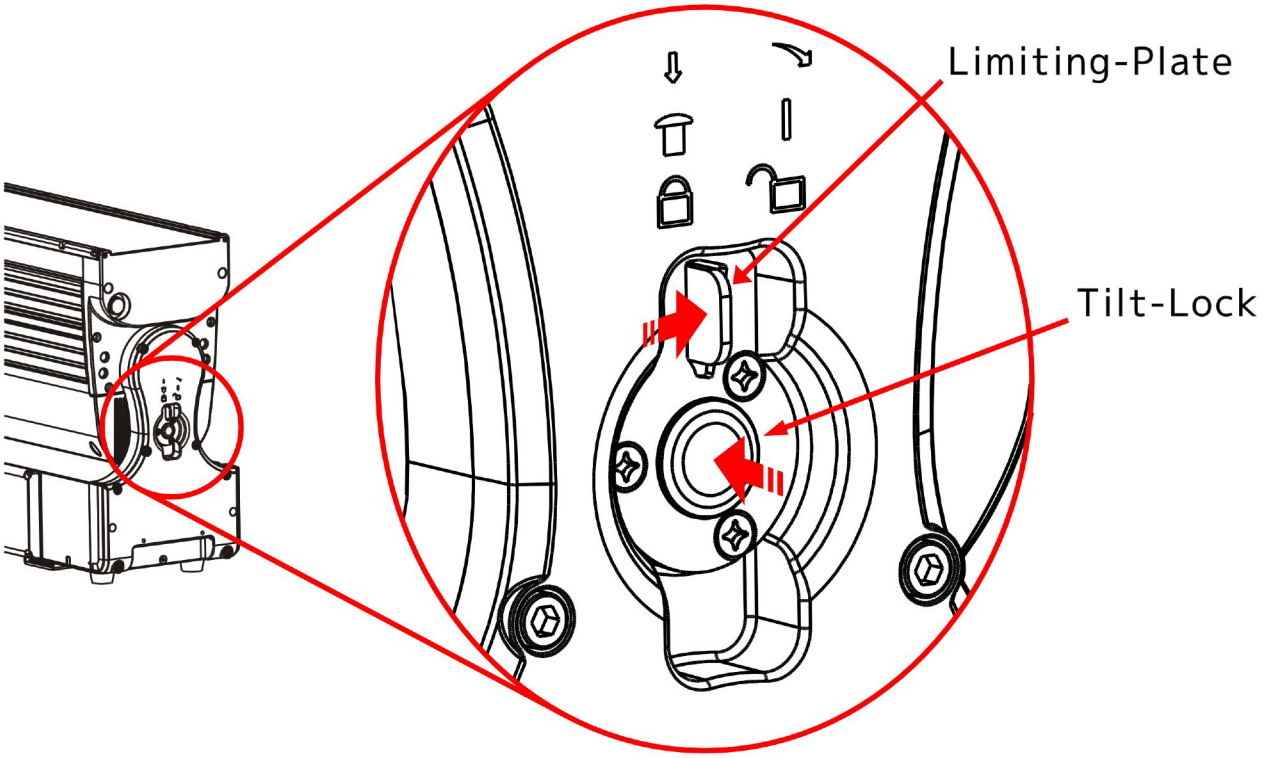
Fixture should be installed in areas outside walking paths, seating areas, or away from areas were unauthorized personnel might reach the fixture by hand.

**NEVER** stand directly below the fixture when rigging, removing or servicing.
Overhead fixture installation must always be secured with a secondary safety attachment, such as an appropriately rated safety cable.

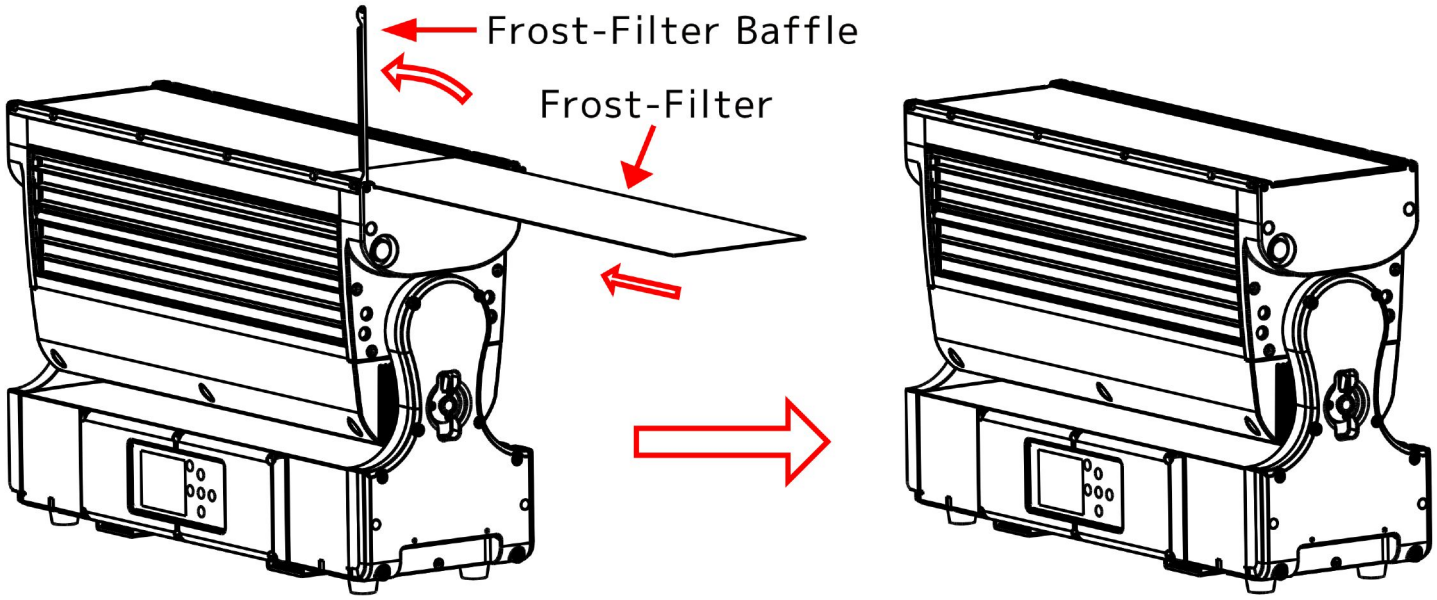
Allow approximately 10 minutes for the fixture to cool down before servicing.

# INSTALLATION GUIDELINES

**TILT-LOCK**
To lock, press the Tilt-Lock Button until it clicks.
To Unlock, press the Limiting-Plate to the right until the Tilt-Lock button pops up.



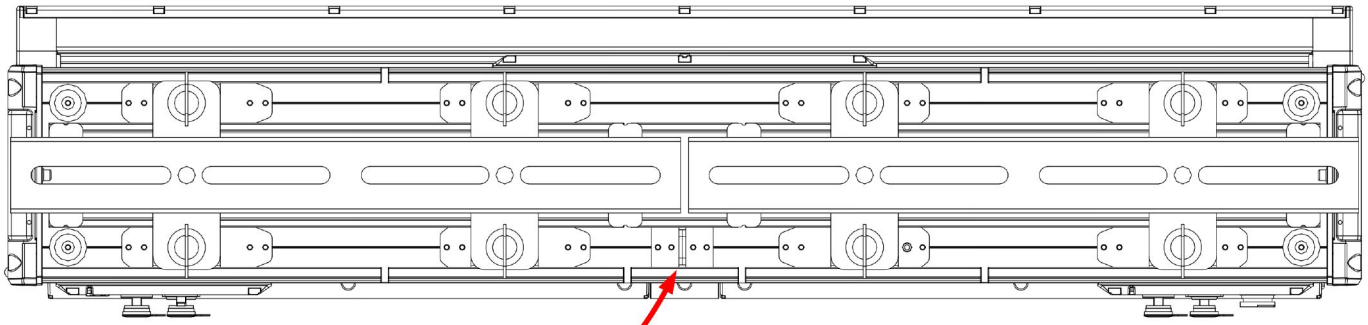

**FROST-FILTER**
1. Loosen the screws on both sides of the Frost-Filter Baffle and lift it away as shown below.
2. Insert the Frost Filter into the slot above the lens glass and slide it in fully.
3. Replace the Frost-Filter Baffle and tighten the screws

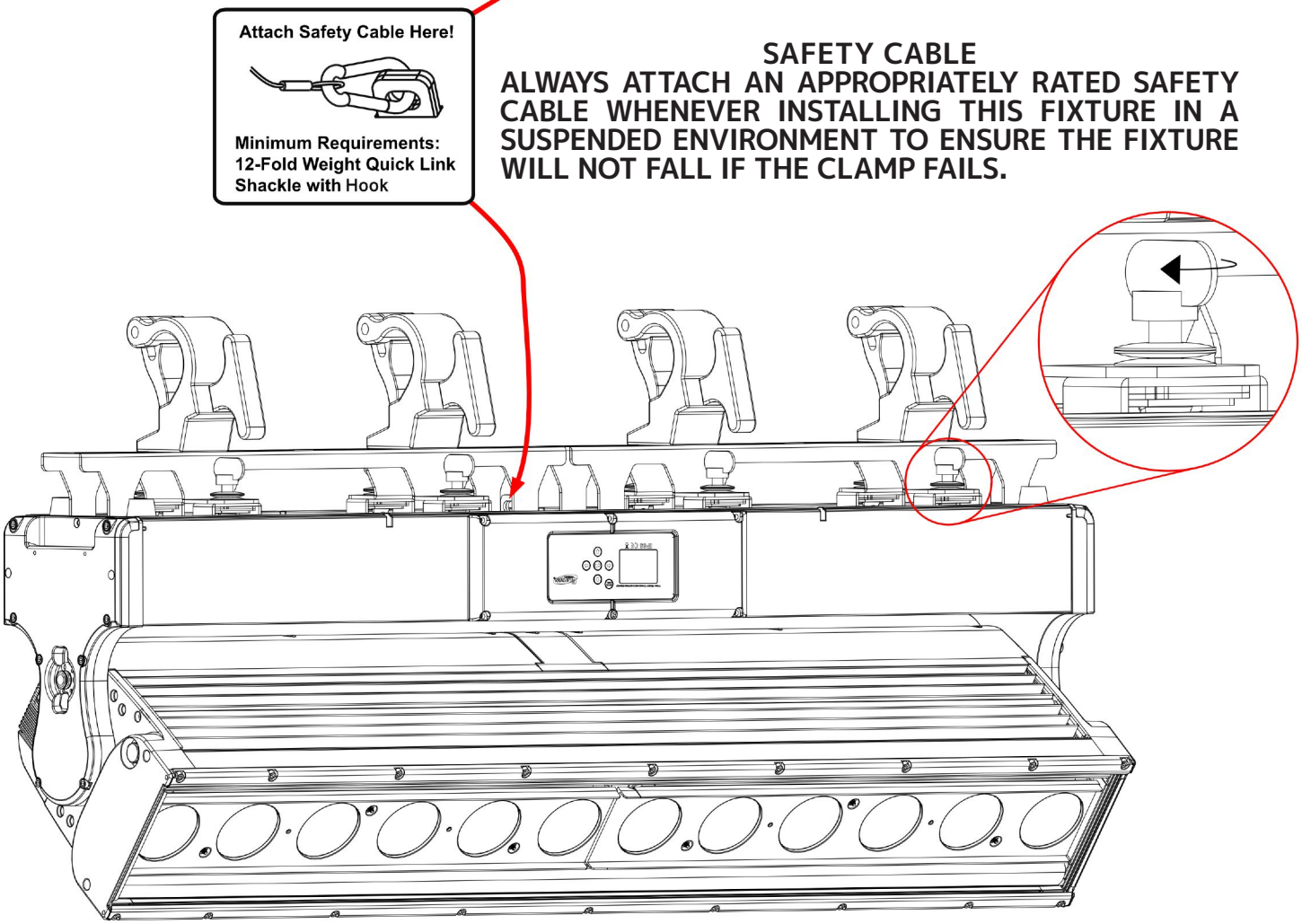


# INSTALLATION GUIDELINES

## OMEGA BRACKETS WITH CLAMP INSTALLATION

Insert the Omega Brackets into the matching holes on the bottom of the fixture. Secure the Omega Brackets to the fixture by turning each quick-lock fastener ¼ turn clockwise; making sure the fastener is completely locked. Omega Brackets can be installed into the fixture base as illustrated below.






**SAFETY CABLE**

**ALWAYS ATTACH AN APPROPRIATELY RATED SAFETY CABLE WHENEVER INSTALLING THIS FIXTURE IN A SUSPENDED ENVIRONMENT TO ENSURE THE FIXTURE WILL NOT FALL IF THE CLAMP FAILS.**

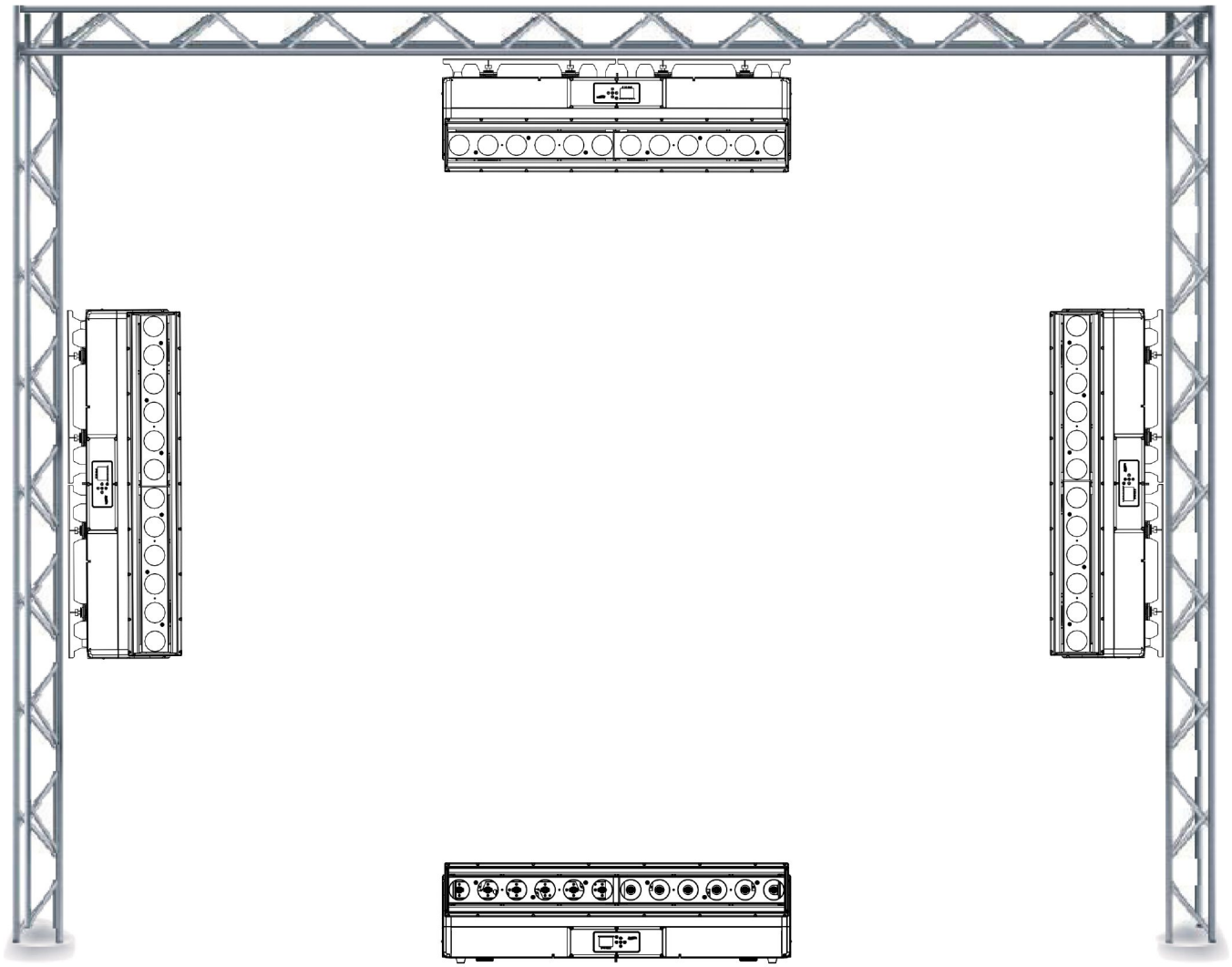
## MOUNTING THE FIXTURE ON A TRUSS USING CLAMPS WITH OMEGA BRACKETS

When mounting the fixture to a truss, be sure to secure an appropriately rated professional grade rigging clamp to the included **Omega Brackets** using an M10 or M12 screw fitted through the center hole of the **Omega Brackets**. The fixture provides built-in rigging points for a **SAFETY CABLE** (not included). Be sure to only use one of the designated rigging points for the safety cable and never secure a safety cable to a carrying handle.

