S7

STRIKE M PRO

User Manual

The S7 User Manual includes a description. safety precautions. installation, programming. operation and maintenance instructions for the S7 as of the release date of this edition.

The S7 User Manual includes a description. safety precautions, installation, programming. operation and maintenance instructions for the S7 as of the release date of this edition.

Edition Notes

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Document Printing

For best results, print this document in color, on letter size paper (8.5 x 11 in), double-sided. If using A4 paper (210 x 297 mm), configure the printer to scale the content accordingly.

Intended Audience

Any person installing, operating, and/or maintaining this product should completely read through the guide that shipped with the product, as well as this manual, before installing, operating, or maintaining this product.

Disclaimer

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1. Before You Begin

What Is Included：

- STRIKE M PRO S7   ***1**

- Seetronic Powerkon IP65 power cable   ***1**

- Seetronic Powerkon IP65 signal cable（Optional）

- Safety rope   ***1**（Optional）

- Omega bracket with mounting hardware   ***2**   **or**   Folded clamps   ***1**（Optional）

- Cartoon box   ***1**   **or**   Flight case<4 in 1>   ***1**（Optional）

Text Conventions

Convention	Meaning
1-512	A range of values
50/60	A set of values of which only one can be chosen
Settings	A menu option not to be modified
<ENTER>	A key to be pressed on the product's control panel

Symbols

Symbol	Meaning
⚠	Critical installation, configuration, or operation information. Not following these instructions may make the product not work, cause damage to the product, or cause harm to the operator.
ⓘ	Important installation or configuration information. The product may not function correctly if this information is not used.
📝	Useful information.

⚠   Any reference to data or power connections in this manual assumes the use of Seetronic IP-rated cables.

📝   The term ″DMX″ used throughout this manual refers to the USITT DMX512-A digital data transmission protocol. Connection of the control signal: DMX line

•The product has XLR sockets for DMX input and output.

•Notice: This control circuit is isolated and belongs to the Class 2 data port. The control circuit has a

cumulative leakage current of less than 3.5 mA.

Safety Notes

Read all the following safety notes before working with this product. These notes contain important information about the installation, usage, and maintenance of this product.

⚠️ This product contains no user-serviceable parts. Any reference to servicing in this User Manual will only apply to properly trained, certified technicians. Do not open the housing or attempt any repairs.

ⓘ All applicable local codes and regulations apply to proper installation of this product.

•The luminaire is intended for professional use only.

•If the external flexible cable or cord of this luminaire is damaged, it shall be replaced by a special cord or cord

exclusively available from the manufacturer or its service agent.

•The light source contained in this luminaire shall only be replaced by the manufacturer or its service agent or a

similar qualified person.

•**CAUTION:**

•This product's housing may be hot when operating. Mount this product in a location with adequate ventilation, at

least 20 in (50 cm) from adjacent surfaces.

•When transferring the product from extreme temperature environments, (e.g., cold truck to warm humid ballroom)

condensation may form on the internal electronics of the product. To avoid causing a failure, allow the product to
fully acclimate to the surrounding environment before connecting it to power.

•Flashing light is known to trigger epileptic seizures. User must comply with local laws regarding notification of

strobe use.

•**ALWAYS:**

•Disconnect from power before cleaning the product or replacing the fuse.

•When using an IP65-rated product in an outdoor environment, use IP65- (or higher) rated power and data cable.

•Replace and secure IP-rated protective covers to all power, data, USB, or other ports when not in use.

•Replace the fuse with the same type and rating.

•Use a safety cable when mounting this product overhead.

•Connect this product to a grounded and protected circuit.

•**DO NOT:**

   •Open this product. It contains no user-serviceable parts.

   •Look at the light source when the product is on.

   •Leave any flammable material within 20 cm of this product while operating or connected to power.

   •Connect this product to a dimmer or rheostat.

   •Operate this product if the housing, lenses, or cables appear damaged.

   •Submerge this product (adhere to standards for the published IP rating). Regular outdoor operation is fine.

   •Permanently install outdoors in locations with extreme environmental conditions. This includes, but is not limited to:

      •Exposure to a marine/saline environment (within 3 miles of a saltwater body of water).

      •Locations where normal temperatures exceed the temperature ranges in this manual.

      •Locations that are prone to flooding or being buried in snow.

      •Other areas where the product will be subject to extreme radiation or caustic substances.

•ONLY use the handles or the hanging/mounting brackets to carry this product.

•The maximum ambient temperature is 113 °F (45 °C). Do not operate this product at higher temperatures.

•The minimum startup temperature is -4°F (-20°C). Do not start the product at lower temperatures.

•The minimum ambient temperature is 14°F (-10°C). Do not operate the product at lower temperatures.

•To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.

•In the event of a serious operating problem, stop using immediately.

If a S7 product requires service, contact S7 Technical Support.

2. Introduction

Description

   S7 is an IP65-rated motorized strobe/wash with two ultra-bright, white light tube elements surrounded by an electrifying, color-mixing, and pixel-mappable face. This versatile strobe light can double as a wash fixture with 180° tilt range to throw bright saturated color wherever needed. The IP65 casing protects the fixture from any environmental factors or weather and has a folded clamps to mount the fixture horizontally or vertically without any hassle. Multiple programming personalities give a varying amount of control, from simple setups with a multitude of built-in effects, or wider control options to take advantage of the pixel-mappable zones: 14 in the RGB face and 28 in the two tube elements. Built-in alignment pins insure perfectly straight linear arrays to create massive arrangements. DMX, Art-Net, and sACN control. All LEDs feature 16-bit dimming for smooth fades and Pulse Width Modulation (PWM) for on-camera use.

Features

•High-power, 180° tilting hybrid strobe/wash with IP65 rating for all-weather use

•14 controllable sections of RGB LEDs and 28 sections of control of the white strobe LEDs

•Multiple mounting locations and a yoke that can be repositioned with ¼ turn adapters for creative and convenient rigging options in vertical and horizontal orientations

•Multitude of built-in effect macros with control parameters

•DMX, Art-Net, and sACN control capability

•16-bit dimming control for smooth, perfect fades

•Easy-to-use OLED display

•Rugged design for years of rough use in the most extreme conditions

•Adjustable PWM and Remote Device Management (RDM) for added flexibility

•USB port for fixture software updates

•Built-in alignment pins to ensure perfectly straight linear arrays

Product Overview
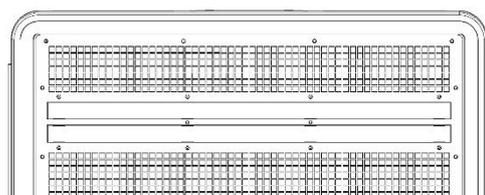
#	NAME
1	Power in
2	3 or 5-pin DMX in/out
3	Network in/out
4	USB-C port
5	Touchscreen display/control panel
6	Folded clamps

