

MANUALE UTENTE
USER MANUAL



HURACANBR

HURACAN STROBE BAR RGBW IP65



Order code: **SG HURACANBR**



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1. INTRODUZIONE

Grazie per avere scelto un nostro prodotto!

Vi preghiamo di fare riferimento alle istruzioni e alle avvertenze contenute nel presente manuale per l'utilizzo del dispositivo e di conservarlo per future consultazioni.

Il presente manuale contiene informazioni riguardanti l'installazione e l'utilizzo del dispositivo. Le informazioni contenute in questo documento sono state attentamente redatte e controllate. Tuttavia non è assunta alcuna responsabilità per eventuali inesattezze. Tutti i diritti sono riservati e questo documento non può essere copiato, fotocopiato, riprodotto o per intero o in parte senza previo consenso scritto della PROEL. PROEL si riserva il diritto di apportare senza preavviso cambiamenti e modifiche estetiche, funzionali o di design a ciascun proprio prodotto. PROEL non assume alcuna responsabilità sull'uso o sull'applicazione dei prodotti qui descritti.



Il simbolo del cassonetto barrato, riportato sul prodotto o sulla documentazione, indica che il prodotto non deve essere smaltito con altri rifiuti domestici al termine del ciclo di vita. Per evitare eventuali danni all'ambiente si invita l'utente a separare questo prodotto da altri tipi di rifiuti e di riciclarlo in maniera responsabile per favorire il riutilizzo sostenibile delle risorse materiali. Gli utenti domestici sono invitati a contattare il rivenditore presso il quale è stato acquistato il prodotto o l'ufficio locale preposto per tutte le informazioni relative alla raccolta differenziata e al riciclaggio per questo tipo di prodotto. Gli utenti aziendali sono invitati a contattare il proprio fornitore e verificare i termini e le condizioni del contratto di acquisto. Questo prodotto non deve essere smaltito unitamente ad altri rifiuti commerciali.



Il simbolo del lampo con freccia in un triangolo equilatero intende avvertire l'utilizzatore della presenza di "tensioni elettriche pericolose" non isolate all'interno dell'involucro del prodotto, che possono avere una intensità sufficiente a costituire rischio di scossa elettrica alle persone.



Il punto esclamativo in un triangolo equilatero intende avvertire l'utilizzatore della presenza di importanti istruzioni per l'utilizzo e la manutenzione nella documentazione che accompagna il prodotto.



Il simbolo della F indica che è consentito il montaggio dell'apparecchio su superfici normalmente infiammabili.



Il prodotto a cui questo manuale si riferisce è conforme alle Direttive Europee di cui sono oggetto relative alla sicurezza delle apparecchiature alimentate in Bassa Tensione (LVD) ed alla compatibilità elettromagnetica (EMC)



2. ISTRUZIONI DI SICUREZZA

Attenzione! Questo prodotto non è adatto ad un uso domestico.

Leggere il presente manuale prima di installare e dare corrente all'apparecchiatura, seguire le precauzioni di sicurezza elencate di seguito ed osservare tutti gli avvertimenti indicati nel presente manuale e stampati sull'apparecchiatura. Si prega di contattare un distributore PROEL per ricevere assistenza riguardo qualsiasi dubbio su come attivare l'apparecchiatura in modo sicuro. Rivolgersi ad un tecnico qualificato per qualsiasi operazione di manutenzione non descritta nel presente manuale.

Non modificare l'apparecchiatura e non installare accessori e kit di aggiornamento che non siano quelli originali PROEL.

Le persone coinvolte nell'installazione e nella manutenzione del dispositivo devono:

- Essere qualificate
- Seguire le istruzioni del presente manuale nei teatri, nelle sale, nei luoghi in cui si svolgono gli eventi, ecc.

VERIFICHE PRIMA DELL'INSTALLAZIONE

Assicurarsi che tutte le parti per il fissaggio del prodotto siano in buone condizioni.

Assicurarsi che il punto di ancoraggio sia stabile prima di posizionare il prodotto.

Il cavo di sicurezza deve essere debitamente agganciato al dispositivo e fissato alla struttura di sostegno in modo che, in caso di cedimento del sistema di supporto primario, si abbia la minore caduta possibile del dispositivo.

Se il cavo di sicurezza si usura, deve essere sostituito con un ricambio originale.

DISTANZA MINIMA DEGLI OGGETTI ILLUMINATI

Il proiettore deve essere posizionato in modo tale che gli oggetti investiti dal fascio di luce siano ad almeno 2 metri dalle lenti del proiettore.

DISTANZA MINIMA DA MATERIALI INFIAMMABILI

Il prodotto deve essere posizionato in modo tale che qualsiasi materiale infiammabile sia ad almeno 0,50 metri da qualsiasi punto della superficie del dispositivo. Non porre mai filtri o altri materiali sopra le lenti o sull'asse ottico.

SUPERFICI DI MONTAGGIO

Adatto per il montaggio su superfici con caratteristiche ignifughe normali e/o infiammabili.

TEMPERATURE DI RIFERIMENTO

Il range di temperatura ambiente d'utilizzo del dispositivo varia tra +5°C (min) e +40°C (max), al di fuori di tale intervallo l'apparecchio non deve essere utilizzato.

La temperatura massima dell'alloggiamento $T_b=80^{\circ}\text{C}$ non deve mai essere superata. Non ostruire le ventole di scarico, garantire uno spazio libero di almeno 0,5 metri attorno ai fori di aerazione.



CLASSE DI PROTEZIONE IP65

Il dispositivo è protetto dalla penetrazione di polvere (prima cifra 6) e da getti d'acqua (seconda cifra 5).

Apparecchio adatto per uso esterno.

PROTEZIONE CONTRO LE SCOSSE ELETTRICHE

Il dispositivo deve essere collegato ad un sistema di alimentazione dotato di un'efficiente messa a terra. Inoltre, si consiglia di proteggere le linee di alimentazione del prodotto dai contatti indiretti e/o da cortocircuiti verso massa utilizzando interruttori differenziali opportunamente dimensionati.

COLLEGAMENTO ALLA RETE DI ALIMENTAZIONE

Il collegamento alla rete elettrica deve essere effettuato da un installatore elettrotecnico qualificato.

Assicurarsi che la frequenza di rete e la tensione corrispondano a quelle per le quali l'apparecchio è progettato, come indicato nella targhetta dei dati elettrici. Tale targhetta indica anche la potenza assorbita a cui è necessario fare riferimento per valutare il numero massimo di dispositivi da collegare alla linea elettrica, al fine di evitare sovraccarichi.

Se il cavo di alimentazione esterno di questa apparecchiatura da illuminazione è danneggiato, deve essere sostituito con componenti originali, disponibili esclusivamente presso i rivenditori PROEL.

Non attivare mai l'apparecchiatura con lenti e/o coperture mancanti o danneggiate.

In caso di non utilizzo, si consiglia di scollegare il proiettore dalla rete elettrica.

MANUTENZIONE

Prima di iniziare qualsiasi operazione di manutenzione o pulire il prodotto, togliere la tensione dalla rete di alimentazione e scollegare il cavo dal dispositivo.

Dopo lo spegnimento non rimuovere alcuna parte del dispositivo per almeno 35 minuti onde evitare il rischio di bruciature.

Le lenti, se danneggiate, devono essere sostituite con ricambi originali.

AVVERTENZE

ATTENZIONE. Non guardare direttamente la fonte luminosa.

Non guardare il fascio di luce con lenti, occhiali, specchi o strumenti ottici simili che potrebbero modificare la convergenza di luce, arrecando gravi danni a persone e/o cose.



ATTENZIONE! PERICOLO PER GLI OCCHI!