# INSTALLATION GUIDELINES

**RIGGING**

Overhead rigging requires extensive experience, including among others, calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



# INSTALLATION GUIDELINES

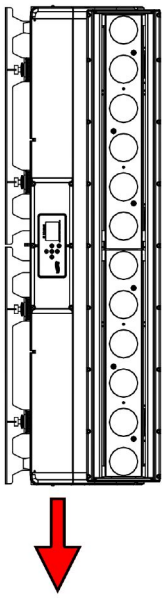
### ART-NET | sACN CONNECTION

When connecting fixture to a network switch to control multiple devices, a **Gigabit Ethernet Switch** that supports **IGMP (Internet Group Management Protocol)** is required. Using a **Gigabit Ethernet Switch** that does not support **IGMP** can cause erratic behavior of all connected devices to the switch. Click link below for more information about IGMP.

https://en.wikipedia.org/wiki/Internet_Group_Management_Protocol

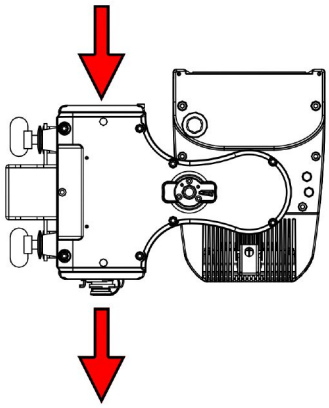
### POWER AND DATA CABLES

**TO MAINTAIN THE IP65 RATING INTEGRITY OF THE FIXTURE, ALL CABLES MUST BE RUN TOWARDS THE GROUND TO PREVENT WATER ACCUMULATION AROUND THE CONNECTIONS.**



CABLES

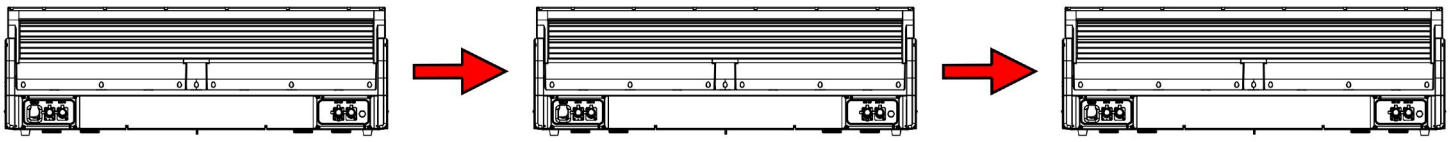
SYSTEM MENU LCD DISPLAY



CABLES

### INCLUDED RJ45 DATA CABLE

**THE INCLUDED RJ45 DATA CABLE IS FOR FIXTURE TO FIXTURE INTERCONNECTION ONLY! THE RJ45 CABLE CONNECTORS MAY NOT BE COMPATIBLE WITH OTHER RJ45/ETHERCON TYPE CONNECTORS.**

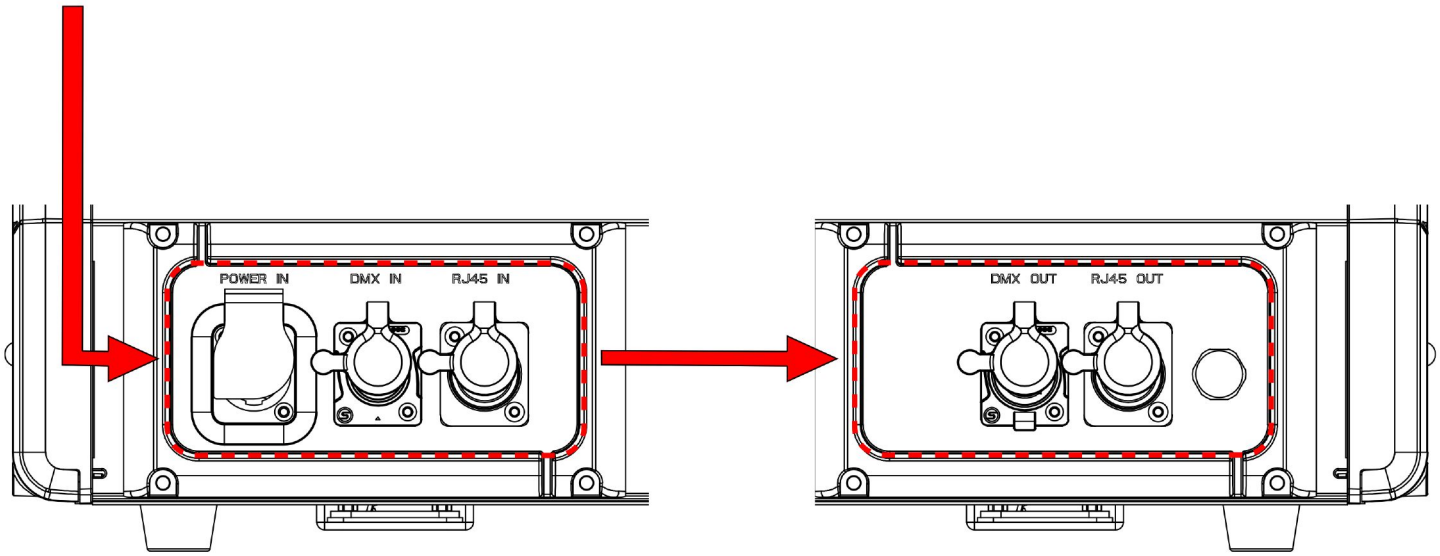


# INSTALLATION GUIDELINES

## POWER AND DATA CABLES

**ENSURE ALL CONNECTIONS AND ENDCAPS ARE PROPERLY SEALED WITH DIELECTRIC GREASE (AVAILABLE AT MOST ELECTRICAL SUPPLIERS) TO PREVENT WATER CORROSION AND/OR ELECTRICAL SHORT CIRCUIT.**

**TO MAINTAIN THE IP65 RATING INTEGRITY OF THE FIXTURE AND PREVENT WATER FROM ENTERING THE FIXTURE, SEAL ALL UNUSED CONNECTION RUBBER CAPS.**



# INSTALLATION GUIDELINES

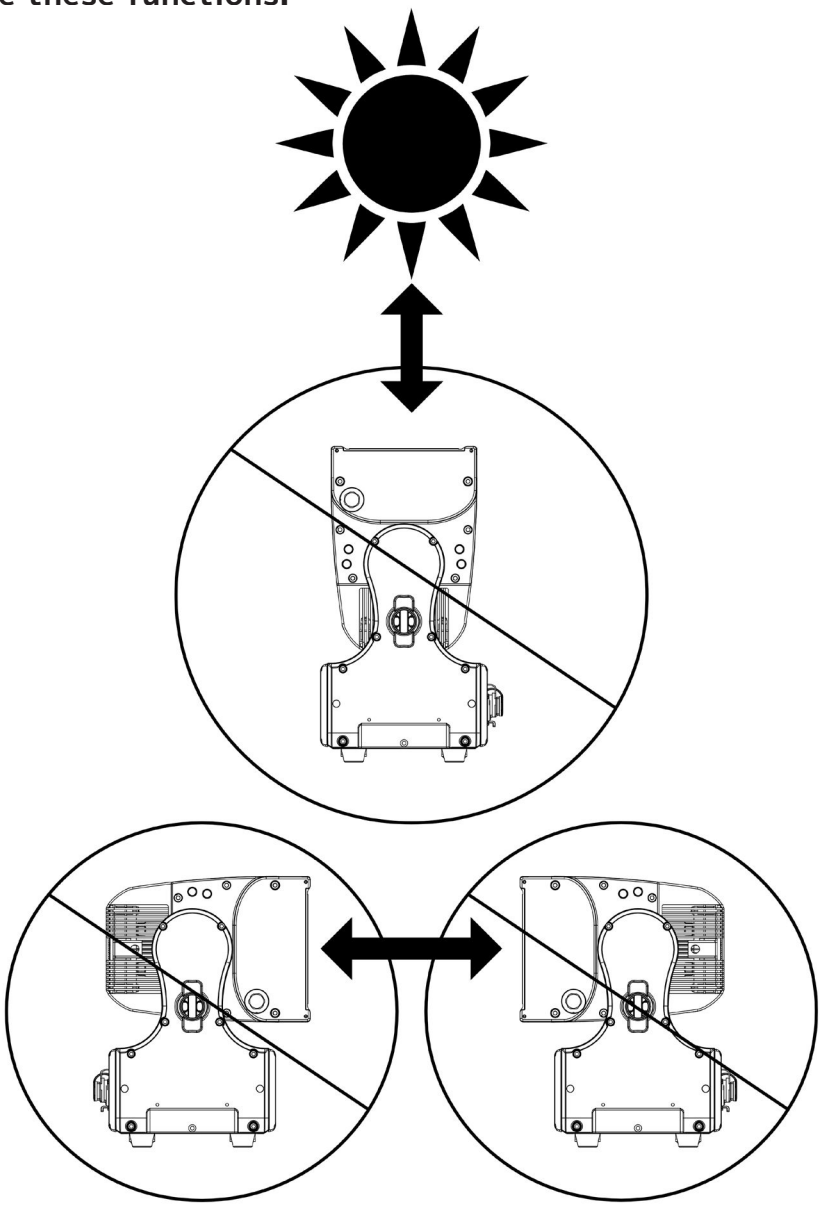
**POTENTIAL INTERNAL FIXTURE DAMAGE FROM EXTERNAL SOURCES OF LIGHT BEAMS**

External sources of light beams from direct sunlight, lighting moving head fixtures, and lasers, which are focused directly towards the exterior housing and/or penetrate the front lens opening of ELATION lighting fixtures, can cause severe internal damage including burning to optics, dichroic color filters, glass and metal gobos, prisms, animation wheels, frost filters, iris, shutters, motors, belts, wiring, discharge lamps, and LEDs.

This issue is not specific only to ELATION lighting fixtures, it is a common issue with lighting fixtures from all manufacturers. Although there is no true way to fully prevent this issue from happening, the guidelines below can prevent any potential damage from occurring if followed. Contact ELATION Service for more details.

**DO NOT EXPOSE THE FIXTURE AND/OR FRONT LENS OPENING TO LIGHT BEAMS FROM DIRECT SUNLIGHT, OTHER LIGHTING MOVING HEAD FIXTURES, AND LASERS WHILE UNPACKING, INSTALLATION, USE, AND EXTENDED IDLE TIMES OUTDOORS. DO NOT FOCUS A LIGHT BEAM FROM ONE LIGHTING FIXTURE DIRECTLY TOWARDS ANOTHER.**

**Note: See 'DMX Traits: Fixture' table on page 30 under 'Control' for channel values to engage or disengage these functions.**



# SUN PROTECTION MODE

The fixture incorporates an automatic protection from harmful sunlight, which can damage a fixture's internal components from extended exposure. Fixtures use an internal sensor to determine their physical orientation, then reorient the fixture towards the ground to prevent sunlight from entering the lens.

This automatic feature only works when the fixture is powered. If the fixture is unpowered during setup, it is necessary to manually reorient the lenses away from the sun, and aim them towards the ground. Even a few minutes of sun exposure can cause damage inside the fixture.

The Sun Protection setting is accessed via the "No DMX Status" menu.

The automatic sun protection positioning is activated under the following conditions:
1. Power on without DMX signal: the fixture always starts in sun protection mode.
2. No DMX Status "Sun Protection": the fixture enters sun protection mode after approximately 3 minutes.
3. Remote DMX control: the sun protection position can be **temporarily** activated from the lighting console without the need to create a custom position preset. The fixture senses the correct ground orientation. This means that fixtures already facing the ground may not move their heads.

Hold "Sun Protect Position" for 3s to set the fixture to the sun protection position.

Sun protection status displays as "**Sun Protection: Active**".

The sun protection position deactivates under the following conditions:
1. Connect DMX signal.
2. Remote DMX control: Hold "Sun Protection Off" for 3s.

To avoid harsh or jarring movements, the sun protection position always uses a 5-second fade time when it is activated or deactivated.

# HIBERNATION MODE

To reduce wear on the fixture and its components, this mode disables motors and most electronics. Set the hibernation mode countdown time in the Display Menu: "Status Settings / Personality / Hibernation". Hibernation can be fully disabled.

The hibernation mode activates under the following conditions:
1. Loss of DMX: the fixture enters hibernation after the timeout expires. Default is 15 minutes.
2. Remote DMX control: Hold "Hibernate Fixture" for 3s

The hibernation mode deactivates under the following conditions:
1. Connect DMX Signal
2. Remote DMX control: Hold "Hibernate Off" for 3s

The fixture will perform a full calibration cycle, then assume the current DMX status.

Please note that the Hibernation does not change the PT position of the fixtures, allowing the user to set the desired position and then issue the Hibernate command.

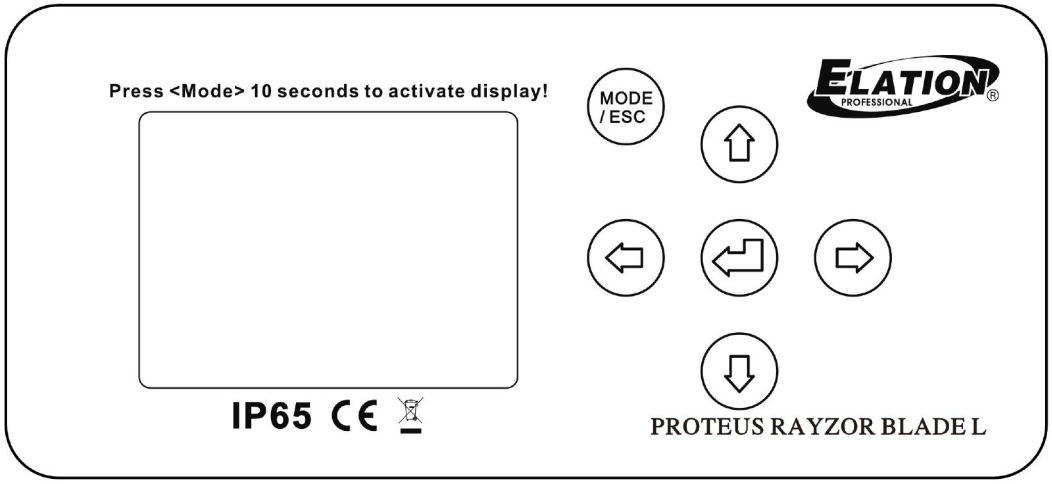
To ensure the fixture is protected from harmful sunrays it is recommended to either leave the "No DMX Status" in "Sun Protection" (so the fixture is already in the correct position after 3 minutes of DMX loss) or set the fixture to a safe Tilt position manually first before hibernation.

**Burn and heat damage to the fixture's interior components due to external light sources (sun or other fixtures shining into the lens) is never covered under the manufacturers warranty.**

# SYSTEM MENU

The fixture includes an easy to navigate system menu. The control panel (see image below) located on the front of the fixture, provides access to the main system menu and is where all necessary system adjustments are made to the fixture. During normal operation, pressing **MODE/ESC** button once will access the fixture's main menu. Once in the main menu you can navigate through the different functions and access the sub-menus with the **UP**, **DOWN**, **RIGHT**, and **LEFT** buttons. Once you reach a field that requires adjusting, press the **ENTER** button to activate that field and use the **UP** and **DOWN** buttons to adjust the field. Pressing the **ENTER** button once more will confirm your setting. You may exit the main menu at any time without making any adjustments by pressing the **MODE/ESC** button.

**NOTE:** To access the LCD Menu Control Display via the internal battery, press and hold the **MODE/ESC** button for 10 seconds. The LCD Menu Control Display will shut **OFF** automatically about 1 minute from the last button press.



# SYSTEM MENU

| ELATION PROTEUS RAYZOR BLADE L | | | | |
|---|---|---|---|---|
| **MAIN MENU** | **OPTIONS / VALUES** (Default Settings in **BOLD**) | | | **DESCRIPTION** |
| **Function** | Set Dmx Address | A001~AXXX | | DMX Address Setting |
| | Dmx Value | ALL…… | | DMX Value Display |
| | Secondary Mode | Secondary1, Secondary2, Secondary3 | | Secondary Setting |
| | Auto Program | Primary / Alone | | Auto Program |
| **Information** | Time Information | Current Time | XXXX(Hours) | Power On Running Time |
| | | Total Run Time | XXXX(Hours) | Fixture Running Time |
| | | Last Run Time | XXXX(Hours) | Fixture Last Times Clear |
| | | LastRun Password | Password=XXX | Timer Password **038** |
| | | Clear Last Run | ON/**OFF** | Clear Fixture Last Time |
| | Temperature Info | LED Temperature | XXX℃/℉ | Temperature in LED |
| | | Base Temperature | XXX℃/℉ | Temperature in Base |
| | | Head Temperature | XXX℃/℉ | Temperature in Fixture |
| | Humidity Info | Head Humidity | XXX% | Humidity in Fixture |
| | | Base Humidity | XXX% | Humidity in Base |
| | Ethernet IP | Ethernet IP<br>XXX. XXX. XXX. XXX<br>XXX. XXX. XXX. XXX | | Ethernet IP |
| | Fan Info | HeadFan1: xxxx RPM<br>…… | | Fan information |
| | Software Version | 1U01: Vx.x.x<br>2U01: Vx.x.x<br>: | | Software Version |
| | Error Info | Error Record 1<br>Error Record 2<br>… …<br>Error Record 10 | | TILT....<br>TILT....<br>… …<br>TILT.... |
| **Personality** | Status Settings | Address Via DMX | **ON**/OFF | Address Via DMX |
| | | No DMX Status | Close/**Hold**/Auto | Auto Run If No DMX |
| | | | Sun Protection (default) | The fixture moves to the sun protection position after 3 minutes |
| | | | Close | The fixture turns off the light output |
| | | | Hold | The current fixture state is held until power off or DMX is resumed |
| | | | Autoprogram | The fixture recalls the internal auto program |
| | | Tilt Reverse | ON/**OFF** | Tilt Reverse movement |
| | | Zoom Speed | **Fast**/Slow | Zoom speed mode |
| | | Feedback | **ON**/OFF | Movement Feedback |
| | | Hibernation | OFF, 01M~99M, **15M** | Standby Mode |
| | Service Setting | Password | Password=XXX | Password (**050**) |
| | | Clear Err. Info | ON/OFF | Clear Err. Info |
| | Fans Control | **Auto** / High/ Silent / Sudio / Mute | | Fans Control |
| | Display Setting | Shutoff Time | 02~60m **05m** | Display Shut Off Time |
| | | Display Reverse | OFF/ON/**AUTO** | Reverse 180 degree |
| | | Key Lock | **ON**/OFF | LCD Control Panel Key Lock |

# SYSTEM MENU

| ELATION PROTEUS RAYZOR BLADE L | | | | |
|---|---|---|---|---|
| **MAIN MENU** | **OPTIONS / VALUES** (Default Settings in **BOLD**) | | | **DESCRIPTION** |
| **Personality** | Temperature C/F | Celsius | | Temp C/F |
| | | **Fahrenheit** | | |
| | Initial Status | TILT=XXX<br>..... | | Initial effect position |
| | Select Signal | **DMX Only** | | Select Signal |
| | | Art-Net | | |
| | | sACN | | |
| | Klingnet | ON/**OFF** | | Klingnet |
| | Ethernet IP | XXX. XXX. XXX. XXX | | Ethernet IP |
| | Ether Mask IP | XXX. XXX. XXX. XXX | | Ether Mask IP |
| | Set Universe | 000~32767 | | Setting Art-Net Universe |
| | DHCP | ON/**OFF** | | Automatically assign IP address |
| | Dimmer Mode | **Standard** | | Dimmer Mode |
| | | Stage | | |
| | | TV | | |
| | | Architectural | | |
| | | Theatre | | |
| | | Stage2 | | |
| | | Delay 0s, 0.1s, 0.2s, ..., 10s | | |
| | Refresh | **1200**, 900-1500, 2500, 4000, 5000, 6000, 10000, 15000, 20000, 25000(Hz) | | Refresh Frequency Rate Setting |
| | DimmerCurve | **Linear**, Square, Inverse Square, S-Curve | | DimmerCurve Setting |
| | ResetDef | **ON** | PassCode=XXX | Restore factory settings<br>Password (**011**) |
| | | Off | | |
| **Reset Function** | Reset All | | | Reset Function |
| | Reset Tilt | | | |
| | Reset Others | | | |
| **Effect Adjust** | Test Channel | TILT=XXX | | Test function |
| | Manual Control | TILT=XXX<br>: | | Manual Control function |
| | Calibration | Calibrate Password<br>TILT=XXX<br>: | | Password (**050**)<br>Calibrate and adjust the effects to standard/right position |
| **User Mode** | User Mode | **Standard**, Pixels, Pixel Plus, Extended | | Standard channel mode<br>RGBW main LED pattern<br>Extended channel mode |
| **Edit Program** | Select Program | Auto Pro Part 1 = Program 1 ~ 10 **Program 1** | | Select Programs To Be Run |
| | | Auto Pro Part 2 = Program 1 ~ 10 **Program 1** | | |
| | | Auto Pro Part 3 = Program 1 ~ 10 **Program 1** | | |
| | Edit Program | Prog 1 : Prog 10 | ProgTest | Testing Program |
| | | | Step 01 = SCxxx | Program In Loop |
| | | | Step 64 = SCxxx | Save and Exit |
| | Edit Scenes | Edit Scene 001<br>to<br>Edit Scene 250 | Tilt, .....<br>- Fade Time-<br>- Scene Time-<br>Input By Out | Save and Automatically Return Manual Scenes Edit |
| | Rec. Controller | XX~XX | | Automatic Scenes Recorder |

# SYSTEM MENU

## FUNCTION-Auto Program

Define fixture mode (**Primary** or **Alone**) for running Auto Programs. Select desired internal programs under "**Select Program**", set the number of steps under "**Edit program**", and edit individual scenes under "**Edit Scenes**".