Product Dimensions

357.5mm
14.07in

424mm
16.69in

187.96mm
7.4in
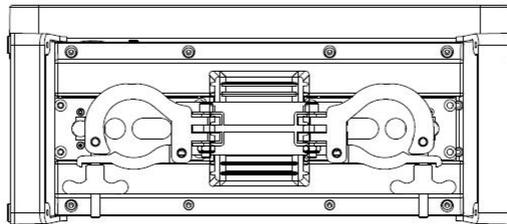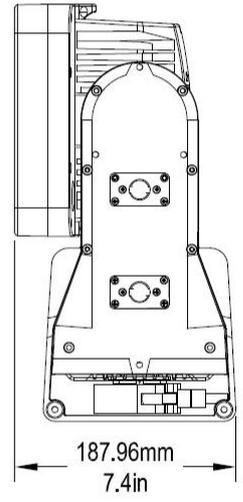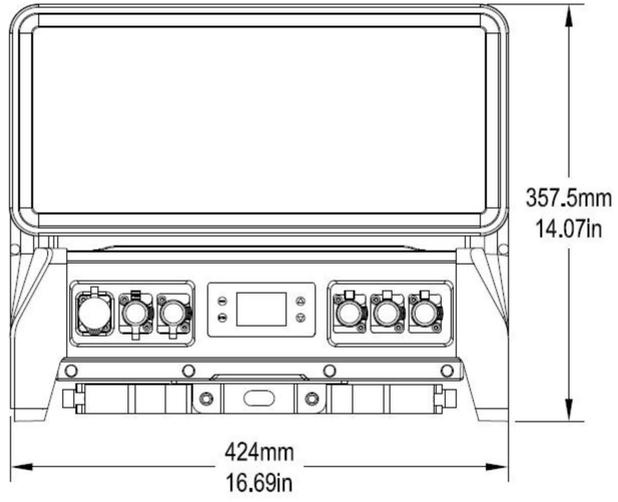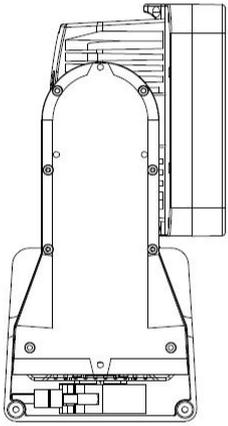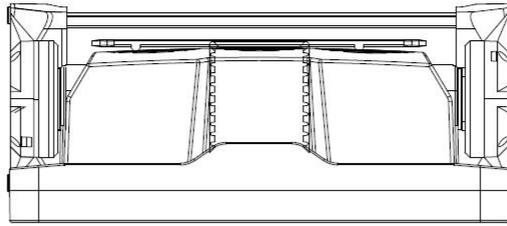
3. Setup

AC Power

The S7 has an auto-ranging power supply, and it can work with an input voltage range of 100 to 240 VAC, 50/60Hz. To determine the product's power requirements (circuit breaker, power outlet, and wiring), use the current value listed on the label affixed to the product's back panel, or refer to the product's specifications chart. The listed current rating indicates the product's average current draw under normal conditions.

⚠️ • Always connect the product to a protected circuit (a circuit breaker or fuse). Make sure the product has an appropriate electrical ground to avoid the risk of electrocution or fire.
• To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.

ⓘ All applicable local codes and regulations apply to proper installation of this product.

AC Plug

The S7 comes with a power input cable terminated with a Seetronic Powerkon IP65 connector on one end and an Edison plug on the other end (U.S. market).

DMX Linking

The S7 can be linked to a DMX controller using a 3-pin DMX connection. If using other DMX compatible products with this product, it is possible to control each individually with a single DMX controller.

DMX Personalities

The S7 uses a 5-pin DMX data connection for the **8Ch, 11Ch, 13Ch, 24Ch, 30Ch, 47CH,68CH, 74CH**, and **97CH** DMX personalities.
•Refer to the Introduction for a brief description of each DMX personality.
•Refer to the Operation chapter to learn how to configure the S7 to work in these personalities.
•The Control Channel Assignments and Values section provides detailed information regarding the DMX personalities.

Remote Device Management

Remote Device Management (RDM) is a standard for allowing DMX-enabled devices to communicate bi-directionally along existing DMX cabling. Check the DMX controller's User Manual or with the manufacturer as not all DMX controllers have this capability. The S7 supports RDM protocol that allows feedback to make changes to menu map options.

Mounting

Before mounting the product, read and follow the safety recommendations indicated in the Safety Notes.

Orientation

Always mount this product in a safe position, making sure there is adequate room for ventilation, configuration, and maintenance.

Rigging

OUR COMPANY recommends using the following general guidelines when mounting this product.

- Before deciding on a location for the product, always make sure there is easy access to the product for maintenance and programming.
- Make sure that the structure and attachment points can support the weight before hanging the product (see the Technical Specifications for weight information).
- When mounting the product overhead, always use a safety cable. Mount the product securely to a rigging point, whether an elevated platform or a truss.
- When rigging the product onto a truss, use a mounting clamp of appropriate weight capacity.

Product Mounting Diagram

Safety cable

Safety cable
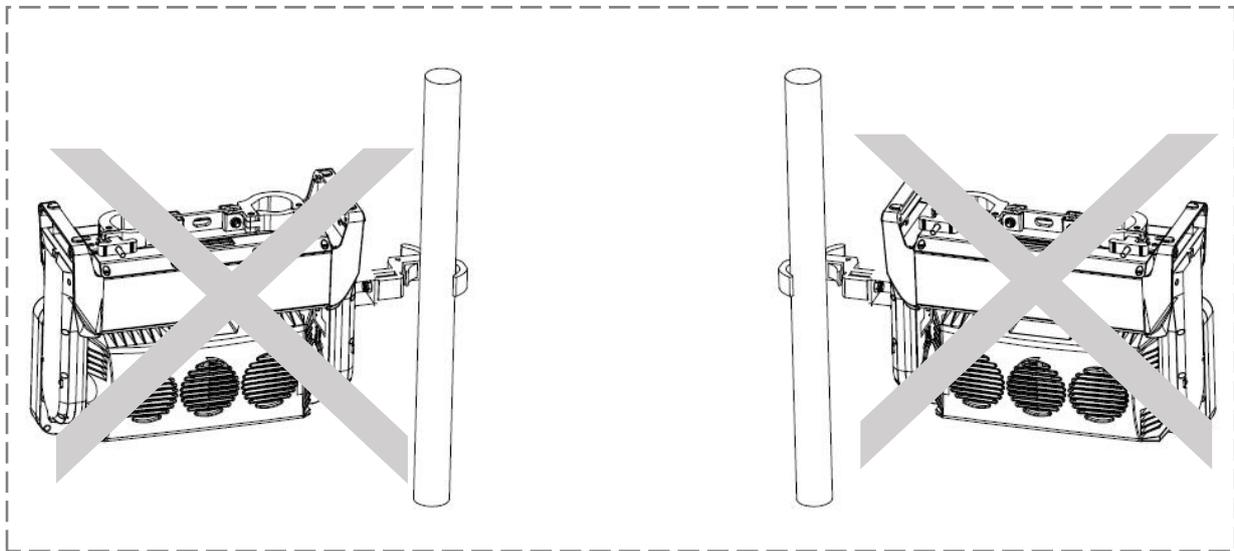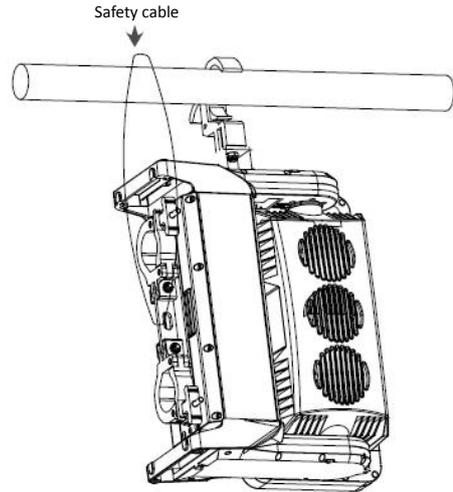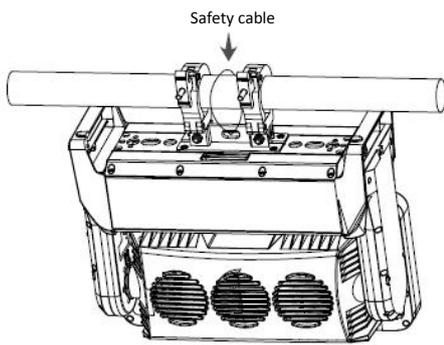
4. Operation

Control Panel Description

Button	Function
<MENU>	Exits from the current menu or function
<UP>	Enables the selected menu or sets the selected value in to the current function
<DOWN>	Navigates upward through the menu list or increases the numeric value when in a function
<ENTER>	Navigates downward through the menu list or decreases the numeric value when in a function

Programming

Refer to the Menu Map to understand the menu options. The menu map shows the main level and a variable number of programming levels for each option.