Non guardare direttamente la fonte di luce

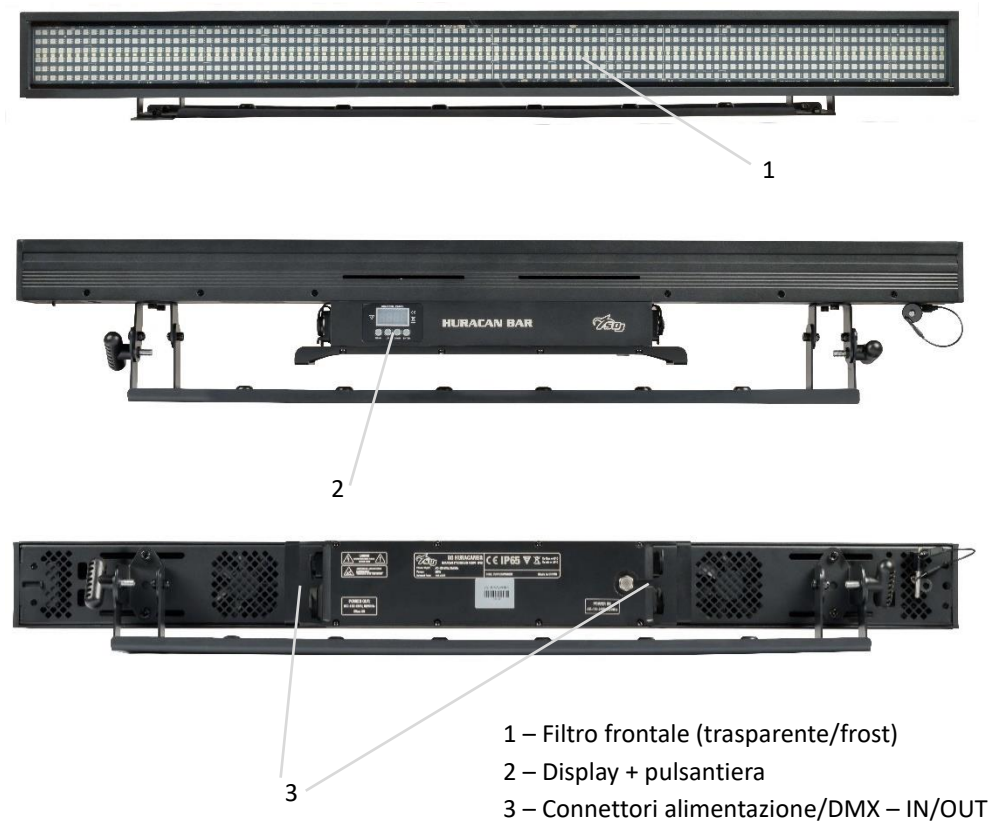
3. APERTURA DELLA CONFEZIONE E CONTROLLO

Aprire con cura la confezione, verificare il contenuto e assicurarsi che tutte le parti siano presenti e siano in buone condizioni. Nel caso in cui alcune parti non siano presenti o siano danneggiate, contattare immediatamente il proprio fornitore e conservare l'imballaggio per la verifica.

	ATTENZIONE! Se l'apparecchio è stato esposto a drastici sbalzi di temperatura, lasciare spenta l'unità finché non raggiunge la temperatura ambiente in quanto la presenza di condensa potrebbe danneggiare il prodotto se acceso.
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Controllare che la scatola contenga i seguenti articoli:

- N° 1 SG HURACANBR
- N° 1 cavo alimentazione
- N° 2 Staffe Omega
- N° 1 Manuale Utente

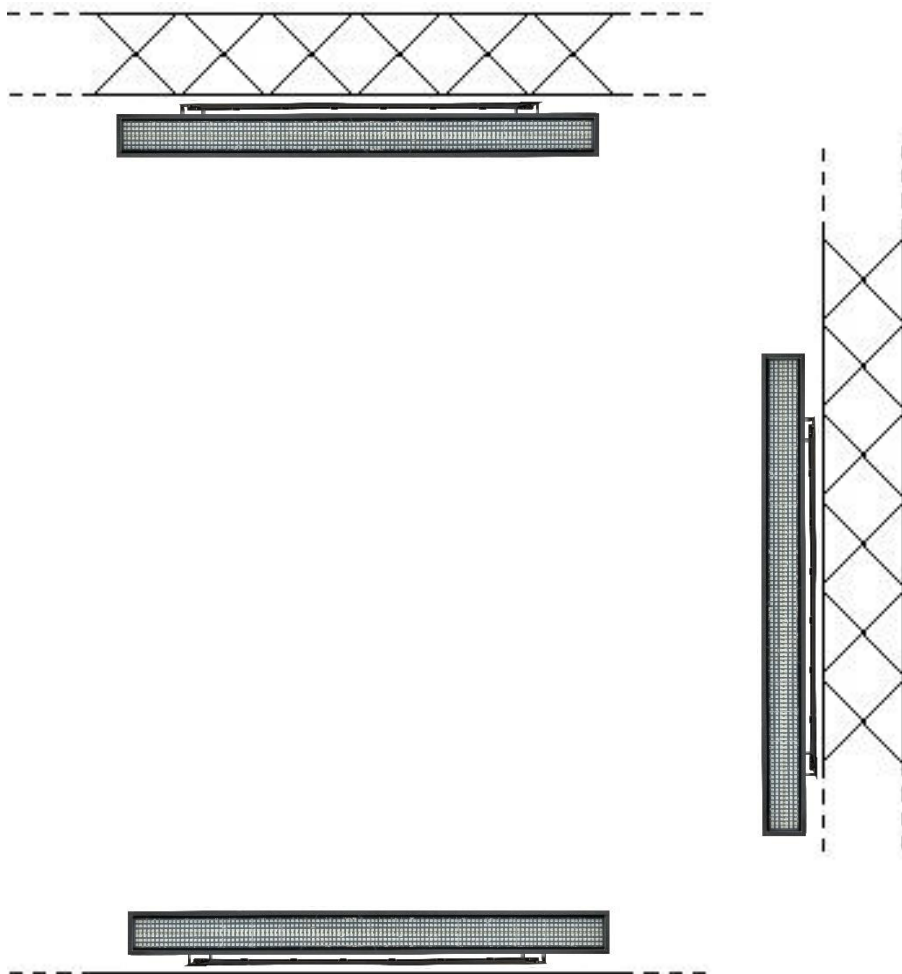




4. – INSTALLAZIONE ED ACCENSIONE

4.1 – INSTALLAZIONE PRODOTTO

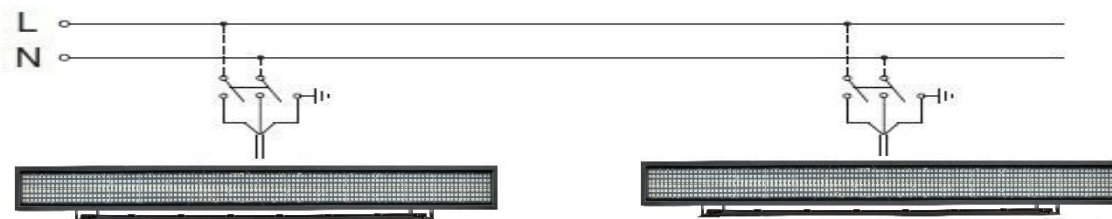
- Non scuotere l'apparecchio. Evitare l'utilizzo di forza eccessiva durante le operazioni di installazione o fissaggio dell'unità.
- L'unità può essere installata a pavimento in appoggio sugli appositi piedini in gomma, o in appendimento a soffitto o su truss.



ATTENZIONE! E' OBBLIGATORIO

il montaggio della fune di sicurezza (SG SSW385BK – SG SSW585BK vendute separatamente) nel caso in cui il prodotto sia appeso a soffitto o su truss. Ad eccezione di quando il dispositivo è appoggiato a pavimento, il montaggio del cavo di sicurezza è obbligatorio.

4.2 COLLEGAMENTO ALLA LINEA DI ALIMENTAZIONE

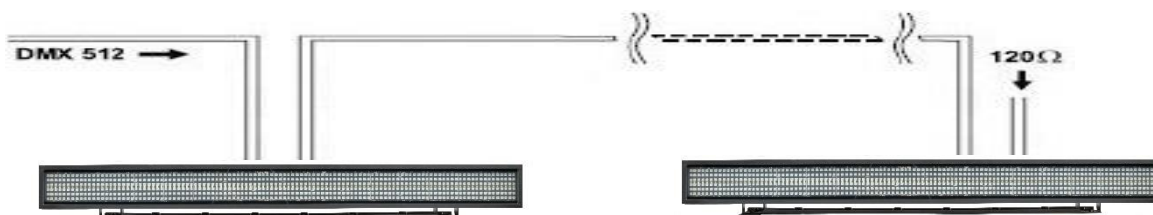


Il dispositivo deve essere collegato ad un sistema di alimentazione dotato di un'efficiente messa a terra. Inoltre, si consiglia di proteggere le linee di alimentazione dei prodotti dai contatti indiretti e/o da cortocircuiti verso massa utilizzando interruptori differenziali opportunamente dimensionati.