**PERSONALITY-Status Settings-Address Via DMX**

When ON, define the desired DMX address via an external controller.

**NOTE: This process assumes the fixture DMX address is set to 001. If fixture DMX address is not at 001, you must adjust the channel numbers accordingly in order for this feature to work.**

**For example: if your fixture address is 010, then Channel 1 becomes Channel 10, Channel 2 becomes Channel 11, and Channel 3 becomes Channel 12.**

1. Connect the fixture to the external controller and power ON.
2. Set the DMX value of **Channel 1** on the controller to (**7**).
3. Set the DMX value of **Channel 2** on the controller to (**7**) or (**8**). When set to (**7**), the DMX address can be set between (**1**) and (**255**). When set to (**8**), the DMX address can be set between (**256**) and (**511**).
4. Using **Channel 3** on the controller set the desired DMX address of the fixture.

   **Example 1**:

   If the desired DMX address is **57**, set **Channel 1** to a value of (**7**), set **Channel 2** to a value of (**7**), and then set **Channel 3** to a value of (**57**).

   **Example 2**:

   If the desired DMX address is **420**, set **Channel 1** to a value of (**7**), set **Channel 2** to a value of (**8**), and then set **Channel 3** to a value of (**164**). (256+164=420)
5. After setting **Channel 3** to the desired DMX address value, wait approximately 20 seconds for the fixture to complete the address reset function.

**PERSONALITY-Service Settings-Password (050)**

**NOTE**: The Service Password MUST be entered in order to access the following menus: Clear Err. Info .

**PERSONALITY-Display Setting-Key Lock**

When ON, Control Panel buttons lock automatically after exiting main menu for 15 seconds. To unlock, keep **MODE/ESC** button pressed for 3 seconds.

**PERSONALITY-Dimmer Curve**

# SYSTEM MENU



**ONLY QUALIFIED TECHNICIANS SHOULD PERFORM THIS FUNCTION!**
**NOTE: SAVED WHITE BALANCE IS ERASED AFTER A RESET IS PERFORMED!**

This function restores all fixture settings to the factory default settings. The password is 011 and must be entered each time a reset is performed.

**EFFECT ADJUST-Test Channel**

Auto test each individual channel function independently from the DMX control board.

**EFFECT ADJUST-Manual Control**

Select and manually test and fine adjust each individual channel function Independently from DMX control board. This function will center PAN and TILT motors and set dimmer to 100%. PAN and TILT functions will still operate if the fixture needs to be positioned to a flat clear surface. With the individual functions, you can focus the light on a flat surface (wall) and perform fine adjustments.



**EFFECT ADJUST-Calibration**
**ONLY QUALIFIED TECHNICIANS SHOULD PERFORM THIS FUNCTION.**

This function allows small adjustments to be made to the Pan, Tilt, and Zoom movements to compensate for ware or in the event a sensor has been knocked slightly out of place. Because improper use of this function can result in undesired operation this function has been password protected. The password is 050 and must be entered each time the calibration menu function is entered. Because calibration is an extremely delicate procedure, instructions on performing this action are left out of this manual. For a first-time calibrator, please contact our customer support team for step-by-step instructions.

**USER MODE SET-Edit User Mode**

Create user defined channel orders allowing the fixture to match the channel order of other fixtures on the market for easier operation. A total of three user modes may be configured: User Mode A, User Mode B, and User Mode C.

**EDIT PROGRAM-Rec. Controller**

The fixture features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the moving head. Adjust the desired scene numbers via the encoder (from-to). When you call up the scenes at your controller, they will automatically be transmitted to the moving head.

# SYSTEM MENU

## EDIT PROGRAM-Record Controller-Working With Built-In Programs

A Primary unit can send up to 3 different data groups to the Secondary units, i.e. a Primary unit can start 3 different Secondary units, which run 3 different programs. The Primary unit sends the 3 program parts in a continuous loop.




The Secondary unit receives data from the Primary unit according to the group which the Secondary unit was assigned to. If e.g. a Secondary unit is set to "**Secondary 1**" in the menu "**Set to Secondary**", the Primary unit sends "**Auto Program Part 1**" to the Secondary unit. If set to "**Secondary 2**", the Secondary unit receives "**Auto Program Part 2**".
To start an Auto Program proceed as follows:

1. S**econdary Setting**
- Select "**Function Mode**".
- Press **ENTER** to confirm.
- Select "**Set to Secondary**".
- Press **ENTER** to confirm.
- Select "**Secondary 1**", "**Secondary 2**" or "**Secondary 3**".
- Press **ENTER** to confirm.
- Press **MODE/ESC** in order to return to the main menu.

**2. Automatic Program Run**
- Select "**Function Mode**".
- Press **ENTER** to confirm.
- Select "**Auto Program**".
- Press **ENTER** to confirm.
- Select "**Primary**" or "**Alone**".
- Press **ENTER** to confirm.
- Press **MODE/ESC** in order to return to the main menu.

**3. Program Selection for Auto Pro Part**
- Select "**Edit Program**".
- Press **ENTER** to confirm.
- Select "**Select Programs**".
- Press **ENTER** to confirm.
- Select "**Auto Pro Part 1**", "**Auto Pro Part 2**" or "**Auto Pro Part 3**", and select which Secondary program is to be sent. Selection "**Part 1**" means, that the Secondary unit runs the same program as the Primary units.
- Press **ENTER** to confirm.
- Press **MODE/ESC** in order to return to the main menu.

**4. Program Selection for Edit Program**
- Select "**Edit Program**".
- Press **ENTER** to confirm.
- Select "**Edit Program**".
- Press **ENTER** to confirm.
- Select the desired program to edit specific scenes into a specific program.
- Press **ENTER** to confirm.
- Press **MODE/ESC** in order to return to the main menu.

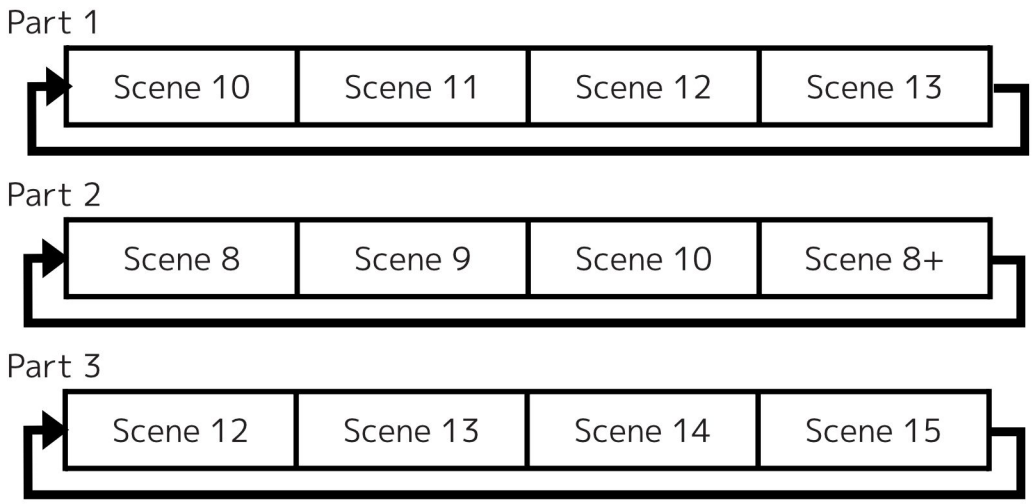
**5. Automatic Scene Recording**
- Select "**Edit Program**".
- Press **ENTER** to confirm.
- Select "**Edit Scenes**".
- Press **ENTER** to confirm.
- Select desired scene numbers. A maximum of 250 scenes can be programmed.
- Press **ENTER** to confirm.
- Press **MODE/ESC** in order to return to the main menu.

# SYSTEM MENU

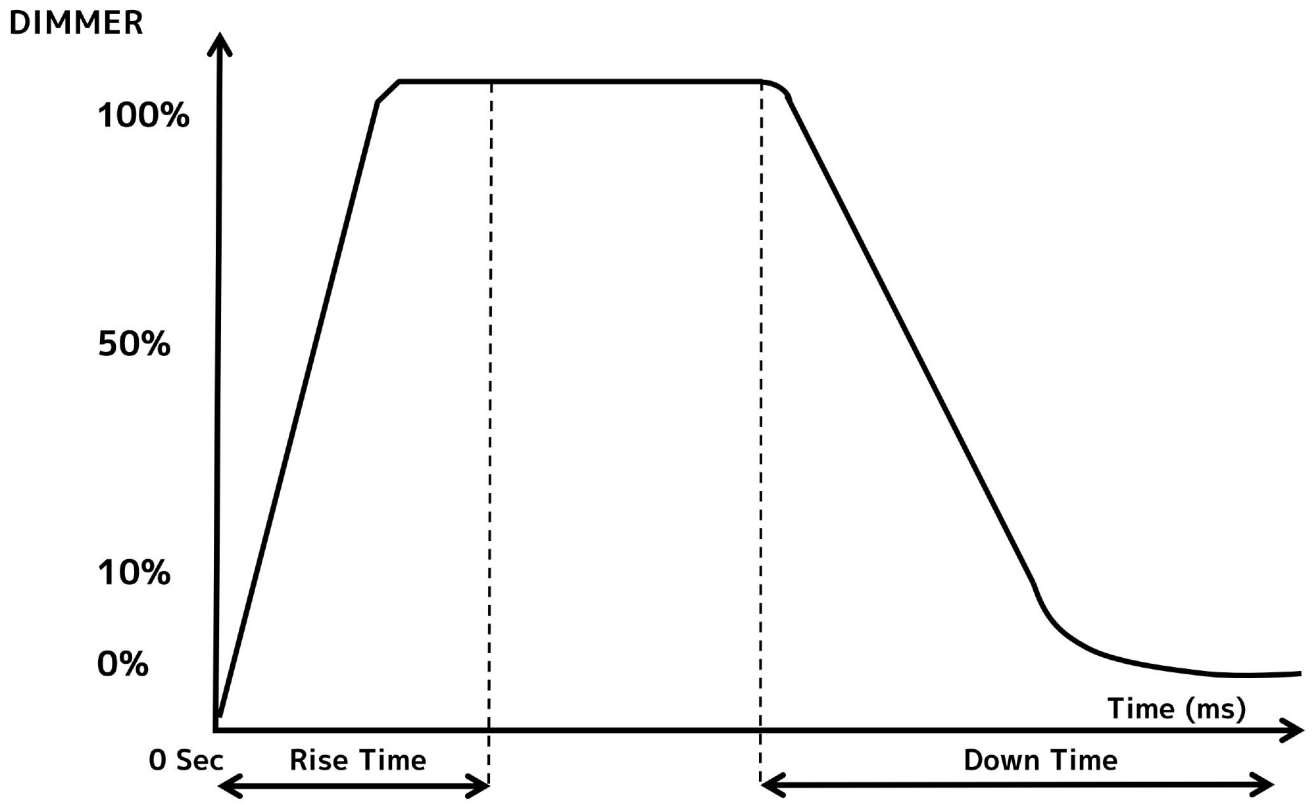
**EDIT PROGRAM-Record Controller-Working With Built-In Program [continued]**

Example:
Program 2 includes scenes: 10, 11, 12, & 13
Program 4 includes scenes: 8, 9, & 10
Program 6 includes scenes: 12, 13, 14, & 15
Auto Pro Part 1 is Program 2
Auto Pro Part 2 is Program 3
Auto Pro Part 3 is Program 6

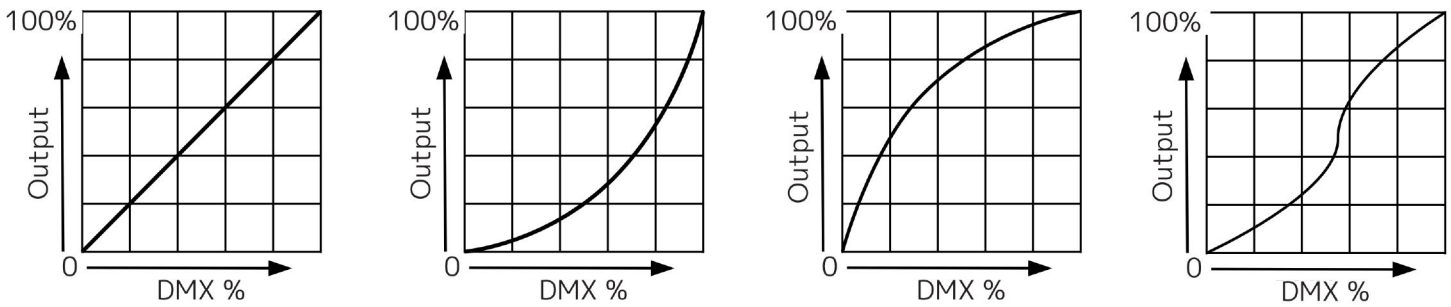
The 3 Secondary groups run the Auto Program in certain time segments.



# DIMMER CURVE GRAPHS




| Dimming Curve Ramp Effect | 0 sec Fade Time | | 1 sec Fade Time | |
|---|---|---|---|---|
| | Rise Time (ms) | Down Time (ms) | Rise Time (ms) | Down Time (ms) |
| Standard (default) | 0 | 0 | 0 | 0 |
| Stage | 780 | 1100 | 1540 | 1660 |
| TV | 1180 | 1520 | 1860 | 1940 |
| Architectural- | 1380 | 1730 | 2040 | 2120 |
| Theatre | 1580 | 1940 | 2230 | 2280 |
| Stage 2 | 0 | 1100 | 0 | 1660 |



# PATCHING AND FX PROGRAMMING GUIDE

The Proteus Rayzor Blade L is a versatile fixture that combines three unique fixtures into one chassis. The DMX layout is designed to offer a variety of options for controlling the fixture efficiently, allowing control of many FX with very few channels, or providing full access of all elements for external pixel mappers.

The FX system of the Proteus Rayzor Blades allows many different combinations by changing the curves, offsets, and speed parameters. The RGBW, SparkLED, and StrobeLine systems are separate, and by adjusting color, dimming, and strobe channels, there are endless creative designs possible.

The main fixture contains 12x 60W RGBW cells, while the SparkLED fixture contains 4x2W white LEDs per LED. Two dazzling StrobeLines are added to the edge of the fixture, with 33 elements per side.

For ease of use, the DMX layout is arranged to allow the lighting console to separate the fixture into multiple segments, or parts. It is important to arrange the fixture into the required parts as outlined in the DMX table. For simpler programming, the Blade also offers reduced channel modes. However, for easy recall of interesting pixel animations, the fixture contains three independent FX systems for Main, SparkLED, and StrobeLine FX.

**Fixture Parts**
To control the fixture, a console fixture profile must combine parameters into the correct parts, otherwise, programming of the three layers is very difficult. Please use the part names shown in the DMX table.

| | |
|---|---|
| **Main** | RGBW Dimmer, Strobe, Pan, Tilt, Main FX Controls, FX Sync |
| **Pixels** | Red, Green, Blue, White per cell |
| **StrobeLine** | StrobeLine Dimmer, Strobe, Duration, StrobeLine FX Controls |
| **Strobe** | StrobeLine Dimmer per pixel |
| **SparkLED** | SparkLED Dimmer, Strobe, SparkLED FX Controls |
| **LED** | Sparkled Dimmer per pixel |

The number of parts depends on the selected DMX mode of the fixture. Depending on console type and application, it may be useful to have all parts as sub fixtures, or create completely separate fixture types for Main, StrobeLine, and SparkLED with their own smaller subset of fixture parts.

**Strobe and Dimmer Sync**
For effecgtive programming, it may be helpful to have dimming and strobing of all parts in perfect sync. This can be accomplished by setting the strobe channel of the SparkLEDs or StrobeLines to DMX value 255. It forces dimming and strobing to follow the parameters of the main fixture.

| | |
|---|---|
| 255 | **Sync Dim and Strobe with Main** |

The highest output strobe of the Proteus Rayzor Blade S is achieved by synchronizing the StrobeLine and RGBW cells. It provides a rare combination of a focused beam, or wide wash with the dazzling white strobing edges of the fixture.

# PATCHING AND FX PROGRAMMING GUIDE

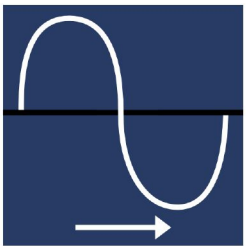
**FX Concept**

Selection and control of integrated FX on the Rayzor Blade are found in the Main, SparkLED and StrobeLine Parts. All FX are available even in the smallest DMX control mode.

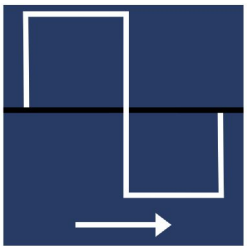
| | **RGBW FX (see table)** |
|---|---|
| 0-255 | FX Selection 1-255 |
| | RGBW FX Speed |
| 0-126 | Rev Fast → Slow |
| 127-128 | Stop |
| 129-255 | Slow → Fast |
| | **SparkLED FX (see table)** |
| 0-255 | FX Selection 1-255 |
| | **SparkLED FX Speed** |
| 0-126 | Rev Fast → Slow |
| 127-128 | Stop |
| 129-255 | Slow → Fast |

FX for RGBW, SparkLED and StrobeLine contain a selection channel to recall the desired pattern. The pattern direction and speed is then adjusted using the associated Speed channel. FX can run forward / backward and can also be frozen at any time by using “Stop”.