- To go to the desired main level, press **<MENU>** repeatedly until the option shows on the display. Press **<ENTER>** to select. This will show the first programming level for that option.
- To select an option or value within the current programming level, press **<UP>** OR **<DOWN>** until the option shows on the display. Press **<ENTER>** to select. This will show the selected value or the first option of the next

programming level.
• press **\<MENU\>**repeatedly to exit to the previous main level.

Control Personalities

To set the control personality:

1. Go to the DMX Channel main level.
2. Select the desired personality, from **8CH, 11CH, 13CH, 24CH, 30CH, 47CH,68CH, 74CH,** and **97CH.**

> • See the Starting Address personality. section for the highest starting address available for each personality.
> • Make sure that the starting addresses on the various products do not overlap due to the new personality setting.

Starting Address

Each product will respond to a unique starting address from the controller. All products with the same starting address will respond in unison. To set the starting address:

1. Go to the Start Address main level.
2. Select the starting address (1–512).
   • The highest recommended starting address for 8CH is 505.
   • The highest recommended starting address for 11CH is 502.
   • The highest recommended starting address for 13CH is 500.
   • The highest recommended starting address for 24CH is 489.
   • The highest recommended starting address for 30CH is 483.
   • The highest recommended starting address for 47CH is 466.
   • The highest recommended starting address for 68CH is 445.
   • The highest recommended starting address for 74CH is 439.
   • The highest recommended starting address for 97CH is 416.

Menu Map

Main Menu	Submenu	Menu function options and instructions
DMX SETTINGS	DMX Address	Set the DMX start address
		1-505 (8CH)
		1-502 (11CH)
		1-500 (13CH)
		1-489 (24CH)
		1-483 (30CH)
		1-466 (74CH)
		1-416 (97CH)
	DMX Channel Mode	Set the DMX channel mode
		8CH

		11CH		
		13CH		
		24CH		
		30CH		
		74CH		
		97CH		
	No DMX Status	Blackout	Takes all traits to 0 when DMX signal is lost or interrupted.	
		Hold	Holds all traits at last received value when DMX signal is lost or interrupted.	
		Manual	Defaults to values set in Manual Mode when DMX signal is lost or interrupted.	
	Connect	DMX		
		Art-Net		
		sACN		
	Network	IP address XXX.XXX.XXX.XXX		
		Subnet Mask XXX.XXX.XXX.XXX		
	Art-Net Settings	Net (0-127)		
		Sub-Net(0-15)		
		Universe (0-15)		
	sACN Settings	Universe(1-32000)		
		Priority (0-200)		
PERSONALITY	Dim Modes	Standard		
		Stage		
		TV		
		Architectural		
		Theatre		
		Stage 2		
	Dimmer Curve	Linear		
		Square		
		Inv. Sq		
		S-Curve		
	Display	Display Backlight	Off - 2 min	
		Display Lock	Off - 10 min	
		Display Invert	No / Yes	
		Language (语言设置)	English/中文	
	Tilt Reverse	No / Yes		
	Plate1 Revers	No / Yes		
	Plate2 Revers	No / Yes		
	Plate swap	No / Yes		
	Beam1 Reverse	No / Yes		
	Beam1 Revers	No / Yes		
	Beam1 swap	No / Yes		

	Temperature Unit	°C / °F	
	Fan Speed	Low	
		High	
		Auto	
MANUAL	Tilt	000 - 255	
	Red	000 - 255	
	Green	000 - 255	
	Blue	000 - 255	
	White	000 - 255	
	Dimmer	000 - 255	
	Strobe Effect	000 - 255	
	Strobe Rat	000 - 255	
	Strobe Duration	000 - 255	
FIXTURE TEST	All Test		
	Tilt Test		
	Lamp Test		
FIXTURE INFO	Fixture Use Hour		
	LED Use Hour	Total LED Hour	
		LED On Hour	
		LED Hours Rese	
	Temperature		
	Fan State		
	RDM UID (设备ID)	XXXXXX	
	Error Log	Fixture Errors	LED Fan Error
			Temperature Error
		Reset Error Log	No / Yes
	Firmware Version	xxx	
RESET	All Reset	No / Yes	

DMX Values
97CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
10	Plate pixel 1 red	000 ⇔ 255	0–100%
11	Plate pixel 1 green	000 ⇔ 255	0–100%
12	Plate pixel 1 blue	000 ⇔ 255	0–100%
13	Plate pixel 2 red	000 ⇔ 255	0–100%
14	Plate pixel 2 green	000 ⇔ 255	0–100%
15	Plate pixel 2 blue	000 ⇔ 255	0–100%
16	Plate pixel 3 red	000 ⇔ 255	0–100%
17	Plate pixel 3 green	000 ⇔ 255	0–100%
18	Plate pixel 3 blue	000 ⇔ 255	0–100%
19	Plate pixel 4 red	000 ⇔ 255	0–100%
20	Plate pixel 4 green	000 ⇔ 255	0–100%
21	Plate pixel 4 blue	000 ⇔ 255	0–100%
22	Plate pixel 5 red	000 ⇔ 255	0–100%
23	Plate pixel 5 green	000 ⇔ 255	0–100%
24	Plate pixel 5 blue	000 ⇔ 255	0–100%
25	Plate pixel 6 red	000 ⇔ 255	0–100%
26	Plate pixel 6 green	000 ⇔ 255	0–100%
27	Plate pixel 6 blue	000 ⇔ 255	0–100%
28	Plate pixel 7 red	000 ⇔ 255	0–100%
29	Plate pixel 7 green	000 ⇔ 255	0–100%
30	Plate pixel 7 blue	000 ⇔ 255	0–100%
31	Plate pixel 8 red	000 ⇔ 255	0–100%
32	Plate pixel 8 green	000 ⇔ 255	0–100%
33	Plate pixel 8 blue	000 ⇔ 255	0–100%
34	Plate pixel 9 red	000 ⇔ 255	0–100%
35	Plate pixel 9 green	000 ⇔ 255	0–100%
36	Plate pixel 9 blue	000 ⇔ 255	0–100%
37	Plate pixel 10 red	000 ⇔ 255	0–100%
38	Plate pixel 10 green	000 ⇔ 255	0–100%
39	Plate pixel 10 blue	000 ⇔ 255	0–100%
40	Plate pixel 11 red	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
41	Plate pixel 11 green	000 ⇔ 255	0–100%
42	Plate pixel 11 blue	000 ⇔ 255	0–100%
43	Plate pixel 12 red	000 ⇔ 255	0–100%
44	Plate pixel 12 green	000 ⇔ 255	0–100%
45	Plate pixel 12 blue	000 ⇔ 255	0–100%
46	Plate pixel 13 red	000 ⇔ 255	0–100%
47	Plate pixel 13 green	000 ⇔ 255	0–100%
48	Plate pixel 13 blue	000 ⇔ 255	0–100%
49	Plate pixel 14 red	000 ⇔ 255	0–100%
50	Plate pixel 14 green	000 ⇔ 255	0–100%
51	Plate pixel 14 blue	000 ⇔ 255	0–100%
52	Beam pixel 1	000 ⇔ 255	0–100%
53	Beam pixel 2	000 ⇔ 255	0–100%
54	Beam pixel 3	000 ⇔ 255	0–100%
55	Beam pixel 4	000 ⇔ 255	0–100%
56	Beam pixel 5	000 ⇔ 255	0–100%
57	Beam pixel 6	000 ⇔ 255	0–100%
58	Beam pixel 7	000 ⇔ 255	0–100%
59	Beam pixel 8	000 ⇔ 255	0–100%
60	Beam pixel 9	000 ⇔ 255	0–100%
61	Beam pixel 10	000 ⇔ 255	0–100%
62	Beam pixel 11	000 ⇔ 255	0–100%
63	Beam pixel 12	000 ⇔ 255	0–100%
64	Beam pixel 13	000 ⇔ 255	0–100%
65	Beam pixel 14	000 ⇔ 255	0–100%
66	Beam pixel 15	000 ⇔ 255	0–100%
67	Beam pixel 16	000 ⇔ 255	0–100%
68	Beam pixel 17	000 ⇔ 255	0–100%
69	Beam pixel 18	000 ⇔ 255	0–100%
70	Beam pixel 19	000 ⇔ 255	0–100%
71	Beam pixel 20	000 ⇔ 255	0–100%
72	Beam pixel 21	000 ⇔ 255	0–100%
73	Beam pixel 22	000 ⇔ 255	0–100%
74	Beam pixel 23	000 ⇔ 255	0–100%
75	Beam pixel 24	000 ⇔ 255	0–100%
76	Beam pixel 25	000 ⇔ 255	0–100%
77	Beam pixel 26	000 ⇔ 255	0–100%
78	Beam pixel 27	000 ⇔ 255	0–100%
79	Beam pixel 28	000 ⇔ 255	0–100%
80	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes

Channel	Function	Value	Percent/Setting				
81	Plates foreground	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
82	Plate foreground dimmer	000 ⇔ 255	0–100%				
83	Plates background	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
84	Plate background dimmer	000 ⇔ 255	0–100%				
85	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)				
		003 ⇔ 255	see Plate Patterns				
86	Plate 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				

Channel	Function	Value	Percent/Setting
87	Plate 1 (pixels 1–7) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
88	Plate 2 (pixels 8–14) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
89	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
90	Plate 2 (pixels 8–14) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
91	Beam 1 (pixels 1–14) FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
92	Beam 1 (pixels 1–14) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
93	Beam 1 (pixels 1–14) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
94	Beam 2 (pixels 15–28) FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
95	Beam 2 (pixels 15–28) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
96	Beam 2 (pixels15–28) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long

Channel	Function	Value	Percent/Setting
97	**Control*** (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1 (Dimmer Mode)
		016 ⇔ 020	Dimmer 2 (Dimmer Mode)
		021 ⇔ 025	Dimmer 3 (Dimmer Mode)
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Auto (Fan mode)
		061 ⇔ 065	On (Fan mode)
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	FX pattern priority
		151 ⇔ 155	Color mix HTP on
		156 ⇔ 160	Color mix HTP off
		161 ⇔ 170	Color priority
		171 ⇔ 255	No Function

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Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Strobe	000 ⇔ 009	Open
		010 ⇔ 079	Strobe, slow to fast
		080 ⇔ 149	Pulse, slow to fast
		150 ⇔ 219	Random strobe, slow to fast
		220 ⇔ 255	Open
5	Plate pixel 1 red	000 ⇔ 255	0–100%
6	Plate pixel 1 green	000 ⇔ 255	0–100%
7	Plate pixel 1 blue	000 ⇔ 255	0–100%
8	Plate pixel 2 red	000 ⇔ 255	0–100%
9	Plate pixel 2 green	000 ⇔ 255	0–100%
10	Plate pixel 2 blue	000 ⇔ 255	0–100%
11	Plate pixel 3 red	000 ⇔ 255	0–100%
12	Plate pixel 3 green	000 ⇔ 255	0–100%
13	Plate pixel 3 blue	000 ⇔ 255	0–100%
14	Plate pixel 4 red	000 ⇔ 255	0–100%
15	Plate pixel 4 green	000 ⇔ 255	0–100%
16	Plate pixel 4 blue	000 ⇔ 255	0–100%
17	Plate pixel 5 red	000 ⇔ 255	0–100%
18	Plate pixel 5 green	000 ⇔ 255	0–100%
19	Plate pixel 5 blue	000 ⇔ 255	0–100%
20	Plate pixel 6 red	000 ⇔ 255	0–100%
21	Plate pixel 6 green	000 ⇔ 255	0–100%
22	Plate pixel 6 blue	000 ⇔ 255	0–100%
23	Plate pixel 7 red	000 ⇔ 255	0–100%
24	Plate pixel 7 green	000 ⇔ 255	0–100%
25	Plate pixel 7 blue	000 ⇔ 255	0–100%
26	Plate pixel 8 red	000 ⇔ 255	0–100%
27	Plate pixel 8 green	000 ⇔ 255	0–100%
28	Plate pixel 8 blue	000 ⇔ 255	0–100%
29	Plate pixel 9 red	000 ⇔ 255	0–100%
30	Plate pixel 9 green	000 ⇔ 255	0–100%
31	Plate pixel 9 blue	000 ⇔ 255	0–100%
32	Plate pixel 10 red	000 ⇔ 255	0–100%
33	Plate pixel 10 green	000 ⇔ 255	0–100%
34	Plate pixel 10 blue	000 ⇔ 255	0–100%
35	Plate pixel 11 red	000 ⇔ 255	0–100%
36	Plate pixel 11 green	000 ⇔ 255	0–100%
37	Plate pixel 11 blue	000 ⇔ 255	0–100%
38	Plate pixel 12 red	000 ⇔ 255	0–100%
39	Plate pixel 12 green	000 ⇔ 255	0–100%
40	Plate pixel 12 blue	000 ⇔ 255	0–100%
41	Plate pixel 13 red	000 ⇔ 255	0–100%
42	Plate pixel 13 green	000 ⇔ 255	0–100%
43	Plate pixel 13 blue	000 ⇔ 255	0–100%
44	Plate pixel 14 red	000 ⇔ 255	0–100%
45	Plate pixel 14 green	000 ⇔ 255	0–100%
46	Plate pixel 14 blue	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
47	Beam pixel 1	000 ⇔ 255	0–100%
48	Beam pixel 2	000 ⇔ 255	0–100%
49	Beam pixel 3	000 ⇔ 255	0–100%
50	Beam pixel 4	000 ⇔ 255	0–100%
51	Beam pixel 5	000 ⇔ 255	0–100%
52	Beam pixel 6	000 ⇔ 255	0–100%
53	Beam pixel 7	000 ⇔ 255	0–100%
54	Beam pixel 8	000 ⇔ 255	0–100%
55	Beam pixel 9	000 ⇔ 255	0–100%
56	Beam pixel 10	000 ⇔ 255	0–100%
57	Beam pixel 11	000 ⇔ 255	0–100%
58	Beam pixel 12	000 ⇔ 255	0–100%
59	Beam pixel 13	000 ⇔ 255	0–100%
60	Beam pixel 14	000 ⇔ 255	0–100%
61	Beam pixel 15	000 ⇔ 255	0–100%
62	Beam pixel 16	000 ⇔ 255	0–100%
63	Beam pixel 17	000 ⇔ 255	0–100%
64	Beam pixel 18	000 ⇔ 255	0–100%
65	Beam pixel 19	000 ⇔ 255	0–100%
66	Beam pixel 20	000 ⇔ 255	0–100%
67	Beam pixel 21	000 ⇔ 255	0–100%
68	Beam pixel 22	000 ⇔ 255	0–100%
69	Beam pixel 23	000 ⇔ 255	0–100%
70	Beam pixel 24	000 ⇔ 255	0–100%
71	Beam pixel 25	000 ⇔ 255	0–100%
72	Beam pixel 26	000 ⇔ 255	0–100%
73	Beam pixel 27	000 ⇔ 255	0–100%
74	Beam pixel 28	000 ⇔ 255	0–100%

