



Astra Blade100IP

IP65 motorized linear batten with 16x40W
RGB+WW LEDs with two variable white pixel
linear LED strips on both sides and zoom 4°-40°



USER MANUAL

Thank you for choosing PROLIGHTS

Please note that every PROLIGHTS product has been designed in Italy to meet quality and performance requirements for professionals and designed and manufactured for the use and application as shown in this document.

Any other use, if not expressly indicated, could compromise the good condition/operation of the product and/or be a source of danger.

This product is meant for professional use. Therefore, commercial use of this equipment is subject to the respectively applicable national accident prevention rules and regulations.

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Product user manual can be downloaded from the website www.prolights.it , or can be inquired to the official PROLIGHTS distributors of your territory (https://www.prolights.it/sales_network.html).

Scanning the below **QR Code**, you will access the download area of the product page, where you can find a broad set of always updated technical documentation: specifications, user manual, technical drawings, photometrics, personalities, fixture firmware updates.



**Visit the download area
of the product page**



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SAFETY INFORMATION



WARNING!

- See <https://www.prolights.it/product/ASTRABLADE100IP#download> for installation instructions.
- Please read carefully the instruction reported in this section before installing, powering, operating or servicing the product and observe the indications also for its future handling.



This unit is not for household and residential use, only professional applications.



Connection to mains supply

- The Connection to the mains supply must be carried out by a qualified electrical installer.
- Use only AC supplies 100-240V 50-60 Hz, the fixture must be electrically connected to ground (earth).
- Select the cable cross section in according with the maximum current draw of the product and the possible number of products connected at the same power line.
- The AC mains power distribution circuit must be equipped with magnetic+residual current circuit breaker protection.
- Do not connect it to a dimmer system; doing so may damage the product.
- The product has XLR sockets for DMX input and output.
- Connection of the control signal: DMX LINE.
- Notice: this control circuit is not isolated.
- Cumulative leakage current of less than 3.5mA on the control circuit.



Protection and Warning against electrical shock

- Do not remove any cover from the product, always disconnect the product from AC power before servicing.
- Ensure that the fixture is electrically connected to ground (earth). And use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault (earth-fault) protection.
- Before using the fixture, check that all power distribution equipment and cables are in perfect condition and rated for the current requirements of all connected devices.
- Isolate the fixture from power immediately if the power plug or any seal, cover, cable, or other components are damaged, defective, deformed or showing signs of overheating.
- Do not reapply power until repairs have been completed.
- Refer any service operation not described in this manual to PROLIGHTS Service team or an authorized PROLIGHTS service center.



Installation

- Make sure that all visible parts of the product are in good visible condition before its use or installation.
- Make sure the point of anchorage is stable before positioning the projector.
- When suspending the fixture above ground level, secure it against failure of primary attachments by attaching a safety cable that is approved as a safety attachment for the weight of the fixture to the attachment point on the main frame of the product. In case the safety cable, enter in action, it needs to be replaced with a new one.
- Install the product only in well ventilated places.
- For non temporary installations, ensure that the fixture is securely fastened to a load-bearing surface with suitable corrosionresistant hardware.
- For a temporary installation with clamps, ensure that the quarter-turn fastener and/ or screws are turned fully, and secured with a suitable safety cable.



Minimum distance of illuminated objects

- The projector needs to be positioned so that the objects hit by the beam of light are at least 0.5 meters (1.64 ft) from the lens of the projector.

T_a 45°C

Max operating ambient temperature (T_a)

- Do not operate the fixture if the ambient temperature (T_a) exceeds 45 °C (113 °F).

T_a -20°C

Minimum operating ambient temperature (T_a)

- Do not operate the fixture if the ambient temperature (T_a) is below -20 °C (-4 °F).



Protection from burns and fire

- The exterior of the fixture becomes hot during use. Avoid contact by persons and materials.
- Ensure that there is free and unobstructed airflow around the fixture.
- Keep flammable materials well away from the fixture
- Do not expose the front glass to sunlight or any other strong light source from any angle. Lenses can focus the sun's rays inside the fixture, creating a potential fire hazard.
- Do not attempt to bypass thermostatic switches or fuses.

IP65

Permanent Outdoor use

- This product is rated with an IP (Ingress protection) for permanent outdoor use when used and serviced according to the instruction contained in this document.
- Never use the fixture in places subject to vibrations or bumps.
- Make certain that no inflammable liquids, water or metal objects enter the fixture.
- Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture.
- Damages caused by inadequate cleaning or maintenance are not covered by the product warranty.

T_c 80°C

Temperature of the external surface

- The surface of the fixture can reach up to 80 °C (176 °F) during operation. Avoid contact with people and materials.



Maintenance

- Warning! Disconnect the fixture from AC mains power and allow to cool for at least 10 minutes before handling.
- Only technicians who are authorized by PROLIGHTS or Authorised service partners are permitted to open the fixture.
- Users may carry out external cleaning, following the warnings and instructions provided, but any service operation not described in this manual must be referred to a qualified service technician.
- Important! Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture. Damages caused by inadequate cleaning or maintenance is not covered by the product warranty.



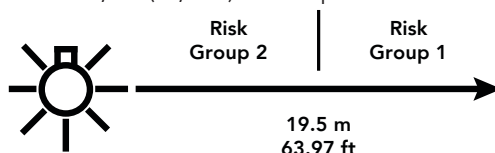
Photobiological safety

- This device emits potentially dangerous optical radiation and is identified in the category of Risk Group 2 according to EN 62471.



Do not stare at the operating light source

- Do not look directly at the LED source during operation. It can be harmful to the eyes and skin.
- During Installation, operation and maintenance, be prepared for the fixture to light and move suddenly when connected to power.
- The device should be positioned so that prolonged staring into the luminaire at a distance closer than 19,5 m (63,97 ft) is not expected.



Disposal

- This product is supplied in compliance with European Directive 2012/19/EU – Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/ recycle this product at the end of its life according to the local regulation.



The products to which this manual refers comply with:

- 2014/35/EU - Safety of electrical equipment supplied at low voltage (LVD).
- 2014/30/EU - Electromagnetic Compatibility (EMC).
- 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS).



The products to which this manual refers comply with:

- UL 1573 + CSA C22.2 No. 166 - Stage and Studio Luminaires and Connector Strips.
- UL 1012 + CSA C22.2 No. 107.1 - Standard for power units other than class 2.



FCC Compliance:

- 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.



Other approvals

- The product meets the safety requirements of the certification procedures of the market in which it is placed and sold.

1 - PACKAGING

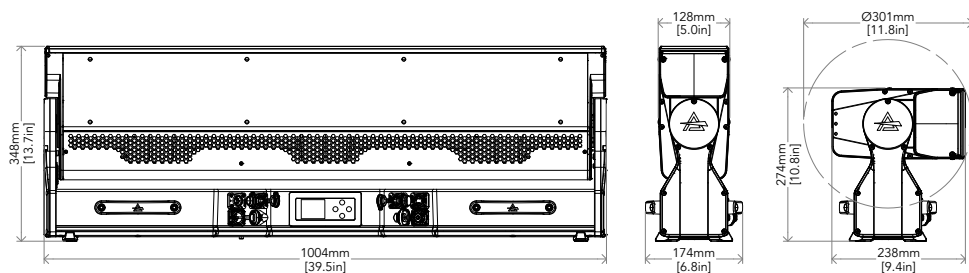
PACKAGE CONTENT

- 1x ASTRABLADE100IP.
- 1x 1,5 meters power cable (BARE END - NEUTRIK POWERCON TRUE1 IP65).
- 2x OS25PLUS, Quick-lock omega bracket.
- User Manual.

OPTIONAL ACCESSORIES

Check the updated accessories list, description and informations of the product at the following link:
<https://www.prolights.it/product/ASTRABLADE100IP#accessories>

2 - TECHNICAL DRAWING



Weight: 27,4 kg - 60,41 lbs

Fig. 01

3 - TILT LOCK

TILT Mechanism lock and release

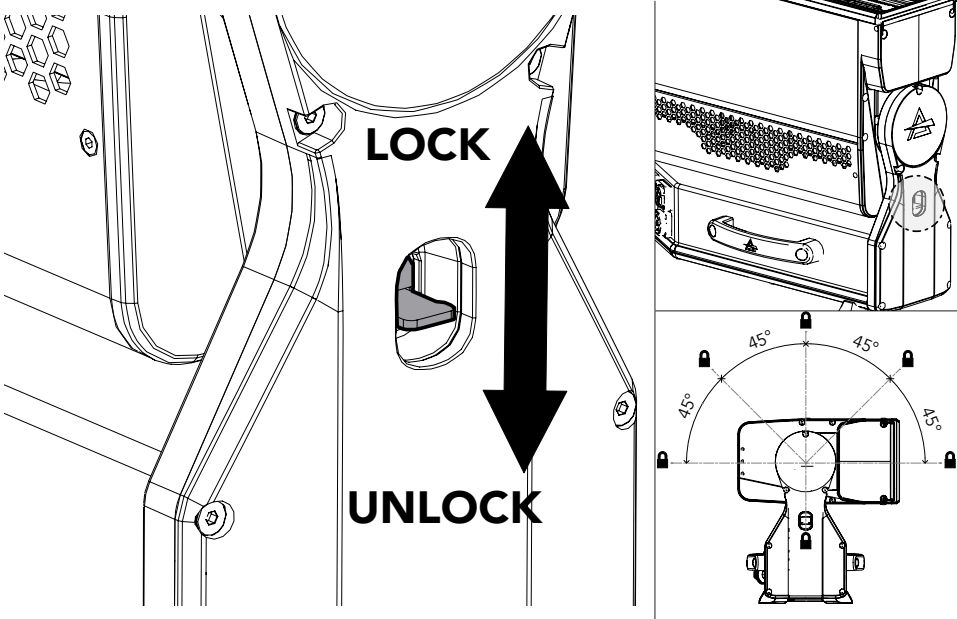


Fig. 02

4 - INSTALLATION

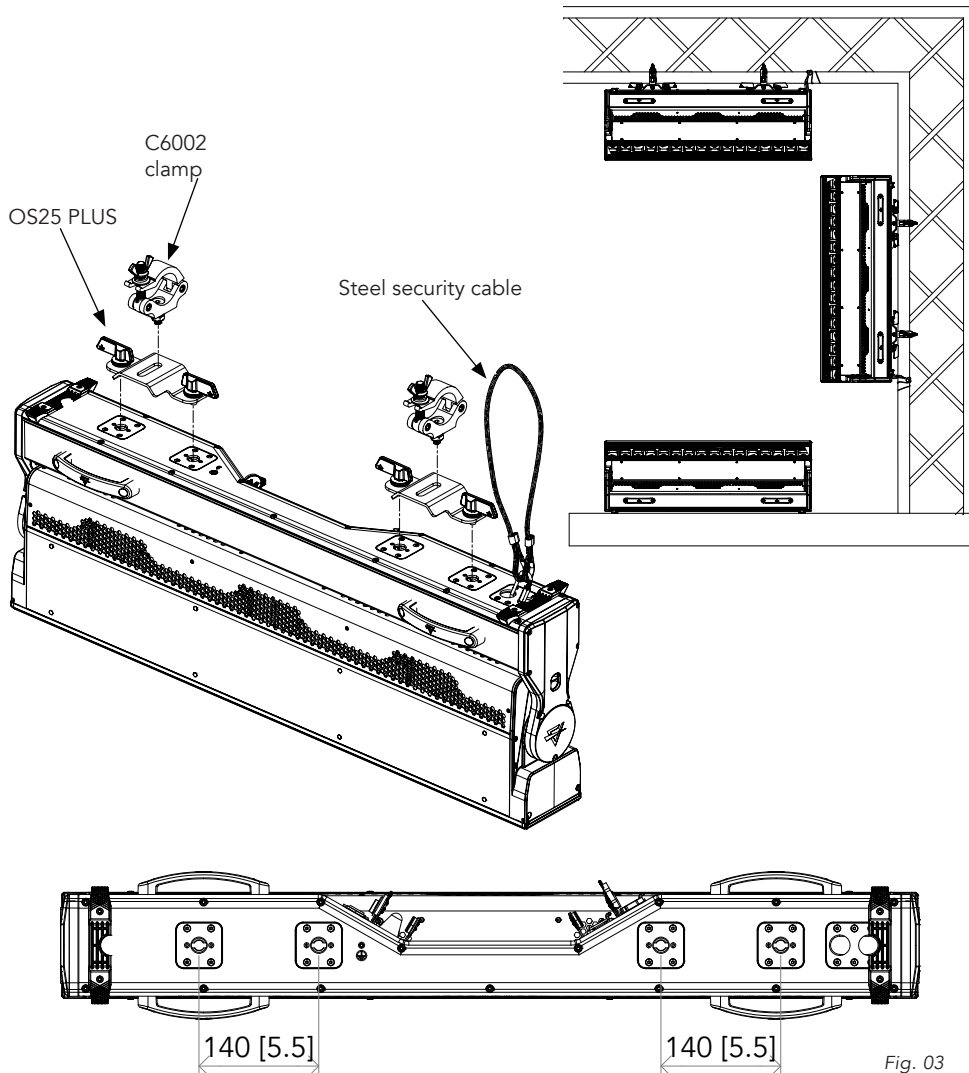
MOUNTING

Check that the supporting structure can safely bear the weight of all installed fixtures, clamps, cables, auxiliary equipment, etc. and complies with locally applicable regulations.

When suspending the fixture above ground level, secure it against failure of primary attachments by attaching a safety wire that is approved as a safety attachment for the weight of the fixture to an anchor point on the product main frame.

Do not use removable parts or weak anchors for secondary attachment.

Warning! When clamping the fixture to a truss or other structure at any angle, use clamps of half-coupler type. Do not use any type of clamp that does not completely encircle the structure when fastened.



6 - CONNECTION TO THE MAINS SUPPLY

WARNING: For protection from electric shock, the fixture must be earthed!
The product is equipped with auto-switching power supply that automatically adjusts to any 50-60Hz AC power source from 100-240 Volts (max absolutes range : 90- 264V).
If you need to install a power plug on the power cable to allow connection to power outlets, install a grounding-type (earthed) plug, following the plug manufacturer's instructions. If you have any doubts about proper installation, consult a qualified electrician.
The max power consumption is 800W.