Il collegamento alla rete elettrica deve essere effettuato da un installatore elettrotecnico qualificato.

Assicurarsi che la frequenza di rete e la tensione corrispondano a quelle per le quali il dispositivo è progettato, come indicato nella targhetta dei dati elettrici.

4.3 COLLEGAMENTO ALLA CATENA DMX



Utilizzare un cavo conforme alle specifiche EIA RS-485: bipolare intrecciato, schermato, 120Ohm di impedenza caratteristica e bassa capacità (SAGITTER SG DMX3 – SG DMX5).

Non utilizzare cavo microfonico o altro cavo con caratteristiche diverse da quelle specificate. Le terminazioni devono essere effettuate con connettori maschio/femmina tipo XLR a 3 pin. È necessario inserire sull'ultimo apparecchio uno spinotto terminale con una resistenza da 120Ohm (minimo 1/4 W) tra i terminali 2 e 3.

IMPORTANTE: I cavi non devono entrare in contatto tra di loro o con l'involucro metallico dei connettori. L'involucro stesso deve essere collegato alla calza di schermo ed al piedino 1 dei connettori.



5. – ISTRUZIONI PER L'USO

5.1 – MAPPA DEL MENU'

Menu (in grey color the default values)

Function	Comment
A001 – A512	Set DMX address from 001 to 512
C8 – C11 – C14 – C16 – C18 – C21 – C22 – C27 – C32 – C36 – C64 – C69 – C112 – C117	Set the DMX channel mode from 8 CH to 117 CH
M000 – M063	Manual settings of the RGB effects
S000 – S255	Speed and direction settings of RGB effects 000 – 127 forward direction from slow to fast 128 – 255 reverse direction from slow to fast
N000 – N063	Manual settings of the White effects
S000 – S255	Speed and direction settings of White effects 000 – 127 forward direction from slow to fast 128 – 255 reverse direction from slow to fast
R000 – R255	Manual setting of Red dimmer
G000 – G255	Manual setting of Green dimmer
B000 – B255	Manual setting of Blue dimmer
W000 – W255	Manual setting of White dimmer
D000 – D255	Manual setting of Master dimmer
P000 – P255	Manual setting of Strobe
F000 – F001	Manual setting of Frost Filter: 000 = frost filter active 001 = frost filter not active
RS00 – RS01	Reset: 00=OFF – 01=ON
Txxx	Temperature indicator value

Hidden menu (under A001, press and hold MENU button) – (in grey color the default values)

Function	Comment
R255 – R000	Set the Red color current
G255 – G000	Set the Green color current
B255 – B000	Set the Blue color current
W255 – W000	Set the White color current
SIG0 – SIG1	Status if NO DMX: SIG0 = blackout SIG1 = hold
Dir0 – Dir1	Dir0 = standard direction: default sectors mapping and patterns dir. Dir1 = inverted direction: swap sectors mapping and patterns dir.
FAN0 – FAN1	Fans setting: FAN0: the fans start immediately after one color is switched ON FAN1: the fans start when the temperature reaches a specific value
T040 – T070 Default T060	Temperature protection setting. when the temperature reaches the value set in this option, the light is reduced.
DF00 – DF01	Default reset: 00=OFF – 01=ON

To Exit from the hidden menu, press and hold MENU button



5.2 – MODALITA' MASTER/SLAVE

In questa modalità possono essere collegate più unità insieme come un'unica catena e funzionare in modo sincronizzato.

1. Utilizzare un cavo DMX per collegare insieme tutte le unità dal connettore DMX OUT a DMX IN.
2. Definire la prima unità della catena come Master.
3. Far funzionare l'unità Master in modalità Automatica o Musicale Master, per far funzionare l'intero sistema. L'intera catena di unità Slave si comporterà come l'unità Master.
Gli slave dovranno essere impostati in modalità DMX 001

5.3 – MODALITA' DMX

8 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display
Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Red	000 – 255	Red intensity
4	Green	000 – 255	Green intensity
5	Blue	000 – 255	Blue intensity
6	White	000 – 255	White intensity
7	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
8	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



11 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer 1	000 – 255	Master dimmer of plate + beam sectors 1
2	Master dimmer 2	000 – 255	Master dimmer of plate + beam sectors 2
3	Master dimmer 3	000 – 255	Master dimmer of plate + beam sectors 3
4	Master dimmer 4	000 – 255	Master dimmer of plate + beam sectors 4
5	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
6	Red	000 – 255	Red intensity
7	Green	000 – 255	Green intensity
8	Blue	000 – 255	Blue intensity
9	White	000 – 255	White intensity
10	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
11	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



14 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

position of the display

Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Strobe rate	000 – 255	Speed of plate + beam strobe <i>Slow → Fast</i>
3	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow → fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
4	Red	000 – 255	Red intensity
5	Green	000 – 255	Green intensity
6	Blue	000 – 255	Blue intensity
7	White	000 – 255	White intensity
8	Macro colors	000 – 255	Macro colors. *Please see details in the specific table below
9	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
10	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
11	Pattern direction	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
12	Pattern fade out	000 – 255	Fade OUT effect <i>Fast → Slow</i>
13	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
14	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



16 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity 1
2	Green 1	000 – 255	Green intensity 1
3	Blue 1	000 – 255	Blue intensity 1
4	Red 2	000 – 255	Red intensity 2
5	Green 2	000 – 255	Green intensity 2
6	Blue 2	000 – 255	Blue intensity 2
7	Red 3	000 – 255	Red intensity 3
8	Green 3	000 – 255	Green intensity 3
9	Blue 3	000 – 255	Blue intensity 3
10	Red 4	000 – 255	Red intensity 4
11	Green 4	000 – 255	Green intensity 4
12	Blue 4	000 – 255	Blue intensity 4
13	White 1	000 – 255	White intensity 1
14	White 2	000 – 255	White intensity 2
15	White 3	000 – 255	White intensity 3
16	White 4	000 – 255	White intensity 4



18 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns)

Swap sectors mapping (Dir1 – Swap mapping and patterns)

position of the display

Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Plate + beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
5	Red	000 – 255	Red intensity
6	Green	000 – 255	Green intensity
7	Blue	000 – 255	Blue intensity
8	White	000 – 255	White intensity
9	Plate + beam pattern effects	000 – 255	Plate + beam pattern effects. *Please see details in the specific table below



10	Plate + beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
11	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
12	Plate pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
13	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
14	Beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
15	Background color	000 – 255	Color mix of background color
16	Background dimmer	000 – 255	Background dimmer 0-100%
17	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
18	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset

21 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer 1	000 – 255	Master dimmer of plate + beam sector 1
2	Master dimmer 2	000 – 255	Master dimmer of plate + beam sector 2
3	Master dimmer 3	000 – 255	Master dimmer of plate + beam sector 3
4	Master dimmer 4	000 – 255	Master dimmer of plate + beam sector 4
5	Plate + beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)



6	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
8	Red	000 – 255	Red intensity
9	Green	000 – 255	Green intensity
10	Blue	000 – 255	Blue intensity
11	White	000 – 255	White intensity
12	Plate + beam pattern effects	000 – 255	Plate + beam pattern effects. *Please see details in the specific table below
13	Plate + beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
14	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
15	Plate pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
16	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
17	Beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
18	Background color	000 – 255	Color mix of background colors
19	Background dimmer	000 – 255	Background dimmer 0-100%
20	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
21	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



22 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

position of the display

Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer	000 – 255	Master dimmer of plate
2	Plate dimmer fine	000 – 255	Master dimmer fine of plate
3	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow → Fast</i>
4	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow → fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
5	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow → Fast</i>
6	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow → fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
7	Red	000 – 255	Red intensity
8	Green	000 – 255	Green intensity
9	Blue	000 – 255	Blue intensity
10	Beam dimmer	000 – 255	Master dimmer of beam
11	Beam dimmer fine	000 – 255	Master dimmer fine of beam
12	Macro colors	000 – 255	Macro colors *Please see details in the specific table below
13	Plate pattern effects	000 – 255	Plate pattern effects *Please see details in the specific table below
14	Plate pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
15	Plate pattern fade out	000 – 255	Plate pattern Fade OUT effect <i>Fast → Slow</i>
16	Beam pattern effects	000 – 255	Beam pattern effect *Please see details in the specific table below
17	Beam pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>