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Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Beam dimmer	000 ⇔ 255	0–100%
4	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
5	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
6	Beam shutter	000 ⇔ 036	No effect
		037 ⇔ 040	Ramp up (fade on, snap off)
		041 ⇔ 044	Ram up, random
		045 ⇔ 048	Ramp down
		049 ⇔ 052	Ramp down, random
		053 ⇔ 056	Ramp up and down
		057 ⇔ 060	Ramp up and down, random
		061 ⇔ 064	Random white beam
		065 ⇔ 068	Random single pixel of white beam
		069 ⇔ 072	Lighting
		073 ⇔ 076	Spikers (flash over low light)
		077 ⇔ 080	White beam, left to right
		081 ⇔ 084	White beam, left to right, random
		085 ⇔ 088	White beam, right to left
		089 ⇔ 092	White beam, right to left, random
		093 ⇔ 096	White beam, left to right, bounce
		097 ⇔ 100	White beam, left to right, bounce, random
		101 ⇔ 104	White beam, right to left, bounce
		105 ⇔ 108	White beam, right to left, bounce, random
		109 ⇔ 112	Zig, 6 steps, outer to center pixels
		113 ⇔ 116	Zig, 6 steps, outer to center pixels, random
		117 ⇔ 120	Zag, 6 steps, outer to center pixels
		121 ⇔ 124	Zag, 6 steps, outer to center pixels, random
		125 ⇔ 128	Zigzag, 10 steps
		129 ⇔ 132	Zigzag, 10 steps, random
		133 ⇔ 179	No function
		180 ⇔ 183	Double flash
		184 ⇔ 187	Double flash, random
		188 ⇔ 191	Double flash, beam-color
		192 ⇔ 195	Double flash, beam-color, random
		196 ⇔ 199	Double flash, color-beam
		200 ⇔ 203	Double flash, color-beam, random
		204 ⇔ 207	Triple flash
		208 ⇔ 211	Triple flash, random
		212 ⇔ 215	Triple flash, beam-color-beam
		216 ⇔ 219	Triple flash, beam-color-beam, random
		220 ⇔ 223	Triple flash, color-beam-color
		224 ⇔ 227	Triple flash, color-beam-color, random
		228 ⇔ 231	Quad flash
		232 ⇔ 235	Quad flash, random
		236 ⇔ 239	Quad flash, beam-color-beam-color
		240 ⇔ 243	Quad flash, beam-color-beam-color, random
		244 ⇔ 247	Quad flash, color-beam-color-beam
		248 ⇔ 251	Quad flash, color-beam-color-beam, random
		252 ⇔ 255	No function

Channel	Function	Value	Percent/Setting
7	**Control*** (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000	No function
		001	10°
		002	20°
		003	30°
		004	40°
		005	50°
		006	60°
		007	70°
		008	80°
		009	90°
		010	100°
		011	110°
		012	120°
		013	130°
		014	140°
		015	150°
		016	160°
		017	170°
		018	180°
		019	190°
		020	200°
		021	210°
		022	220°
		023	230°
		024	240°
		025	250°
		026	260°
		027	270°
		028	280°
		029	290°
		030	300°
		031	310°
		032	320°
		033	330°
		034	340°
		035	350°
		036	360°
		037 ⇔ 038	Dimmer off
		039 ⇔ 040	Dimmer 1
		041 ⇔ 042	Dimmer 2
		043 ⇔ 044	Dimmer 3
		045 ⇔ 046	PWM 600Hz
		047 ⇔ 048	PWM 1200Hz
		049 ⇔ 050	PWM 2000Hz
		051 ⇔ 052	PWM 4000Hz
		053 ⇔ 054	PWM 6000Hz
		055 ⇔ 056	PWM 25kHz
		057 ⇔ 060	Fan auto
		061 ⇔ 067	Fan on
		068 ⇔ 071	Tilt reset
		072 ⇔ 073	Tilt invert off
		074 ⇔ 075	Tilt invert on
		076 ⇔ 077	Tilt disable off
		078 ⇔ 079	Tilt disable on

Channel	Function	Value	Percent/Setting
7	Control* (cont.)	080 ⇔ 083	Plate 1 invert off
		084 ⇔ 087	Plate 1 invert on
		088 ⇔ 091	Plate 2 invert off
		092 ⇔ 095	Plate 2 invert on
		096 ⇔ 099	Beam 1 invert off
		100 ⇔ 103	Beam 1 invert on
		104 ⇔ 107	Beam 2 invert off
		108 ⇔ 111	Beam 2 invert on
		112 ⇔ 115	Plate swap on
		116 ⇔ 119	Plate swap off
		120 ⇔ 123	Beam swap on
		124 ⇔ 125	Beam swap off
		128 ⇔ 217	No function
		218 ⇔ 221	Dimmer flash mode on
		222 ⇔ 225	Dimmer flash mode off
		226 ⇔ 229	FX pattern priority
		230 ⇔ 233	Color mix HTP on
		234 ⇔ 236	Color mix HTP off
		237 ⇔ 239	Color priority
		240 ⇔ 255	No function
8	Plate dimmer	000 ⇔ 255	0–100%
9	Plate flash duration	000 ⇔ 255	7–650 ms
10	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
11	Plate shutter	000	No function
		001	10°
		002	20°
		003	30°
		004	40°
		005	50°
		006	60°
		007	70°
		008	80°
		009	90°
		010	100°
		011	110°
		012	120°
		013	130°
		014	140°
		015	150°
		016	160°
		017	170°
		018	180°
		019	190°
		020	200°
		021	210°
		022	220°
		023	230°
		024	240°
		025	250°
		026	260°
		027	270°
		028	280°
		029	290°

Channel	Function	Value	Percent/Setting
		030	300°
		031	310°
		032	320°
		033	330°
		034	340°
		035	350°
		036	360°
		037 ⇔ 040	Ramp up (fade on, snap off)
		041 ⇔ 044	Ramp up, random
		045 ⇔ 048	Ramp down
		049 ⇔ 052	Ramp down, random
		053 ⇔ 056	Ramp up and down
11	Plate shutter (cont.)	057 ⇔ 060	Ramp up and down, random
		061 ⇔ 064	Random white beam
		065 ⇔ 068	Random single pixel of white beam
		069 ⇔ 072	Lighting
		073 ⇔ 076	Spikers (flash over low light)
		077 ⇔ 179	No function
		180 ⇔ 191	Double flash
		192 ⇔ 203	Double flash, random
		204 ⇔ 215	Triple flash
		216 ⇔ 227	Triple flash, random
		228 ⇔ 239	Quad flash
		240 ⇔ 251	Quad flash, random
		252 ⇔ 255	No function
12	Plate red main	000 ⇔ 255	Main red for the entire plate acts as the foreground color
13	Plate green main	000 ⇔ 255	Main green for the entire plate acts as the foreground color
14	Plate blue main	000 ⇔ 255	Main blue for the entire plate acts as the foreground color
15	Beam and plate FX crossfade	000 ⇔ 005	Snap from pixel to pixel
		006 ⇔ 042	Fade duration: short to long
16	Both plates FX movement speed & direction	000 ⇔ 005	Plate FX stop (no function)
		006 ⇔ 042	Left to right, fast to slow
		000 ⇔ 005	Right to left, slow to fast
17	Both plates FX select	000 ⇔ 005	Plate FX all select (all on)
		006 ⇔ 042	see Plate Patterns
18	Both beams FX movement speed & direction	000 ⇔ 005	Beam FX stop (no function)
		006 ⇔ 042	Left to right, fast to slow
		000 ⇔ 005	Right to left, slow to fast
19	Both beams FX select	006 ⇔ 042	Beam FX all select (all on)
		000 ⇔ 005	see Beam Patterns
20	Plate/beam FX dimmer	000 ⇔ 255	0–100%
21	Plate background pixel red 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
22	Plate background pixel green 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
23	Plate background pixel blue 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
24	Plate background pixel red 3	000 ⇔ 255	Plate pixel 3
25	Plate background pixel green 3	000 ⇔ 255	Plate pixel 3
26	Plate background pixel blue 3	000 ⇔ 255	Plate pixel 3
27	Plate background pixel red 4	000 ⇔ 255	Plate pixel 4
28	Plate background pixel green 4	000 ⇔ 255	Plate pixel 4
29	Plate background pixel blue 4	000 ⇔ 255	Plate pixel 4
30	Plate background pixel red 5	000 ⇔ 255	Plate pixel 5
31	Plate background pixel green 5	000 ⇔ 255	Plate pixel 5
32	Plate background pixel blue 5	000 ⇔ 255	Plate pixel 5