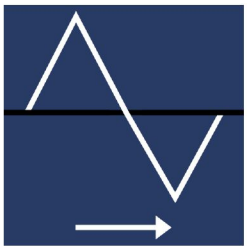
The FX table shows the available patterns which are grouped for easier browsing. The first 10 DMX steps of the FX channel are used to change the type of curve for smooth or stepped FX. Once a curve is selected its used for all FX recalled afterwards. When programming cues for fixtures the user must ensure to change the curve first before selecting the pattern. The fixture defaults to the Sinewave pattern after every power cycle.



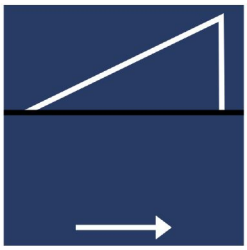
**Sine Wave**



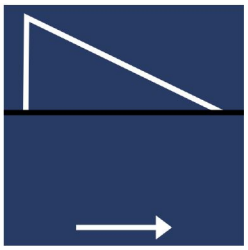
**Step Wave (Square)**



**Sawtooth Wave**



**Ramp Up Wave**



**Ramp Down Wave**

In addition to the fx direction and speed a Sync channel allows to offset or randomize the fixtures or FX steps.

| | **FX Offset** |
|---|---|
| 0 | Idle |
| 1 | Fixture Offset 10 Degree |
| 2 | Fixture Offset 20 Degree |
| 3-34 | Fixture Offset... |
| 35 | Fixture Offset 350 Degree |
| 36 | Synchronized |
| 3-100 | No Function |
| 101–120 | Random Fixture Offset |
| 121-140 | Random Pixel Order |
| 141-255 | Random Steps |

# PATCHING AND FX PROGRAMMING GUIDE

A full FX cycle is 360-degrees and the fixture allows offsets in 10 degree increments. Offsetting a fixture by 180 would mean it is exactly halfway ahead through the FX cycle. Through individual offsets or utilizing lighting consoles fan functions the fixture allows a variety of spreads for impactful FX.

Three randomization options are provided:

**Random Fixture Offset**: Every fixture randomly selects any of the 36 offset points. It will then use this until the offset is changed or random offset is selected again.

**Random Pixel Order**: The actual FX steps are randomized. This shuffling of the fixture order is done once, the fixture will use this shuffled order across all FX until changed.

**Random Steps**: Every step is randomly chosen every time, giving the most random looks possible. To reshuffle the randomization set the channel to Idle, then reselect the desired random option.

**Blade L Strobe Mapping**
The fixture offers several ways to map the StrobeLines depending on alignment with Blade S or to change the desired FX mapping across the strobe edge. For perfect match of distances, the L fixture contains 33 cells. The alignment can be selected in the StrobeLine FX channel.

| DMX | Pixel Alignment | |
|---|---|---|
| 250 | Full | All elements are used, FX have the same speed from pixel to pixel |
| 251 | Full Sync | All elements are used, FX have the same speed across the S and L width |
| 252 | Split | The Center Element is disabled, all FX act identical as Blade S in two sections |
| 253 | Left | Elements start at the left edge, with a gap at the right |
| 254 | Right | Elements start at the right edge, with a gap at the left |

The FX system of the Proteus Rayzor Blades allows many different combinations by changing the curves, offsets, and speed parameters. The RGBW, SparkLED, and StrobeLine systems are separate, and by adjusting color, dimming, and strobe channels, there are endless creative designs possible.

# DMX TRAITS: MAIN FIXTURE

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAME | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| MAIN | 1 | 1 | 1 | 1 | | **Tilt** | Fade | 127 |
| | | | | | 0-255 | Movement | | |
| | 2 | 2 | 2 | 2 | | **Tilt Fine** | Face | 127 |
| | | | | | 0-255 | Fine Movement | | |
| | 3 | 3 | 3 | 3 | | **CTC** | Snap | 0 |
| | | | | | 0- 10 | Disabled | | |
| | | | | | 11-171 | Color Temperature 2000k to 10000k in 100k steps (see table) | | |
| | | | | | 172-255 | 10000K | | |
| | 4 | 4 | 4 | 4 | | **Color Wheel** | | |
| | | | | | 0-9 | Open | | |
| | | | | | 10-14 | Red | | |
| | | | | | 15-19 | Red Orange | | |
| | | | | | 20-24 | Light Amber | | |
| | | | | | 25-29 | Yellow Amber | | |
| | | | | | 30-34 | Greenish Yellow | | |
| | | | | | 35-39 | Light Yellow Green | | |
| | | | | | 40-44 | Dark Yellow Green | | |
| | | | | | 45-49 | Green | | |
| | | | | | 50-54 | Teal | | |
| | | | | | 55-59 | Cyan | | |
| | | | | | 60-64 | Light Blue | | |
| | | | | | 65-69 | Aqua | | |
| | | | | | 70-74 | Dark Aqua | | |
| | | | | | 75-79 | Green Blue | | |
| | | | | | 80-84 | Light Lavender | | |
| | | | | | 85-89 | Dark Purple | | |
| | | | | | 90-94 | Medium Purple | | |
| | | | | | 95-99 | Mid Rose | | |
| | | | | | 100-104 | Mauve | | |
| | | | | | 105-109 | Nice Magenta | | |
| | | | | | 110-114 | Warm Magenta | | |
| | | | | | 115-119 | Light Red | | |
| | | | | | 120-124 | Straw | | |
| | | | | | 125-129 | Dark CTB | | |
| | | | | | 130-134 | Light Green | | |
| | | | | | 135-139 | Purple | | |
| | | | | | 140-144 | Lighter Purple | | |
| | | | | | 145-149 | Pink | | |
| | | | | | 150-154 | Rose | | |
| | | | | | 155-159 | White | | |
| | | | | | 160-164 | TBD | | |
| | | | | | 165-169 | TBD | | |
| | | | | | 170-174 | TBD | | |
| | | | | | 175-179 | Open | | |
| | | | | | | **Color Scroll** | | |
| | | | | | 180-201 | Clockwise,fast→slow | | |
| | | | | | 202-207 | Stop | | |
| | | | | | 208-229 | Counter-clockwise,slow→ fast | | |
| | | | | | 230-234 | Open | | |
| | | | | | | **Random Slots** | | |
| | | | | | 235-239 | Fast | | |
| | | | | | 240-244 | Medium | | |
| | | | | | 245-249 | Slow | | |
| | | | | | 250-255 | Open | | |

# DMX TRAITS: MAIN FIXTURE

Features subject to change without notice

| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
|---|---|---|---|---|---|---|---|---|
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| MAIN | 5 | 5 | 5 | 5 | | **Strobe** | Snap | 50 |
| | | | | | 0-31 | Shutter closed | | |
| | | | | | 32-63 | Shutter open | | |
| | | | | | 64-95 | Strobe (slow → fast) | | |
| | | | | | 96-127 | Fast Close, Slow Open | | |
| | | | | | 128-159 | Fast Open, Slow Close | | |
| | | | | | 160-191 | Pulse Effects | | |
| | | | | | 192-223 | Random Strobe (slow → fast) | | |
| | | | | | 224-255 | Shutter open | | |
| | 6 | 6 | 6 | 6 | | **Dimmer** | Fade | 0 |
| | | | | | 0-255 | 0 → 100% | | |
| | 7 | 7 | 7 | 7 | | **Dimmer Fine** | Fade | 0 |
| | | | | | 0-255 | Fine Dimming | | |
| | 8 | 8 | 8 | 8 | | **Dim Modes** | Snap | 0 |
| | | | | | 0-20 | Standard | | |
| | | | | | 21-40 | Stage | | |
| | | | | | 41-60 | TV | | |
| | | | | | 61-80 | Architectural | | |
| | | | | | 81-100 | Theatre | | |
| | | | | | 101-120 | Stage 2 | | |
| | | | | | | **Dimmer Delay Time** | | |
| | | | | | 121 | 0s | | |
| | | | | | 122 | 0.1s | | |
| | | | | | 123 | 0.2s | | |
| | | | | | 124 | 0.3s | | |
| | | | | | 125 | 0.4s | | |
| | | | | | 126 | 0.5s | | |
| | | | | | 127 | 0.6s | | |
| | | | | | 128 | 0.7s | | |
| | | | | | 129 | 0.8s | | |
| | | | | | 130 | 0.9s | | |
| | | | | | 131 | 1.0s | | |
| | | | | | 132 | 1.5s | | |
| | | | | | 133 | 2.0s | | |
| | | | | | 134 | 3.0s | | |
| | | | | | 135 | 4.0s | | |
| | | | | | 136 | 5.0s | | |
| | | | | | 137 | 6.0s | | |
| | | | | | 138 | 7.0s | | |
| | | | | | 139 | 8.0s | | |
| | | | | | 140 | 9.0s | | |
| | | | | | 141 | 10s | | |
| | | | | | 142-255 | Idle | | |
| | 9 | 9 | 9 | 9 | | **Zoom1** | Fade | 0 |
| | | | | | 0-230 | Zoom Wide → Narrow | | |
| | | | | | 231-255 | Overdrive Min → Max | | |
| | | 10 | 10 | 10 | | **Zoom1 Fine** | Fade | 0 |
| | | | | | 0-255 | Fine Zoom | | |
| | 9 | 11 | 11 | 11 | | **Zoom2** | Fade | 0 |
| | | | | | 0-230 | Zoom Wide → Narrow | | |
| | | | | | 231-254 | Overdrive Min → Max | | |
| | | | | | 255 | Follow Zoom 1 | | |
| | | 12 | 12 | 12 | | **Zoom2 Fine** | Fade | 0 |
| | | | | | 0-255 | Fine Zoom | | |
| | | 13 | 13 | 13 | | **Tilt Speed** | Snap | 0 |
| | | | | | 0-225 | Max to Min speed | | |
| | | | | | 226-235 | Blackout while moving | | |
| | | | | | 236-255 | No function | | |

# DMX TRAITS: MAIN FIXTURE

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| MAIN | 10 | 14 | 14 | 14 | | **Control** | Snap | 0 |
| | | | | | 0-9 | Idle | | |
| | | | | | 10-19 | Pixel Order Normal | | |
| | | | | | 20-39 | Pixel Order Inverse | | |
| | | | | | 40-44 | Low Noise -Mute | | |
| | | | | | 45-49 | Low Noise - Studio | | |
| | | | | | 50-59 | Fan Control - Low | | |
| | | | | | 60-69 | Fan Control - High | | |
| | | | | | 70-79 | Fan Control - Auto (default) | | |
| | | | | | 80-84 | Reset All | | |
| | | | | | 85-87 | Reset Movement | | |
| | | | | | 88-91 | Reset Zoom | | |
| | | | | | 92-100 | Idle | | |
| | | | | | 100-168 | Refresh Rate (Hz) | | |
| | | | | | 100 | 900 | | |
| | | | | | 101 | 910 | | |
| | | | | | 102 | 920 | | |
| | | | | | 103 | 930 | | |
| | | | | | 104 | 940 | | |
| | | | | | 105 | 950 | | |
| | | | | | 106 | 960 | | |
| | | | | | 107 | 970 | | |
| | | | | | 108 | 980 | | |
| | | | | | 109 | 990 | | |
| | | | | | 110 | 1000 | | |
| | | | | | 111 | 1010 | | |
| | | | | | 112 | 1020 | | |
| | | | | | 113 | 1030 | | |
| | | | | | 114 | 1040 | | |
| | | | | | 115 | 1050 | | |
| | | | | | 116 | 1060 | | |
| | | | | | 117 | 1070 | | |
| | | | | | 118 | 1080 | | |
| | | | | | 119 | 1090 | | |
| | | | | | 120 | 1100 | | |
| | | | | | 121 | 1110 | | |
| | | | | | 122 | 1120 | | |
| | | | | | 123 | 1130 | | |
| | | | | | 124 | 1140 | | |
| | | | | | 125 | 1150 | | |
| | | | | | 126 | 1160 | | |
| | | | | | 127 | 1170 | | |
| | | | | | 128 | 1180 | | |
| | | | | | 129 | 1190 | | |
| | | | | | 130 | 1200 | | |
| | | | | | 131 | 1210 | | |
| | | | | | 132 | 1220 | | |
| | | | | | 133 | 1230 | | |
| | | | | | 134 | 1240 | | |
| | | | | | 135 | 1250 | | |

# DMX TRAITS: MAIN FIXTURE

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| | | | | | | **Control** | | |
| | | | | | 136 | 1260 | | |
| | | | | | 137 | 1270 | | |
| | | | | | 138 | 1280 | | |
| | | | | | 139 | 1290 | | |
| | | | | | 140 | 1300 | | |
| | | | | | 141 | 1310 | | |
| | | | | | 142 | 1320 | | |
| | | | | | 143 | 1330 | | |
| | | | | | 144 | 1340 | | |
| | | | | | 145 | 1350 | | |
| | | | | | 146 | 1360 | | |
| | | | | | 147 | 1370 | | |
| | | | | | 148 | 1380 | | |
| | | | | | 149 | 1390 | | |
| | | | | | 150 | 1400 | | |
| | | | | | 151 | 1410 | | |
| | | | | | 152 | 1420 | | |
| | | | | | 153 | 1430 | | |
| | | | | | 154 | 1440 | | |
| | | | | | 155 | 1450 | | |
| | | | | | 156 | 1460 | | |
| | | | | | 157 | 1470 | | |
| | | | | | 158 | 1480 | | |
| | | | | | 159 | 1490 | | |
| | | | | | 160 | 1500 | | |
| **MAIN** | 10 | 14 | 14 | 14 | 161 | 2500 | Snap | 0 |
| | | | | | 162 | 4000 | | |
| | | | | | 163 | 5000 | | |
| | | | | | 164 | 6000 | | |
| | | | | | 165 | 10000 | | |
| | | | | | 166 | 15000 | | |
| | | | | | 167 | 20000 | | |
| | | | | | 168 | 25000 | | |
| | | | | | 169-180 | Idle | | |
| | | | | | 181-182 | StrobeLine Pixel Align Center | | |
| | | | | | 183-184 | StrobeLine Pixel Align Left(default) | | |
| | | | | | 185-186 | StrobeLine Pixel Align Left S-Mode | | |
| | | | | | 187-188 | StrobeLine Pixel Align Right | | |
| | | | | | 189-190 | StrobeLine Pixel Align Right S-Mode | | |
| | | | | | 191-192 | StrobeLine Fill Mode | | |
| | | | | | 193-194 | Hibernate Off | | |
| | | | | | 195-196 | Hibernate On | | |
| | | | | | 197-198 | Sun Protection On | | |
| | | | | | 199-200 | Sun Protection Off | | |
| | | | | | 201-210 | Dimmer Curve Linear (default) | | |
| | | | | | 211-220 | Dimmer Curve Square | | |
| | | | | | 221-230 | Dimmer Curve Inverse Square | | |
| | | | | | 231-240 | Dimmer Curve S-Curve | | |
| | | | | | 241-249 | Idle | | |
| | | | | | 250-251 | Display off | | |
| | | | | | 252-253 | Display on | | |
| | | | | | 254-255 | Idle | | |

# DMX TRAITS: MAIN FIXTURE

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| MAIN | 11 | 15 | 15 | 15 | | **RGBW FX (see table)** | Snap | 0 |
| | | | | | 0-255 | FX Selection 1-255 | | |
| | 12 | 16 | 16 | 16 | | **RGBW FX Speed** | Fade | 160 |
| | | | | | 0-126 | Rev Fast → Slow | | |
| | | | | | 127-128 | Stop | | |
| | | | | | 129-255 | Slow → Fast | | |
| | 13 | 17 | 17 | 17 | | **FX Offset** | Snap | 0 |
| | | | | | 0 | Idle | | |
| | | | | | 1 | Fixture Offset 10 Degree | | |
| | | | | | 2 | Fixture Offset 20 Degree | | |
| | | | | | 3-34 | Fixture Offset… | | |
| | | | | | 35 | Fixture Offset 350 Degree | | |
| | | | | | 36 | Synchronized | | |
| | | | | | 37-100 | No Function | | |
| | | | | | 101-120 | Random Fixture Offset | | |
| | | | | | 121-140 | Random Pixel Order | | |
| | | | | | 141-255 | Random Steps | | |

# DMX TRAITS: RGB PIXELS

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| MAIN or Pixel 1 | 14 | 18 | | 18 | 0-255 | **Red** 0 → 100% | Fade | 255 |
| | 15 | 19 | | 19 | 0-255 | **Green** 0 → 100% | Fade | 255 |
| | 16 | 20 | | 20 | 0-255 | **Blue** 0 → 100% | Fade | 255 |
| | 17 | 21 | | 21 | 0-255 | **White** 0 → 100% | Fade | 255 |
| Pixel 2 | | 22 | | 22 | 0-255 | **Red 2** 0 → 100% | Fade | 255 |
| | | 23 | | 23 | 0-255 | **Green 2** 0 → 100% | Fade | 255 |
| | | 24 | | 24 | 0-255 | **Blue 2** 0 → 100% | Fade | 255 |
| | | 25 | | 25 | 0-255 | **White 2** 0 → 100% | Fade | 255 |
| Pixel 3 | | 26 | | 26 | 0-255 | **Red 3** 0 → 100% | Fade | 255 |
| | | 27 | | 27 | 0-255 | **Green 3** 0 → 100% | Fade | 255 |
| | | 28 | | 28 | 0-255 | **Blue 3** 0 → 100% | Fade | 255 |
| | | 29 | | 29 | 0-255 | **White 3** 0 → 100% | Fade | 255 |
| Pixel 4 | | 30 | | 30 | 0-255 | **Red 4** 0 → 100% | Fade | 255 |
| | | 31 | | 31 | 0-255 | **Green 4** 0 → 100% | Fade | 255 |
| | | 32 | | 32 | 0-255 | **Blue 4** 0 → 100% | Fade | 255 |
| | | 33 | | 33 | 0-255 | **White 4** 0 → 100% | Fade | 255 |
| Pixel 5 | | 34 | | 34 | 0-255 | **Red 5** 0 → 100% | Fade | 255 |
| | | 35 | | 35 | 0-255 | **Green 5** 0 → 100% | Fade | 255 |
| | | 36 | | 36 | 0-255 | **Blue 5** 0 → 100% | Fade | 255 |
| | | 37 | | 37 | 0-255 | **White 5** 0 → 100% | Fade | 255 |
| Pixel 6 | | 38 | | 38 | 0-255 | **Red 6** 0 → 100% | Fade | 255 |
| | | 39 | | 39 | 0-255 | **Green 6** 0 → 100% | Fade | 255 |
| | | 40 | | 40 | 0-255 | **Blue 6** 0 → 100% | Fade | 255 |
| | | 41 | | 41 | 0-255 | **White 6** 0 → 100% | Fade | 255 |