		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
18	Beam pattern fade out	000 – 255	Beam pattern Fade OUT effect <i>Fast</i> → <i>Slow</i>
19	Background color	000 – 255	Color mix of background colors
20	Background dimmer	000 – 255	Background dimmer 0-100%
21	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
22	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset

27 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer 1	000 – 255	Master dimmer of plate sector 1
2	Plate dimmer 2	000 – 255	Master dimmer of plate sector 2
3	Plate dimmer 3	000 – 255	Master dimmer of plate sector 3
4	Plate dimmer 4	000 – 255	Master dimmer of plate sector 4
5	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow</i> → <i>Fast</i>
6	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Beam dimmer 1	000 - 255	Master dimmer of beam sector 1
8	Beam dimmer 2	000 - 255	Master dimmer of beam sector 2
9	Beam dimmer 3	000 - 255	Master dimmer of beam sector 3
10	Beam dimmer 4	000 - 255	Master dimmer of beam sector 4
11	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow</i> → <i>Fast</i>
12	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>



		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
13	Red	000 – 255	Red intensity
14	Green	000 – 255	Green intensity
15	Blue	000 – 255	Blue intensity
16	White	000 – 255	White intensity
17	Macro colors	000 – 255	Macro colors *Please see details in the specific table below
18	Plate pattern effects	000 – 255	Plate pattern effects *Please see details in the specific table below
19	Plate pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
20	Plate pattern fade out	000 – 255	Plate pattern Fade OUT effect <i>Fast → Slow</i>
21	Beam pattern effects	000 – 255	Beam pattern effect *Please see details in the specific table below
22	Beam pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
23	Beam pattern fade out	000 – 255	Beam pattern Fade OUT effect <i>Fast → Slow</i>
24	Background color	000 – 255	Color mix of background colors
25	Background dimmer	000 – 255	Background dimmer 0-100%
26	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
27	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset



32 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display							
Upper RGB plate	1	2	3	4	5	6	7	8
W beam	1	2	3	4	5	6	7	8
Lower RGB plate	1	2	3	4	5	6	7	8

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display							
Upper RGB plate	8	7	6	5	4	3	2	1
W beam	8	7	6	5	4	3	2	1
Lower RGB plate	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
22	Red 8	000 – 255	Red intensity sector 8
23	Green 8	000 – 255	Green intensity sector 8
24	Blue 8	000 – 255	Blue intensity sector 8
25	White 1	000 – 255	White intensity sector 1
26	White 2	000 – 255	White intensity sector 2
27	White 3	000 – 255	White intensity sector 3
...	...	...	...
32	White 8	000 – 255	White intensity sector 8



36 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	5	6	7	8

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	8	7	6	5
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer	000 – 255	Master dimmer of plate
2	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow</i> → <i>Fast</i>
3	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Beam dimmer	000 – 255	Master dimmer of beam
5	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow</i> → <i>Fast</i>
6	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Red 1	000 – 255	Red intensity sector 1
8	Green 1	000 – 255	Green intensity sector 1
9	Blue 1	000 – 255	Blue intensity sector 1
10	Red 2	000 – 255	Red intensity sector 2
11	Green 2	000 – 255	Green intensity sector 2
12	Blue 2	000 – 255	Blue intensity sector 2
13	Red 3	000 – 255	Red intensity sector 3
14	Green 3	000 – 255	Green intensity sector 3
15	Blue 3	000 – 255	Blue intensity sector 3
16	Red 4	000 – 255	Red intensity sector 4
17	Green 4	000 – 255	Green intensity sector 4



18	Blue 4	000 – 255	Blue intensity sector 4
19	Red 5	000 – 255	Red intensity sector 5
20	Green 5	000 – 255	Green intensity sector 5
21	Blue 5	000 – 255	Blue intensity sector 5
22	Red 6	000 – 255	Red intensity sector 6
23	Green 6	000 – 255	Green intensity sector 6
24	Blue 6	000 – 255	Blue intensity sector 6
25	Red 7	000 – 255	Red intensity sector 7
26	Green 7	000 – 255	Green intensity sector 7
27	Blue 7	000 – 255	Blue intensity sector 7
28	Red 8	000 – 255	Red intensity sector 8
29	Green 8	000 – 255	Green intensity sector 8
30	Blue 8	000 – 255	Blue intensity sector 8
31	White 1	000 – 255	White intensity sector 1
32	White 2	000 – 255	White intensity sector 2
33	White 3	000 – 255	White intensity sector 3
34	White 4	000 – 255	White intensity sector 4
35	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
36	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



64 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Detail
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
46	Red16	000 – 255	Red intensity sector 16
47	Green 16	000 – 255	Green intensity sector 16
48	Blue 16	000 – 255	Blue intensity sector 16
49	White 1	000 – 255	White intensity sector 1
50	White 2	000 – 255	White intensity sector 2
51	White 3	000 – 255	White intensity sector 3
...	...	...	...
64	White 16	000 – 255	White intensity sector 16



69 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Detail
1	Master dimmer	000 – 255	Master dimmer of plate + beam
2	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Beam strobe	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Red 1	000 – 255	Red intensity sector 1
5	Green 1	000 – 255	Green intensity sector 1
6	Blue 1	000 – 255	Blue intensity sector 1
7	Red 2	000 – 255	Red intensity sector 2
8	Green 2	000 – 255	Green intensity sector 2
9	Blue 2	000 – 255	Blue intensity sector 2
10	Red 3	000 – 255	Red intensity sector 3
11	Green 3	000 – 255	Green intensity sector 3
12	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
49	Red16	000 – 255	Red intensity sector 16
50	Green 16	000 – 255	Green intensity sector 16
51	Blue 16	000 – 255	Blue intensity sector 16
52	White 1	000 – 255	White intensity sector 1



53	White 2	000 – 255	White intensity sector 2
54	White 3	000 – 255	White intensity sector 3
...	...	...	...
67	White 16	000 – 255	White intensity sector 16
68	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
69	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset

112 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
94	Red 32	000 – 255	Red intensity sector 32
95	Green 32	000 – 255	Green intensity sector 32
96	Blue 32	000 – 255	Blue intensity sector 32
97	White 1	000 – 255	White intensity sector 1
98	White 2	000 – 255	White intensity sector 2
99	White 3	000 – 255	White intensity sector 3
...	...	...	...
112	White 16	000 – 255	White intensity 16



117 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam
2	Strobe rate	000 – 255	Duration of plate + beam strobe <i>Slow → Fast</i>
3	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow → Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
4	Red 1	000 – 255	Red intensity sector 1
5	Green 1	000 – 255	Green intensity sector 1
6	Blue 1	000 – 255	Blue intensity sector 1
7	Red 2	000 – 255	Red intensity sector 2
8	Green 2	000 – 255	Green intensity sector 2
9	Blue 2	000 – 255	Blue intensity sector 2
10	Red 3	000 – 255	Red intensity sector 3
11	Green 3	000 – 255	Green intensity sector 3
12	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
97	Red 32	000 – 255	Red intensity sector 32
98	Green 32	000 – 255	Green intensity sector 32
99	Blue 32	000 – 255	Blue intensity sector 32
100	White 1	000 – 255	White intensity sector 1
101	White 2	000 – 255	White intensity sector 2
102	White 3	000 – 255	White intensity sector 3
...	...	...	...
115	White 16	000 – 255	White intensity 16
117	Control	000 – 128	Frost ON
		129 – 255	Frost OFF
		000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dr.
		126 – 167	Fans control ON



		168 – 209	Fans control OFF
		210 – 255	Reset

Detail of Macro colors

(Plate)