Channel	Function	Value	Percent/Setting
33	Plate background pixel red 6	000 ⇔ 255	Plate pixel 6
34	Plate background pixel green 6	000 ⇔ 255	Plate pixel 6
35	Plate background pixel blue 6	000 ⇔ 255	Plate pixel 6
36	Plate background pixel red 7	000 ⇔ 255	Plate pixel 7
37	Plate background pixel green 7	000 ⇔ 255	Plate pixel 7
38	Plate background pixel blue 7	000 ⇔ 255	Plate pixel 7
39	Plate background pixel red 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
40	Plate background pixel green 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
41	Plate background pixel blue 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
42	Plate background pixel red 10	000 ⇔ 255	Plate pixel 10
43	Plate background pixel green 10	000 ⇔ 255	Plate pixel 10
44	Plate background pixel blue 10	000 ⇔ 255	Plate pixel 10
45	Plate background pixel red 11	000 ⇔ 255	Plate pixel 11
46	Plate background pixel green 11	000 ⇔ 255	Plate pixel 11
47	Plate background pixel blue 11	000 ⇔ 255	Plate pixel 11
48	Plate background pixel red 12	000 ⇔ 255	Plate pixel 12
49	Plate background pixel green 12	000 ⇔ 255	Plate pixel 12
50	Plate background pixel blue 12	000 ⇔ 255	Plate pixel 12
51	Plate background pixel red 13	000 ⇔ 255	Plate pixel 13
52	Plate background pixel green 13	000 ⇔ 255	Plate pixel 13
53	Plate background pixel blue 13	000 ⇔ 255	Plate pixel 13
54	Plate background pixel red 14	000 ⇔ 255	Plate pixel 14
55	Plate background pixel green 14	000 ⇔ 255	Plate pixel 14
56	Plate background pixel blue 14	000 ⇔ 255	Plate pixel 14
57	Beam pixel intensity 1	000 ⇔ 255	Combine beam pixels 1 + 2 + 15 + 16
58	Beam pixel intensity 2	000 ⇔ 255	Combine beam pixels 3 + 17
59	Beam pixel intensity 3	000 ⇔ 255	Combine beam pixels 4 + 18
60	Beam pixel intensity 4	000 ⇔ 255	Combine beam pixels 5 + 19
61	Beam pixel intensity 5	000 ⇔ 255	Combine beam pixels 6 + 20
62	Beam pixel intensity 6	000 ⇔ 255	Combine beam pixels 7 + 21
63	Beam pixel intensity 7	000 ⇔ 255	Combine beam pixels 8 + 22
64	Beam pixel intensity 8	000 ⇔ 255	Combine beam pixels 9 + 23
65	Beam pixel intensity 9	000 ⇔ 255	Combine beam pixels 10 + 24
66	Beam pixel intensity 10	000 ⇔ 255	Combine beam pixels 11 + 25
67	Beam pixel intensity 11	000 ⇔ 255	Combine beam pixels 12 + 26
68	Beam pixel intensity 12	000 ⇔ 255	Combine beam pixels 13 + 14 + 27 + 28

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Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100% On, no flash/strobe
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100% On, no flash/strobe
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
10	Plate Invert	000 ⇔ 005	Normal alignment
		006 ⇔ 124	Invert Plate 1 and Plate 2
		125 ⇔ 130	Invert Plate 1, Plate 2 normal
		131 ⇔ 249	Invert Plate 2, Plate 1 normal
		250 ⇔ 255	No function
11	Beam Invert	000 ⇔ 005	Normal alignment
		006 ⇔ 124	Invert Beam 1 and Beam 2
		125 ⇔ 130	Invert Beam 1, Beam 2 normal
		131 ⇔ 249	Invert Beam 2, Beam 1 normal
		250 ⇔ 255	No function
12	Plate Pixel 1 + 8 Red	000 ⇔ 255	0–100%
13	Plate Pixel 1 + 8 Green	000 ⇔ 255	0–100%
14	Plate Pixel 1 + 8 Blue	000 ⇔ 255	0–100%
15	Plate Pixel 2 + 9 Red	000 ⇔ 255	0–100%
16	Plate Pixel 2 + 9 Green	000 ⇔ 255	0–100%
17	Plate Pixel 2 + 9 Blue	000 ⇔ 255	0–100%
18	Plate Pixel 3 + 10 Red	000 ⇔ 255	0–100%
19	Plate Pixel 3 + 10 Green	000 ⇔ 255	0–100%
20	Plate Pixel 3 + 10 Blue	000 ⇔ 255	0–100%
21	Plate Pixel 4 + 11 Red	000 ⇔ 255	0–100%
22	Plate Pixel 4 + 11 Green	000 ⇔ 255	0–100%
23	Plate Pixel 4 + 11 Blue	000 ⇔ 255	0–100%
24	Plate Pixel 5 + 12 Red	000 ⇔ 255	0–100%
25	Plate Pixel 5 + 12 Green	000 ⇔ 255	0–100%
26	Plate Pixel 5 + 12 Blue	000 ⇔ 255	0–100%
27	Plate Pixel 6 + 13 Red	000 ⇔ 255	0–100%
28	Plate Pixel 6 + 13 Green	000 ⇔ 255	0–100%
29	Plate Pixel 6 + 13 Blue	000 ⇔ 255	0–100%
30	Plate Pixel 7 + 14 Red	000 ⇔ 255	0–100%
31	Plate Pixel 7 + 14 Green	000 ⇔ 255	0–100%
32	Plate Pixel 7 + 14 Blue	000 ⇔ 255	0–100%
33	Beam Pixel 1 + 15	000 ⇔ 255	0–100%
34	Beam Pixel 2 + 16	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
35	**Beam Pixel 3 + 17**	**000 ⇔ 255**	0–100%
36	**Beam Pixel 4 + 18**	**000 ⇔ 255**	0–100%
37	**Beam Pixel 5 + 19**	**000 ⇔ 255**	0–100%
38	**Beam Pixel 6 + 20**	**000 ⇔ 255**	0–100%
39	**Beam Pixel 7 + 21**	**000 ⇔ 255**	0–100%
40	**Beam Pixel 8 + 22**	**000 ⇔ 255**	0–100%
41	**Beam Pixel 9 + 23**	**000 ⇔ 255**	0–100%
42	**Beam Pixel 10 + 24**	**000 ⇔ 255**	0–100%
43	**Beam Pixel 11 + 25**	**000 ⇔ 255**	0–100%
44	**Beam Pixel 12 + 26**	**000 ⇔ 255**	0–100%
45	**Beam Pixel 13 + 27**	**000 ⇔ 255**	0–100%
46	**Beam Pixel 14 + 28**	**000 ⇔ 255**	0–100%
47	**Control*** (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	**000 ⇔ 005**	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1 (dimmer mode)
		016 ⇔ 020	Dimmer 2 (dimmer mode)
		021 ⇔ 025	Dimmer 3 (dimmer mode)
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25KHz
		056 ⇔ 060	Auto (fan mode)
		061 ⇔ 065	On (fan mode)
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate 1 – invert off
		076 ⇔ 080	Plate 1– invert on
		081 ⇔ 085	Plate 2 – invert off
		086 ⇔ 090	Plate 2 – invert on
		091 ⇔ 095	Beam 1 – invert off
		096 ⇔ 100	Beam 1 – invert on
		101 ⇔ 105	Beam 2 – invert off
		106 ⇔ 110	Beam 2 – invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