Core (EU)	Core (US)	Connection	Plug terminal marking
Brown	Black	Live	L
Blue	White	Neutral	N
Yellow+green	Green	Earth	

5 - START UP

CONNECT AND DISCONNECT POWER FROM THE PRODUCT

- To apply and disconnect power to the product:
- Check that the product is installed and secured as indicated in the Safety Informations, and that personal safety will not be put at risk when the fixture lights up.
 - Connect the power connector into the Mains input socket (100-240 VAC-50/60 Hz).
 - The product is then ready for its operations and can be controlled through the available input signals on board.
 - To disconnect power from the product, disconnect the Mains from the socket.

7 - PRODUCT OVERVIEW

1. USER INTERFACE with display and buttons for access to the control panel functions.
2. DMX IN (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C.
3. POWER IN: for connection to the Mains 100-240V~/50-60Hz.
4. ETHERCON CONNECTORS IN / OUT signal.
5. DMX OUT (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C.
6. POWER OUT: for connection to the Mains 100-240V~/50-60Hz.
7. GORE VALVE.
8. WIRELESS ANTENNA.
9. REMOVABLE FEET for easier installations.
10. SAFETY EYES: to attach safety cable.
11. REMOVABLE HANDLE to move and install the fixture.

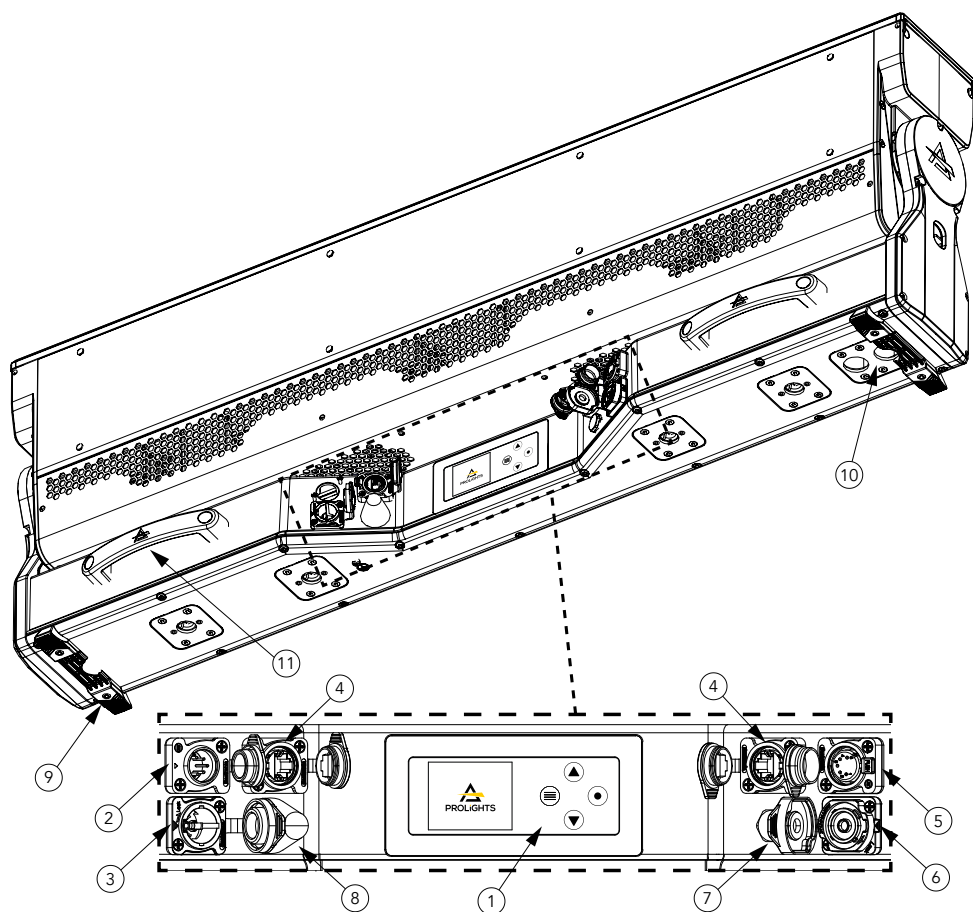


Fig. 04

8 - DMX CONNECTION

CONNECTION OF THE CONTROL SIGNAL: DMX LINE

DMX - INPUT
XLR plug



- Pin1 : GND - Shield
- Pin2 : - Signal
- Pin3 : + Signal
- Pin4 : N/C
- Pin5 : N/C

DMX - OUTPUT
XLR socket

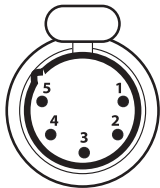


Fig. 05

The product has XLR sockets for DMX input and output.
The default pin-out on both socket is as the following diagram:

INSTRUCTIONS FOR A RELIABLE DMX CONNECTION

Use shielded twisted-pair cable designed for RS-485 devices: standard microphone cable cannot transmit control data reliably over long runs. 24 AWG cable is suitable for runs up to 300 meters (1000 ft). Heavier gauge cable and/or an amplifier is recommended for longer runs.
To split the data link into branches, use splitter-amplifiers in the connection line.
Do not overload the link. Up to 32 devices may be connected on a serial link.

CONNECTION DAISY CHAIN

Connect the DMX data output from the DMX source to the product DMX input (male connector XLR) socket.
Run the data link from the product XLR output (female connector XLR) socket to the DMX input of the next fixture.
Terminate the data link by connecting a 120 Ohm signal termination. If a splitter is used, terminate each branch of the link.
Install a DMX termination plug on the last fixture on the link.

CONNECTION OF THE DMX LINE

DMX connection employs standard XLR connectors. Use shielded pair-twisted cables with 120Ω impedance and low capacity.
The following diagram shows the connection mode:

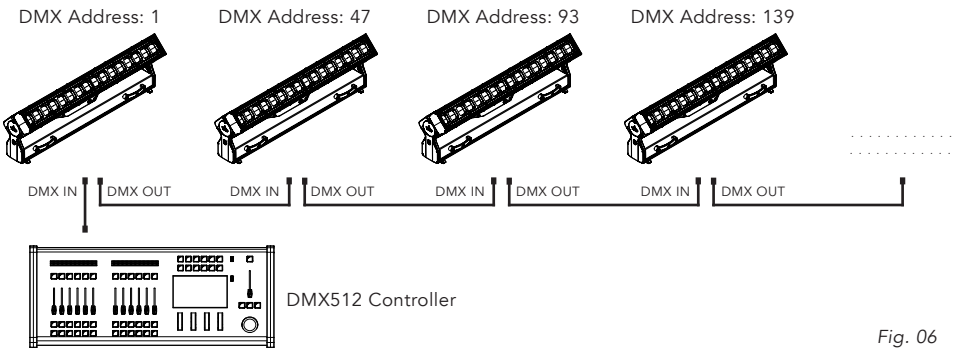


Fig. 06

CONSTRUCTION OF THE DMX TERMINATION

The termination is prepared by soldering a 120Ω 1/4 W resistor between pins 2 and 3 of the male XLR connector, as shown in figure.

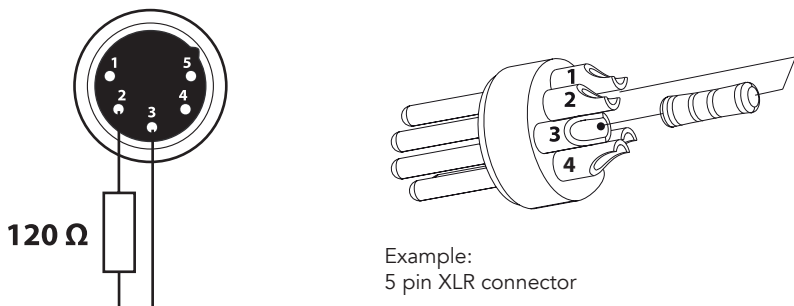


Fig. 07

DMX ADDRESSING

To start controlling the product via DMX, the first step is to select a DMX address, also known as the start channel. This is the first channel used to receive instructions from a DMX controller. To control multiple fixtures individually, assign a unique starting address to each fixture.

The number of channels used by the fixture depends on the selected DMX mode, so always check the DMX Mode in the MENU before setting the address.

If two fixtures are assigned the same address, they will behave identically. Assigning the same address to multiple fixtures can be helpful for diagnostic purposes and symmetrical control.

DMX addressing is limited to ensure there are enough control channels available for the fixture.

To set the fixture's DMX address:

1. Press MENU to open the main menu.
2. Navigate to the addressing menu, then select the DMX ADDRESS settings.
3. Choose an address from 1 to 512 using the navigation arrows/buttons and confirm by pressing ENTER.
4. Press Menu to exit and return to the Home screen.

ETHERNET OPERATION

Please refer to the section MENU STRUCTURE contained in this document for detailed informations about setting parameters on the fixture, including Protocol, Net, Subnet, Universe, Start Channel, IP Address, and Ethernet to DMX (No/Yes).

- IP addresses recommended: 002.xxx.xxx.xxx or 010.xxx.xxx.xxx.
- The submask net is fixed at 255.0.0.0.

ETHERNET TO DMX OPERATIONS

Refer to the MENU STRUCTURE section in this document for detailed information.

This function enables the fixture to receive an Ethernet signal and retransmit it onto a DMX line through its onboard XLR output.

- An Ethernet protocol (Artnet, sACN or others available) has to be enabled from Ethernet menu at first fixture. **Ensure that the wireless receiver is set to OFF when using Ethernet communication.**
- Enable the option Ethernet To DMX choosing which fixture needs to be retransmitted (Main Fixture

or Pixel Engine) from the Ethernet menu at the first product (connected to the Ethernet) in the signal chain, next products have standard DMX setting.

- Connect the Ethernet input of the first product in the data chain with the network. Connect the DMX output of this product with the input of the next product until all products are connected to the DMX chain.
- Caution: At the last product, the DMX chain has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (–) and Signal (+) into a XLR-plug and connect it in the DMX-output of the last product.

9 - WIRELESS DMX (CRMX)

AstraBlade100IP supports wireless DMX communication through the integrated CRMX module. The fixture can operate either as a transmitter (TX) or a receiver (RX), with access to a full set of features including linking, protocol selection, and data routing.

RX MODE			LINK STATUS	TX MODE	
SIGNAL QUALITY	DMX PRESENCE	ICON		DMX PRESENCE	ICON
N/A	N/A		NOT LINKED / OFF	-	
N/A	N/A		LINKING / READY TO PAIR	N/A	
< 25%	Yes		LINKED	Yes	
25% to 50%	Yes		LINKED	-	
50% to 75%	Yes		LINKED	-	
> 75%	Yes		LINKED	-	
< 25%	No		LINKED	No	
25% to 50%	No		LINKED	-	
50% to 75%	No		LINKED	-	
> 75%	No		LINKED	-	

OPERATION AS A WIRELESS TRANSMITTER (TX MODE)

AstraBlade100IP can transmit DMX wirelessly to compatible CRMX receivers

1. Enter the **CONNECT** menu, navigate to **WIRELESS** and press **ENTER**.
 2. Set **CRMX ON/OFF to ON** and **CRMX MODE to TX** (Transmitter).
 3. To initiate linking, set **TX LINK to ON** (available only in TX mode).
- The fixture will scan for unlinked receivers for ~5 seconds and attempt connection. Ensure receivers are not already linked. If the connection fails, check the position of the receiver.

TX UNLINK

To disconnect all receivers linked to AstraBlade100IP:

1. Enter the **CONNECT** menu, navigate to **WIRELESS** and press **ENTER**.
2. Set **TX UNLINK to ON**.

TX PROTOCOL SELECTION

To change the CRMX transmission protocol (G3, G4S, CRMX):

1. Perform **TX UNLINK** on the device and an **RX RESET** on the receiver.
2. Select the desired protocol in CRMX MODE (G3, G4S, CRMX).
3. Execute **TX LINK** again.

IN TO CRMX (TX only)

Allows the fixture to transmit any incoming signal (DMX, Art-Net, or sACN) via wireless.

- If AstraBlade100IP receives Art-Net/sACN, these take priority over DMX.
- Do not use IN TO CRMX and ETH TO DMX simultaneously to avoid data conflicts.

OPERATION AS A WIRELESS RECEIVER (RX MODE)

AstraBlade100IP can receive a wireless DMX signal from a CRMX transmitter.

1. Enter the **CONNECT** menu.
2. Navigate to **WIRELESS** and press **ENTER**.
3. Set **CRMX ON/OFF to ON**.
4. Set **CRMX MODE to RX** (Receiver).
5. Set **RX RESET to ON** to clear previous links.

Then, from the transmitter, execute **TX LINK**.

Once linked:

- The display will show the DMX address if signal is present.
- It will show "No Signal" if no DMX input is detected, but the link remains active.

CRMX TO DMX (RX only)

Allows retransmission of the received wireless DMX signal to the physical DMX output port of the receiver.

LINKING KEY & UNIVERSE CONFIGURATION

The CRMX system allows secure pairing and logical organization of wireless DMX communication through the use of Linking Keys, Universes, and optional Metadata.

RX Mode (Receiver)

When AstraBlade100IP is set to RX mode, the following options are available:

- **Linking Key:** An 8-digit numeric code that uniquely identifies the transmitter. The receiver will only connect to transmitters using the same key, ensuring secure and intentional linking.
- **Linking Universe:** Defines the receiver's wireless universe. Universes are labeled A to H, with extended universe options (B, D, F, H) available only on devices with CRMX2 hardware.

TX Mode (Transmitter)

In addition to the options above, when AstraBlade100IP is configured as a CRMX transmitter, it also provides access to:

- **Universe Metadata:** Allows assigning a name and a color tag to the universe. This visual indicator is shown on the display of connected receivers, helping users quickly identify which transmitter a fixture is linked to.

10 - CONTROL PANEL

The product has a display and buttons for access to the control panel functions.



Fig. 08

DISPLAY AND BUTTONS LAYOUT

The product has a display and buttons for access to the control panel functions:

	MENU - Used to access the menu tree and to return to the upper level. Hold to go back to the home screen.
	UP - Browse upwards through the menu list and increases the numeric value displayed.
	DOWN - Browse downwards through the menu list and decreases the numeric value displayed.
	ENTER - Used to confirm the displayed value, or activate the displayed function.

SHORTCUT

Mode	KEYS	WHEN/WHERE	TIMING	Description
FLIP DISPLAY	UP + DOWN	Home screen	Keep 3 sec	Directly flip display without enter inside menu
STANDALONE	ENTER	Home screen	Keep 3 sec	Quick access to enter the Stand Alone menu.
FACTORY RELOAD	DOWN	Home screen	Keep 3 sec	Quick access to enter the Factory Reload menu.
FACTORY DEFAULT	MENU + UP	While powering on	Keep pushed	Restore default values - Hours and calibration not affected
RX RESET MENU	UP	Home screen	Keep 3 sec	Quick access to enter the RX RESET menu (YES/NO).