Value	Description		Value	Description		Value	Description
000 – 009	No function		062 – 067	Color 22		134 – 135	Color 44
010	Color 1		068 – 077	Color 23		136 – 137	Color 45
011	Color 2		078 – 088	Color 24		138 – 141	Color 46
012	Color 3		089 – 099	Color 25		142 – 144	Color 47
013	Color 4		100 – 109	Color 26		145	Color 48
014	Color 5		110 – 111	Color 27		146	Color 49
015	Color 6		112	Color 28		147 – 148	Color 50
016	Color 7		113	Color 29		149 – 150	Color 51
017	Color 8		114	Color 30		151 – 154	Color 52
018	Color 9		115	Color 31		155 – 156	Color 53
019	Color 10		116	Color 32		157 – 161	Color 54
020 – 022	Color 11		117	Color 33		162 – 167	Color 55
023 – 026	Color 12		118	Color 34		168 – 171	Color 56
027 – 028	Color 13		119	Color 35		172 – 173	Color 57
029	Color 14		120	Color 36		174	Color 58
030	Color 15		121 – 122	Color 37		175 – 178	Color 59
031	Color 16		123 – 124	Color 38		179	Color 60
032 – 034	Color 17		125	Color 39		180 – 183	Color 61
035 – 044	Color 18		126 – 127	Color 40		184 – 190	Color 62
045	Color 19		128	Color 41		191 – 206	Color 63
046 – 048	Color 20		129	Color 42		207	Color 64
049 – 061	Color 21		130 – 133	Color 43		208 – 255	Color 65



Detail of Pattern effects

(Plate and beam)

Values	Description	Edit (*)		Values	Description	Edit (*)
000 – 003	No effect			128 – 131	Effect 32	Yes
004 – 007	Effect 1	No		132 – 135	Effect 33	Yes
008 – 011	Effect 2	No		136 – 139	Effect 34	Yes
012 – 015	Effect 3	No		140 – 143	Effect 35	Yes
016 – 019	Effect 4	Yes		144 – 147	Effect 36	Yes
020 – 023	Effect 5	Yes		148 – 151	Effect 37	Yes
024 – 027	Effect 6	Yes		152 – 155	Effect 38	Yes
028 – 031	Effect 7	Yes		156 – 159	Effect 39	Yes
032 – 035	Effect 8	Yes		160 – 163	Effect 40	Yes
036 – 039	Effect 9	Yes		164 – 167	Effect 41	Yes
040 – 043	Effect 10	Yes		168 – 171	Effect 42	Yes
044 – 047	Effect 11	Yes		172 – 175	Effect 43	Yes
048 – 051	Effect 12	Yes		176 – 179	Effect 44	Yes
052 – 055	Effect 13	Yes		180 – 183	Effect 45	No
056 – 059	Effect 14	Yes		184 – 187	Effect 46	No
060 – 063	Effect 15	Yes		188 – 191	Effect 47	No
064 – 067	Effect 16	Yes		192 – 195	Effect 48	No
068 – 071	Effect 17	Yes		196 – 199	Effect 49	No
072 – 075	Effect 18	Yes		200 – 203	Effect 50	No
076 – 079	Effect 19	Yes		204 – 207	Effect 51	No
080 – 083	Effect 20	Yes		208 – 211	Effect 52	No
084 – 087	Effect 21	Yes		212 – 215	Effect 53	No
088 – 091	Effect 22	Yes		216 – 219	Effect 54	No
092 – 095	Effect 23	Yes		220 – 223	Effect 55	No
096 – 099	Effect 24	Yes		224 – 227	Effect 56	No
100 – 103	Effect 25	Yes		228 – 231	Effect 57	No
104 – 107	Effect 26	Yes		232 – 235	Effect 58	No
108 – 111	Effect 27	Yes		236 – 239	Effect 59	No
112 – 115	Effect 28	Yes		240 – 243	Effect 60	No
116 – 119	Effect 29	Yes		244 – 247	Effect 61	No
120 – 123	Effect 30	Yes		248 – 251	Effect 62	No
124 – 127	Effect 31	Yes		252 – 255	Effect 63	No

(*)

Yes = It is possible to edit the RGB colors. In case they are not edited, the colors will change in automatic mode

No = The colors change only in automatic mode



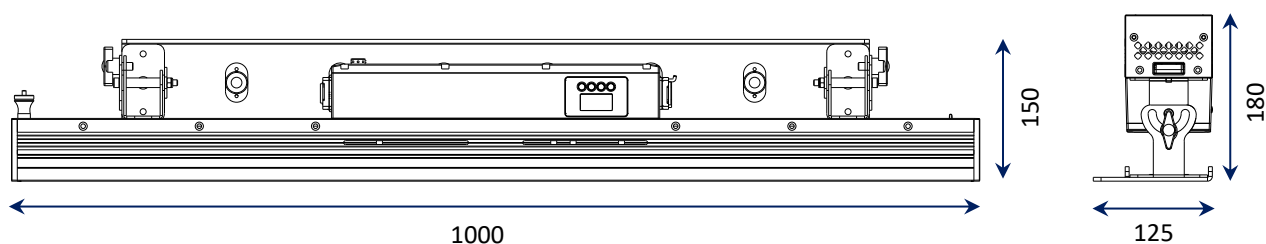
6. - MANUTENZIONE

Per garantire ottime prestazioni, l'apparecchio deve essere pulito frequentemente. Spegnerne l'apparecchio ed eventualmente scollegarlo dal suo alimentatore esterno e lasciarlo raffreddare per almeno 35 minuti onde evitare il rischio di bruciature. Utilizzare un panno per lenti per rimuovere la polvere depositata.

Le lenti, come qualsiasi altra parte eventualmente danneggiata, devono essere sostituite con ricambi originali.

7. - SPECIFICHE TECNICHE

- Alimentazione: 100-240VAC, 50/60 Hz
- LED: 652x0,5W SMD 5050 RGB
112x3W SMD 5050 W
- Potenza assorbita: 310W @230VAC
- Modalità operative: Auto, Master/Slave, DMX512
- Regolazione elettronica della luminosità 0-100%
- Filtro frost elettronico
- DMX: 8 – 11 – 14 – 16 – 18 – 21 – 22 – 27 – 32 – 36 – 64 – 69 – 112 – 117 canali
- Display LED rosso per impostazione indirizzo e funzioni
- Dimensioni: mm. 1000x150x180(h)
- Peso: kg 9





1. - INTRODUCTION

Thank You for choosing one of Our products!

Please refer to the instructions and warnings contained in this user manual, please retain it for future reference.

This manual contains information about the installation and use of the device.

The information contained in this publication has been carefully prepared and checked. However it is not assumed any responsibility for any inaccuracies. All rights are reserved and this document can not be copied, photocopied, reproduced in whole or in part without previous written permission of PROEL. PROEL reserves the right to make, without notice, any aesthetical, functional or design changes or modifications in everyone of its products. PROEL doesn't assume any responsibility for the use or application of the products here described.



The crossed bin symbol, shown on the product or on accompanying documents, indicates that the product should not be disposed with other household waste at the end of the lifecycle. To avoid any damage to the environment, the user is encouraged to separate this product from other kinds of wastes and recycle it responsibly to promote the sustainable reuse of material resources. Home users are encouraged to contact the retailer where they purchased this product or their local government office for details on separate collection and recycling this type of product. Business users are encouraged to contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial waste.



The lightning symbol with arrow in an equilateral triangle intends to alert the user to the presence of not insulated "dangerous voltages" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point symbol within an equilateral triangle intends to alert the user to the presence of important instructions for use and maintenance on the accompanying documents of the product.



The "F" inside an equilateral reversed triangle means that the product is suitable for mounting on normally flammable surfaces.



The product to which this manual refers comply with the European Directives pursuant to the safety of electrical equipment supplied at low voltage (LVD) and to the Electromagnetic Compatibility (EMC)



2. - SAFETY INSTRUCTIONS

Caution! This product is not suitable for household illumination.

Please read this manual before installing and applying power to the equipment, follow the safety precautions listed below and observe all warnings in this manual and printed on. Please contact a PROEL distributor for assistance with any questions about how to activate the equipment safely. Contact a qualified technician for any maintenance work not described in this manual.

Do not modify the fixture or install accessories and upgrade kits that are not the Proel original ones.

People involved in the installation and maintenance of the device must:

- Be qualified
- Follow the instructions of this manual in the theaters, in the halls, in the places where the events take place, etc.

CHECKS BEFORE INSTALLATION

Make sure all the parts for fixing the product are in good condition.

Make sure that the anchor point is stable before positioning the product.

The safety cable must be properly attached to the device and fixed to the supporting structure so that, in case of failure of the primary supporting system, it has the lowest possible fall of the device.

If the safety cable wear, must be replaced with an original spare.

MINIMUM DISTANCE OF ILLUMINATED OBJECTS

The projector must be positioned so that the objects hit by the beam of light are at least 2 meters from the lens of the projector.