# DMX TRAITS: RGB PIXELS

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| Pixel 7 | | 42 | | 42 | 0-255 | **Red 7** 0 → 100% | Fade | 255 |
| | | 43 | | 43 | 0-255 | **Green 7** 0 → 100% | Fade | 255 |
| | | 44 | | 44 | 0-255 | **Blue 7** 0 → 100% | Fade | 255 |
| | | 45 | | 45 | 0-255 | **White 7** 0 → 100% | Fade | 255 |
| Pixel 8 | | 46 | | 46 | 0-255 | **Red 8** 0 → 100% | Fade | 255 |
| | | 47 | | 47 | 0-255 | **Green 8** 0 → 100% | Fade | 255 |
| | | 48 | | 48 | 0-255 | **Blue 8** 0 → 100% | Fade | 255 |
| | | 49 | | 49 | 0-255 | **White 8** 0 → 100% | Fade | 255 |
| Pixel 9 | | 50 | | 50 | 0-255 | **Red 9** 0 → 100% | Fade | 255 |
| | | 51 | | 51 | 0-255 | **Green 9** 0 → 100% | Fade | 255 |
| | | 52 | | 52 | 0-255 | **Blue 9** 0 → 100% | Fade | 255 |
| | | 53 | | 53 | 0-255 | **White 9** 0 → 100% | Fade | 255 |
| Pixel 10 | | 54 | | 54 | 0-255 | **Red 10** 0 → 100% | Fade | 255 |
| | | 55 | | 55 | 0-255 | **Green 10** 0 → 100% | Fade | 255 |
| | | 56 | | 56 | 0-255 | **Blue 10** 0 → 100% | Fade | 255 |
| | | 57 | | 57 | 0-255 | **White 10** 0 → 100% | Fade | 255 |
| Pixel 11 | | 58 | | 58 | 0-255 | **Red 11** 0 → 100% | Fade | 255 |
| | | 59 | | 59 | 0-255 | **Green 11** 0 → 100% | Fade | 255 |
| | | 60 | | 60 | 0-255 | **Blue 11** 0 → 100% | Fade | 255 |
| | | 61 | | 61 | 0-255 | **White 11** 0 → 100% | Fade | 255 |
| Pixel 12 | | 62 | | 62 | 0-255 | **Red 12** 0 → 100% | Fade | 255 |
| | | 63 | | 63 | 0-255 | **Green 12** 0 → 100% | Fade | 255 |
| | | 64 | | 64 | 0-255 | **Blue 12** 0 → 100% | Fade | 255 |
| | | 65 | | 65 | 0-255 | **White 12** 0 → 100% | Fade | 255 |

# DMX TRAITS: STROBELINE

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| StrobeLine | 18 | 66 | 66 | 66 | | **Strobe** | Snap | 50 |
| | | | | | 0-31 | Shutter closed | | |
| | | | | | 32-63 | Shutter open | | |
| | | | | | 64-95 | Strobe (slow → fast) 0.289 - 16.67 Hz | | |
| | | | | | 96-127 | Fast Close, Slow Open | | |
| | | | | | 128-159 | Fast Open, Slow Close | | |
| | | | | | 160-191 | Pulse Effects | | |
| | | | | | 192-222 | Random Strobe ALL (slow → fast) | | |
| | | | | | 224-254 | Random Stobe Pixels (slow → fast) | | |
| | | | | | 255 | Sync Dim and Strobe with Main | | |
| | 19 | 67 | 67 | 67 | | **Dimmer** | Fade | 0 |
| | | | | | 0-255 | 0 → 100% | | |
| | 20 | 68 | 68 | 68 | | **Dimmer Fine** | Fade | 0 |
| | | | | | 0-255 | Fine Dimming | | |
| | 21 | 69 | 69 | 69 | | **Duration** | Fade | 0 |
| | | | | | 0-255 | 7-650ms | | |
| | 22 | 70 | 70 | 70 | | **StrobeLine FX** (see table) | Snap | 0 |
| | | | | | 0-249 | FX Selection 1-249 | | |
| | | | | | | **Pixel Alignment** | | |
| | | | | | 250 | Full | | |
| | | | | | 251 | Full Sync | | |
| | | | | | 252 | Split | | |
| | | | | | 253 | Left | | |
| | | | | | 254 | Right | | |
| | | | | | 255 | Idle | | |
| | 23 | 71 | 71 | 71 | | **StrobeLine FX Speed** | Fade | 160 |
| | | | | | 0–126 | Rev Fast → Slow | | |
| | | | | | 127–128 | Stop | | |
| | | | | | 129–255 | Slow → Fast | | |
| **Strobe 1** | | | | 72 | | **Dimmer 1** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 2** | | | | 73 | | **Dimmer 2** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 3** | | | | 74 | | **Dimmer 3** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 4** | | | | 75 | | **Dimmer 4** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 5** | | | | 76 | | **Dimmer 5** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 6** | | | | 77 | | **Dimmer 6** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 7** | | | | 78 | | **Dimmer 7** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 8** | | | | 79 | | **Dimmer 8** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 9** | | | | 80 | | **Dimmer 9** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 10** | | | | 81 | | **Dimmer 10** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 11** | | | | 82 | | **Dimmer 11** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 12** | | | | 83 | | **Dimmer 12** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 13** | | | | 84 | | **Dimmer 13** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 14** | | | | 85 | | **Dimmer 14** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **Strobe 15** | | | | 86 | | **Dimmer 15** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| | ... | | | | | | | |
| **Strobe 64** | | | | 135 | | **Dimmer 64** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |

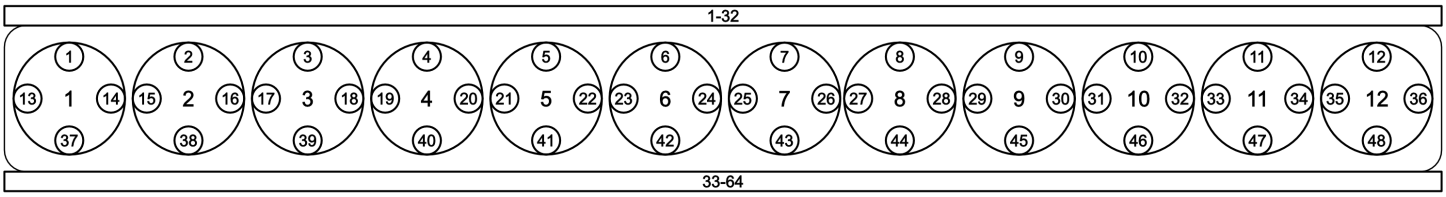
# DMX TRAITS: SPARKLED

| Features subject to change without notice | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MODE/CHANNEL | | | | | VALUE | FUNCTION | FADE STATUS | DEFAULT |
| FIXTURE CONTROL PART/NAM | STANDARD 28CH | PIXEL 76CH | PIXEL PLUS CH140 | EXTENDED 188CH | | | | |
| SparkLED | 24 | 72 | 136 | 136 | | **Strobe** | Snap | 50 |
| | | | | | 0-31 | Shutter closed | | |
| | | | | | 32-63 | Shutter open | | |
| | | | | | 64-95 | Strobe (slow → fast) 0.289-16.67 Hz | | |
| | | | | | 96-127 | Fast Close, Slow Open | | |
| | | | | | 128-159 | Fast Open, Slow Close | | |
| | | | | | 160-191 | Pulse Effects | | |
| | | | | | 192-223 | Random Strobe ALL (slow → fast) | | |
| | | | | | 224-254 | Random Stobe Pixels (slow → fast) | | |
| | | | | | 255 | Idle | | |
| | 25 | 73 | 137 | 137 | | **Dimmer** | Fade | 0 |
| | | | | | 0-255 | 0 → 100% | | |
| | 26 | 74 | 138 | 138 | | **Dimmer Fine** | Fade | 0 |
| | | | | | 0-255 | Fine Dimming | | |
| | 27 | 75 | 139 | 139 | | **SparkLED FX** (see table) | Snap | 0 |
| | | | | | 0-255 | FX Selection 1-255 | | |
| | 28 | 76 | 140 | 140 | | **SparkLED FX Speed** | Fade | 160 |
| | | | | | 0-126 | Rev Fast → Slow | | |
| | | | | | 127-128 | Stop | | |
| | | | | | 129-255 | Slow → Fast | | |
| **LED 1** | | | | 141 | | **Dimmer 1** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 2** | | | | 142 | | **Dimmer 2** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 3** | | | | 143 | | **Dimmer 3** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 4** | | | | 144 | | **Dimmer 4** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 5** | | | | 145 | | **Dimmer 5** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 6** | | | | 146 | | **Dimmer 6** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 7** | | | | 147 | | **Dimmer 7** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 8** | | | | 148 | | **Dimmer 8** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 9** | | | | 149 | | **Dimmer 9** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 10** | | | | 150 | | **Dimmer 10** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 11** | | | | 151 | | **Dimmer 11** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 12** | | | | 152 | | **Dimmer 12** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 13** | | | | 153 | | **Dimmer 13** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 14** | | | | 154 | | **Dimmer 14** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| **LED 15** | | | | 155 | | **Dimmer 15** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |
| | ... | | | | | | | |
| **LED 48** | | | | 188 | | **Dimmer 48** | Fade | 255 |
| | | | | | 0-255 | 0 → 100% | | |

# DMX TRAITS: COLOR TEMPERATURE

| Color Temperature | DMX | Color Temperature | DMX | Color Temperature | DMX |
|---|---|---|---|---|---|
| 2000 | 11 | 4700 | 65 | 7400 | 119 |
| 2050 | 12 | 4750 | 66 | 7450 | 120 |
| 2100 | 13 | 4800 | 67 | 7500 | 121 |
| 2150 | 14 | 4850 | 68 | 7550 | 122 |
| 2200 | 15 | 4900 | 69 | 7600 | 123 |
| 2250 | 16 | 4950 | 70 | 7650 | 124 |
| 2300 | 17 | 5000 | 71 | 7700 | 125 |
| 2350 | 18 | 5050 | 72 | 7750 | 126 |
| 2400 | 19 | 5100 | 73 | 7800 | 127 |
| 2450 | 20 | 5150 | 74 | 7850 | 128 |
| 2500 | 21 | 5200 | 75 | 7900 | 129 |
| 2550 | 22 | 5250 | 76 | 7950 | 130 |
| 2600 | 23 | 5300 | 77 | 8000 | 131 |
| 2650 | 24 | 5350 | 78 | 8050 | 132 |
| 2700 | 25 | 5400 | 79 | 8100 | 133 |
| 2750 | 26 | 5450 | 80 | 8150 | 134 |
| 2800 | 27 | 5500 | 81 | 8200 | 135 |
| 2850 | 28 | 5550 | 82 | 8250 | 136 |
| 2900 | 29 | 5600 | 83 | 8300 | 137 |
| 2950 | 30 | 5650 | 84 | 8350 | 138 |
| 3000 | 31 | 5700 | 85 | 8400 | 139 |
| 3050 | 32 | 5750 | 86 | 8450 | 140 |
| 3100 | 33 | 5800 | 87 | 8500 | 141 |
| 3150 | 34 | 5850 | 88 | 8550 | 142 |
| 3200 | 35 | 5900 | 89 | 8600 | 143 |
| 3250 | 36 | 5950 | 90 | 8650 | 144 |
| 3300 | 37 | 6000 | 91 | 8700 | 145 |
| 3350 | 38 | 6050 | 92 | 8750 | 146 |
| 3400 | 39 | 6100 | 93 | 8800 | 147 |
| 3450 | 40 | 6150 | 94 | 8850 | 148 |
| 3500 | 41 | 6200 | 95 | 8900 | 149 |
| 3550 | 42 | 6250 | 96 | 8950 | 150 |
| 3600 | 43 | 6300 | 97 | 9000 | 151 |
| 3650 | 44 | 6350 | 98 | 9050 | 152 |
| 3700 | 45 | 6400 | 99 | 9100 | 153 |
| 3750 | 46 | 6450 | 100 | 9150 | 154 |
| 3800 | 47 | 6500 | 101 | 9200 | 155 |
| 3850 | 48 | 6550 | 102 | 9250 | 156 |
| 3900 | 49 | 6600 | 103 | 9300 | 157 |
| 3950 | 50 | 6650 | 104 | 9350 | 158 |
| 4000 | 51 | 6700 | 105 | 9400 | 159 |
| 4050 | 52 | 6750 | 106 | 9450 | 160 |
| 4100 | 53 | 6800 | 107 | 9500 | 161 |
| 4150 | 54 | 6850 | 108 | 9550 | 162 |
| 4200 | 55 | 6900 | 109 | 9600 | 163 |
| 4250 | 56 | 6950 | 110 | 9650 | 164 |
| 4300 | 57 | 7000 | 111 | 9700 | 165 |
| 4350 | 58 | 7050 | 112 | 9750 | 166 |
| 4400 | 59 | 7100 | 113 | 9800 | 167 |
| 4450 | 60 | 7150 | 114 | 9850 | 168 |
| 4500 | 61 | 7200 | 115 | 9900 | 169 |
| 4550 | 62 | 7250 | 116 | 9950 | 170 |
| 4600 | 63 | 7300 | 117 | 10000 | 171 |
| 4650 | 64 | 7350 | 118 | | |

# PIXEL LAYOUTS




**SparkLEDs**
Row 1: 1-12
Row 2: 13-36
Row 3: 37-48

**StrobeLine**
Row 1: 1-32
Row 2: 33-64

## SparkLEDs

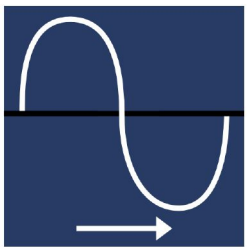
| Column | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs | # | LEDs |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 1 | 4 | 15 | 7 | 17 | 10 | 19 | 13 | 21 | 16 | 23 | 19 | 25 | 22 |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

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

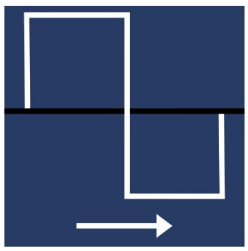
## Strobelines

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

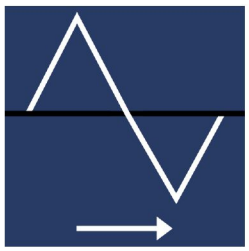
# RGBW PIXEL FX TABLE



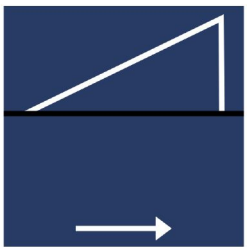
Sine Wave



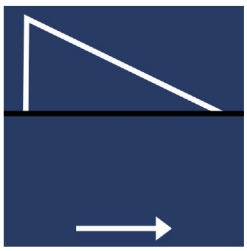
Step Wave (Square)



Sawtooth Wave



Ramp Up Wave



Ramp Down Wave

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Waveform** | 1 | 1 | Sinewave-Cross (default) | | In and Out fade start at the same time |
| | 2 | 2 | Sinewave-Full | | In fade completes, then out fade completes |
| | 3 | 3 | Sawtooth-Cross | | In and Out fade start at the same time |
| | 4 | 4 | Sawtooth-Full | | In fade completes, then out fade completes |
| | 5 | 5 | Ramp Up | | |
| | 6 | 6 | Ramp Down | | |
| | 7 | 7 | Steps | | |
| | 8 | 8 | | | |
| | 9 | 9 | | | |
| | 10 | 10 | | | |
| **Intensity** | 11 | 11 | Single | Reverse, Stop, Forward | 1,2,3,4,5,6,7,8,9,10,11,12 |
| | 12 | 12 | Single Bounce | Reverse, Stop, Forward | 1,2,3,4,5,6,7,8,9,10,11,12,11,10,9,8,7,6,5,4,3,2 |
| | 13 | 13 | 2 Pixels | Reverse, Stop, Forward | Any two random pixels per step |
| | 14 | 14 | 3 Pixels | Reverse, Stop, Forward | Any 3 random pixels per step |
| | 15 | 15 | 4 Pixels | Reverse, Stop, Forward | Any 4 random pixels per step |
| | 16 | 16 | 5 Pixels | Reverse, Stop, Forward | Any 5 random pixels per step |
| | 17 | 17 | 6 Pixels | Reverse, Stop, Forward | Any 6 random pixels per step |
| | 18 | 18 | 1,2,3,4 pixels | Reverse, Stop, Forward | Pick randomly 1, then 2, then 3, then 4 pixels |
| | 19 | 19 | | | |
| | 20 | 20 | Alternate SparkLED | Reverse, Stop, Forward | Alternate evenly (tick/tock/tick/tock) between RGBW Pixel at Full and SparkLEDs @Full. Keep all colors strobes, intensities as set by DMX. |
| | 21 | 21 | Burst SparkLED | Reverse, Stop, Forward | Toggles between RGBW Pixel at Full (long on) and SparkLEDs @Full (short flash). Keep all colors strobes, intensities as set by DMX. |
| | 22 | 22 | Alternate SparkLED 2 | Reverse, Stop, Forward | Strobes between RGBW Pixel at Full (short, then off) and SparkLEDs @Full (short, then off). Keep all colors strobes, intensities as set by DMX. |
| | 23 | 23 | Burst RGBW | Reverse, Stop, Forward | Toggles between RGBW Pixel at Full (short flash) and SparkLEDs @Full (long on). Keep all colors strobes, intensities as set by DMX. |
| | 24 | 24 | Lens/SparkLED alternate | Reverse, Stop, Forward | Random Lens @ Full, then different Random Strobe section of 4pixels @ Full. Keep all colors strobes, intensities as set by DMX. |
| | 25 | 25 | Alternate StrobeLED | Reverse, Stop, Forward | Alternate evenly (tick/tock/tick/tock) between RGBW Pixel at Full and Strobeline @Full. Keep all colors strobes, intensities as set by DMX. |
| | 26 | 26 | Burst StrobeLED | Reverse, Stop, Forward | Toggles between RGBW Pixel at Full (long on) and Strobeline @Full (short flash). Keep all colors strobes, intensities as set by DMX. |
| | 27 | 27 | Alternate StrobeLED 2 | Reverse, Stop, Forward | Strobes between RGBW Pixel at Full (short, then off) and Strobelines @Full (short, then off). Keep all colors strobes, intensities as set by DMX. |
| | 28 | 28 | Burst RGBW | Reverse, Stop, Forward | Toggles between RGBW Pixel at Full (short flash) and Strobelines @Full (long on). Keep all colors strobes, intensities as set by DMX. |