11 - MENU STRUCTURE

The following chart describes the MENU tree of the product, the terms shown in **BOLD** indicates the default settings.

MENU: CONNECT						
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION	
DMX ADDRESS	FIXTURE	DMX	1-512		Set DMX Address for Main fixture.	
		ARTNET				
		SACN				
	PIXELS	FOLLOW FIXTURE	1-512		Set DMX Address for Pixel Engine.	
		DMX				
		ARTNET				
		sACN				
		sACN+ARTNET				
DMX MODE	FIXTURE	BASIC	STRIPsS		(When user choose the main mode, must select strip behavior), STRIP OFF PIX: no pix on strip STRIP 16 PIX: sections has same DMX mode on both strips STRIP 32 PIX: +32ch to control pix on strips	
		STANDARD	OFF 16 PIX 32 PIX			
		FX				
		EXTENDED	This channels are appended after main mode			
	PIXEL ENGINE	OFF			Set PIXEL ENGINE DMX mode. Check "PIXEL ENGINE" on page 51	
		16 PIX				
		STRIPs				
		16 PIX+STRIPs				
	WIRELESS	CRMX ON/OFF	ON			Enable/Disable the wireless card.
			OFF			
		CRMX MODE	TX CRMX			Allows configuration of the wireless card as either a Transmitter or Receiver. G4s and G3 are supported protocols for connection with Wireless Solution products.
			TX G4S			
TX G3						
RX						
TX LINK		ON			Enables the transmission link when the unit is set as a Transmitter.	
		OFF				
TX UNLINK		ON			Disconnects the transmitter from all connected receivers. Used when the unit is in Transmitter mode in CRMX settings.	
		OFF				
RX RESET		ON			Disconnects the CRMX card, set as a Receiver, from any connected transmitters.	
		OFF				
IN TO CRMX (TX)		ON			Enable/Disable the transmission of the DMX from the transmitter to the receiver via CRMX	
		OFF				
CRMX TO DMX (RX)		ON			Enable/Disable the retransmission of the DMX from the receiver to the other units connected by cable to the receiver itself	
		OFF				
LINKING KEY		ON	SET LINKING KEY	8 digit code		RX MODE: Linking key section available only in RX mode. TX MODE: When in TX mode, message on screen: "Linking Key available only in RX Mode"
		OFF				

MENU: CONNECT

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION	
WIRELESS	UNIVERSE METADATA	NAME	xxx		RX Mode: received from TX; TX CRMX Mode: default first 16 characters of Model Name: (DEVICELABEL-Last 4 digit of RDM UID)	
		COLOR	RED		Universe Color can be set only if CRMX Mode@TX;	
			FIRE			
			YELLOW		If CRMX Mode@RX, Universe Color shows the one set on the TX	
			GREEN			
			EMERALD			
			OCEAN			
BLUE						
DEEP PURPLE						
COOL WHITE						
LINK STRENGTH	** %			Show Wireless quality by percentage.		
CRMX CARD VERSION	TimoFX: Vx.x.xx			Show firmware version of TimoFX module.		
ETHERNET SETTINGS	ARTNET SETTINGS	FIXTURE	IP ADDRESS	xxx.xxx.xxx.xxx	Set IP Address for ArtNet usage.	
			SUBNET MASK	255.xxx.xxx.xxx	Set SubNet Mask for ArtNet usage.	
			NET	0-127	Set Net used for ArtNet, value from 0 to 127	
			SUBNET	0-15	Set SubNet used for ArtNet, value from 0 to 15	
			UNIVERSE	0-15	Set Universe used for ArtNet, value from 0 to 15	
		PIXELS	IP ADDRESS	xxx.xxx.xxx.xxx	Set IP Address for ArtNet usage.	
			SUBNET MASK	255.xxx.xxx.xxx	Set SubNet Mask for ArtNet usage.	
			NET	0-127	Set Net used for ArtNet, value from 0 to 127	
			SUBNET	0-15	Set SubNet used for ArtNet, value from 0 to 15	
			UNIVERSE	0-15	Set Universe used for ArtNet, value from 0 to 15	
	sACN SETTINGS	FIXTURE	IP ADDRESS	xxx.xxx.xxx.xxx	Set IP Address and start Universe for sACN usage.	
			UNIVERSE	1-63999		
			MERGE MODE	OFF	Toggle and Set Merge mode for sACN.	
				HTP		
				LTP		
		PIXELS	IP ADDRESS	xxx.xxx.xxx.xxx	Set IP Address and start Universe for sACN usage.	
			UNIVERSE	1-63999		
			MERGE MODE	OFF	Toggle and Set Merge mode for sACN.	
				HTP		
				LTP		
		Ethernet to CRMX	ON			Enables retransmission of the Ethernet signal over CRMX.
			OFF			
		Ethernet to DMX	ON			Enables retransmission of the Ethernet signal over a standard DMX cable. A slight time delay may occur on the DMX line.
			OFF			

MENU: SETUP

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION
SCREEN	BACKLIGHT	ALWAYS ON			Sets the time after which the display will automatically turn off when inactive.
		10S			
		20S			
		30S			
	FLIP DISPLAY	AUTO			Enables the display to be rotated by 180°.
		ON			
		OFF			
	KEY LOCK	ON			Lock the buttons on the control panel with a password. To access the user menu, enter the following button sequence (password): UP, DOWN, UP, DOWN, ENTER.
		OFF			
	DISPLAY VALUE	RAW DATA			Choose how to show datas on Stand Alone Modes: In percentage mode values will be shown as 0-100%. In Raw Data mode values will be shown as 0-255.
		PERCENTAGE			
TEMPERATURE UNIT	°C			To select the temperature unit.	
	°F				
MOVEMENT	TILT REVERSE	YES			Invert Tilt DMX Value.
		NO			
	TILT FEEDBACK	YES			Toggle Automatic-Repositioning feature.
		NO			
	MOVEMENT BLACKOUT	YES			Toggle Blackout on Tilt movements.
		NO			
DIMMER	DIMMER CURVE	LINEAR			Check "DIMMER CURVES" on page 23 for further details.
		S-CURVE			
		SQUARE LAW			
		INVERSE SQUARE LAW			
		HIGH RES@LOW			
	DIMMER SPEED	AUTO			Check "DIMMER SPEEDS" on page 24 for further details.
		FAST			
		MEDIUM			
		SLOW			
		OFF			
	DIMMER END	FADE OFF@END			Defines how the light turns off: FADE OFF@END for a smooth fade-out, or SNAP OFF@END for an instant off.
		SNAP OFF@END			
	TUNGSTEN EMULATION	OFF			Simulates the natural warm-dimming behavior of tungsten lamps, reducing color temperature as intensity decreases.
ON					

MENU: SETUP

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION
FIXTURE	FAN MODE	CONSTANT OUTPUT	AUTO		Check "FAN MODE" on page 24 for further details.
			HIGH		
			SILENT 1		
			SILENT 2		
			OFF		
		DYNAMIC OUTPUT	AUTO		
			HIGH		
			SILENT 1		
			SILENT 2		
			OFF		
	DMX FAULT	HOLD			Defines fixture behavior on DMX signal loss: HOLD (keep last state), BLACKOUT (turn off), STAND ALONE (run internal program), or EMERGENCY (activate emergency mode with white output).
		BLACKOUT			
		STAND ALONE			
		EMERGENCY			
	INVERT MAPPING	OFF			Normal pixel mapping
		ON			Invert 180 ° clockwise (upside down)
USER SETTINGS	PRESET 1	SAVE			Allows users to store all fixture settings, similar to a configuration file. Up to 5 presets can be saved. Check "USER SETTINGS" on page 25 for further details
	PRESET 2				
	PRESET 3	RECALL			
	PRESET 4				
TRANSFER CONFIG.	PRESET 5	DELETE			
	WITHOUT DMX ADDRESS				
	WITH DMX ADDRESS				

MENU: ADVANCED

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION
SPEKTRA CALIBRATION	ON				This function manages how CCT (Correlated Color Temperature) and color rendering are calibrated across multiple fixtures, ensuring color consistency and precision.
	PURE COLORS				
	OFF				
LED MODE	HIGH QUALITY				Check "SPEKTRA CALIBRATION & LED MODE" on page 25.
	HIGH BRIGHTNESS				
WHITE POINT	3200K				This setting defines the target white balance of the fixture by allowing selection of a specific white point, ranging from 3200K to 8000K, or OFF. Selecting a white point ensures a consistent white tone when all color channels are at full intensity, adjusting for any potential color cast. When set to OFF, the white may appear uncalibrated, reflecting the natural balance of the LEDs.
	4000K				
	5600K				
	6000K				
	8000K				
LED FREQUENCY	1000Hz				Select PWM frequency. NOTE: Using higher LED Frequency color accuracy may be slightly compromised at low level of dimmer.
	2000Hz				
	3000Hz				
	4000Hz				
	6000Hz				
	25kHz				
RESET	ALL				To reset these functions.
	TILT				
	ZOOM				
TEST	TILT				The device will perform a sequence to test the selected function.
	COLOUR				
	STRIPS				
	ZOOM				
	ALL				
FACTORY RELOAD	BASIC	OFF			Default of all parameters excepted Ethernet Settings
		ON			
	STANDARD	OFF			Default of all parameters
		ON			
	USER PRESET	OFF			Delete all USER PRESETS stored
		ON			

MENU: INFORMATIONS

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION
FIXTURE TIME	FIXTURE HOURS	<65535H>			View informations about product operating lifetime. Fixture Hours is countered based on general operation time. Hours are countered since Power is plugged in. Source Hours is countered based on LED Activity time
	CURRENT HOURS	<65535H>			
	SOURCE HOURS	<65535H>			
	AC POWER ON CYCLE	<65535H>			
	MAINTENANCE TIME	ELAPSED TIME			
ALERT PERIOD		10 - 1000			
POWER CONS.	** W				Show estimated power consumption.
TEMPERATURE	NEAR SOURCE TEMP, DRIVER PCB TEMP, LED PCB TEMP,...				Show all NTC temperatures.
FAN SPEED	NEAR SOURCE FAN, BASE FAN,...				Show all FAN speeds.
CHANNEL VALUE					Show all Channel values as a list, value shown depends on DMX Mode
ERROR MESSAGE					Show error message
FIXTURE MODEL	< - >				Show RDM fixture model
DEVICE LABEL	<RDM LABEL>	(EDIT LABEL)			Show RDM Label.
DEVICE MODEL	<RDM LABEL>				
RDM UID	15D0*****				Show RDM UID of the fixture.
SOFTWARE VERSION	<V0.0.00.0000>				

MENU: STAND ALONE

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION
MASTER/SLAVE	MASTER DMX				Check "MASTER/SLAVE" on page 25 for further details.
	MASTER NO DMX				
	SLAVE				
TILT	0-255				
ZOOM	0-255				
PIXELS	OFF				
	DIMMER	0-255			
	FX	FX 1-23	PATTERN SPEED		Default value: 128
			PATTERN FADE		Default value: 0
			F.G. INTENSITY		Default value: 255
			F.G. STROBE		Default value: 255
			F.G. RED		Default value: 255
			F.G. GREEN		Default value: 0
			F.G. BLUE		Default value: 0
			F.G. WARM WHITE		Default value: 0
			B.G. INTENSITY		Default value: 255
			B.G. STROBE		Default value: 255
			B.G. RED		Default value: 0
			B.G. GREEN		Default value: 0
			B.G. BLUE		Default value: 255
			B.G. WARM WHITE		Default value: 0
	CCT	CCT	2800K-10000K		Default value: 2800K
		GMP	-0.25 to +0.25		Default value: 0
	HSI	HUE	0-255		Default value: 0
		SATURATION	0-255		Default value: 0
		INTENSITY	0-255		Default value: 255
	FIXED COLOR	R			Default values: RGBW
		G			
		B			
		W			
		RG			
		RB			
		RW			
		GB			
		GW			
		BW			
		RGB			
		RGW			
		RBW			
		GBW			
		RGBW			