MINIMUM DISTANCE FROM FLAMMABLE MATERIALS

The product must be positioned so that any flammable material is at least 0.50 meters from any point of the surface of the device. Never place filters or other materials over the lens or on the optical axis.

MOUNTING SURFACES

The device is suitable for mounting on normally flammable surfaces.

REFERENCE TEMPERATURE

The ambient temperature range of use of the device varies between + 5 ° C (min) and + 40 ° C (max), outside of that range the device should not be used.

The maximum temperature of the housing $T_b = 80^{\circ} \text{C}$ must never be exceeded. Do not block the exhaust fans, ensuring a minimum clearance of 0.5 meters around the ventilation holes.



IP65 PROTECTION RATING

The device is protected against the dust penetration (first digit 6) and against jets of water (second digit 5). Suitable for outdoor use.

PROTECTION AGAIN ELECTRIC SHOCK

The device must be connected to a power supply system with efficient earthing. Moreover, it is recommended to protect power supply lines of the product from indirect contact and / or shorting to earth by using appropriately sized anti electrical shock switch.

CONNECTION TO THE MAINS

The electrical connection must be carried out by a qualified electrician.

Ensure that the mains frequency and voltage correspond to those for which the equipment is designed, as shown in the electrical data label. This label also shows the power consumption that is necessary to refer to evaluate the maximum number of devices to be connected to the electricity line, in order to avoid power overloading.

If the external power cord of this light is damaged, it must be replaced with original parts exclusively available from Your PROEL dealer.

Never operate the equipment with lenses and / or covers missing or damaged.

In case of non-use, it is recommended to unplug the projector from the mains.

MAINTENANCE

Before starting any maintenance or cleaning the product, disconnect the power from the mains and disconnect the power cable from the device. After switching off, do not remove any part of the device for at least 35 minutes to avoid the risk of burns. The lenses, if damaged, must be replaced with original spare parts.

WARNING

CAUTION. Do not look directly at the light source. Do not look at the beam with lenses, glasses, mirrors or similar optical instruments that could change the convergence of light, causing serious damage to people and / or things.



WARNING! DANGER FOR THE EYES!

Do not look directly at the light source

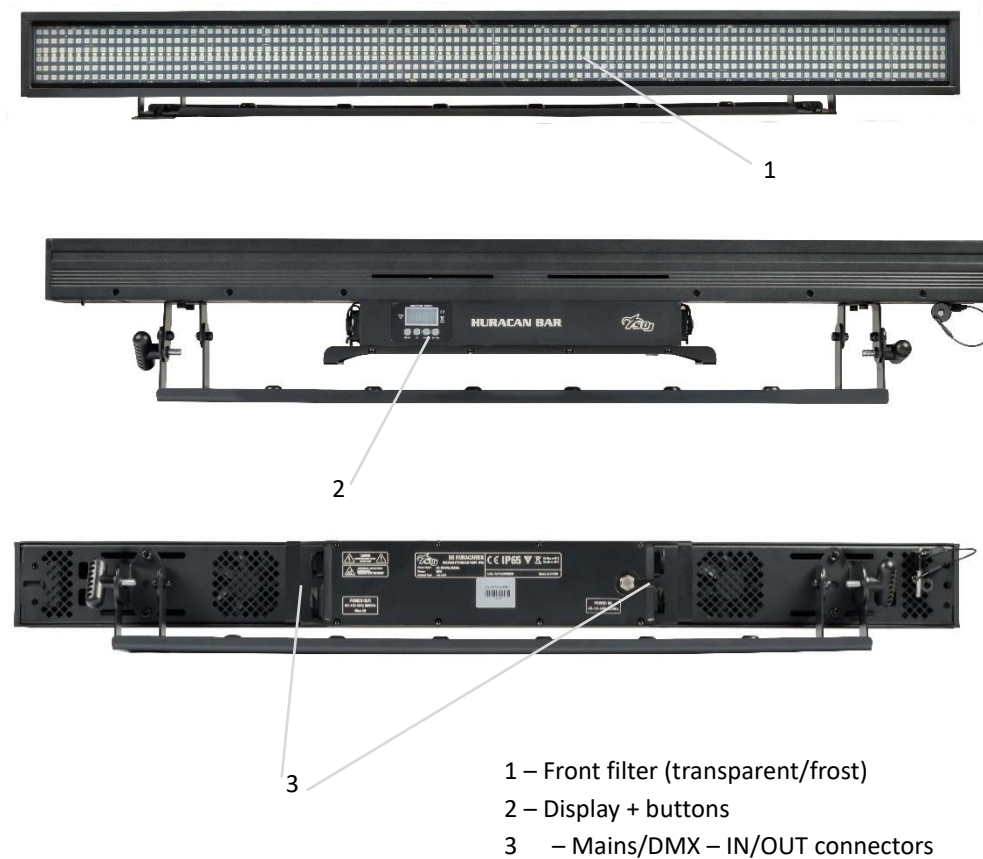


3. - OPENING AND CONTROL

Carefully open the package, check the content and make sure that all the parts are present and are in good condition. In cases where some parts are not present or are damaged, immediately contact Your supplier and retain the packaging for verification.

	WARNING! If the product has been exposed to drastic temperature changes, let the unit turned off until it reaches room temperature because the presence of condensation can damage the product if it is turned on.
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- N° 1 SG HURACANBR
- N° 1 Power cable
- N° 2 Omega holders
- N° 1 User manual

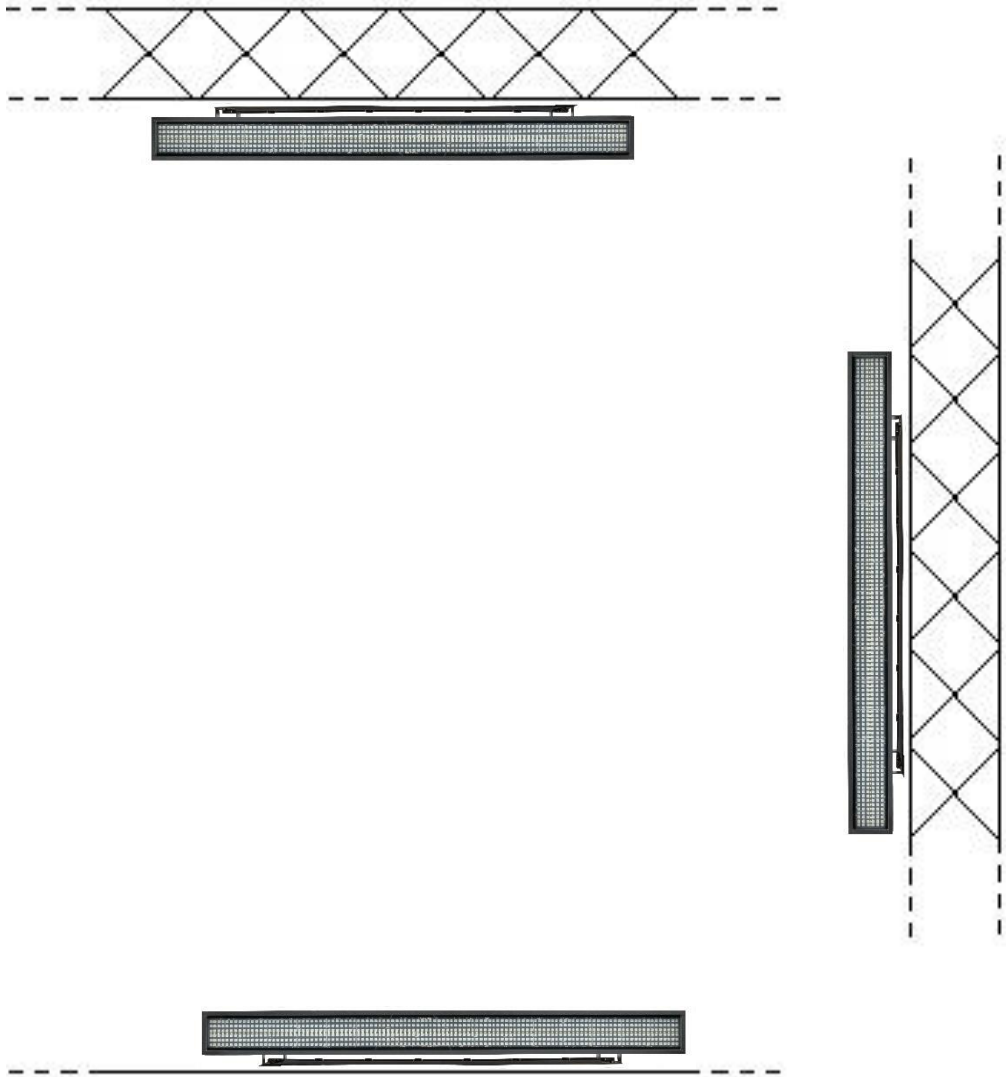




4. – INSTALLATION AND SWITCH ON

4.1 - PRODUCT INSTALLATION

- Do not shake the device. Avoid the use of too much force during installation or unit fixing.
- The unit can be installed on the floor resting on the rubber feet, or suspended on a ceiling or on a truss.