# RGBW PIXEL FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Intensity** | 29 | 29 | | | |
| | 30 | 30 | | | |
| | 31 | 31 | | | |
| | 32 | 32 | | | |
| | 33 | 33 | | | |
| | 34 | 34 | | | |
| | 35 | 35 | | | |
| | 36 | 36 | | | |
| | 37 | 37 | | | |
| | 38 | 38 | | | |
| | 39 | 39 | | | |
| | 40 | 40 | | | |
| | 41 | 41 | | | |
| | 42 | 42 | | | |
| | 43 | 43 | | | |
| | 44 | 44 | | | |
| | 45 | 45 | | | |
| | 46 | 46 | | | |
| | 47 | 47 | | | |
| | 48 | 48 | | | |
| | 49 | 49 | | | |
| | 50 | 50 | | | |
| | 51 | 51 | | | |
| | 52 | 52 | | | |
| | 53 | 53 | | | |
| | 54 | 54 | | | |
| | 55 | 55 | | | |
| | 56 | 56 | | | |
| | 57 | 57 | | | |
| | 58 | 58 | | | |
| | 59 | 59 | | | |
| | 60 | 60 | | | |
| | 61 | 61 | | | |
| | 62 | 62 | | | |
| | 63 | 63 | | | |
| | 64 | 64 | | | |
| | 65 | 65 | | | |
| | 66 | 66 | | | |
| | 67 | 67 | | | |
| | 68 | 68 | | | |
| | 69 | 69 | | | |
| | 70 | 70 | | | |
| | 71 | 71 | | | |
| | 72 | 72 | | | |
| | 73 | 73 | | | |
| | 74 | 74 | | | |
| | 75 | 75 | | | |

# RGBW PIXEL FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Intensity** | 76 | 76 | | | |
| | 77 | 77 | | | |
| | 78 | 78 | | | |
| | 79 | 79 | | | |
| | 80 | 80 | | | |
| | 81 | 81 | | | |
| | 85 | 85 | | | |
| | 86 | 86 | | | |
| | 87 | 87 | | | |
| | 88 | 88 | | | |
| | 89 | 89 | | | |
| | 90 | 90 | | | |
| | 91 | 91 | | | |
| | 92 | 92 | | | |
| | 93 | 93 | | | |
| | 94 | 94 | | | |
| | 95 | 95 | | | |
| | 96 | 96 | | | |
| | 97 | 97 | | | |
| | 98 | 98 | | | |
| | 99 | 99 | | | |
| | 100 | 100 | | | |
| **Colors** | 101 | 101 | RGBW Cells | Reverse, Stop, Forward | Every Pixel Randomly picks a Red, Green, Blue or White on every step |
| | 102 | 102 | RGBWCMY Cells | Reverse, Stop, Forward | Every Pixel Randomly picks a Red, Green, Blue, White, Cyan, Magenta, Yellow on every step |
| | 103 | 103 | Color Wheel Cells | Reverse, Stop, Forward | Every Pixel Randomly picks a color from the color wheel on every step |
| | 104 | 104 | Red White Cells | Reverse, Stop, Forward | Every Cell Randomly picks White or Red on every Step |
| | 105 | 105 | Green White Cells | Reverse, Stop, Forward | Every Cell Randomly picks White or Green on every Step |
| | 106 | 106 | Blue White Cells | Reverse, Stop, Forward | Every Cell Randomly picks White or Blue on every Step |
| | 107 | 107 | Red Green Cells | Reverse, Stop, Forward | Every Cell Randomly picks Red or Green on every Step |
| | 108 | 108 | Red Blue Cells | Reverse, Stop, Forward | Every Cell Randomly picks Red or Blue on every Step |
| | 109 | 109 | Blue Green Cells | Reverse, Stop, Forward | Every Cell Randomly picks Blue or Green on every Step |
| | 110 | 110 | Random White Cell | Reverse, Stop, Forward | RGBW @ Full randomly is set to one cell at a time over the currently mixed color |
| | 111 | 111 | White Flash | Reverse, Stop, Forward | RGBW @ Full flashes once over the current mixed color on all Cells |
| | 112 | 112 | Red Flash | Reverse, Stop, Forward | Red @ Full flashes once over the current mixed color on all Cells |
| | 113 | 113 | Green Flash | Reverse, Stop, Forward | Green @ Full flashes once over the current mixed color on all Cells |
| | 114 | 114 | Blue Flash | Reverse, Stop, Forward | Blue @ Full flashes once over the current mixed color on all Cells |
| | 115 | 115 | Color Wheel Flash | Reverse, Stop, Forward | Current Color Wheel Color @ Full flashes once over the current mixed color on all Cells |
| | 116 | 116 | Alternate Color | Reverse, Stop, Forward | Alternates between mixed color and Color Wheel Color on all cells |

# RGBW PIXEL FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Colors** | 117 | 117 | | | |
| | 118 | 118 | | | |
| | 119 | 119 | | | |
| | 120 | 120 | | | |
| | 121 | 121 | | | |
| | 123 | 123 | | | |
| | 124 | 124 | | | |
| | 125 | 125 | | | |
| | 126 | 126 | | | |
| | 127 | 127 | | | |
| | 128 | 128 | | | |
| | 129 | 129 | | | |
| | 130 | 130 | | | |
| | 131 | 131 | | | |
| | 132 | 132 | | | |
| | 133 | 133 | | | |
| | 134 | 134 | | | |
| | 135 | 135 | | | |
| | 136 | 136 | | | |
| | 137 | 137 | | | |
| | 138 | 138 | | | |
| | 139 | 139 | | | |
| | 140 | 140 | | | |
| | 141 | 141 | | | |
| | 142 | 142 | | | |
| | 143 | 143 | | | |
| | 144 | 144 | | | |
| | 145 | 145 | | | |
| | 146 | 146 | | | |
| | 147 | 147 | | | |
| | 148 | 148 | | | |
| | 149 | 149 | | | |
| | 150 | 150 | | | |
| | 151 | 151 | | | |
| | 152 | 152 | | | |
| | 153 | 153 | | | |
| | 154 | 154 | | | |
| | 155 | 155 | | | |
| | 156 | 156 | | | |
| | 157 | 157 | | | |
| | 158 | 158 | | | |
| | 159 | 159 | | | |
| | 160 | 160 | | | |
| | 161 | 161 | | | |
| | 162 | 162 | | | |
| | 163 | 163 | | | |
| | 164 | 164 | | | |
| | 165 | 165 | | | |
| | 166 | 166 | | | |
| | 167 | 167 | | | |
| | 168 | 168 | | | |
| | 169 | 169 | | | |
| | 170 | 170 | | | |

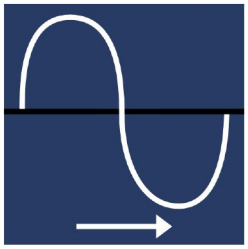
# RGBW PIXEL FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Colors** | 171 | 171 | | | |
| | 172 | 172 | | | |
| | 173 | 173 | | | |
| | 174 | 174 | | | |
| | 175 | 175 | | | |
| | 176 | 176 | | | |
| | 177 | 177 | | | |
| | 178 | 178 | | | |
| | 179 | 179 | | | |
| | 180 | 180 | | | |
| | 181 | 181 | | | |
| | 182 | 182 | | | |
| | 183 | 183 | | | |
| | 184 | 184 | | | |
| | 185 | 185 | | | |
| | 186 | 186 | | | |
| | 187 | 187 | | | |
| | 188 | 188 | | | |
| | 189 | 189 | | | |
| | 191 | 191 | | | |
| | 192 | 192 | | | |
| | 193 | 193 | | | |
| | 194 | 194 | | | |
| | 195 | 195 | | | |
| | 196 | 196 | | | |
| | 197 | 197 | | | |
| | 198 | 198 | | | |
| | 199 | 199 | | | |
| | 200 | 200 | | | |
| | 201 | 201 | | | |
| | 202 | 202 | | | |
| | 203 | 203 | | | |
| | 204 | 204 | | | |
| | 205 | 205 | | | |
| | 206 | 206 | | | |
| | 207 | 207 | | | |
| | 208 | 208 | | | |
| | 209 | 209 | | | |
| | 210 | 210 | | | |
| | 211 | 211 | | | |
| | 212 | 212 | | | |
| | 213 | 213 | | | |
| | 214 | 214 | | | |
| | 215 | 215 | | | |
| | 216 | 216 | | | |
| | 217 | 217 | | | |
| | 218 | 218 | | | |
| | 219 | 219 | | | |
| | 220 | 220 | | | |

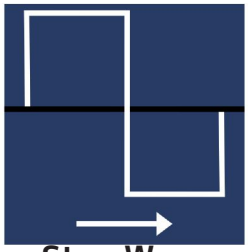
# RGBW PIXEL FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Colors** | 221 | 221 | | | |
| | 222 | 222 | | | |
| | 223 | 223 | | | |
| | 224 | 224 | | | |
| | 225 | 225 | | | |
| | 226 | 226 | | | |
| | 227 | 227 | | | |
| | 228 | 228 | | | |
| | 229 | 229 | | | |
| | 230 | 230 | | | |
| | 231 | 231 | | | |
| | 232 | 232 | | | |
| | 233 | 233 | | | |
| | 234 | 234 | | | |
| | 235 | 235 | | | |
| | 236 | 236 | | | |
| | 237 | 237 | | | |
| | 238 | 238 | | | |
| | 239 | 239 | | | |
| | 240 | 240 | | | |
| | 241 | 241 | | | |
| | 242 | 242 | | | |
| | 243 | 243 | | | |
| | 244 | 244 | | | |
| | 245 | 245 | | | |
| | 246 | 246 | | | |
| | 247 | 247 | | | |
| | 248 | 248 | | | |
| | 249 | 249 | | | |
| | 250 | 250 | | | |
| | 251 | 251 | | | |
| | 252 | 252 | | | |
| | 253 | 253 | | | |
| | 254 | 254 | | | |
| | 255 | 255 | | | |

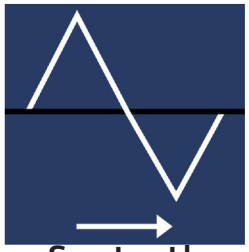
# SPARKLED FX TABLE



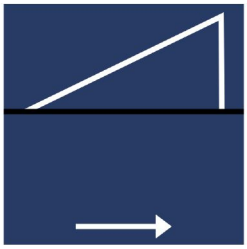
Sine Wave



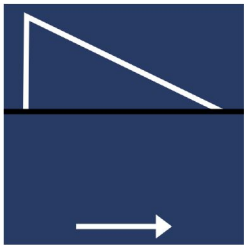
Step Wave (Square)



Sawtooth Wave



Ramp Up Wave



Ramp Down Wave

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Waveform** | 1 | 1 | Sinewave-Cross (default) | | In and Out fade start at the same time |
| | 2 | 2 | Sinewave-Full | | In fade completes, then out fade completes |
| | 3 | 3 | Sawtooth-Cross | | In and Out fade start at the same time |
| | 4 | 4 | Sawtooth-Full | | In fade completes, then out fade completes |
| | 5 | 5 | Ramp Up | | |
| | 6 | 6 | Ramp Down | | |
| | 7 | 7 | Steps | | |
| | 8 | 8 | | | |
| | 9 | 9 | | | |
| | 10 | 10 | | | |
| **SparkLED FX** | 11 | 11 | Starfield | Reverse, Stop, Forward | Pixels randomly go on and off with random lengths of on and off times |
| | 12 | 12 | 1 Pixel | Reverse, Stop, Forward | Random 1 Pixel per step |
| | 13 | 13 | 2 Pixels | Reverse, Stop, Forward | Random 2 Pixel per step |
| | 14 | 14 | 3 Pixels | Reverse, Stop, Forward | Random 3 Pixel per step |
| | 15 | 15 | 4 pixels | Reverse, Stop, Forward | Random 4 Pixel per step |
| | 16 | 16 | 5 pixels | Reverse, Stop, Forward | Random 5 Pixel per step |
| | 17 | 17 | 7 pixels | Reverse, Stop, Forward | Random 7 Pixel per step |
| | 18 | 18 | 8 pixels | Reverse, Stop, Forward | Random 8 Pixel per step |
| | 19 | 19 | Single Row | Reverse, Stop, Forward | One single row per step |
| | 20 | 20 | Single Column | Reverse, Stop, Forward | Single column per step |
| | 21 | 21 | 3 Column | Reverse, Stop, Forward | Three columns per step |
| | 22 | 22 | Pixel Ring Chase | Reverse, Stop, Forward | In every RGBW lens one Sparkled at a time. E.g. Lens 1, Sparkled 1,8,19,7 at the same time Lens 2, 2,10,20,9 |
| | 23 | 23 | Pixel Row Chase | Reverse, Stop, Forward | In every RGBW pixel one Sparkled at a time. E.g. Lens 1, Sparkled 1, 3+4, 8 at the same time Lens 2, 2, 5+6, 10 |
| | 24 | 24 | Pixel Ring Chase 2 | Reverse, Stop, Forward | For one RGBW pixel after another turn on one SparkLeds per step, e.g. Lens 1, 1,4,8,3, then Lens 2, 2,6,10,5 etc…. |
| | 25 | 25 | Center Out | Reverse, Stop, Forward | Turn on all Sparkleds in Lens 3+4, then step from the center out to the edge |
| | 26 | 26 | Fireworks | Reverse, Stop, Forward | Replicate an exploding firework rocket |
| | 27 | 27 | Ring | Reverse, Stop, Forward | |
| | 28 | 28 | Row | Reverse, Stop, Forward | |
| | 29 | 29 | Snake | Reverse, Stop, Forward | |
| | 30 | 30 | | | |
| | 31 | 31 | | | |
| | 32 | 32 | | | |
| | 33 | 33 | | | |
| | 34 | 34 | | | |
| | 35 | 35 | | | |
| | 36 | 36 | | | |
| | 37 | 37 | | | |
| | 38 | 38 | | | |

# SPARKLED FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **SparkLED FX** | 39 | 39 | | | |
| | 40 | 40 | | | |
| | 41 | 41 | | | |
| | 42 | 42 | | | |
| | 43 | 43 | | | |
| | 44 | 44 | | | |
| | 45 | 45 | | | |
| | 46 | 46 | | | |
| | 47 | 47 | | | |
| | 48 | 48 | | | |
| | 49 | 49 | | | |
| | 50 | 50 | | | |
| | 51 | 51 | | | |
| | 52 | 52 | | | |
| | 53 | 53 | | | |
| | 54 | 54 | | | |
| | 55 | 55 | | | |
| | 56 | 56 | | | |
| | 57 | 57 | | | |
| | 58 | 58 | | | |
| | 59 | 59 | | | |
| | 60 | 60 | | | |
| | 61 | 61 | | | |
| | 62 | 62 | | | |
| | 63 | 63 | | | |
| | 64 | 64 | | | |
| | 65 | 65 | | | |
| | 66 | 66 | | | |
| | 67 | 67 | | | |
| | 68 | 68 | | | |
| | 69 | 69 | | | |
| | 70 | 70 | | | |
| | 71 | 71 | | | |
| | 72 | 72 | | | |
| | 73 | 73 | | | |
| | 74 | 74 | | | |
| | 75 | 75 | | | |
| | 76 | 76 | | | |
| | 77 | 77 | | | |
| | 78 | 78 | | | |
| | 79 | 79 | | | |
| | 80 | 80 | | | |
| | 81 | 81 | | | |
| | 82 | 82 | | | |
| | 83 | 83 | | | |
| | 84 | 84 | | | |
| | 85 | 85 | | | |
| | 86 | 86 | | | |
| | 87 | 87 | | | |
| | 88 | 88 | | | |
| | 89 | 89 | | | |
| | 90 | 90 | | | |

# SPARKLED FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **SparkLED Lens Combos** | 91 | 91 | | | |
| | 92 | 92 | | | |
| | 93 | 93 | | | |
| | 94 | 94 | | | |
| | 95 | 95 | | | |
| | 96 | 96 | | | |
| | 97 | 97 | | | |
| | 98 | 98 | | | |
| | 99 | 99 | | | |
| | 100 | 100 | | | |
| **Full Lens Patterns (all SparkLED in the lens # turn on together)** | 101 | 101 | Single | Reverse, Stop, Forward | 1,2,3,4,5,6,7,8,9,10,11,12 |
| | 102 | 102 | Single Bounce | Reverse, Stop, Forward | 1,2,3,4,5,6,7,8,9,10,11,12,11,10,9,8,7,6,5,4,3,2 |
| | 103 | 103 | Fill Row | Reverse, Stop, Forward | 1, 1+2, 1+2+3, 1+2+3+4, ⋯,<br>1+2+3+4+5+6+7+8+9+10+11+12,<br>1+2+3+4+5+6+7+8+9+10+11, ⋯, 1+2+3+4, 1+2+3, 1+2, 1 |
| | 104 | 104 | 2 Pixels | Reverse, Stop, Forward | Any two random pixels per step |
| | 105 | 105 | 3 Pixels | Reverse, Stop, Forward | Any three randiom pixels per step |
| | 106 | 106 | 4 Pixels | Reverse, Stop, Forward | Any four randiom pixels per step |
| | 107 | 107 | 1,2,3 pixels | Reverse, Stop, Forward | Pick randomly 1, then 2, then 3 pixels |
| | 108 | 108 | | | |
| | 109 | 109 | | | |
| | 110 | 110 | | | |
| | 111 | 111 | | | |
| | 112 | 112 | | | |
| | 113 | 113 | | | |
| | 114 | 114 | | | |
| | 115 | 115 | | | |
| | 116 | 116 | | | |
| | 117 | 117 | | | |
| | 118 | 118 | | | |
| | 119 | 119 | | | |
| | 120 | 120 | | | |
| | 121 | 121 | | | |
| | 122 | 122 | | | |
| | 123 | 123 | | | |
| | 124 | 124 | | | |
| | 125 | 125 | | | |
| | 126 | 126 | | | |
| | 127 | 127 | | | |
| | 128 | 128 | | | |
| | 129 | 129 | | | |
| | 130 | 130 | | | |
| | 131 | 131 | | | |
| | 132 | 132 | | | |
| | 133 | 133 | | | |
| | 134 | 134 | | | |
| | 135 | 135 | | | |
| | 136 | 136 | | | |
| | 137 | 137 | | | |
| | 138 | 138 | | | |
| | 139 | 139 | | | |
| | 140 | 140 | | | |
| | 141 | 141 | | | |
| | 142 | 142 | | | |
| | 143 | 143 | | | |
| | 144 | 144 | | | |
| | 145 | 145 | | | |