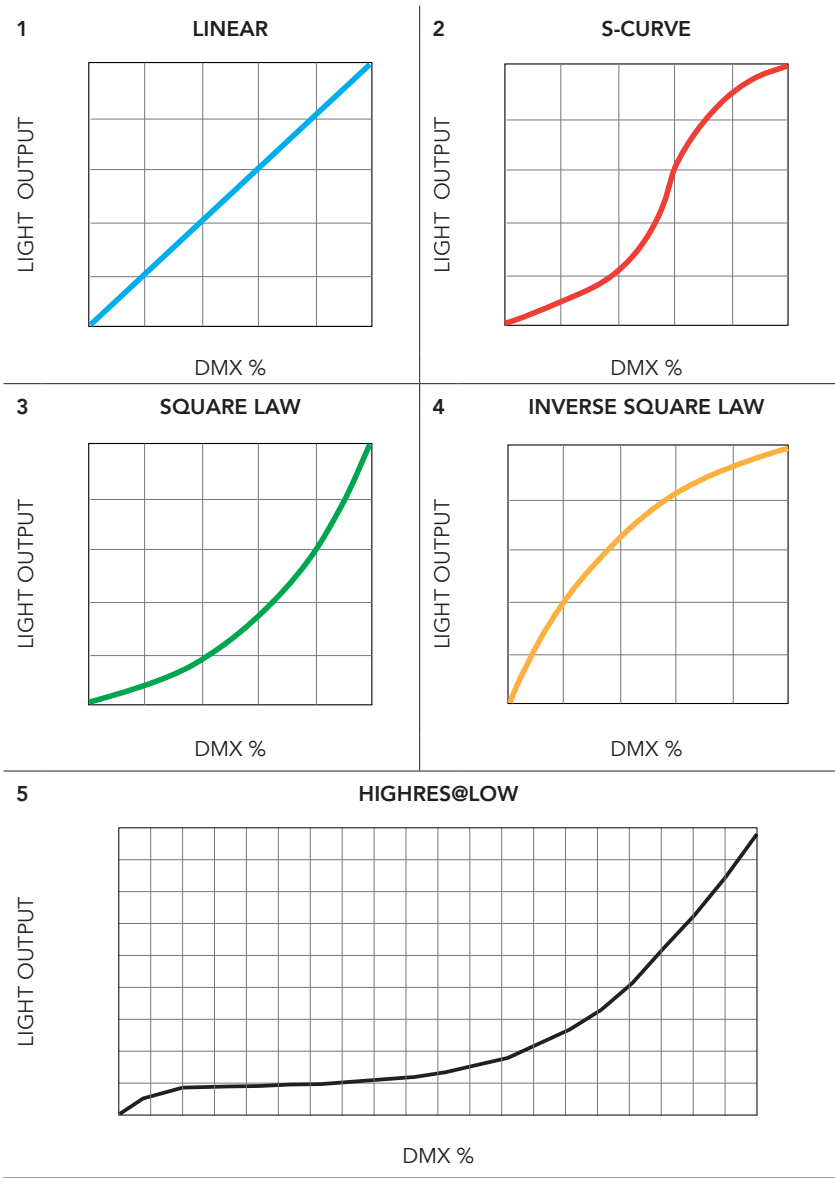
MENU: STAND ALONE

Menu View

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	DESCRIPTION		
PIXELS	WHITE PRESETS	2800K	GMP	0-255	Default values: 5600K GMP: 128.		
		3200K					
		3500K					
		4000K					
		4500K					
		5000K					
		5600K					
		6000K					
		6500K					
		7000K					
		8000K					
		9000K					
		10000K					
	GEL	LEE	Color Correction	Relative gel list			
			Color Filters				
			600 Series				
			Cosmetic				
			700 Series				
		RC	Color Correction	Relative gel list			
			Cal Color				
			Storaro				
			Cinelux				
		COLOR MACRO	COLOR LIST	Check list		Default value: 255	
		MANUAL COLORS	RED	0-255		Default value: 255	
			GREEN	0-255		Default value: 255	
			BLUE	0-255		Default value: 255	
	WHITE		0-255		Default value: 255		
STRIP	OFF						
	DIMMER	0-255					
	TOUR FX	FX 1-XX	PATTERN SPEED		Default value: 128		
			PATTERN FADE		Default value: 0		
			F.G. INTENSITY		Default value: 255		
			F.G. STROBE		Default value: 255		
			F.G. WW		Default value: 0		
			F.G. CW		Default value: 255		
			B.G. INTENSITY		Default value: 255		
			B.G. STROBE		Default value: 255		
			B.G. WW		Default value: 255		
			B.G. CW		Default value: 0		
	MANUAL COLORS	WW	0-255		Default value: 255		
		CW	0-255		Default value: 255		

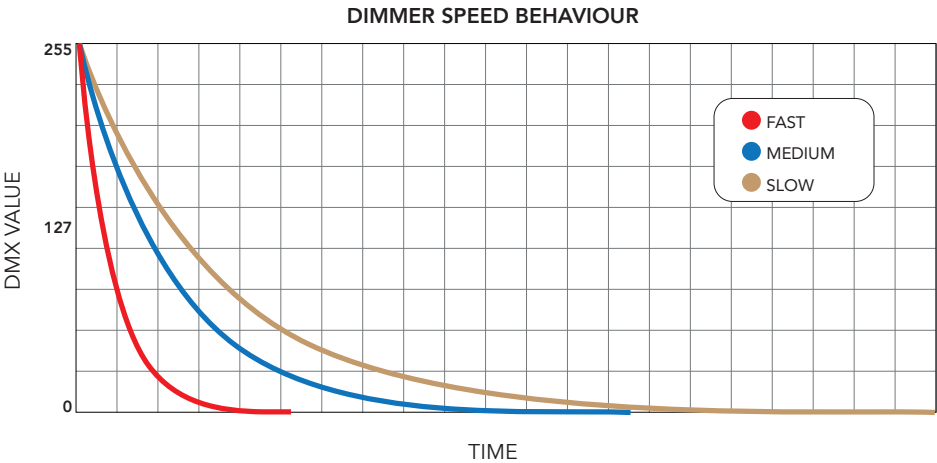
DIMMER CURVES

- Five dimming modes are available:
- 1. **LINEAR** - Light intensity increases proportionally to the DMX value, creating a linear perception.
 - 2. **S-CURVE** - Light intensity is finer at low and high levels, with coarser control at mid-levels.
 - 3. **SQUARE LAW** - Light intensity is finer at low levels and becomes coarser at higher levels.
 - 4. **INVERSE SQUARE LAW** - Light intensity is coarser at low levels and finer at higher levels.
 - 5. **HIGHRES@LOW** - Provides very fine control at low light intensities, with coarser control at medium and high levels.



DIMMER SPEEDS

- Five dimming speeds are available:
- 1. **AUTO** - When the DMX value changes by more than 50 DMX values, the intensity will instantly adjust to the new value. For changes less than 50 DMX values, the fast dimming curve will be applied.
 - 2. **FAST** - Indicates the fast speed dimming curve. Refer to the diagram for reference.
 - 3. **MEDIUM** - Indicates the medium speed dimming curve. Refer to the diagram for reference.
 - 4. **SLOW** - Indicates the slow dimming curve. Refer to the diagram for reference.
 - 5. **OFF** - The intensity will immediately adjust to the new value (essentially no delay effect).



FAN MODE

MODE		MAX POWER	FAN SPEED
Constant Output	Auto	100%	Variable from 0% to 100% according to the led temperature to keep constant output.
	High	100%	Fixed Speed: 3000 RPM
	Off	10%	Fixed Speed: 0 RPM
	Silent 1	50%	Fixed Speed: 2300 RPM
	Silent 2	40%	Fixed Speed: 1600 RPM
Dynamic Output	Auto	100%	Variable from 0% to 100% according to the led temperature to keep constant output.
	High	Up to 100%	Fixed Speed: 3000 RPM
	Off	Starts from 100% Max drop -90%	Fixed Speed: 0 RPM
	Silent 1	Starts from 100% Max drop -50%	Fixed Speed: 2300 RPM
	Silent 2	Starts from 100% Max drop -60%	Fixed Speed: 1600 RPM

NOTE
Fan settings through the "Control Channel" are saved permanently on the device. They can be changed again via the "Control Channel" or through the menu;

USER SETTINGS

This function allows the fixture to store and manage custom settings, which are saved as user presets. Factory default settings will not overwrite these saved presets, preserving each user's configuration.

- **SAVE** - Available when a preset slot is empty, enabling users to save the current fixture settings into that slot. Up to five presets can be saved for quick recall of different configurations.
- **RECALL** - Loads the settings stored in a selected preset slot, applying them to the fixture and making it easy to switch between saved configurations as needed.
- **DELETE** - Clears the selected preset slot, freeing it up for a new save. Deleting a preset does not impact any other saved presets or factory settings.

All fixture parameters are saved and recalled within user presets, except the DMX address, which remains independent to allow flexibility in rigging configurations.

SPEKTRA CALIBRATION & LED MODE

These functions work together to define how the fixture manages color rendering, white calibration, and light output. While Spektra Calibration ensures consistency across fixtures, the LED Mode determines the base performance of the LED engine in terms of color quality (CRI and R9) or brightness.

SPEKTRA CALIBRATION

Manages how CCT (Correlated Color Temperature) and colors are calibrated across fixtures, using a shared color space.

- **ON** - Full calibration of whites and colors. Ensures maximum consistency between units. Slightly reduces color saturation for uniform results.
- **PURE COLORS** - Whites remain calibrated, but colors are shown in their native space for maximum saturation. Ideal for creative use.
- **OFF** - No calibration applied (RAW mode). Maximizes output and vividness, but consistency and CRI may vary.

LED MODE

Affects the internal LED drive behavior and directly influences Spektra's performance.

- **HIGH QUALITY** – Reduces output to enhance CRI and R9 response. Best used when color accuracy is critical (e.g., broadcast, theatre). Enhances Spektra calibration precision.
- **HIGH BRIGHTNESS** – Maximizes light output. Suitable for applications where brightness is the priority. May slightly reduce the effectiveness of Spektra calibration in terms of color fidelity.

Spektra Calibration will adapt based on the selected LED Mode. For best results, match the mode to the needs of the application—precision with HIGH QUALITY, impact with HIGH BRIGHTNESS.

MASTER/SLAVE

The MASTER/SLAVE function enables the fixture to operate in standalone mode, where it must be set to MASTER. When configured correctly, this allows one fixture to control multiple fixtures in a daisy chain setup, ensuring synchronized operation. Below are the available modes:

- **MASTER DMX** - The fixture operates as the master, with standalone mode active, and transmits the same standalone functionality via DMX to other fixtures in the daisy chain.
- **MASTER NO DMX** - The device works as master but does not transmit the DMX signal to the other devices connected in the daisy chain.
- **SLAVE** - The fixture remains in standby, waiting to receive a signal from another device set to MASTER DMX. If a standalone mode is selected on the fixture, it will automatically switch to MASTER NO DMX.saved presets or factory settings.

When set to MASTER DMX or MASTER NO DMX, if an external DMX IN signal is detected, it will take priority and automatically disable the standalone mode.

12 - RDM FUNCTIONS

The product can communicate using RDM (Remote Device Management) protocol over a DMX512 Networks.

RDM is a bi-directional communications protocol for use in DMX512 control systems, it is the open standard for DMX512 device configuration and status monitoring.

The RDM protocol allows data packets to be inserted into a DMX512 data stream without affecting existing non-RDM equipment. It allows a console or dedicated RDM controller to send commands to and receive messages from specific fixtures.

The PIDs in the following tables are supported in the product.

Category	Parameter	Value	GET	SET
RDM Information	SUPPORTED_PARAMETERS	0x0050	x	
	PARAMETER_DESCRIPTION	0x0051	x	
Product Information	DEVICE_INFO	0x0060	x	
	PRODUCT_DETAIL_ID_LIST	0x0070	x	
	DEVICE_MODEL_DESCRIPTION	0x0080	x	
	MANUFACTURER_LABEL	0x0081	x	
	DEVICE_LABEL	0x0082	x	x
	FACTORY_DEFAULTS	0x0090	x	x
	LANGUAGE_CAPABILITIES	0x00A0	x	
	LANGUAGE	0x00B0	x	x
	SOFTWARE_VERSION_LABEL	0x00C0	x	
	BOOT_SOFTWARE_VERSION_ID	0x00C1	x	
	BOOT_SOFTWARE_VERSION_LABEL	0x00C2	x	
DMX512 Setup	DMX_PERSONALITY	0x00E0	x	x
	DMX_PERSONALITY_DESCRIPTION	0x00E1	x	
	DMX_START_ADDRESS	0x00F0	x	x
	SLOT_INFO	0x0120	x	
	SLOT_DESCRIPTION	0x0121	x	
	DEFAULT_SLOT_VALUE	0x0122	x	
	DMX_BLOCK_ADDRESS	0x0140	x	x
	DMX_FAIL_MODE	0x0141	x	x
	DMX_STARTUP_MODE	0x0142	x	x
Sensors	SENSOR_DEFINITION	0x0200	x	
	SENSOR_VALUE	0x0201	x	x
	RECORD_SENSORS	0x0202		x
Dimmer Settings	DIMMER_INFO	0x0340	x	
	MINIMUM_LEVEL	0x0341	x	x
	MAXIMUM_LEVEL	0x0342	x	x
	CURVE	0x0343	x	x
	CURVE_DESCRIPTION	0x0344	x	x
	OUTPUT_RESPONSE_TIME	0x0345	x	x
	OUTPUT_RESPONSE_TIME_DESCRIPTION	0x0346	x	
	MODULATION_FREQUENCY	0x0347	x	x
	MODULATION_FREQUENCY_DESCRIPTION	0x0348	x	

Category	Parameter	Value	GET	SET
Power/Lamp Settings	DEVICE_HOURS	0x0400	x	x
	LAMP_HOURS	0x0401	x	x
	DEVICE_POWER_CYCLES	0x0405	x	x
Display Settings	DISPLAY_INVERT	0x0500	x	x
	DISPLAY_LEVEL	0x0501	x	x
Configuration	TILT_INVERT	0x0601	x	x
	REAL_TIME_CLOCK	0x0603	x	x
	LOCK_PIN	0x0640	x	x
	LOCK_STATE	0x0641	x	x
	LOCK_STATE_DESCRIPTION	0x0642	x	
IP & DNS Configuration	IPV4_CURRENT_ADDRESS	0x0705	x	
	IPV4_STATIC_ADDRESS	0x0706	x	x
Control	IDENTIFY_DEVICE	0x1000	x	x
	RESET_DEVICE	0x1001		x
	POWER_STATE	0x1010	x	x
	PERFORM_SELFTEST	0x1020	x	x
	SELF_TEST_DESCRIPTION	0x1021	x	
	CAPTURE_PRESET	0x1030	x	x
	PRESET_PLAYBACK	0x1031	x	x
	IDENTIFY_MODE	0x1040	x	x
	PRESET_INFO	0x1041	x	
	PRESET_STATUS	0x1042	x	x
	PRESET_MERGEMODE	0x1043	x	x
	POWER_ON_SELF_TEST	0x1044	x	x

Manufacturer Specific PIDs

Parameter	PID	GET	SET	Value	Description
CURRENT_HOURS	0x82C5	x		0-65535	* h
DMX_FAULT	0x82DD	x	x	0-3	0: HOLD 1: BLCK 2: SA 3: EMGENCY
MAINTENANCE_T_ALERT_PERIOD	0x82DF	x	x	0-1	
MAINTENANCE_T_ELAPSED_TIME	0x82E0	x	x	0-1	
ERROR_MESSAGE	0x82EA	x			
INVERT MAPPING	0x82E1	x	x	0-3	0: OFF 1: INVERT PIXELS 2: INVERT STRIPS 3: INVERT ALL
PIXEL PROT	0x82E5	x	x	0-5	0: OFF 1: DMX 2: sACN 4: ARTNET 5: sACN+ARTNET
PIXELS_DMX_ADDRESS	0x82E6	x	x	1 - 512	
PIX.DMX MODE	0x82E7	x	x	0-2	0: OFF 1: 16PIX 2: STRIPs 3: 16 PIX+STRIPs
STRIP DMX MODE	[TBI]	x	x	0-2	0: OFF 1: 16PIX 2: 32PIX
MASTER_SLAVE	0x8211	x	x	0-8	0: MST DMX 1: MST NO DMX 2: SLAVE
ST.A PIXELS LED	[TBI]	x	x	0-2	0: OFF 1: TOUR FX 2: CCT 3: HSI 4: FIXED COLORS 5: WHITE PRESETS 6: GEL 7: COLOR MACRO 8: MANUAL COLORS
ST.A BEAM LED	[TBI]	x	x	0-2	0: OFF 1: TOUR FX 2: MANUAL
STA_TILT	[TBI]	x	x	0-255	
STA_ZOOM	[TBI]	x	x	0-255	
STA_PX_DIMMER	[TBI]	x	x	0-255	
PIXELS LED TOUR FX	[TBI]	x	x	0-2	0: FX1 ...
PIXELS LED CCT	0x82BF	x	x	0-255	
PIXELS LED FIXED_COLOR	0x82BE	x	x	0-15	
PIXELS LED WHITE_PRESETS	0x82BF	x	x	0-13	
PIXELS LED COLOR_MACRO	0x82ED	x	x	0-64	
PIXELS LED MANUAL_RED	0x82C0	x	x	0-255	
PIXELS LED MANUAL_GREEN	0x82C1	x	x	0-255	
PIXELS LED MANUAL_BLUE	0x82C2	x	x	0-255	
PIXELS LED MANUAL_WHITE	0x82C3	x	x	0-255	
STRIP DIMMER	[TBI]	x	x	0-255	
STRIP TOUR FX	[TBI]	x	x	0-255	

Manufacturer Specific PIDs

Parameter	PID	GET	SET	Value	Description
STRIP MAN_WW	[TBI]	x	x	0-255	
STRIP MAN_CW	[TBI]	x	x	0-255	**%
LED_MODE	0x8217	x	x	0-1	0:HB 1:HQ
FACTORY DEFAULT	0x8328	x	x	0-3	0: NO FUNCTION 1: BASIC 2: STANDARD 3: USER
USER SETTINGS	0x8363	x	x	0-5	0: NO PRESET 1: PRESET 1 2: PRESET 2 3: PRESET 3 4: PRESET 4 5: PRESET 5
SPEKTRA	0x822F	x	x	0-2	0: ON 1: PURE COLORS 2: OFF
WIRELESS	0x8310	x	x	0-1	0:OFF 1:ON

13 - DMX CHARTS

MODULAR CONTROL ARCHITECTURE (MCA)

This fixture features a **modular control system** that separates functionality into structured control blocks for maximum clarity and flexibility.