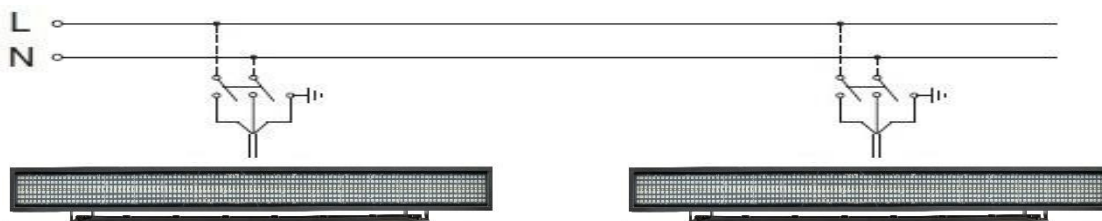


WARNING! IT'S REQUIRED

the mounting of the safety rope (SG SSW385BK – SG SSW585BK) sold separately) in the case where the product is hung on a wall, ceiling or on a truss. Except when the device is placed in the floor, the safety cable is always required.

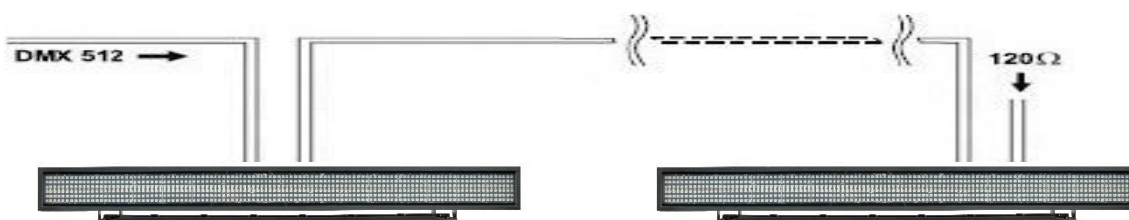


4.2 - CONNECTION TO THE MAINS



The device must be connected to a power supply system with a proper earth system. Moreover, it is recommended to protect power supply lines of the products from indirect contact and / or shorting to earth by using appropriately sized anti electrical shock switch. The electrical connection must be carried out by a qualified electrician. Ensure that the mains frequency and voltage correspond to those for which the device is designed, as shown in the electrical data label.

4.2 – CONNECTION TO THE DMX CHAIN



It is necessary to use a cable conforming to specifications EIA RS-485: pole twisted, shielded, 120 Ohm characteristic impedance and low capacity (SAGITTER SG DMX3 – SG DMX5). Do not use microphone cable or other cable with different characteristics than those specified. Terminations must be made with male / female XLR 3-pin connectors. You must enter on the last device a terminal plug with a 120Ohm resistance (min1 / 4 W) between terminals 2 and 3. **IMPORTANT:** The cables must not come into contact with each other or with the metal housing of the connectors. The housing itself must be connected to the shield braid and to pin 1 of the connectors.



5. - SETUP

5.1 –MENU'

Menu (in grey color the default values)

Function	Comment
A001 – A512	Set DMX address from 001 to 512
C8 – C11 – C14 – C16 – C18 – C21 – C22 – C27 – C32 – C36 – C64 – C69 – C112 – C117	Set the DMX channel mode from 8 CH to 117 CH
M000 – M063	Manual settings of the RGB effects
S000 – S255	Speed and direction settings of RGB effects 000 – 127 forward direction from slow to fast 128 – 255 reverse direction from slow to fast
N000 – N063	Manual settings of the White effects
S000 – S255	Speed and direction settings of White effects 000 – 127 forward direction from slow to fast 128 – 255 reverse direction from slow to fast
R000 – R255	Manual setting of Red dimmer
G000 – G255	Manual setting of Green dimmer
B000 – B255	Manual setting of Blue dimmer
W000 – W255	Manual setting of White dimmer
D000 – D255	Manual setting of Master dimmer
P000 – P255	Manual setting of Strobe
F000 – F001	Manual setting of Frost Filter: 000 = frost filter active 001 = frost filter not active
RS00 – RS01	Reset: 00=OFF – 01=ON
Txxx	Temperature indicator value

Hidden menu (under A001, press and hold MENU button) – (in grey color the default values)

Function	Comment
R255 – R000	Set the Red color current
G255 – G000	Set the Green color current
B255 – B000	Set the Blue color current
W255 – W000	Set the White color current
SIG0 – SIG1	Status if NO DMX: SIG0 = blackout SIG1 = hold
Dir0 – Dir1	Dir0 = standard direction: default sectors mapping and patterns dir. Dir1 = inverted direction: swap sectors mapping and patterns dir.
FAN0 – FAN1	Fans setting: FAN0: the fans start immediately after one color is switched ON FAN1: the fans start when the temperature reaches a specific value
T040 – T070 Default T060	Temperature protection setting. when the temperature reaches the value set in this option, the light is reduced.
DF00 – DF01	Default reset: 00=OFF – 01=ON

To Exit from the hidden menu, press and hold MENU button



5.2 – MASTER/SLAVE MODE

It is possible to use some projectors in Master / Slave mode:

1. Use a DMX cable in order to connect all the units in chain
2. Select the units that will work as MASTER
3. Put the master unit in Automatic mode or Static color mode. When the master unit will start to work, all the other units (SLAVE) will start to work as the master
The slaves must be set in DMX mode, address 001

5.3 – DMX MODE

8 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display
Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Red	000 – 255	Red intensity
4	Green	000 – 255	Green intensity
5	Blue	000 – 255	Blue intensity
6	White	000 – 255	White intensity
7	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
8	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



11 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer 1	000 – 255	Master dimmer of plate + beam sectors 1
2	Master dimmer 2	000 – 255	Master dimmer of plate + beam sectors 2
3	Master dimmer 3	000 – 255	Master dimmer of plate + beam sectors 3
4	Master dimmer 4	000 – 255	Master dimmer of plate + beam sectors 4
5	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
6	Red	000 – 255	Red intensity
7	Green	000 – 255	Green intensity
8	Blue	000 – 255	Blue intensity
9	White	000 – 255	White intensity
10	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
11	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



14 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

position of the display

Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Strobe rate	000 – 255	Speed of plate + beam strobe <i>Slow</i> → <i>Fast</i>
3	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Red	000 – 255	Red intensity
5	Green	000 – 255	Green intensity
6	Blue	000 – 255	Blue intensity
7	White	000 – 255	White intensity
8	Macro colors	000 – 255	Macro colors. *Please see details in the specific table below
9	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
10	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
11	Pattern direction	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
12	Pattern fade out	000 – 255	Fade OUT effect <i>Fast</i> → <i>Slow</i>
13	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
14	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



16 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity 1
2	Green 1	000 – 255	Green intensity 1
3	Blue 1	000 – 255	Blue intensity 1
4	Red 2	000 – 255	Red intensity 2
5	Green 2	000 – 255	Green intensity 2
6	Blue 2	000 – 255	Blue intensity 2
7	Red 3	000 – 255	Red intensity 3
8	Green 3	000 – 255	Green intensity 3
9	Blue 3	000 – 255	Blue intensity 3
10	Red 4	000 – 255	Red intensity 4
11	Green 4	000 – 255	Green intensity 4
12	Blue 4	000 – 255	Blue intensity 4
13	White 1	000 – 255	White intensity 1
14	White 2	000 – 255	White intensity 2
15	White 3	000 – 255	White intensity 3
16	White 4	000 – 255	White intensity 4



18 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns)

Swap sectors mapping (Dir1 – Swap mapping and patterns)