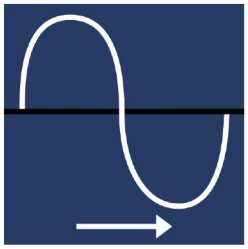
# SPARKLED FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Full Lens Patterns (all SparkLED in the lens # turn on together)** | 146 | 146 | | | |
| | 147 | 147 | | | |
| | 148 | 148 | | | |
| | 149 | 149 | | | |
| | 150 | 150 | | | |
| | 151 | 151 | Out | disabled | 1+2+11+12 |
| | 152 | 152 | Mid | disabled | 3+4+9+10 |
| | 153 | 153 | Center | disabled | 5+6+7+8 |
| | 154 | 154 | Set 1 | disabled | 1+7 |
| | 155 | 155 | Set 2 | disabled | 2+8 |
| | 156 | 156 | Set 3 | disabled | 3+9 |
| | 157 | 157 | Set 4 | disabled | 4+10 |
| | 158 | 158 | Set 5 | disabled | 5+11 |
| | 159 | 159 | Set 6 | disabled | 6+12 |
| | 160 | 160 | Block 2-1 | disabled | 1+2 |
| | 161 | 161 | Block 2-2 | disabled | 3+4 |
| | 162 | 162 | Block 2-3 | disabled | 5+6 |
| | 163 | 163 | Block 2-4 | disabled | 7+8 |
| | 164 | 164 | Block 2-5 | disabled | 9+10 |
| | 165 | 165 | Block 2-6 | disabled | 11+12 |
| | 166 | 166 | Block 3-1 | disabled | 1+2+3 |
| | 167 | 167 | Block 3-2 | disabled | 4+5+6 |
| | 168 | 168 | Block 3-3 | disabled | 7+8+9 |
| | 169 | 169 | Block 3-4 | disabled | 10+11+12 |
| | 170 | 170 | | | |
| | 171 | 171 | | | |
| | 172 | 172 | | | |
| | 173 | 173 | | | |
| | 174 | 174 | | | |
| | 175 | 175 | | | |
| | 176 | 176 | | | |
| | 177 | 177 | | | |
| | 178 | 178 | | | |
| | 179 | 179 | | | |
| | 180 | 180 | | | |
| | 181 | 181 | | | |
| | 182 | 182 | | | |
| | 183 | 183 | | | |
| | 184 | 184 | | | |
| | 185 | 185 | | | |
| | 186 | 186 | | | |
| | 187 | 187 | | | |
| | 188 | 188 | | | |
| | 189 | 189 | | | |
| | 190 | 190 | | | |
| | 191 | 191 | | | |
| | 192 | 192 | | | |
| | 193 | 193 | | | |
| | 194 | 194 | | | |
| | 195 | 195 | | | |
| | 196 | 196 | | | |
| | 197 | 197 | | | |
| | 198 | 198 | | | |
| | 199 | 199 | | | |
| | 200 | 200 | | | |

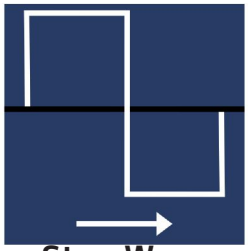
# SPARKLED FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Sparkled Pattern** | 201 | 201 | Row 1 | disabled | |
| | 202 | 202 | Row 2 | disabled | |
| | 203 | 203 | Row 3 | disabled | |
| | 204 | 204 | Column 1 | disabled | |
| | 205 | 205 | Column 2 | disabled | |
| | 206 | 206 | Column 3 | disabled | |
| | 207 | 207 | Column 4 | disabled | |
| | 208 | 208 | Column 5 | disabled | |
| | 209 | 209 | Column 6 | disabled | |
| | 210 | 210 | Column 7 | disabled | |
| | 211 | 211 | Column 8 | disabled | |
| | 212 | 212 | Column 9 | disabled | |
| | 213 | 213 | Column 10 | disabled | |
| | 214 | 214 | Column 11 | disabled | |
| | 215 | 215 | Column 12 | disabled | |
| | 216 | 216 | Column 13 | disabled | |
| | 217 | 217 | Column 14 | disabled | |
| | 218 | 218 | Column 15 | disabled | |
| | 219 | 219 | Column 16 | disabled | |
| | 220 | 220 | Column 17 | disabled | |
| | 221 | 221 | Column 18 | disabled | |
| | 222 | 222 | Column 19 | disabled | |
| | 223 | 223 | Column 20 | disabled | |
| | 224 | 224 | Column 21 | disabled | |
| | 225 | 225 | Column 22 | disabled | |
| | 226 | 226 | Column 23 | disabled | |
| | 227 | 227 | Column 24 | disabled | |
| | 228 | 228 | Column 25 | disabled | |
| | 229 | 229 | Column 26 | disabled | |
| | 230 | 230 | Column 27 | disabled | |
| | 231 | 231 | Column 28 | disabled | |
| | 232 | 232 | Column 29 | disabled | |
| | 233 | 233 | Column 30 | disabled | |
| | 234 | 234 | Column 31 | disabled | |
| | 235 | 235 | Column 32 | disabled | |
| | 236 | 236 | Column 33 | disabled | |
| | 237 | 237 | Column 34 | disabled | |
| | 238 | 238 | Column 35 | disabled | |
| | 239 | 239 | Column 36 | disabled | |
| | 240 | 240 | Lens 1 | disabled | |
| | 241 | 241 | Lens 2 | disabled | |
| | 242 | 242 | Lens 3 | disabled | |
| | 243 | 243 | Lens 4 | disabled | |
| | 244 | 244 | Lens 5 | disabled | |
| | 245 | 245 | Lens 6 | disabled | |
| | 246 | 246 | Lens 7 | disabled | |
| | 247 | 247 | Lens 8 | disabled | |
| | 248 | 248 | Lens 9 | disabled | |
| | 249 | 249 | Lens 10 | disabled | |
| | 250 | 250 | Lens 11 | disabled | |
| | 251 | 251 | Lens 12 | disabled | |
| | 252 | 252 | | | |
| | 253 | 253 | | | |
| | 254 | 254 | | | |
| | 255 | 255 | | | |

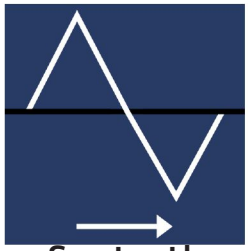
# STROBELINE FX TABLE



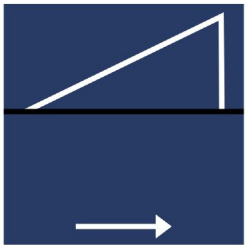
Sine Wave



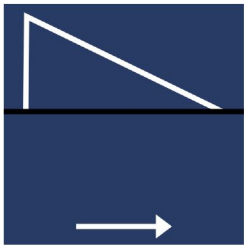
Step Wave (Square)



Sawtooth Wave



Ramp Up Wave



Ramp Down Wave

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Waveform** | 1 | 1 | Sinewave-Cross (default) | | In and Out fade start at the same time |
| | 2 | 2 | Sinewave-Full | | In fade completes, then out fade completes |
| | 3 | 3 | Sawtooth-Cross | | In and Out fade start at the same time |
| | 4 | 4 | Sawtooth-Full | | In fade completes, then out fade completes |
| | 5 | 5 | Ramp Up | | |
| | 6 | 6 | Ramp Down | | |
| | 7 | 7 | Steps | | |
| | 8 | 8 | | | |
| | 9 | 9 | | | |
| | 10 | 10 | | | |
| **StrobeLineFX** | 11 | 11 | Starfield | Reverse, Stop, Forward | Pixels randomly go on and off with random lengths of on and off times |
| | 12 | 12 | Inverse Starfield | Reverse, Stop, Forward | Pixels randomly go on and off with random lengths of on and off times |
| | 13 | 13 | 1 Pixel | Reverse, Stop, Forward | Random 1 Pixel per step |
| | 14 | 14 | 2 Pixels | Reverse, Stop, Forward | Random 2 Pixel per step |
| | 15 | 15 | 3 Pixels | Reverse, Stop, Forward | Random 3 Pixel per step |
| | 16 | 16 | 4 pixels | Reverse, Stop, Forward | Random 4 Pixel per step |
| | 17 | 17 | 5 pixels | Reverse, Stop, Forward | Random 5 Pixel per step |
| | 18 | 18 | 7 pixels | Reverse, Stop, Forward | Random 7 Pixel per step |
| | 19 | 19 | 8 pixels | Reverse, Stop, Forward | Random 8 Pixel per step |
| | 20 | 20 | Single Row | Reverse, Stop, Forward | One single row per step |
| | 21 | 21 | Single Column | Reverse, Stop, Forward | Single column per step |
| | 22 | 22 | Mirror | Reverse, Stop, Forward | |
| | 23 | 23 | Mirror Circle | Reverse, Stop, Forward | |
| | 24 | 24 | Knight Rider | Reverse, Stop, Forward | |
| | 25 | 25 | Marque | Reverse, Stop, Forward | |
| | 26 | 26 | Center Out | Reverse, Stop, Forward | |
| | 27 | 27 | Fireworks | Reverse, Stop, Forward | Replicate an exploding firework rocket |
| | 28 | 28 | Ring | Reverse, Stop, Forward | |
| | 29 | 29 | Row | Reverse, Stop, Forward | |
| | 30 | 30 | | | |
| | 31 | 31 | | | |
| | 32 | 32 | | | |
| | 33 | 33 | | | |
| | 34 | 34 | | | |
| | 35 | 35 | | | |
| | 36 | 36 | | | |
| | 37 | 37 | | | |
| | 38 | 38 | | | |
| | 39 | 39 | | | |
| | 40 | 40 | | | |

# STROBELINE FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **StrobeLineFX** | 41 | 41 | | | |
| | 42 | 42 | | | |
| | 43 | 43 | | | |
| | 44 | 44 | | | |
| | 45 | 45 | | | |
| | 46 | 46 | | | |
| | 47 | 47 | | | |
| | 48 | 48 | | | |
| | 49 | 49 | | | |
| | 50 | 50 | | | |
| | 51 | 51 | | | |
| | 52 | 52 | | | |
| | 53 | 53 | | | |
| | 54 | 54 | | | |
| | 55 | 55 | | | |
| | 56 | 56 | | | |
| | 57 | 57 | | | |
| | 58 | 58 | | | |
| | 59 | 59 | | | |
| | 60 | 60 | | | |
| | 61 | 61 | | | |
| | 62 | 62 | | | |
| | 63 | 63 | | | |
| | 64 | 64 | | | |
| | 65 | 65 | | | |
| | 66 | 66 | | | |
| | 67 | 67 | | | |
| | 68 | 68 | | | |
| | 69 | 69 | | | |
| | 70 | 70 | | | |
| | 71 | 71 | | | |
| | 72 | 72 | | | |
| | 73 | 73 | | | |
| | 74 | 74 | | | |
| | 75 | 75 | | | |
| | 75 | 75 | | | |
| | 76 | 76 | | | |
| | 77 | 77 | | | |
| | 78 | 78 | | | |
| | 79 | 79 | | | |
| | 80 | 80 | | | |
| | 81 | 81 | | | |
| | 82 | 82 | | | |
| | 83 | 83 | | | |
| | 84 | 84 | | | |
| | 85 | 85 | | | |
| | 86 | 86 | | | |
| | 87 | 87 | | | |
| | 88 | 88 | | | |
| | 89 | 89 | | | |
| | 90 | 90 | | | |

# STROBELINE FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **StrobeLineFX** | 91 | 91 | | | |
| | 92 | 92 | | | |
| | 93 | 93 | | | |
| | 94 | 94 | | | |
| | 95 | 95 | | | |
| | 96 | 96 | | | |
| | 97 | 97 | | | |
| | 98 | 98 | | | |
| | 99 | 99 | | | |
| | 100 | 100 | | | |
| | 101 | 101 | Single | Reverse, Stop, Forward | |
| | 102 | 102 | Single Top / Bottom | Reverse, Stop, Forward | Top Row chases first, then bottom row |
| | 103 | 103 | 1/4 | Reverse, Stop, Forward | |
| | 104 | 104 | 1/4 Top / Bottom | Reverse, Stop, Forward | |
| | 105 | 105 | 1/8 | Reverse, Stop, Forward | |
| | 106 | 106 | 1/8 Top-Bottom | Reverse, Stop, Forward | |
| | 107 | 107 | Single Bounce | Reverse, Stop, Forward | |
| | 108 | 108 | Fill Row | Reverse, Stop, Forward | |
| | 109 | 109 | 1/4 Bounce | Reverse, Stop, Forward | |
| | 110 | 110 | 1/4 Bounce Single | Reverse, Stop, Forward | |
| | 111 | 111 | | | |
| | 112 | 112 | | | |
| | 113 | 113 | | | |
| | 114 | 114 | | | |
| | 115 | 115 | | | |
| | 116 | 116 | | | |
| | 117 | 117 | | | |
| | 118 | 118 | | | |
| | 119 | 119 | | | |
| | 120 | 120 | | | |
| | 121 | 121 | | | |
| | 122 | 122 | | | |
| | 123 | 123 | | | |
| | 124 | 124 | | | |
| | 125 | 125 | | | |
| | 126 | 126 | | | |
| | 127 | 127 | | | |
| | 128 | 128 | | | |
| | 129 | 129 | | | |
| | 130 | 130 | | | |
| | 131 | 131 | | | |
| | 132 | 132 | | | |
| | 133 | 133 | | | |
| | 134 | 134 | | | |
| | 135 | 135 | | | |
| | 136 | 136 | | | |
| | 137 | 137 | | | |
| | 138 | 138 | | | |
| | 139 | 139 | | | |
| | 140 | 140 | | | |
| | 141 | 141 | | | |
| | 142 | 142 | | | |
| | 143 | 143 | | | |
| | 144 | 144 | | | |
| | 145 | 145 | | | |

# STROBELINE FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **StrobeLineFX** | 146 | 146 | | | |
| | 147 | 147 | | | |
| | 148 | 148 | | | |
| | 149 | 149 | | | |
| | 150 | 150 | | | |
| | 151 | 151 | | | |
| | 152 | 152 | | | |
| | 153 | 153 | | | |
| | 154 | 154 | | | |
| | 155 | 155 | | | |
| | 146 | 146 | | | |
| | 147 | 147 | | | |
| | 148 | 148 | | | |
| | 149 | 149 | | | |
| | 150 | 150 | | | |
| | 151 | 151 | | | |
| | 152 | 152 | | | |
| | 153 | 153 | | | |
| | 154 | 154 | | | |
| | 155 | 155 | | | |
| | 156 | 156 | | | |
| | 157 | 157 | | | |
| | 158 | 158 | | | |
| | 159 | 159 | | | |
| | 160 | 160 | | | |
| | 161 | 161 | | | |
| | 162 | 162 | | | |
| | 163 | 163 | | | |
| | 164 | 164 | | | |
| | 165 | 165 | | | |
| | 166 | 166 | | | |
| | 167 | 167 | | | |
| | 168 | 168 | | | |
| | 169 | 169 | | | |
| | 170 | 170 | | | |
| | 171 | 171 | | | |
| | 172 | 172 | | | |
| | 173 | 173 | | | |
| | 174 | 174 | | | |
| | 175 | 175 | | | |
| | 176 | 176 | | | |
| | 177 | 177 | | | |
| | 178 | 178 | | | |
| | 179 | 179 | | | |
| | 180 | 180 | | | |
| | 181 | 181 | | | |
| | 182 | 182 | | | |
| | 183 | 183 | | | |
| | 184 | 184 | | | |
| | 185 | 185 | | | |
| | 186 | 186 | | | |
| | 187 | 187 | | | |
| | 188 | 188 | | | |
| | 189 | 189 | | | |
| | 190 | 190 | | | |

# STROBELINE FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Sparkled Pattern** | 191 | 191 | Row 1 | disabled | |
| | 192 | 192 | Row 2 | disabled | |
| | 193 | 193 | Quarter 1 | disabled | |
| | 194 | 194 | Quarter 2 | disabled | |
| | 195 | 195 | Quarter 3 | disabled | |
| | 196 | 196 | Quarter 4 | disabled | |
| | 197 | 197 | 1/8 | disabled | |
| | 198 | 198 | 2/8 | disabled | |
| | 199 | 199 | 3/8 | disabled | |
| | 200 | 200 | 4/8 | disabled | |
| | 201 | 201 | 5/8 | disabled | |
| | 202 | 202 | 6/8 | disabled | |
| | 203 | 203 | 7/8 | disabled | |
| | 204 | 204 | 8/8 | disabled | |
| | 205 | 205 | Column 1 | disabled | |
| | 206 | 206 | Column 2 | disabled | |
| | 207 | 207 | Column 3 | disabled | |
| | 208 | 208 | Column 4 | disabled | |
| | 209 | 209 | Column 5 | disabled | |
| | 210 | 210 | Column 6 | disabled | |
| | 211 | 211 | Column 7 | disabled | |
| | 212 | 212 | Column 8 | disabled | |
| | 213 | 213 | Column 9 | disabled | |
| | 214 | 214 | Column 10 | disabled | |
| | 215 | 215 | Column 11 | disabled | |
| | 216 | 216 | Column 12 | disabled | |
| | 217 | 217 | Column 13 | disabled | |
| | 218 | 218 | Column 14 | disabled | |
| | 219 | 219 | Column 15 | disabled | |
| | 220 | 220 | Column 16 | disabled | |
| | 221 | 221 | Column 17 | disabled | |
| | 222 | 222 | Column 18 | disabled | |
| | 223 | 223 | Column 19 | disabled | |
| | 224 | 224 | Column 20 | disabled | |
| | 225 | 225 | Column 21 | disabled | |
| | 226 | 226 | Column 22 | disabled | |
| | 227 | 227 | Column 23 | disabled | |
| | 228 | 228 | Column 24 | disabled | |
| | 229 | 229 | Column 25 | disabled | |
| | 230 | 230 | Column 26 | disabled | |
| | 231 | 231 | Column 27 | disabled | |
| | 232 | 232 | Column 28 | disabled | |
| | 233 | 233 | Column 29 | disabled | |
| | 234 | 234 | Column 30 | disabled | |
| | 235 | 235 | Column 31 | disabled | |
| | 236 | 236 | Column 32 | disabled | |

# STROBELINE FX TABLE

| Features subject to change without notice | | | | | |
|---|---|---|---|---|---|
| **TYPE** | **SLOT** | **DMX** | **NAME** | **FX ADJUSTMENT** | **NOTES/STEPS** |
| **Sparkled Pattern** | 237 | 237 | Lens 1 | disabled | Strobe LEDs above and below the lens |
| | 238 | 238 | Lens 2 | disabled | Strobe LEDs above and below the lens |
| | 239 | 239 | Lens 3 | disabled | Strobe LEDs above and below the lens |
| | 240 | 240 | Lens 4 | disabled | Strobe LEDs above and below the lens |
| | 241 | 241 | Lens 5 | disabled | Strobe LEDs above and below the lens |
| | 242 | 242 | Lens 6 | disabled | Strobe LEDs above and below the lens |
| | 243 | 243 | Lens 7 | disabled | Strobe LEDs above and below the lens |
| | 244 | 244 | Lens 8 | disabled | Strobe LEDs above and below the lens |
| | 245 | 245 | Lens 9 | disabled | Strobe LEDs above and below the lens |
| | 246 | 246 | Lens 10 | disabled | Strobe LEDs above and below the lens |
| | 247 | 247 | Lens 11 | disabled | Strobe LEDs above and below the lens |
| | 248 | 248 | Lens 12 | disabled | Strobe LEDs above and below the lens |
| | 249 | 249 | | | |
| | 250 | 250 | | | |
| | 251 | 251 | | | |
| | 252 | 252 | | | |
| | 253 | 253 | | | |
| | 254 | 254 | | | |
| | 255 | 255 | | | |

# REMOTE DEVICE MANAGEMENT (RDM)

**NOTE: In order for RDM to work properly, RDM enabled equipment must be used throughout the entire system, including DMX data splitters and wireless systems.**

Remote Device Management (RDM) is a protocol that sits on top of the DMX512 data standard for lighting, allowing the DMX systems of the device to be managed, modified, and monitored remotely (hence, remote device management). This protocol is ideal for fixtures installed in locations that are not easily accessible.