At its core, the fixture operates in one of the available **Main DMX Modes**, which define the base channel set. Each main mode can be expanded by enabling a **STRIP MODE** which appends either **+16 or +32 dimmer-only channels** to control the CW/WW grouped pixels (referred to as STRIPs). These additional channels are always **physically appended** to the main DMX footprint and **cannot be patched or controlled separately**.

This means that each Main Mode results in three distinct operational variants:

- MAIN only (STRIP = OFF)
- MAIN + STRIP 16PIX
- MAIN + STRIP 32PIX

This full block is always addressed as a **single fixture**.

In parallel, the fixture offers an **independent Pixel Engine**, which can be activated to take control of individual RGBW pixels, STRIP pixels (CCT), or both. The Pixel Engine acts as a **virtual device** and is always treated as a separate control entity. It can:

- Use a different protocol (DMX, Art-Net, sACN)
- Be patched to a separate universe or merged
- Operate independently, even when its channels are appended (Follow Fixture)

The **“XFADE TO PIXEL ENGINE”** channel, available in the Main block, enables smooth transitions between fixture-level and pixel-level control, allowing real-time blending or complete override of pixel data.

NOTE

When the Pixel Engine is set to Follow Fixture, its channel block is automatically appended after the Main+STRIP block, creating a continuous DMX footprint. Otherwise, it can be freely assigned to a separate patch. Otherwise, it operates independently.
Check "PIXEL ENGINE" on page 51 for more details.

Modular example

MAIN		STRIP		PIXEL ENGINE		DMX Footprint
Mode	Channels	Mode	Appended Channels	Mode	+Pixel Channels	
BASIC	20	OFF	0	OFF	0	20
BASIC	20	16PIX	16	OFF	0	36
BASIC	20	32PIX	32	OFF	0	52
STANDARD	27	16PIX	16	16 PIX	64	107
STANDARD	27	OFF	0	STRIPs	32	59
FX	45	32PIX	32	16 PIX+STRIPs	96	173
EXTENDED	51	16PIX	16	STRIPs	32	99
EXTENDED	51	OFF	0	OFF	0	51
EXTENDED	51	32PIX	32	16 PIX+STRIPs	96	179

RDM Personality ID List

ID	DMX Mode	Footprint
1	BASIC	20 ch
2	STANDARD	27ch
3	FX	45ch
4	EXTENDED	51ch

RDM Model ID

0xD153

DMX STRUCTURE OVERVIEW

DMX MODE with no internal FX			
PARAMETER		BASIC	STANDARD
MAIN	MAIN DIMMER	1	1
	MAIN DIMMER FINE	2	2
	STROBE	3	3
	RED	4	4
	RED FINE	5	5
	GREEN	6	6
	GREEN FINE	7	7
	BLUE	8	8
	BLUE FINE	9	9
	WHITE	10	10
	WHITE FINE	11	11
	TILT	12	12
	TILT FINE	13	13
	ZOOM	14	14
	ZOOM FINE	15	15
	COLOR MACRO	-	16
	CCT	-	17
	XFADE TO PIXEL ENGINE	16	18
	XFADE WHITE TO COLOR	-	19
	GMP	-	20
ALL STRIPS	DIMMER	17	-
	DIMMER FINE	18	-
	STRIP CCT	19	-
STRIP 1	DIMMER	-	21
	DIMMER FINE	-	22
	STRIP CCT	-	23
STRIP 2	DIMMER	-	24
	DIMMER FINE	-	25
	STRIP CCT	-	26
	CONTROL	20	27
		STRIP PIXELS (+16 or 32 ch if choosed on menu)	

DMX MODE with internal FX			
PARAMETER		FX	EXTENDED
MAIN MASTER	MAIN DIMMER	1	1
	MAIN DIMMER FINE	2	2
	STROBE	3	3
	RED	4	4
	RED FINE	5	5
	GREEN	6	6
	GREEN FINE	7	7
	BLUE	8	8
	BLUE FINE	9	9
	WHITE	10	10
	WHITE FINE	11	11
	TILT	12	12
	TILT FINE	13	13
	ZOOM	14	14
	ZOOM FINE	15	15
	COLOR MACRO	16	-
	GEL CATEGORY	-	16
	GEL FILTER	-	17
	CCT	17	18
	XFADE TO PIXEL ENGINE	18	19
	XFADE WHITE TO COLOR	19	20
	CTO ON COLORS	-	21
	GMP	20	22
PIXEL FX	PATTERN SELECTOR	21	23
	PATTERN SPEED	22	24
	PATTERN FADE	23	25
	PATTERN TRANSITION	24	26
PIXEL FOREGROUND (Colors from main)	INTENSITY	25	27
	STROBE	26	28
PIXEL BACKGROUND	DIMMER	27	29
	STROBE	28	30
	RED	29	31
	GREEN	30	32
	BLUE	31	33
	WARM WHITE	32	34

DMX MODE with internal FX			
PARAMETER		FX	EXTENDED
STRIPS FX	PATTERN SELECTOR	33	35
	PATTERN SPEED	34	36
	PATTERN FADE	35	37
	PATTERN TRANSITION	36	38
STRIPS FX FOREGROUND (FX)	DIMMER	37	-
	DIMMER FINE	38	-
	STROBE	39	-
	STRIP CCT	40	-
STRIP 1 FX FOREGROUND	DIMMER	-	39
	DIMMER FINE	-	40
	STROBE	-	41
	STRIP CCT	-	42
STRIP 2 FX FOREGROUND	DIMMER	-	43
	DIMMER FINE	-	44
	STROBE	-	45
	STRIP CCT	-	46
STRIPS MASTER (EXTENDED)	DIMMER	41	47
	DIMMER FINE	42	48
STRIPS FX BACKGROUND (FX)	STROBE	43	49
	STRIP CCT	44	50
	CONTROL	45	51
		STRIP PIXELS (+16 or 32 ch if choosed on menu)	

DMX CHANNEL DETAILS

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
1	1	1	1	MASTER DIMMER Lineary from close to open	000	255	000
2	2	2	2	MASTER DIMMER FINE Lineary from close to open	000	255	000
3	3	3	3	STROBE Open	000	004	255
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
4	4	4	4	RED Lineary from 0% to 100%	000	255	000
5	5	5	5	RED FINE Lineary from 0% to 100%	000	255	000
6	6	6	6	GREEN Lineary from 0% to 100%	000	255	000
7	7	7	7	GREEN FINE Lineary from 0% to 100%	000	255	000
8	8	8	8	BLUE Lineary from 0% to 100%	000	255	000
9	9	9	9	BLUE FINE Lineary from 0% to 100%	000	255	000
10	10	10	10	WARM WHITE Lineary from 0% to 100%	000	255	000
11	11	11	11	WARM WHITE FINE Lineary from 0% to 100%	000	255	000
12	12	12	12	TILT Lineary from 0% to 100%	000	255	000
13	13	13	13	TILT FINE Lineary from 0% to 100%	000	255	000
14	14	14	14	ZOOM Lineary from 0% to 100%	000	255	000
15	15	15	15	ZOOM FINE Lineary from 0% to 100%	000	255	000

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	16	16	-	COLOR MACRO Check "Color Macro" on page 41	///	///	000
-	-	-	16	GEL CATEGORY			255
				LEE Color correction	000	009	
				LEE Color Filters	010	019	
				LEE 600 Series	020	029	
				LEE Cosmetic Filters	030	039	
				LEE 700 Series	040	049	
				RC Color correction	050	059	
				RC CalC	060	069	
				RC StSelection	070	079	
				RC C-Lux	080	089	
				Blackout	090	099	
				Reserved	100	254	
				No function	255	255	
-	-	-	17	GEL FILTER Check "GELS LIST" on page 45	///	///	000
-	17	17	18	CCT Linear from 2800K to 10000K	000	255	000
16	18	18	19	XFADE TO PIXEL ENGINE Lineary from 0% to 100%	000	255	000
-	19	19	20	XFADE CCT TO COLOR Lineary from 0% to 100%	000	255	255
-	-	-	21	CTO ON COLORS Lineary from 0% to 100%	000	255	000
-	20	20	22	GMP			128
				-25% to 0	000	127	
				Neutral	128	128	
				0 to 25%	129	255	

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	-	21	23	PIXEL FX PATTERN SELECTOR			000
				No pattern	000	009	
				Pattern 1	010	014	
				Pattern 2	015	019	
				Pattern 3	020	024	
				Pattern 4	025	029	
				Pattern 5	030	034	
				Pattern 6	035	039	
				Pattern 7	040	044	
				Pattern 8	045	049	
				Pattern 9	050	054	
				Pattern 10	055	059	
				Pattern 11	060	064	
				Pattern 12	065	069	
				Pattern 13	070	074	
				Pattern 14	075	079	
				Pattern 15	080	084	
				Pattern 16	085	089	
				Pattern 17	090	094	
				Pattern 18	095	099	
				Pattern 19	100	104	
				Pattern 20	105	109	
				Pattern 21	110	114	
				Pattern 22	115	119	
				Pattern 23	120	124	
				RESERVED	125	255	
-	-	22	24	PIXEL FX PATTERN SPEED			000
				Indexing	000	127	
				CW from fast to slow	128	190	
				Stop	191	192	
-	-	23	25	PIXEL FX PATTERN FADE			000
				Lineary from 0% to 100%	000	255	
-	-	24	26	PIXEL FX PATTERN TRANSITION			000
				Lineary from 0% to 100%	000	255	
-	-	25	27	PIXEL FX FOREGROUND DIMMER			000
				Lineary from close to open	000	255	

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	-	26	28	PIXEL FX FOREGROUND STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
-	-	27	29	PIXEL FX BACKGROUND DIMMER Lineary from close to open	000	255	000
-	-	28	30	PIXEL FX BACKGROUND STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
-	-	29	31	PIXEL FX BACKGROUND RED Lineary from 0% to 100%	000	255	000
-	-	30	32	PIXEL FX BACKGROUND GREEN Lineary from 0% to 100%	000	255	000
-	-	31	33	PIXEL FX BACKGROUND BLUE Lineary from 0% to 100%	000	255	000
-	-	32	34	PIXEL FX BACKGROUND WARM WHITE Lineary from 0% to 100%	000	255	000

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	-	33	35	STRIPS FX PATTERN SELECTOR			000
				No pattern	000	009	
				Pattern 1	010	014	
				Pattern 2	015	019	
				Pattern 3	020	024	
				Pattern 4	025	029	
				Pattern 5	030	034	
				Pattern 6	035	039	
				Pattern 7	040	044	
				Pattern 8	045	049	
				Pattern 9	050	054	
				Pattern 10	055	059	
				Pattern 11	060	064	
				Pattern 12	065	069	
				Pattern 13	070	074	
				Pattern 14	075	079	
				Pattern 15	080	084	
				Pattern 16	085	089	
				Pattern 17	090	094	
				Pattern 18	095	099	
				Pattern 19	100	104	
				Pattern 20	105	109	
				Pattern 21	110	114	
				Pattern 22	115	119	
				Pattern 23	120	124	
				RESERVED	125	255	
-	-	34	36	STRIPS FX PATTERN SPEED			000
				Indexing	000	127	
				CW from fast to slow	128	190	
				Stop	191	192	
-	-	35	37	STRIPS FX PATTERN FADE			000
				Lineary from 0% to 100%	000	255	
-	-	36	38	STRIPS FX PATTERN TRANSITION			000
				Lineary from 0% to 100%	000	255	000
17	-	37	-	ALL STRIPS / FOREGROUND DIMMER			000
				Lineary from close to open	000	255	000
18	-	38	-	ALL STRIPS / FOREGROUND DIMMER FINE			000
				Lineary from close to open	000	255	000

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	-	39	-	ALL STRIPS / FOREGROUND STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
19	-	40	-	ALL STRIPS / FOREGROUND STRIP CCT			000
				2700k to 4500K	000	127	
				4500K	128	128	
				4500K to 8200K	129	255	
-	21	-	39	STRIP 1 (TOP) DIMMER Lineary from close to open	000	255	000
-	22	-	40	STRIP 1 (TOP) DIMMER FINE Lineary from close to open	000	255	000
-	-	-	41	STRIP 1 (TOP) STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
-	23	-	42	STRIP 1 (TOP) CCT			000
				2700k to 4500K	000	127	
				4500K	128	128	
				4500K to 8200K	129	255	
-	24	-	43	STRIP 2 (BOTTOM) DIMMER Lineary from close to open	000	255	000
-	25	-	44	STRIP 2 (BOTTOM) DIMMER FINE Lineary from close to open	000	255	000