30CH

Channel	Function	Value	Percent/Setting				
1	Tilt	000 ⇔ 255	0–100%				
2	Fine tilt	000 ⇔ 255	0–100%				
3	Master dimmer	000 ⇔ 255	0–100%				
4	Plate dimmer	000 ⇔ 255	0–100%				
5	Beam dimmer	000 ⇔ 255	0–100%				
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control				
		010 ⇔ 250	Slow to fast				
		251 ⇔ 255	100% On, no flash/strobe				
7	Plate flash rate	000 ⇔ 009	100%				
		010 ⇔ 250	Slow to fast				
		251 ⇔ 255	100%				
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control				
		010 ⇔ 250	Slow to fast				
		251 ⇔ 255	100% On, no flash/strobe				
9	Beam flash rate	000 ⇔ 009	100%				
		010 ⇔ 250	Slow to fast				
		251 ⇔ 255	100% on				
10	Plates red	000 ⇔ 255	0–100%				
11	Plates green	000 ⇔ 255	0–100%				
12	Plates blue	000 ⇔ 255	0–100%				
13	Beam FX	000 ⇔ 005	No function				
		006 ⇔ 042	Ramp up				
		043 ⇔ 085	Ramp down				
		086 ⇔ 128	Ramp up-down				
		129 ⇔ 171	Random				
		172 ⇔ 214	Lightning				
		215 ⇔ 255	Spikes				
14	Plates foreground	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
15	Plates foreground dimmer	000 ⇔ 255	0–100%				

Channel	Function	Value	Percent/Setting				
16	Plates background	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
17	Plates background dimmer	000 ⇔ 255	0–100%				
18	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)				
		003 ⇔ 255	see Plate Patterns				
19	Plate 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				
20	Plate 1 (pixels 1–7) FX crossfade	000 ⇔ 002	Snap from cell to cell				
		003 ⇔ 255	Fade duration: short to long				
21	Plate 2 (pixels 8–14) FX select	000 ⇔ 002	Plate FX All select (all on)				
		003 ⇔ 255	see Plate Patterns				
22	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				
23	Plate 2 (pixels 8–14) FX crossfade	000 ⇔ 002	Snap from cell to cell				
		003 ⇔ 255	Fade duration: short to long				
24	Beam 1 (pixels 1–14) FX select	000 ⇔ 002	Beam FX All select (all on)				
		003 ⇔ 255	see Beam Patterns				
25	Beam 1 (pixels 1–14) FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				
26	Beam 1 (pixels 1–14) FX crossfade	000 ⇔ 002	Snap from cell to cell				
		003 ⇔ 255	Fade duration: short to long				
27	Beam 2 (pixels 15–28) FX select	000 ⇔ 002	Beam FX All select (all on)				
		003 ⇔ 255	see Beam Patterns				

Channel	Function	Value	Percent/Setting
28	**Beam 2 (pixels 15–28) FX movement speed & direction**	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
29	**Beam 2 (pixels15–28) FX crossfade**	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
30	**Control*** (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1
		016 ⇔ 020	Dimmer 2
		021 ⇔ 025	Dimmer 3
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

24CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
10	Plates red	000 ⇔ 255	0–100%
11	Plates green	000 ⇔ 255	0–100%
12	Plates blue	000 ⇔ 255	0–100%
13	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes
14	Plates foreground	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
15	Plates foreground dimmer	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting				
16	Plates background	000 ⇔ 000	No function				
		001 ⇔ 002	White (2700K)				
		003 ⇔ 004	White (3200K)				
		005 ⇔ 006	White (4200K)				
		007 ⇔ 008	White (5600K)				
		009 ⇔ 010	White (8000K)				
		011	Blue	R: 0	G: 0	B: 255	W: 0
		012 ⇔ 048	Green+ / Blue	R: 0	G: +	B: 255	W: 0
		049	Cyan	R: 0	G: 255	B: 255	W: 0
		050 ⇔ 086	Green / Blue-	R: 0	G: 255	B: -	W: 0
		087	Green	R: 0	G: 255	B: 0	W: 0
		088 ⇔ 124	Red+ / Green	R: +	G: 255	B: 0	W: 0
		125	Yellow	R: 255	G: 255	B: 0	W: 0
		126 ⇔ 162	Red / Green-	R: 255	G: -	B: 0	W: 0
		163	Red	R: 255	G: 0	B: 0	W: 0
		164 ⇔ 200	Red / Blue+	R: 255	G: 0	B: +	W: 0
		201	Magenta	R: 255	G: 0	B: 255	W: 0
		202 ⇔ 238	Red- / Blue	R: -	G: 0	B: 255	W: 0
		239	Blue	R: 0	G: 0	B: 255	W: 0
		240 ⇔ 247	Color index, fast to slow				
		248 ⇔ 255	Color snap, fast to slow				
17	Plates background dimmer	000 ⇔ 255	0–100%				
18	Plates 1 & 2 FX select	000 ⇔ 002	Plate FX All select (all on)				
		003 ⇔ 255	see Plate Patterns				
19	Plates 1 & 2 FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				
20	Plates 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell				
		003 ⇔ 255	Fade duration: short to long				
21	Beams 1 & 2 FX select	000 ⇔ 002	Beam FX All select (all on)				
		003 ⇔ 255	see Beam Patterns				
22	Beams 1 & 2 FX movement speed & direction	000 ⇔ 005	No function				
		006 ⇔ 124	Left to right, fast to slow				
		125 ⇔ 130	No function				
		131 ⇔ 249	Right to left, slow to fast				
		250 ⇔ 255	No function				
23	Beams 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell				
		003 ⇔ 255	Fade duration: short to long				

Channel	Function	Value	Percent/Setting
24	**Control*** (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1
		016 ⇔ 020	Dimmer 2
		021 ⇔ 025	Dimmer 3
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

13CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Plate dimmer	000 ⇔ 255	0–100%
4	Beam dimmer	000 ⇔ 255	0–100%
5	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
6	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
7	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
8	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
9	Plates red	000 ⇔ 255	0–100%
10	Plates green	000 ⇔ 255	0–100%
11	Plates blue	000 ⇔ 255	0–100%
12	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes
13	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1 (dimmer mode)
		016 ⇔ 020	Dimmer 2 (dimmer mode)
		021 ⇔ 025	Dimmer 3 (dimmer mode)
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

11CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
5	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
6	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
8	Plates red	000 ⇔ 255	0–100%
9	Plates green	000 ⇔ 255	0–100%
10	Plates blue	000 ⇔ 255	0–100%
11	Beam	000 ⇔ 255	0–100%

8CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Strobe	000 ⇔ 009	Open
		010 ⇔ 079	Strobe, slow to fast
		080 ⇔ 149	Pulse, slow to fast
		150 ⇔ 219	Random strobe, slow to fast
		220 ⇔ 255	Open
5	Red	000 ⇔ 255	0–100%
6	Green	000 ⇔ 255	0–100%
7	Blue	000 ⇔ 255	0–100%
8	Beam	000 ⇔ 255	0–100%

Plate Patterns

000-002, 003, 004, 005, 006, 007, 008, 009, 010, 011, 012, 013, 014, 015, 016, 017, 018, 019, 020, 021

022, 023, 024, 025, 026, 027, 028, 029, 030, 031, 032, 033, 034, 035, 036, 037, 038, 039, 040, 041

042, 043, 044, 045, 046, 047, 048, 049, 050, 051, 052, 053, 054, 055, 056, 057, 058, 059, 060, 061

