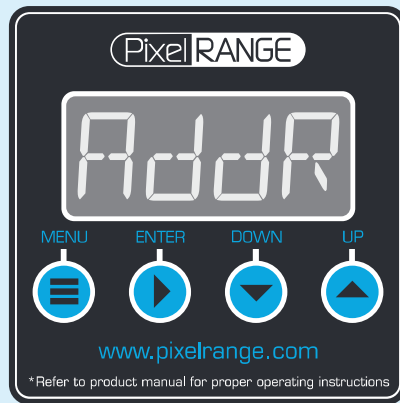


General notes

- Ensure that only one DMX device in the chain is set as master (e.g. the lighting desk). This fixture is usually set to slave mode.
- This fixture is shipped with the DMX address set to 001.
- The four digit display can be set to switch off when not in use. To restore, press **⏏**. To alter this mode use: **PER5 > dISP**.



Using the menu

- When not in the menu, the four digit display shows the current DMX address e.g. **0001**. Some of the display's decimal points are used to indicate status (see below).
- Press **⏏** to enter the menu. The four digit display will show **Addr**.
- Use **⏏** and **⏏** to move between menu options (or to change a value within an option).
- Press **⏏** to enter an option (or to fix a changed value within an option and return to the previous option level). *Note: If you do not press **⏏** to fix a value, operation will revert to the previously set mode at the next power on.*
- Press **⏏** to exit from a menu option (and eventually exit the menu completely).

Chase effects

This section describes each of the 31 internal chase effects that are selectable either via the control menu (**PER5 > [1/2] > EFEC**) or using DMX values sent from an external source. To use the internal effects, set the **Mode** option either to **EF 1** (to control effects via the menu) or **EF d**, **E:5 1**, **MA:1** or **MA:2** (to control effects externally via DMX).

DMX value	EFEC value	Chase effect description
0-7	00	Off
8-15	01	Rainbow chase forward - 6 cell split
16-23	02	Rainbow chase reverse - 6 cell split
24-31	03	White single cell chase forward
32-39	04	White single cell chase reverse
40-47	05	Double bouncing cells - centre to edge
48-55	06	50/50 duty cycle strobe white
56-63	07	50/50 duty cycle strobe red
64-71	08	50/50 duty cycle strobe blue
72-79	09	50/50 duty cycle strobe yellow
80-87	10	50/50 duty cycle strobe green
88-95	11	Pulse strobe white
96-103	12	Pulse strobe blue
104-111	13	Pulse strobe rainbow
112-119	14	Pulse strobe red/green/blue
120-127	15	Primary/secondary chase
128-135	16	Rainbow chase
136-143	17	Yellow/blue chase
144-151	18	Rainbow chase - 2 cell split
152-159	19	Yellow/blue alternate cell chase
160-167	20	Red/blue alternate cell chase
168-175	21	Red/green chase
176-183	22	Rainbow chase - 6 cell split
184-191	23	Rainbow chase - 3 cell split
192-199	24	Red/green/blue chase - 3 cell split
200-207	25	Static orange
208-215	26	Static yellow
216-223	27	Static light blue
224-231	28	Static purple
232-239	29	Static red
240-247	30	Static green
248-255	31	Static blue

* **dm: mode only**, when **PER5 > MINT** is set to **on**.

Display indications

The right hand decimal point (data dot) is used to indicate the master/slave settings and also the presence of a DMX input signal:



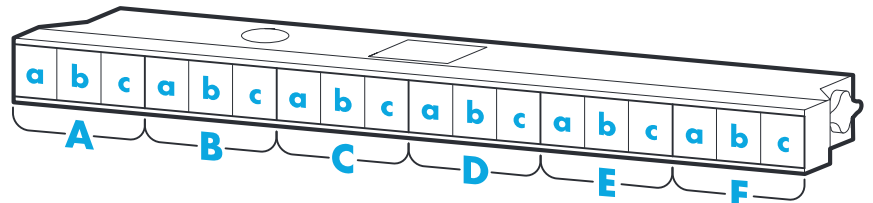
Data dot ON	Master mode
Data dot FLASHING	Slave mode (DMX data input present)
Data dot OFF	Slave mode (no DMX data present)

- When set to master mode, the fixture will scroll **MASTER** in place of a DMX address (when not within the menu).
- If the display has been set to auto off (**dISP > RoFF**), the data dot will remain active but at a lower brightness.

DMX channel and cell layouts

This section shows the different ways, when using **dm: mode**, that the 18 cells can be mapped to varying numbers of DMX channels using the **PER5 > RES** option.

The first channel of the fixture occurs at the DMX address selected using **Addr** and successive channels for the fixture follow from there.



Cells	54CH	27CH	18CH	9CH	6CH	3CH
	R G B	R G B	R G B	R G B	R G B	R G B
Aa	1 2 3] 1 2 3] 1 2 3] 1 2 3] 1 2 3] 1 2 3
Ab	4 5 6					
Ac	7 8 9					
Ba	10 11 12] 4 5 6] 4 5 6] 4 5 6] 4 5 6] 1 2 3
Bb	13 14 15					
Bc	16 17 18					
Ca	19 20 21] 10 11 12] 7 8 9] 7 8 9] 7 8 9] 7 8 9
Cb	22 23 24					
Cc	25 26 27					
Da	28 29 30] 13 14 15] 13 14 15] 13 14 15] 13 14 15] 13 14 15
Db	31 32 33					
Dc	34 35 36					
Ea	37 38 39] 19 20 21] 19 20 21] 19 20 21] 19 20 21] 19 20 21
Eb	40 41 42					
Ec	43 44 45					
Fa	46 47 48] 22 23 24] 22 23 24] 22 23 24] 22 23 24] 22 23 24
Fb	49 50 51					
Fc	52 53 54					
Master int*	55	28	19	10	7	4

Modes **E:5 1** and **MA:1** use a 54 channel layout. Modes **MA:2** and **EF d** use a 3 channel layout (Mode **EF d** uses channels 8, 9 and 10 for RGB control).

Chase effects and master intensity channel layouts

The table below shows how the chase effects and master intensity controls are mapped to DMX channels for each mode. Mode **dm: mode** does not use chase effects. The first channel of the fixture occurs at the DMX address selected using **Addr** and successive channels for the fixture follow from there.

Control	MA:1	MA:2	EF d	E:5 1
[1 Effect	Ch55	Ch4	Ch1	Ch56
[1 Speed	Ch56	Ch5	Ch2	Ch57
[1 Xfade	Ch57	Ch6	Ch3	Ch58
[2 Effect	Ch58	Ch7	Ch4	Ch59
[2 Speed	Ch59	Ch8	Ch5	Ch60
[2 Xfade	Ch60	Ch9	Ch6	Ch61
RGB master intensity	None	None	None	Ch55
Effects master intensity	None	None	None	Ch62
Combined master intensity	Ch61	Ch10	Ch7	None