BASIC	STNDRD	FX	EXTND	Function	DMX value		Default
					from	to	
-	-	-	45	STRIP 2 (BOTTOM) STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
-	26	-	46	STRIP 2 (BOTTOM) CCT			000
				2700k to 4500K	000	127	
				4500K	128	128	
				4500K to 8200K	129	255	
-	-	41	47	ALL STRIPS / BACKGROUND DIMMER Lineary from close to open	000	255	000
-	-	42	48	ALL STRIPS / BACKGROUND DIMMER FINE Lineary from close to open	000	255	000
-	-	43	49	ALL STRIPS / BACKGROUND STROBE			255
				Open	000	004	
				Strobe (slow to fast)	005	044	
				Open	045	046	
				Pulse In (slow to fast)	047	086	
				Open	087	088	
				Pulse Out (slow to fast)	089	128	
				Close	129	130	
				Random (slow to fast)	131	170	
				Open	171	172	
				Random single pixels (slow to fast)	173	212	
				Open	213	214	
				Spikers - (slow to fast)	215	254	
				Open	255	255	
-	-	44	50	ALL STRIPS / BACKGROUND CCT			000
				2700k to 4500K	000	127	
				4500K	128	128	
				4500K to 8200K	129	255	
20	27	45	51	CONTROL Check "Control Channel" on page 43	///	///	000

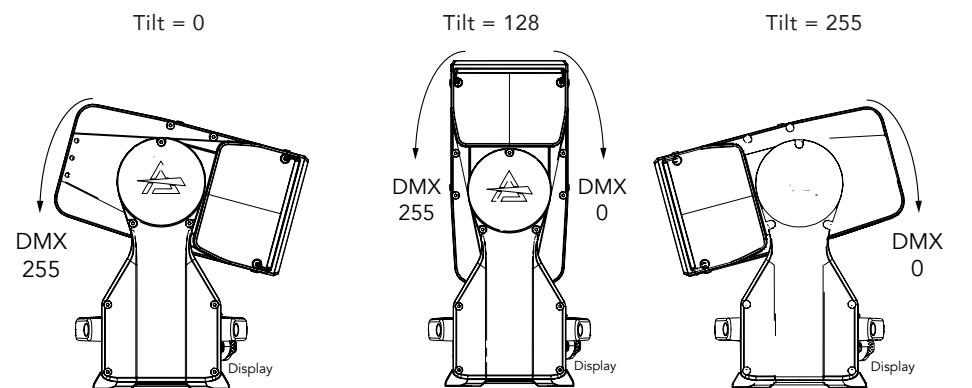
STRIP PIXELS
(+16 or 32 ch if choosed on menu)

CHANNELS DEFINITION

Color Macro		
Function	8 bit value	
	From	To
No function	0	1
Red	2	3
Green	4	5
Blue	6	7
Cyan	8	9
Magenta	10	11
Yellow	12	13
Dirty white	14	15
Alice blue	16	17
Congo blue	18	19
Dark steel blue	20	21
Deep lavender	22	23
Lilac ting	24	25
Daylight blue	26	27
Flame red	28	29
Bastard amber	30	31
Deep orange	32	33
Pale gold	34	35
Apricot	36	37
Bright blue	38	39
Primary green	40	41
Special lavender	42	43
Pale lavender	44	45
Deep golden amber	46	47
Medium blue	48	49
Bright pink	50	51
Mauve	52	53
Dark green	54	55
Lee green	56	57
Dark blue	58	59
Light blue	60	61
Steel blue	62	63
Medium blue-green	64	65
Peacock blue	66	67
Magenta	68	69
Dark pink	70	71
Middle rose	72	73
Light salmon	74	75
English rose	76	77
Light rose	78	79
Orange	80	81
Deep amber	82	83
Straw	84	85
Light amber	86	87
Spring yellow	88	89
Dark yellow green	90	91

Color Macro		
Function	8 bit value	
	From	To
Just blue	92	93
Sky blue	94	95
Lavender	96	97
Light lavender	98	99
Pink carnation	100	101
Medium pink	102	103
Light pink	104	105
Sunset red	106	107
Dark amber	108	109
Gold amber	110	111
Medium amber	112	113
Fire	114	115
Surprise peach	116	117
Straw tint	118	119
Medium yellow	120	121
Lee minus green	122	123
Pale gold	124	125
Orange	126	127
Deep straw	128	129
Rose purple	130	131
Deep purple	132	133
Soft green	134	135
Reserved	136	209
2700k	210	211
2800k	212	213
3000k	214	215
3200k	216	217
3400k	218	219
3600k	220	221
3800k	222	223
4000k	224	225
4200k	226	227
4400k	228	229
4600k	230	231
4800k	232	233
5000k	234	235
5200k	236	237
5400k	238	239
5600k	240	241
6000k	242	243
6500k	244	245
7000k	246	247
8000k	248	249
9000k	250	251
10000k	252	253
Full on	254	255

TILT POSITION RELATED TO DMX VALUES



Tilt movement range: 210°

Fig. 09

Crossfade from Main to Pixel Engine

Function	8 bit value		Note
	From	To	
Linear Crossfade	0	255	Default @ 0 Crossfade from Main to Pixel Engine

This channel allows smooth crossfade (0–100%) between Main control and the Pixel Engine.

At 0%, all pixels respond to the Main DMX channels (global RGBW or DIMMER, strobe, effects, etc.).

At 100%, pixel-level control is delegated to an external Pixel Engine, behaving as a separate fixture with its own DMX or protocol input (e.g., media server over DMX, Art-Net, or CRMX).

Depending on the source type, pixels will expose either RGBW or DIMMER control only.

Pattern Fade

Function	8 bit value		Note
	From	To	
0% - 100% (From 0 ms to 5000 ms)	0	255	Default @ 0 Sets the fade time for LEDs in an effect. For example, with the channel set to 1 second, pixels transitioning from on to off will fade out over 1 second.

Control Channel

Function Hold 3s to take function		8 bit value		Note
		From	To	
No Function / Safe		0	1	Default @ 0
TILT REVERSE	ON	2	3	
	OFF	4	5	
MOVEMENT IN BLACKOUT	ON	6	7	
	OFF	8	9	
DISPLAY	ON	10	11	
	10s	12	13	
	20s	14	15	
	30s	16	17	
FLIP DISPLAY	ON	18	19	
	OFF	20	21	
KEY LOCK	ON	22	23	
	OFF	24	25	
DIMMER CURVE	LINEAR	26	27	
	S-CURVE	28	29	
	SQUARE LAW	30	31	
	INVERSE SQUARE LAW	32	33	
	HIGH RES@LOW	34	35	
DIMMER SPEED	AUTO	36	37	
	FAST	38	39	
	MEDIUM	40	41	
	SLOW	42	43	
	OFF	44	45	
DIMMER	FADE OFF END	46	47	
	SNAP OFF END	48	49	
SPEKTRA CALIBRATION	ON	50	51	
	PURE COLORS	52	53	
	OFF	54	55	
LED MODE	HIGH QUALITY	56	57	
	HIGH BRIGHTNESS	58	59	
WHITE POINT	3200K	60	61	
	4000K	62	63	
	5600K	64	65	
	6000K	66	67	
	8000K	68	69	
LED FREQUENCY	1000HZ	70	71	
	2000HZ	72	73	
	3000HZ	74	75	
	4000HZ	76	77	
	6000HZ	78	79	
	25KHZ	80	81	
DMX FAULT	HOLD	82	83	
	BLACKOUT	84	85	
	STAND ALONE	86	87	
	EMERGENCY	88	89	
TUNGSTEN EMULATION	ON	90	91	
	OFF	92	93	
INVERT MAPPING	ON	94	95	
	OFF	96	97	

Control Channel

Function Hold 3s to take function		8 bit value		Note
		From	To	
STANDALONE MAIN	MASTER	98	99	
	MASTER NO DMX	100	101	
	SLAVE	102	103	
	PIXELS TOUR FX	104	105	
	PIXELS CCT	106	107	
	PIXELS HSI	108	109	
	PIXELS FIXED COLORS	110	111	
	PIXELS WHITE PRESETS	112	113	
	PIXELS MANUAL COLORS	114	115	
Reserved		116	119	
FAN MODE	CO AUTO	120	121	
	CO HIGH	122	123	
	CO SILENT 1	124	125	
	CO SILENT 2	126	127	
	CO OFF	128	129	
	DO AUTO	130	131	
	DO HIGH	132	133	
	DO SILENT 1	134	135	
	DO SILENT 2	136	137	
	DO OFF	138	139	
RESET	TILT	140	141	
	ZOOM	142	143	
	Reserved	144	251	
Reset all channel controlled		252	253	
Reserved		254	255	

Category | Lee: Color Correction

Function Gel Name	8 bit value		Gel #
	From	To	
Double CTB	0	1	200
Full CTB	2	3	201
3/4 CTB	4	5	281
1/2 CTB	6	7	202
1/4 CTB	8	9	203
1/8 CTB	10	11	218
Double CTO	12	13	287
Full CTO	14	15	204
3/4 CTO	16	17	285
1/2 CTO	18	19	205
1/4 CTO	20	21	206
1/8 CTO	22	23	223
1 1/2 CTB	24	25	283
1 1/2 CTO	26	27	286
Full CTS	28	29	441
1/2 CTS	30	31	442
1/4 CTS	32	33	443
1/8 CTS	34	35	444
Full CTO + .3 ND	36	37	207
Full CTO + .6 ND	38	39	208
L.C.T. Yellow (Y1)	40	41	212
White Flame Green	42	43	213
LEE Fluorescent Green	44	45	219
Super Correction L.C.T. Yellow	46	47	230
Super Correction W.F. Green	48	49	232
H.M.I. (to Tungsten)	50	51	236
C.I.D. (to Tungsten)	52	53	237
C.S.I. (to Tungsten)	54	55	238
LEE Fluorescent 5700 Kelvin	56	57	241
LEE Fluorescent 4300 Kelvin	58	59	242
LEE Fluorescent 3600 Kelvin	60	61	243
LEE Plus Green	62	63	244
1/2 Plus Green	64	65	245
1/4 Plus Green	66	67	246
1/8 Plus Green	68	69	278
Lee Minus Green	70	71	247
1/2 Minus Green	72	73	248
1/4 Minus Green	74	75	249
1/8 Minus Green	76	77	279
Blackout	78	79	-
Reserved for Future Use	80	255	-

Category | Lee: Color Filters

Function	8 bit value		Gel #
Gel Name	From	To	
Rose Pink	0	1	2
Lavender Tint	2	3	3
Medium Bastard Amber	4	5	4
Pale Yellow	6	7	7
Dark Salmon	8	9	8
Pale Amber Gold	10	11	9
Medium Yellow	12	13	10
Straw Tint	14	15	13
Surprise Peach	16	17	17
Fire	18	19	19
Medium Amber	20	21	20
Gold Amber	22	23	21
Dark Amber	24	25	22
Scarlet	26	27	24
Sunset Red	28	29	25
Bright Red	30	31	26
Light Pink	32	33	35
Medium Pink	34	35	36
Dark Magenta	36	37	46
Rose Purple	38	39	48
Light Lavender	40	41	52
Paler Lavender	42	43	53
Lavender	44	45	58
Mist Blue	46	47	61
Pale Blue	48	49	63
Sky Blue	50	51	68
Evening Blue	52	53	75
Just Blue	54	55	79
Deeper Blue	56	57	85
Lime Green	58	59	88
Moss Green	60	61	89
Dark Yellow Green	62	63	90
Spring Yellow	64	65	100
Yellow	66	67	101
Light Amber	68	69	102
Straw	70	71	103
Deep Amber	72	73	104
Primary Red	74	75	106
Light Rose	76	77	107
English Rose	78	79	108
Light Salmon	80	81	109
Middle Rose	82	83	110
Dark Pink	84	85	111
Magenta	86	87	113
Peacock Blue	88	89	115
Steel Blue	90	91	117
Light Blue	92	93	118
Deep Blue	94	95	120
LEE Green	96	97	121
Fern Green	98	99	122
Dark Green	100	101	124

Category | Lee: Color Filters

Function	8 bit value		Gel #
Gel Name	From	To	
Smokey Pink	102	103	127
Bright Pink	104	105	128
Marine Blue	106	107	131
Golden Amber	108	109	134
Deep Golden Amber	110	111	135
Pale Lavender	112	113	136
Special Lavender	114	115	137
Pale Green	116	117	138
Summer Blue	118	119	140
Pale Violet	120	121	142
Pale Navy Blue	122	123	143
No Color Blue	124	125	144
Apricot	126	127	147
Bright Rose	128	129	148
Gold Tint	130	131	151
Pale Gold	132	133	152
Pale Salmon	134	135	153
Pale Rose	136	137	154
Chocolate	138	139	156
Pink	140	141	157
No Color Straw	142	143	159
Slate Blue	144	145	161
Bastard Amber	146	147	162
Flame Red	148	149	164
Daylight Blue	150	151	165
Lilac Tint	152	153	169
Deep Lavender	154	155	170
Dark Steel Blue	156	157	174
Loving Amber	158	159	176
Dark Lavender	160	161	180
Light Red	162	163	182
Flesh Pink	164	165	192
Surprise Pink	166	167	194
Zenith Blue	168	169	195
True Blue	170	171	196
Alice Blue	172	173	197
Palace Blue	174	175	198
Regal Blue	176	177	199
Blackout	178	179	-
Reserved for Future Use	180	255	-

Category | Lee: 600 Series

Function	8 bit value		Gel #
Gel Name	From	To	
Arctic White	0	1	600
Silver	2	3	601
Platinum	4	5	602
Moonlight White	6	7	603
Full CT 85	8	9	604
Industry Sodium	10	11	650
HI Sodium	12	13	651
Urban Sodium	14	15	652
LO Sodium	16	17	653
Blackout	18	19	-
Reserved	20	255	-

Category | Lee: Cosmetic Filters

Function	8 bit value		Gel #
Gel Name	From	To	
Cosmetic Peach	0	1	184
Cosmetic Silver Rose	2	3	186
Cosmetic Rouge	4	5	187
Cosmetic Highlight	6	7	188
Cosmetic Silver Moss	8	9	189
Cosmetic Aqua Blue	10	11	191
Lily Frost	12	13	705
Shanklin Frost	14	15	717
Half Shanklin Frost	16	17	718
Durham Daylight Frost	18	19	720
Hampshire Rose	20	21	749
Soft Amber Key 1	22	23	774
Soft Amber Key 2	24	25	775
Moroccan Frost	26	27	791
Blue Diffusion	28	29	217
Blue Frost	30	31	221
Daylight Blue Frost	32	33	224
Blackout	34	35	-
Reserved for Future Use	36	255	-