062, 063, 064, 065, 066, 067, 068, 069, 070, 071, 072, 073, 074, 075, 076, 077, 078, 079, 080-255
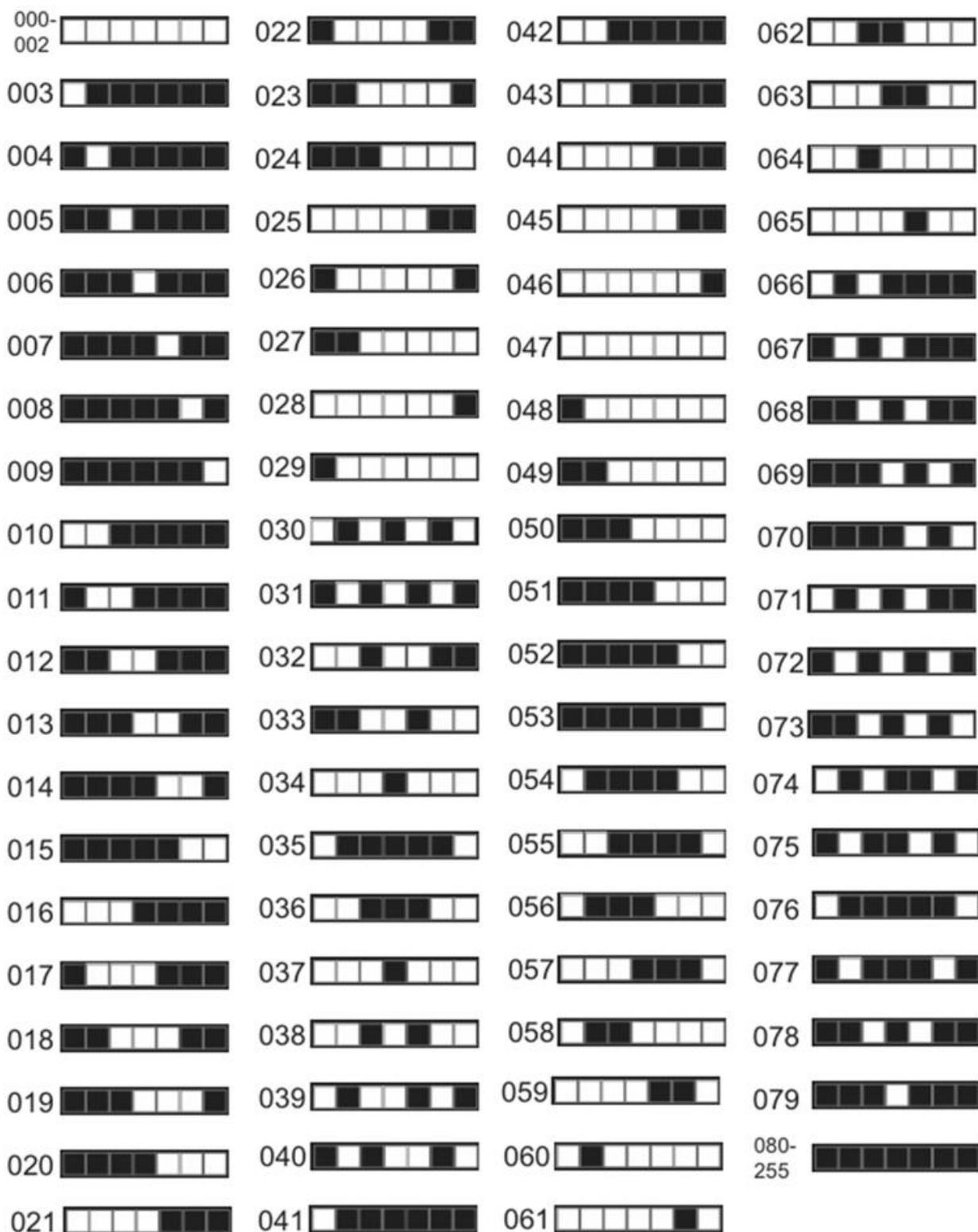
Beam Patterns

000-002	031	060	089	118
003	032	061	090	119
004	033	062	091	120
005	034	063	092	121
006	035	064	093	122
007	036	065	094	123
008	037	066	095	124
009	038	067	096	125
010	039	068	097	126
011	040	069	098	127
012	041	070	099	128
013	042	071	100	129
014	043	072	101	130
015	044	073	102	131
016	045	074	103	132
017	046	075	104	133
018	047	076	105	134
019	048	077	106	135
020	049	078	107	136
021	050	079	108	137
022	051	080	109	138
023	052	081	110	139
024	053	082	111	140
025	054	083	112	141
026	055	084	113	142
027	056	085	114	143
028	057	086	115	144
029	058	087	116	145-255
030	059	088	117	

Pixel Mapping
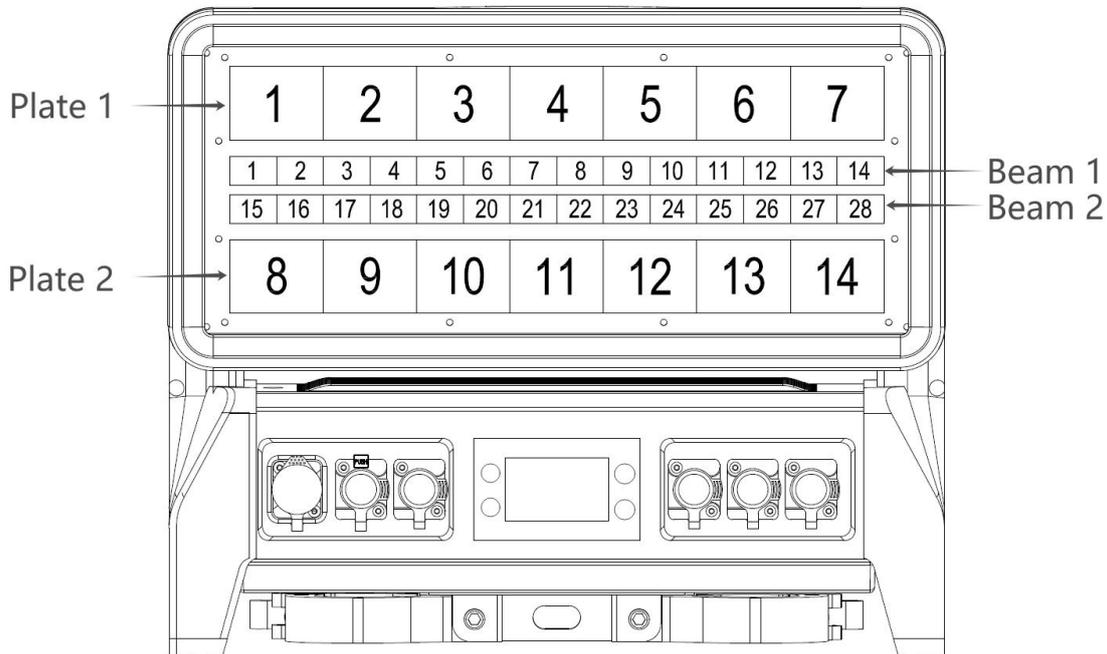
5. Maintenance

Product Maintenance

Dust build-up reduces light output performance and can cause overheating. This can lead to reduction of the light source's life and/or mechanical wear. To maintain optimum performance and minimize wear, clean all lighting products at least twice a month. However, be aware that usage and environmental conditions could be contributing factors to increase the cleaning frequency.

To clean the product, follow the instructions below:

1. Unplug the product from power.
2. Wait until the product is at room temperature.
3. Use a vacuum (or dry compressed air) and a soft brush to remove dust collected on the external surface/vents.
4. Clean all transparent surfaces with a mild soap solution, ammonia-free glass cleaner, or isopropyl alcohol.
5. Apply the solution directly to a soft, lint free cotton cloth or a lens cleaning tissue.
6. Softly drag any dirt or grime to the outside of the transparent surface.
7. Gently polish the transparent surfaces until they are free of haze and lint.

(i) Always dry the transparent surfaces carefully after cleaning them.