With RDM, the DMX512 system becomes bi-directional, allowing a compatible RDM enabled controller to send out a signal to devices on the wire, as well as allowing the fixture to respond (known as a GET command). The controller can then use it's SET command to modify settings that would typically have to be changed or viewed directly via the unit's display screen, including the DMX Address, DMX Channel Mode, and Temperature Sensors.

**Please be aware that not all RDM devices support all RDM features**, and therefore it is important to check beforehand to ensure that the equipment that you are considering includes all of the features that you require.

The following parameters are accessible in RDM on this device:

| LED FIXTURE | |
|---|---|
| Sensor Definition | YES |
| Sensor Value | YES |
| Device Model Description | YES |
| Manufacturer Label | YES |
| Device Label | YES |
| DMX Personality | YES |
| DMX Personality Description | YES |
| Device Hours | YES |
| Comms Status | NO |
| Status ID Description | NO |
| Clear Status ID | NO |
| Device Power Cycles | NO |
| Tilt Invert | YES |
| Display Invert | YES |
| Display Level | NO |
| Realtime Clock | NO |
| Power State | NO |
| Preset Playback | NO |
| Default Slot Value | NO |
| Language | NO |
| Language Capabilities | NO |
| Boot Software Version Label | NO |
| Boot Software Version ID | NO |
| Product Detail ID List | NO |
| Status Messages | NO |

# ERROR CODES

When power is applied, the unit will automatically enter a "**Reset/Test**" mode. This mode brings all the internal motors to a home position. If there is an internal problem with one or more of the motors an error code will flash in the display in the form of "**XXer**" were as XX will represent a function number. For example, when the display shows "**0Er**" it means there is some type of error with the Pan motor. If there are multiple errors during the start-up process they will all flash in the display. For example: if the fixtures has errors on **Channel 1**, **2**, and **5** all at the same time, you will see the error message "**01Er**", "**02Er**", and "**05Er**" flash repeated 5 times.

If an error does occur during the initial start-up procedure the fixture will self-generate a second reset signal and try to realign all the motors and correct the errors. If the error persists after a second attempt a third attempt will be made. If after a third attempt all the errors have not been corrected the fixture will make the following determinations:

- **3 or More Errors**: The fixture cannot function properly with three or more errors therefore the fixture will place itself in a stand-by mode until subsequent repairs can be made.
- **Less Than 3 Errors**: The fixture has less than 3 errors; therefore, most other functions will work properly. The fixture will attempt to operate normally until the errors can be correct by a technician. The errors in question will remain flashing in the display as a reminder of internal errors.

| Error Codes subject to change without notice | |
|---|---|
| **ERROR CODES** | **DESCRIPTION** |
| TILT Er | Movement is not located in the default position after the reset. This message will appear after a fixture reset if the magnetic-indexing circuit malfunctions (sensor failed, or magnet is missing) or there is a motor failure (defective motor or a defective motor IC drive on the main PCB). This error may also be displayed if the head/yoke was blocked during TILT Er a reset function. |
| Zoom Er | Movement is not located in the default position after the reset. This message will appear after a fixture reset if the magnetic-indexing circuit malfunctions (sensor failed, or magnet is missing) or there is a motor failure (defective motor or a defective motor IC drive on the main PCB). |

# MAINTENANCE GUIDELINES



**DISCONNECT POWER BEFORE PERFORMING ANY MAINTENANCE!**

### CLEANING

Frequent cleaning is recommended to insure proper function, optimized light output, and an extended life. The frequency of cleaning depends on the environment in which the fixture operates: damp, smoky or particularly dirty environments can cause greater accumulation of dirt on the fixture's optics. Clean the external lens surface at least every 20 days with a soft cloth to avoid dirt/debris accumulation.
NEVER use alcohol, solvents, or ammonia-based cleaners.

### MAINTENANCE

Regular inspections are recommended to insure proper function and extended life.

There are no user serviceable parts inside this fixture, please refer all other service issues to an authorized Elation service technician. Should you need any spare parts, please order genuine parts from an authorized Elation dealer.

Please refer to the following points during routine inspections:

- A detailed electric check by an approved electrical engineer every three months, to make sure the circuit contacts are in good condition and prevent overheating.
- Be sure all screws and fasteners are securely tightened at all times. Lose screws may fall out during normal operation resulting in damage or injury as larger parts could fall.
- Check for any deformations on the housing, color lenses, rigging hardware and rigging points (ceiling, suspension, trussing). Deformations in the housing could allow for dust to enter into the fixture. Damaged rigging points or unsecured rigging could cause the fixture to fall and seriously injure a person(s).
- Electric power supply cables must not show any damage, material fatigue or sediments.
- **NEVER** remove the ground prong from the power cable.

### FIXTURE DISASSEMBLY

The following points should be observed after performing any maintenance procedure that requires disassembly of the unit:

- After the unit has been reassembled, open the valve, and allow the light to run for approximately 2 hours to dry out any moisture that has been trapped inside the fixture. The process should continue until indicated humidity drops below 15% for the head and 30% for the base.
- Once this has been achieved, the light can be switched off, but the unit should remain connected to power so that the cooling fan can cool down the unit. Please note that allowing cool down time should ALWAYS be done after lamp operation.
- Some units may require partial disassembly in order to gain access to the valve. Please contact Elation service for information regarding the location and access procedure for the valve on your specific unit model.

# SPECIFICATIONS

**SOURCE**
(12) 60W Osram RGBW LEDs
(48) 2W White SparkLED™
(256) 1W Strobe LED
50,000 Hour Average LED Life*
*Test lab conditions. May vary depending on several factors including but not limited to: Environmental Conditions, Power/Voltage, Usage Patterns (On-Off Cycling), Control, and Dimming.

**PHOTOMETRIC DATA**
11,000 Total Lumen Output (RGBW)
CRI 80
Zoom Range 6°-45°
Colortemperature SparkLED 4000K
Colortemperature Strobe Line 6500K

**EFFECTS**
Motorized Zoom
Linear Color Temperature Presets (2700-8000K)
RGBW Color Mixing and Pixel Control
White SparkLED Lens Effect
Dual White Strobe Lines (128 pixels per side)
Color Presets and Macros
Electronic Strobe and Variable Dimming Curves
16-bit Dimming

**CONTROL / CONNECTIONS**
3 DMX Channel Modes (27/76/190 channels)
Pixel controlled Wash, SparkLED and Strobe LED
210° Tilt Movement
DMX Adjustable Refresh Rate (900-25000 Hz)
(6) Button Touch Panel
Full Color 180° Reversible LCD Menu Display
RDM Support
IP65 5pin XLR DMX In/Out
IP65 RJ45 Ethernet In/Out (Art-Net, sACN)
IP65 Locking Power Cable In

**SIZE / WEIGHT**
Length: 39.5 in (1004mm)
Width (Base): 7.6 in (194mm)
Width (Head): 6.1 in (155mm)
Height (head up): 13.2 in (336mm)
Height (head 90 degree): 11.3in (288mm)
Weight: 72.75lbs. (33kg)

**ELECTRICAL / THERMAL**
AC 100-240V 50/60Hz
1400W Max Power Consumption

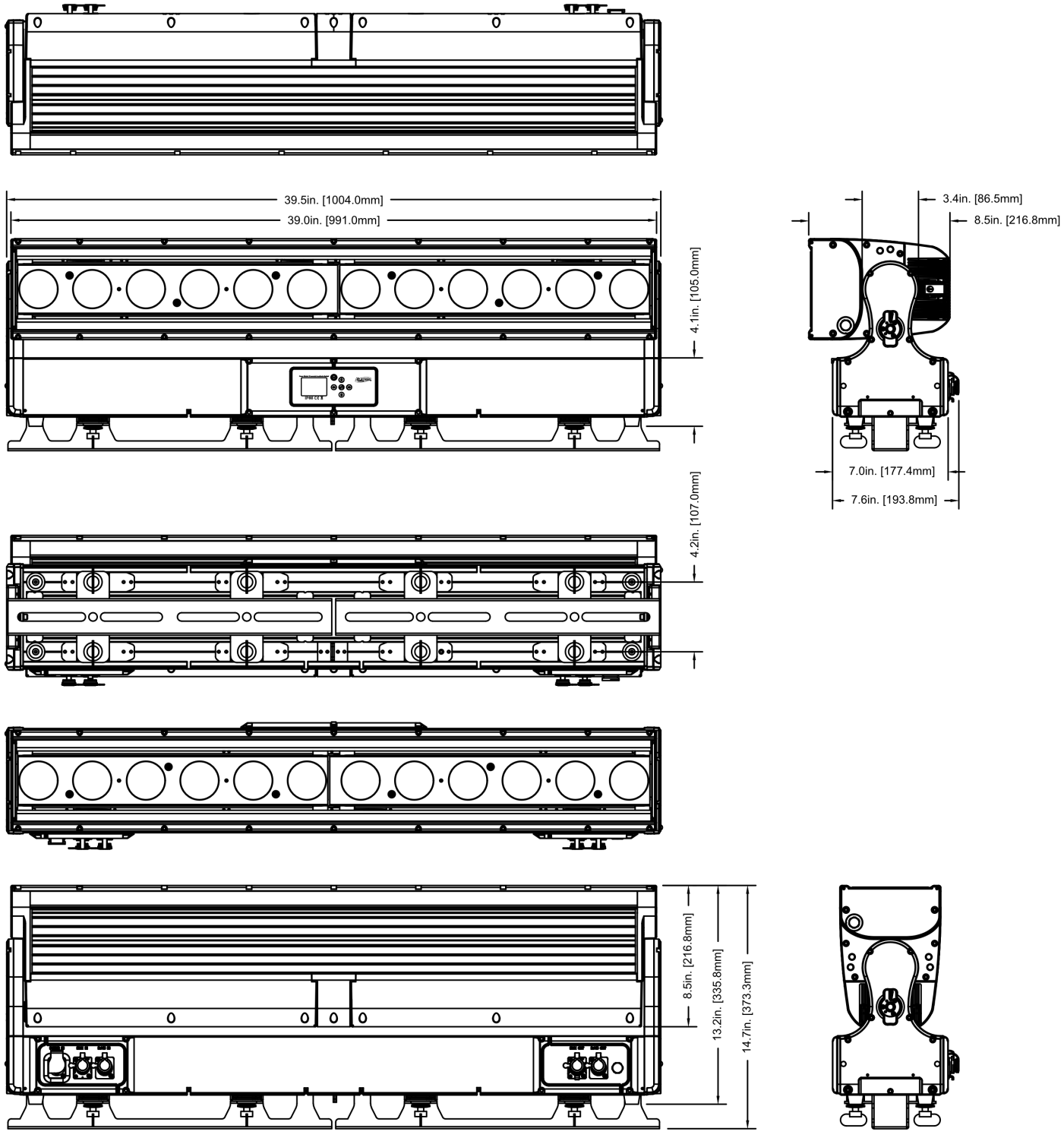
**APPROVALS / RATINGS**
CE | cETLus | IP65

Intertek
4010832

Specifications and documentation subject to change without notice.

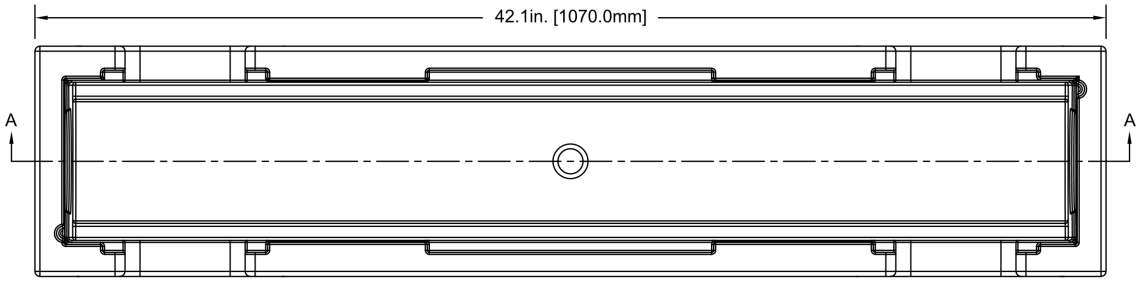
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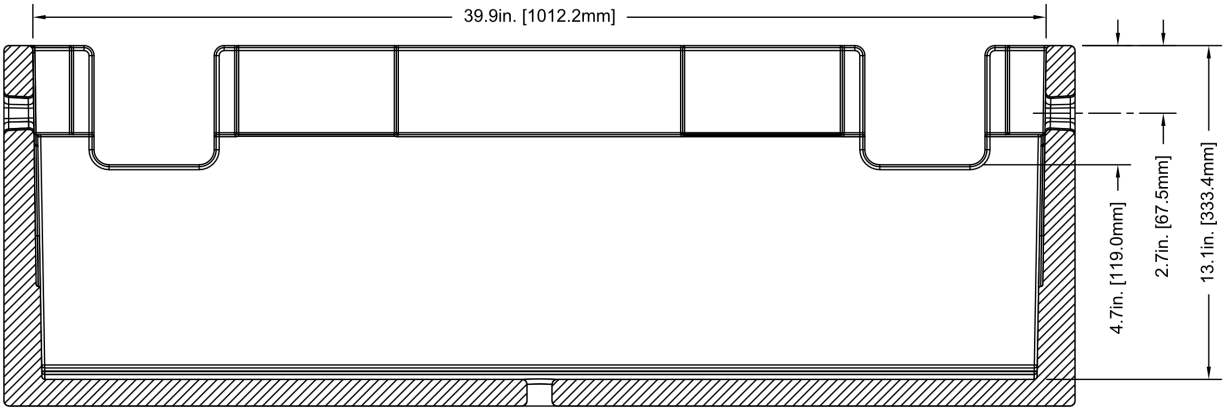
*Drawings not to scale. Specifications and improvements in the design of this unit and this manual are subject to change without notice.



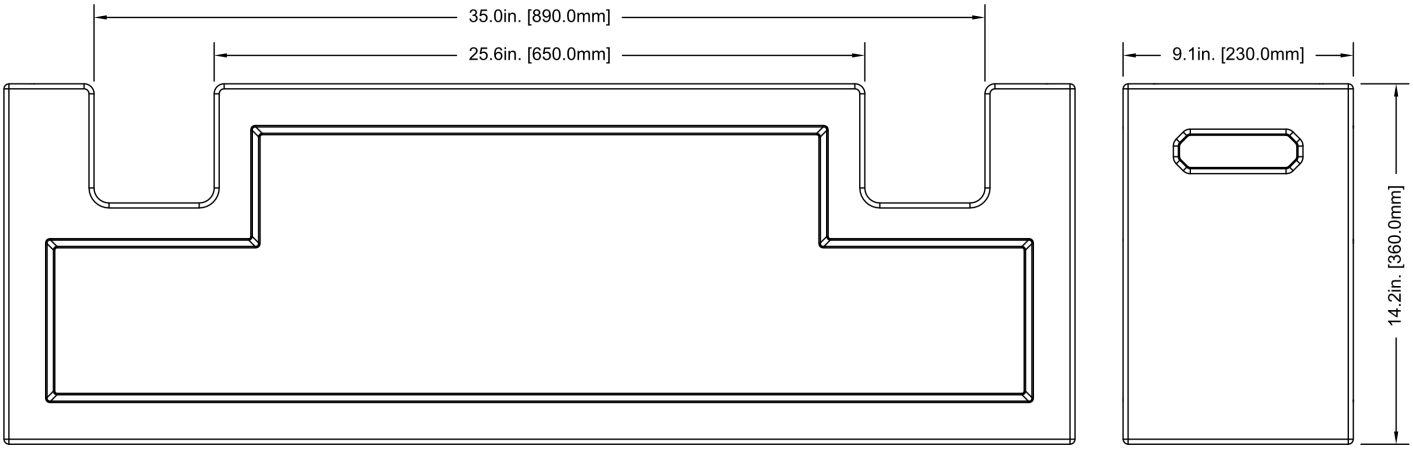
# DIMENSIONS-FIL

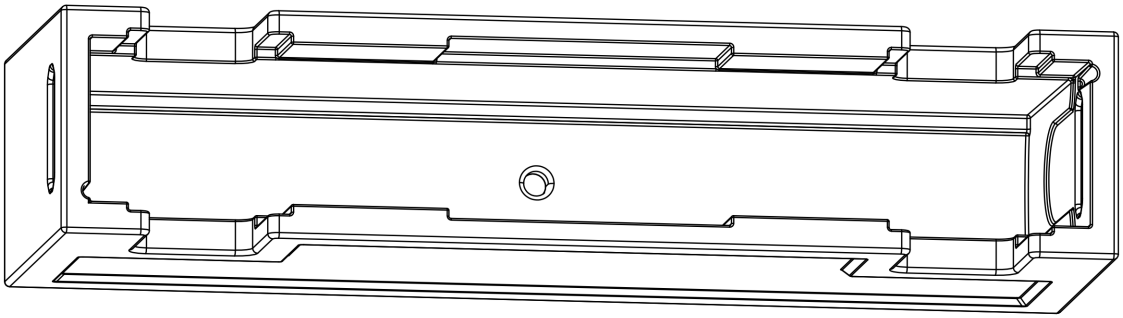
*Drawings not to scale. Specifications and improvements in the design of this unit and this manual are subject to change without notice.




A-A



# OPTIONAL ACCESSORIES

| ORDER CODE | ITEM |
|---|---|
| TRIGGER CLAMP | Heavy Duty Wrap Around Hook Style Clamp |
| SIP126 | 5 ft. (1.5m) IP65 Power Link Cable |
| AC5PDMX5PRO | 5 ft. (1.5m) 5pin PRO DMX Cable |
| | Additional Cable Lengths Available |

**FCC STATEMENT**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**FCC RADIO FREQUENCY INTERFERENCE WARNINGS & INSTRUCTIONS**

This product has been tested and found to comply with the limits as per Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device uses and can radiate radio frequency energy and, if not installed and used in accordance with the included instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be deter- mined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following methods:

- Reorient or relocate the device.
- •ncrease the separation between the device and the receiver.
- Connect the device to an electrical outlet on a circuit different from which the radio receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Energy Saving Matters (EuP 2009/125/EC)**

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!