Category | Lee: 700 Series

Function	8 bit value		Gel #
Gel Name	From	To	
Perfect Lavender	0	1	700
Provence	2	3	701
Special Pale Lavender	4	5	702
Cold Lavender	6	7	703
Lily	8	9	704
King Fals Lavender	10	11	706
Cool Lavender	12	13	708
Electric Lilac	14	15	709
Spir Special Blue	16	17	710
Cold Blue	18	19	711
Bedford Blue	20	21	712
Elysian Blue	22	23	714
Cabana Blue	24	25	715
Mikkel Blue	26	27	716
Colour Wash Blue	28	29	719
Berry Blue	30	31	721
Virgin Blue	32	33	723
Ocean Blue	34	35	724
Old Steel Blue	36	37	725
Steel Green	38	39	728
Liberty Green	40	41	730
Dirty Ice	42	43	731
Damp Squib	44	45	733
JAS Green	46	47	738
Bram Brown	48	49	742

Category | Lee: 700 Series

Function	8 bit value		Gel #
Gel Name	From	To	
Dirty White	50	51	744
Brown	52	53	746
Easy White	54	55	747
Seedy Pink	56	57	748
Wheat	58	59	763
Sun Colour Straw	60	61	764
LEE Yellow	62	63	765
Cardbox Amber	64	65	773
Nectarine	66	67	776
Millenium Gold	68	69	778
Bastard Pink	70	71	779
Terry Red	72	73	781
Blood Red	74	75	789
Moroccan Pink	76	77	790
Pretty n'Pink	78	79	794
Magical Magenta	80	81	795
Blackout	82	83	-
Reserved for Future Use	84	255	-

Category | RC: Color Correction

Function	8 bit value		Gel #
Gel Name	From	To	
Full CTB	0	1	3202
3/4 CTB	2	3	3203
1/2 CTB	4	5	3204
1/3 CTB	6	7	3206
1/4 CTB	8	9	3208
1/8 CTB	10	11	3216
Double CTB	12	13	3220
Full CTO	14	15	3407
3/4 CTO	16	17	3411
1/2 CTO	18	19	3408
1/4 CTO	20	21	3409
1/8 CTO	22	23	3410
Double CTO	24	25	3420
Full CTS	26	27	3441
1/2 CTS	28	29	3442
1/4 CTS	30	31	3443
1/8 CTS	32	33	3444
Full Plusgreen	34	35	3304
1/2 Plusgreen	36	37	3315
1/4 Plusgreen	38	39	3316
1/8 Plusgreen	40	41	3317
Full Minusgreen	42	43	3308
3/4 Minusgreen	44	45	3309
1/2 Minusgreen	46	47	3313
1/4 Minusgreen	48	49	3314
1/8 Minusgreen	50	51	3318
Fluorofilter	52	53	3310
Industrial Vapor	54	55	3150
Urban Vapor	56	57	3152
Tough Y-1	58	59	3107
Tough MT 54	60	61	3134
Tough MTY	62	63	3106
Tough MT2	64	65	3102
Blackout	66	67	
Reserved for Future Use	68	255	-

Category | RC: CalC

Function	8 bit value		Gel #
Gel Name	From	To	
15 Blue	0	1	4215
30 Blue	2	3	4230
60 Blue	4	5	4260
90 Blue	6	7	4290
7 Cyan	8	9	4307
15 Cyan	10	11	4315
30 Cyan	12	13	4330
60 Cyan	14	15	4360
90 Cyan	16	17	4390
15 Green	18	19	4415
30 Green	20	21	4430
60 Green	22	23	4460
90 Green	24	25	4490
15 Yellow	26	27	4515
30 Yellow	28	29	4530
60 Yellow	30	31	4560
90 Yellow	32	33	4590
15 Red	34	35	4615
30 Red	36	37	4630
60 Red	38	39	4660
90 Red	40	41	4690
15 Magenta	42	43	4715
30 Magenta	44	45	4730
60 Magenta	46	47	4760
90 Magenta	48	49	4790
15 Pink	50	51	4815
30 Pink	52	53	4830
60 Pink	54	55	4860
90 Pink	56	57	4890
15 Lavender	58	59	4915
30 Lavender	60	61	4930
60 Lavender	62	63	4960
90 Lavender	64	65	4990
Blackout	66	67	
Reserved for Future Use	68	255	-

Category | RC: StSelect

Function	8 bit value		Gel #
Gel Name	From	To	
VS Red	0	1	2001
VS Orange	2	3	2202
VS Yellow	4	5	2003
VS Green	6	7	2004
VS Cyan	8	9	2005
VS Azure	10	11	2006
VS Blue	12	13	2007
VS Indigo	14	15	2008
VS Violet	16	17	2009
VS Magenta	18	19	2010
Blackout	20	21	-
Reserved	22	255	-

Category | RC: C-Lux

Function	8 bit value		Gel #
Gel Name	From	To	
Bastard Amber	0	1	2
Pale Bastard Amber	2	3	302
No Color Straw	4	5	6
Pale Gold	6	7	8
Daffodil	8	9	310
Straw	10	11	12
Light Amber	12	13	16
Gallo Gold	14	15	316
Light Flame	16	17	17
Flame	18	19	18
Mayan Sun	20	21	318
Golden Amber	22	23	21
Soft Golden Amber	24	25	321
Orange	26	27	23
Henny Sky	28	29	325
Light Red	30	31	26
No Color Pink	32	33	33
Blush Pink	34	35	333
Flesh Pink	36	37	34
Pale Rose Pink	38	39	37
Salmon	40	41	41
Deep Salmon	42	43	42
Middle Rose	44	45	44
Light Rose Purple	46	47	47
Surprise Pink	48	49	51
No Color Blue	50	51	60
Clearwater	52	53	360
Booster Blue	54	55	62
Tipton Blue	56	57	362

Category | RC: C-Lux

Function	8 bit value		Gel #
Gel Name	From	To	
Blue Bell	58	59	364
Daylight Blue	60	61	65
Tharon Delft Blue	62	63	365
Cerulean Blue	64	65	375
Bermuda Blue	66	67	376
Green Blue	68	69	77
Alice Blue	70	71	378
Primary Blue	72	73	80
Baldassari Blue	74	75	381
Medium Blue	76	77	83
Pale Yellow Green	78	79	87
Light Green	80	81	88
Moss Green	82	83	89
Primary Green	84	85	91
Turquoise	86	87	92
Blue Green	88	89	93
Chocolate	90	91	99
Blackout	92	93	-
Reserved for Future Use	94	255	-

STRIP FUNCTION

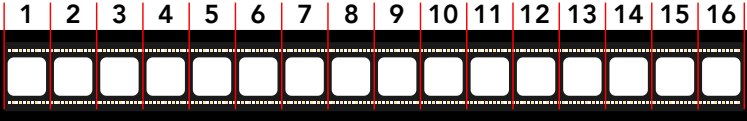
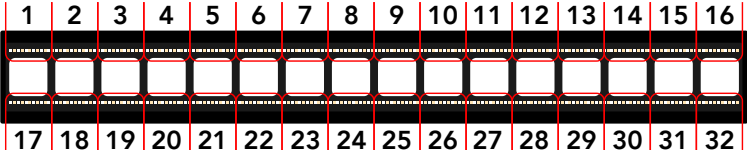
This section refers exclusively to the configuration of the STRIPs as a DMX extension of the main mode. For control via Pixel Engine, please refer to "PIXEL ENGINE" on page 51.

The ASTRABLADE100IP features a central array of 16 RGBW LEDs, flanked above and below by rows of CW and WW LEDs grouped into pixel segments, collectively referred to as the STRIPs.

STRIP MODE

After selecting a DMX mode from the MAIN settings, the user must define how the STRIPs will be controlled.

Available options:

OFF <i>STRIPs remain off and are not addressed by DMX.</i>	 TOP VIEW - SCREEN ON OTHER SIDE
16PIX <i>Adds 16 dimmer channels after the base DMX mode, each controlling one grouped pixel along the STRIPs.</i>	 TOP VIEW - SCREEN ON OTHER SIDE
32PIX <i>Adds 32 dimmer channels after the base mode, providing finer control by splitting the STRIPs into smaller pixel groups.</i>	 TOP VIEW - SCREEN ON OTHER SIDE

Note:

In STRIP MODE, only dimmer values are controllable via DMX. The color temperature (CCT) of the STRIPs remains managed by the main engine.

PATCH EXAMPLE

Main STANDARD + STRIP 32 PIX

MAIN		STRIPS	
STANDARD		32 PIX	
ch 1	MAIN DIMMER	ch 28	DIMMER 1
ch 2	MAIN DIMMER FINE	ch 29	DIMMER 2
ch 3	STROBE	ch 30	DIMMER 3
[...]	[...]	[...]	[...]
ch 25	STRIP 2 DIMMER FINE	ch 57	DIMMER 30
ch 26	STRIP 2 CCT	ch 58	DIMMER 31
ch 27	CONTROL	ch 59	DIMMER 32

PIXEL ENGINE

The fixture supports multiple layers of LED control, each with its own configuration, channel mapping, and DMX behavior.

This includes the Main DMX layer, the optional Strip Layer, and the Pixel Engine.

DMX modes selected under the PIXEL ENGINE menu are entirely independent from the main DMX mode. These modes can be configured in two ways:

- **Follow Fixture** – The pixel engine DMX channels are automatically appended after the main mode and any active STRIP Layer channels. This allows control via a single DMX universe.
- **Independent Control** – The pixel engine can be mapped to a separate DMX universe or protocol, such as Art-Net or sACN, enabling hybrid control setups. For example:
 - Main mode + STRIPs via DMX (lighting console)
 - Full pixel mapping via Art-Net (media server)

This flexibility allows seamless integration into advanced lighting designs requiring mixed control sources.

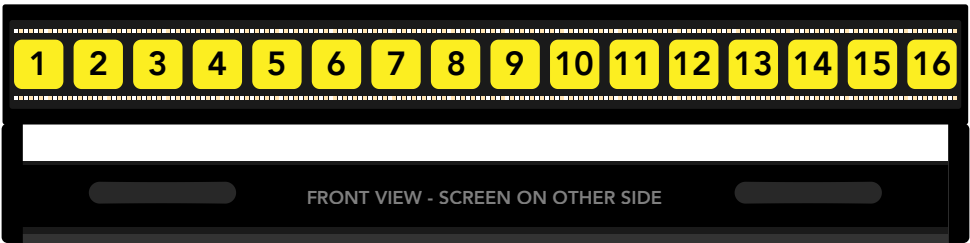
Available modes:

OFF	Full control remains with the main DMX mode. STRIPs and RGBW LEDs operate as defined by the selected STRIP MODE and base mode.
16 PIX	The central 16 RGBW pixels are managed by the Pixel Engine. STRIPs remain under main DMX control, even after crossfade.
STRIPs	Only the STRIPs are managed by the Pixel Engine. The 16 central RGBW pixels remain under main DMX control.
16 PIX + STRIPs	The Pixel Engine controls both the central RGBW pixels and the STRIPs. The main retains control only over global dimmer, strobe, and fixture-level functions.

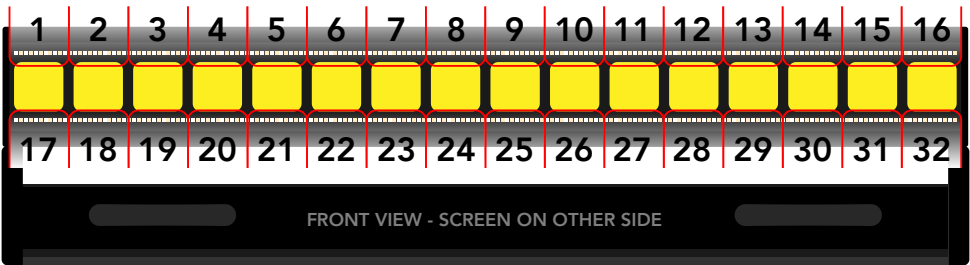
Note:

When the Pixel Engine is active and configured to manage the STRIPs, any STRIP MODE channel extensions are automatically disabled. The control of brightness (dimmer) and white point (CCT) is then fully handed over to the Pixel Engine.

RGBW pixels order



STRIPs pixels order



PIXEL ENGINE					
PARAMETER		OFF	16 PIX	STRIPs	16 PIX + STRIPs
RGBW PIXELS	RED 1	-	1	-	1
	GREEN 1	-	2	-	2
	BLUE 1	-	3	-	3
	WARM WHITE 1	-	4	-	4
	RED 2	-	5	-	5
	GREEN 2	-	6	-	6
	BLUE 2	-	7	-	7
	WARM WHITE 2	-	8	-	8
	[...]	-	[...]	-	[...]
	RED 15	-	57	-	57
	GREEN 15	-	58	-	58
	BLUE 15	-	59	-	59
	WARM WHITE 15	-	60	-	60
	RED 16	-	61	-	61
	GREEN 16	-	62	-	62
	BLUE 16	-	63	-	63
	WARM WHITE 16	-	64	-	64
STRIP SECTORS	CCT 1	-	-	1	65
	CCT 2	-	-	2	66
	CCT 3	-	-	3	67
	CCT 4	-	-	4	68
	[...]	-	-	[...]	[...]
	CCT 29	-	-	29	93
	CCT 30	-	-	30	94
	CCT 31	-	-	31	95
	CCT 32	-	-	32	96

XFADE TO PIXEL ENGINE

To assign control from the Main layer to the Pixel Engine, use the XFADE TO PIXEL ENGINE channel:

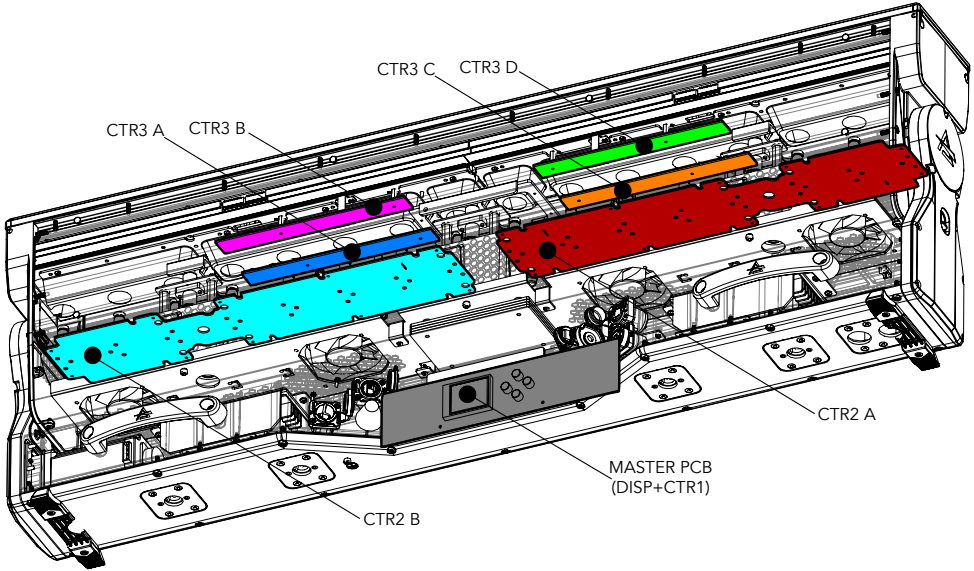
- **0%** – Pixel Engine is inactive. Control remains entirely on the Main DMX layer.
- **100%** – Full control is transferred to the Pixel Engine. The main retains only fixture-level functions (e.g., strobe, global dimmer).
- **Intermediate values** allow smooth transition between Main and Pixel Engine control, useful for live transitions or cue blending.

Note: When Pixel Engine control is active, its configuration and data mapping override the corresponding RGBW or STRIP outputs from the Main.

14 - ERROR MESSAGES

The error is shown on the unit display. In the table below, the "ERROR SHOWED ON SCREEN" column lists the possible errors, accompanied by a possible cause ("POSSIBLE" CAUSES "column).

RDM ERROR VALUE	ERROR SHOWED ON SCREEN	POSSIBLE CAUSES
0	NO ERROR	-
1	CTR1 ERROR	Tilt driver pcb
2	CTR2_A ERROR	RGBW led pcb
3	CTR2_B ERROR	RGBW led pcb
4	CTR3_A ERROR	WW CW driver pcb
5	CTR3_B ERROR	WW CW driver pcb
6	CTR3_C ERROR	WW CW driver pcb
7	CTR3_D ERROR	WW CW driver pcb
8	TILT SENSOR ERROR	TILT driver board or TILT Hall driver board
9	TILT ENCODE ERROR	TILT driver board or optocoupler driver board
10	ZOOM SENSOR ERROR	RGBW led pcb or ZOOM Hall driver board
11	CTR2_A1 TEMP ERROR	RGBW led pcb A1 NTC detection error
12	CTR2_A2 TEMP ERROR	RGBW led pcb A2 NTC detection error
13	CTR2_B1 TEMP ERROR	RGBW led pcb B2 NTC detection error
14	CTR2_B2 TEMP ERROR	RGBW led pcb B2 NTC detection error
15	CTR3_A1 TEMP ERROR	WW CW driver board A NTC detection error
16	CTR3_A2 TEMP ERROR	WW CW led pcb A NTC detection error
17	CTR3_B1 TEMP ERROR	WW CW driver board B NTC detection error
18	CTR3_B2 TEMP ERROR	WW CW led pcb B NTC detection error
19	CTR3_C1 TEMP ERROR	WW CW driver board C NTC detection error
20	CTR3_C2 TEMP ERROR	WW CW led pcb C NTC detection error
21	CTR3_D1 TEMP ERROR	WW CW driver board D NTC detection error
22	CTR3_D2 TEMP ERROR	WW CW led pcb D NTC detection error
23	MEMORY ERROR	Master pcb storage data error
24	MAINTENANCE TIME	Maintenance needed
25	CALIBRATION IC1 ERROR	RGBW led pcb calibration chip is not corrected or cannot be connected
26	CALIBRATION IC2 ERROR	RGBW led pcb calibration chip is not corrected or cannot be connected



15 - MAINTENANCE

MAINTENANCE AND CLEANING THE PRODUCT

WARNING: Disconnect from the mains before starting any maintenance work

It is recommended to clean the front at regular intervals, from impurities caused by dust, smoke, or other particles to ensure that the light is radiated at maximum brightness.

- For cleaning, disconnect the main plug from the socket. Use a soft, clean cloth moistened with a mild detergent. Then carefully wipe the part dry. For cleaning other housing parts use only a soft, clean cloth. Never use a liquid, it might penetrate the unit and cause damage to it.
- The user must clean the product periodically to maintain optimum performance and cooling. The user may also upload firmware (product software) to the fixture via the DMX signal input port or USB port using firmware and instructions from PROLIGHTS.
- The frequency of such maintenance operations is to be performed according to various factors, such as the amount of the use and the condition of the installation environment (air humidity, presence of dust, salinity, etc.). It is recommended that the product is subject to annual service by a qualified technician for special maintenance involving at least the following procedures:
- General cleaning of internal parts.
- For all the parts subject to friction, using lubricants specifically supplied by PROLIGHTS.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.
- Cleaning the lenses. Only use neutral soap and water to clean the lenses, then dry it carefully with a soft, non-abrasive cloth.

WARNING: the use of alcohol or any other detergent could damage the lenses.

- **Only for IP65/IP66 projectors:** It is recommended to verify IP grade using IPTESTBOX every time the bodies are removed for maintenance, this tool helps to double check the correct assembling of the covers with a check of the IP grade of the fixture.
- All other service operations on the product must be carried out by PROLIGHTS, its approved service agents or trained and qualified personnel.
- It is PROLIGHTS policy to apply the strictest possible calibration procedures and use the best quality materials available to ensure optimum performance and the longest possible component lifetimes. However, optical components are subject to wear and tear over the life of the product, resulting in gradual changes in colours over many thousands of hours of use. The extent of wear and tear depends heavily on operating conditions and environment, so it is impossible to specify precisely whether and to what extent performance will be affected. However, you may eventually need to replace optical components if their characteristics are affected by wear and tear after an extended period of use and if you require fixtures to perform within very precise optical and colour parameters.
- Do not apply filters, lenses or other materials on lenses or other optical components. Use only accessories approved by PROLIGHTS.

VISUAL CHECK OF PRODUCT HOUSING

- The parts of the product cover/housing should be checked for eventual damages and breaking start at least every two months. In addition, especially the parts of the front lens holder have to be checked mechanically (by means of movement by the part) if it is firmly fastened to the fixture. If hint of a crack is found on some plastic part, do not use the product until the damaged part will be replaced.
- Cracks or another damages of the cover/housing parts can be caused by the product transportation or manipulation and also ageing process may influence materials.

- This checking is necessary for both fixed installations and preparing product for renting. Any free moving parts inside of the product, cracked cover/housing or any part of front lens not sitting properly in place need to be immediately replaced.

RESETTING THE MAINTENANCE TIME MESSAGE

When the machine shows the message "MAINTENANCE TIME" it means that the fixture needs an overall check. once you have checked and cleaned the whole machine to reset the message follow the steps below:

- enter the menu, go to INFORMATIONS and press Enter
- go to FIXTURE TIME and press Enter
- finally go to MAINTENANCE TIME and press Enter
- Press enter again and enter the password 050 to reset the message.

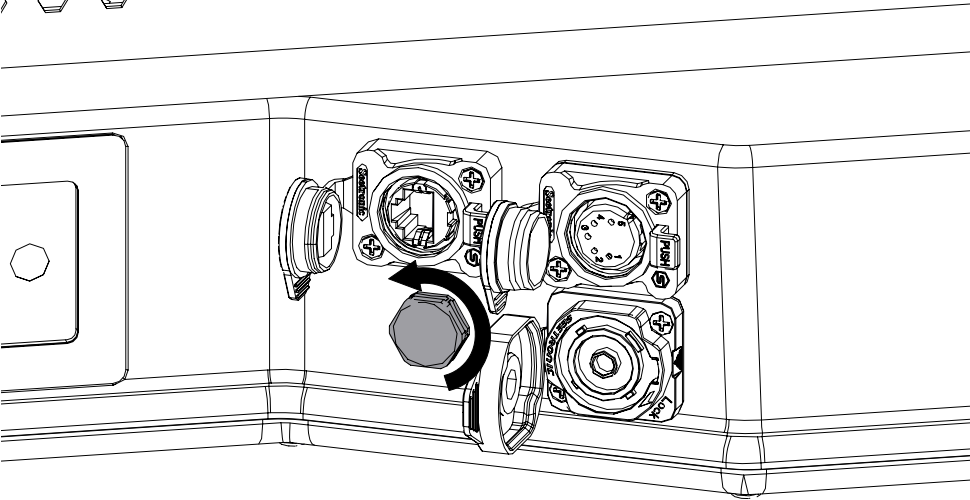
Problems	Possible causes	Checks and remedies
Product doesn't power ON	• No power to the product	• Check that power is switched ON and cables are plugged in.
	• Fuse blown or internal fault	• Check if the Fuse is intact and eventually replace it if necessary. • Contact the PROLIGHTS Service or authorized service partner. Do not remove parts and/or covers, or carry out any repairs or service that are not described in this Safety and User Manual unless you have both authorization from PROLIGHTS and the service documentation.
Product reset correctly but does not respond correctly to the controller.	• Bad signal connection	• Inspect connections and cables. Fix eventual bad connections. Repair or replace damaged cables.
	• Signal connection not terminated	• Insert DMX termination plug in signal output socket of the last product on the signal line.
	• Incorrect addressing of the product	• Check the product address and control settings
	• One of the product is defective and is corrupting the signal transmission on the signal line	• Unplug the XLR in and out connectors and connect them directly together to bypass one product at a time until normal operation is regained. Once found the error, have that fixture serviced by a qualified technician.
Timeout error after fixture reset.	• One or more hardware components requires mechanical adjustments	• Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.
Mechanical effect loses position	• Mechanical hardware require cleaning, adjustment or lubrication	• Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.
Light output turn OFF Intermittently	• Fixture is too hot	• Check product stored error messages. • Allow product to cool. • Clean the product and airflow filters. • Reduce ambient temperature.
	• Hardware failure (temperature sensor, fans, Light source...)	• Check product stored error messages for more information. Contact. PROLIGHTS Service or an authorized service partner.
General low light intensity	• Dirty lens assembly	• Clean the fixture regularly.
	• Dirty or damaged filters	• Install lens assembly properly.

Contact an authorized service center in case of technical problems or not reported in the table can not be resolved by the procedure given in the table.

16 - IP65 RATING TEST

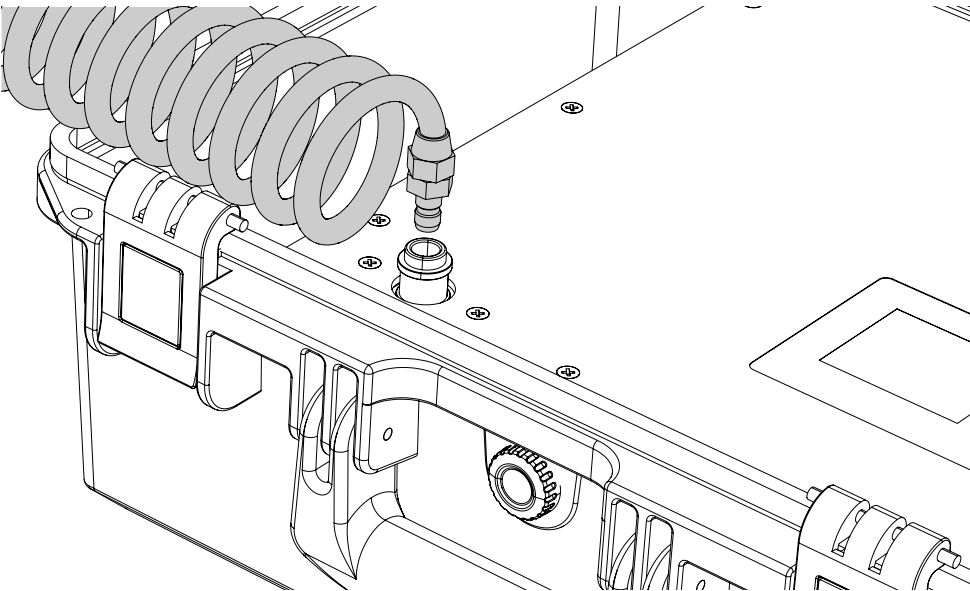
It is recommended to verify IP grade using IPTESTBOX every time the bodies are removed for maintenance.

1

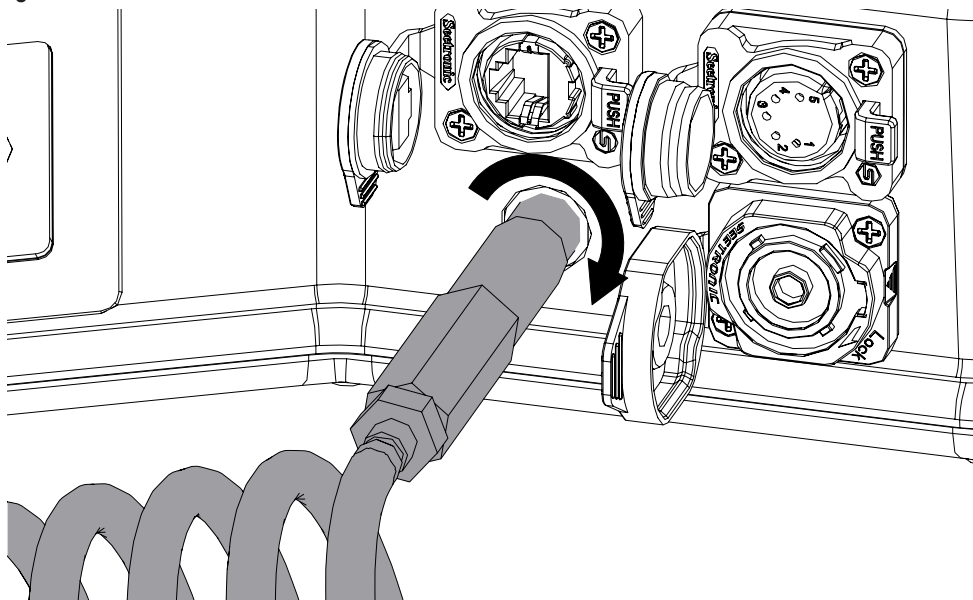


Remove the first gore valve from the side of the projector.

2



Connect the air hose to the IPTESTBOX by inserting the quick-connect fitting into the coupler.



Insert the threaded end into the threaded valve hole socket.

For the operating procedure using the instrument, refer to the IPTESTBOX user manual.

Fig. 10