Upper RGB plate	1	position of the display
W beam	1	
Lower RGB plate	1	

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam sectors
2	Plate + beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
5	Red	000 – 255	Red intensity
6	Green	000 – 255	Green intensity
7	Blue	000 – 255	Blue intensity
8	White	000 – 255	White intensity
9	Plate + beam pattern effects	000 – 255	Plate + beam pattern effects. *Please see details in the specific table below



10	Plate + beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
11	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
12	Plate pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
13	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
14	Beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
15	Background color	000 – 255	Color mix of background color
16	Background dimmer	000 – 255	Background dimmer 0-100%
17	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
18	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset

21 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer 1	000 – 255	Master dimmer of plate + beam sector 1
2	Master dimmer 2	000 – 255	Master dimmer of plate + beam sector 2
3	Master dimmer 3	000 – 255	Master dimmer of plate + beam sector 3
4	Master dimmer 4	000 – 255	Master dimmer of plate + beam sector 4
5	Plate + beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)



6	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
8	Red	000 – 255	Red intensity
9	Green	000 – 255	Green intensity
10	Blue	000 – 255	Blue intensity
11	White	000 – 255	White intensity
12	Plate + beam pattern effects	000 – 255	Plate + beam pattern effects. *Please see details in the specific table below
13	Plate + beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
14	Plate pattern effects	000 – 255	Plate pattern effects. *Please see details in the specific table below
15	Plate pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
16	Beam pattern effects	000 – 255	Beam pattern effects. *Please see details in the specific table below
17	Beam pattern speed	000 – 127	Normal direction <i>Slow</i> → <i>Fast</i>
		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
18	Background color	000 – 255	Color mix of background colors
19	Background dimmer	000 – 255	Background dimmer 0-100%
20	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
21	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



22 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

position of the display

Upper RGB plate	1
W beam	1
Lower RGB plate	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer	000 – 255	Master dimmer of plate
2	Plate dimmer fine	000 – 255	Master dimmer fine of plate
3	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow → Fast</i>
4	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow → fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
5	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow → Fast</i>
6	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow → fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
7	Red	000 – 255	Red intensity
8	Green	000 – 255	Green intensity
9	Blue	000 – 255	Blue intensity
10	Beam dimmer	000 – 255	Master dimmer of beam
11	Beam dimmer fine	000 – 255	Master dimmer fine of beam
12	Macro colors	000 – 255	Macro colors *Please see details in the specific table below
13	Plate pattern effects	000 – 255	Plate pattern effects *Please see details in the specific table below
14	Plate pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
15	Plate pattern fade out	000 – 255	Plate pattern Fade OUT effect <i>Fast → Slow</i>
16	Beam pattern effects	000 – 255	Beam pattern effect *Please see details in the specific table below
17	Beam pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>



		128 – 255	Inverted direction <i>Slow</i> → <i>Fast</i>
18	Beam pattern fade out	000 – 255	Beam pattern Fade OUT effect <i>Fast</i> → <i>Slow</i>
19	Background color	000 – 255	Color mix of background colors
20	Background dimmer	000 – 255	Background dimmer 0-100%
21	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
22	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset

27 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	1	2	3	4

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	4	3	2	1
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer 1	000 – 255	Master dimmer of plate sector 1
2	Plate dimmer 2	000 – 255	Master dimmer of plate sector 2
3	Plate dimmer 3	000 – 255	Master dimmer of plate sector 3
4	Plate dimmer 4	000 – 255	Master dimmer of plate sector 4
5	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow</i> → <i>Fast</i>
6	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Beam dimmer 1	000 - 255	Master dimmer of beam sector 1
8	Beam dimmer 2	000 - 255	Master dimmer of beam sector 2
9	Beam dimmer 3	000 - 255	Master dimmer of beam sector 3
10	Beam dimmer 4	000 - 255	Master dimmer of beam sector 4
11	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow</i> → <i>Fast</i>
12	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>



		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
13	Red	000 – 255	Red intensity
14	Green	000 – 255	Green intensity
15	Blue	000 – 255	Blue intensity
16	White	000 – 255	White intensity
17	Macro colors	000 – 255	Macro colors *Please see details in the specific table below
18	Plate pattern effects	000 – 255	Plate pattern effects *Please see details in the specific table below
19	Plate pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
20	Plate pattern fade out	000 – 255	Plate pattern Fade OUT effect <i>Fast → Slow</i>
21	Beam pattern effects	000 – 255	Beam pattern effect *Please see details in the specific table below
22	Beam pattern speed	000 – 127	Normal direction <i>Slow → Fast</i>
		128 – 255	Inverted direction <i>Slow → Fast</i>
23	Beam pattern fade out	000 – 255	Beam pattern Fade OUT effect <i>Fast → Slow</i>
24	Background color	000 – 255	Color mix of background colors
25	Background dimmer	000 – 255	Background dimmer 0-100%
26	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
27	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset



32 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display							
Upper RGB plate	1	2	3	4	5	6	7	8
W beam	1	2	3	4	5	6	7	8
Lower RGB plate	1	2	3	4	5	6	7	8

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display							
Upper RGB plate	8	7	6	5	4	3	2	1
W beam	8	7	6	5	4	3	2	1
Lower RGB plate	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
22	Red 8	000 – 255	Red intensity sector 8
23	Green 8	000 – 255	Green intensity sector 8
24	Blue 8	000 – 255	Blue intensity sector 8
25	White 1	000 – 255	White intensity sector 1
26	White 2	000 – 255	White intensity sector 2
27	White 3	000 – 255	White intensity sector 3
...	...	...	...
32	White 8	000 – 255	White intensity sector 8



36 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display			
Upper RGB plate	1	2	3	4
W beam	1	2	3	4
Lower RGB plate	5	6	7	8

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display			
Upper RGB plate	8	7	6	5
W beam	4	3	2	1
Lower RGB plate	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Plate dimmer	000 – 255	Master dimmer of plate
2	Plate strobe rate	000 – 255	Speed of plate strobe <i>Slow</i> → <i>Fast</i>
3	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Beam dimmer	000 – 255	Master dimmer of beam
5	Beam strobe rate	000 – 255	Speed of beam strobe <i>Slow</i> → <i>Fast</i>
6	Beam strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>slow</i> → <i>fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN all sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT all sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe all sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe single sectors <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
7	Red 1	000 – 255	Red intensity sector 1
8	Green 1	000 – 255	Green intensity sector 1
9	Blue 1	000 – 255	Blue intensity sector 1
10	Red 2	000 – 255	Red intensity sector 2
11	Green 2	000 – 255	Green intensity sector 2
12	Blue 2	000 – 255	Blue intensity sector 2
13	Red 3	000 – 255	Red intensity sector 3
14	Green 3	000 – 255	Green intensity sector 3
15	Blue 3	000 – 255	Blue intensity sector 3
16	Red 4	000 – 255	Red intensity sector 4
17	Green 4	000 – 255	Green intensity sector 4



18	Blue 4	000 – 255	Blue intensity sector 4
19	Red 5	000 – 255	Red intensity sector 5
20	Green 5	000 – 255	Green intensity sector 5
21	Blue 5	000 – 255	Blue intensity sector 5
22	Red 6	000 – 255	Red intensity sector 6
23	Green 6	000 – 255	Green intensity sector 6
24	Blue 6	000 – 255	Blue intensity sector 6
25	Red 7	000 – 255	Red intensity sector 7
26	Green 7	000 – 255	Green intensity sector 7
27	Blue 7	000 – 255	Blue intensity sector 7
28	Red 8	000 – 255	Red intensity sector 8
29	Green 8	000 – 255	Green intensity sector 8
30	Blue 8	000 – 255	Blue intensity sector 8
31	White 1	000 – 255	White intensity sector 1
32	White 2	000 – 255	White intensity sector 2
33	White 3	000 – 255	White intensity sector 3
34	White 4	000 – 255	White intensity sector 4
35	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
36	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control OFF
		168 – 209	Fans control ON
		210 – 255	Reset



64 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Detail
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
46	Red16	000 – 255	Red intensity sector 16
47	Green 16	000 – 255	Green intensity sector 16
48	Blue 16	000 – 255	Blue intensity sector 16
49	White 1	000 – 255	White intensity sector 1
50	White 2	000 – 255	White intensity sector 2
51	White 3	000 – 255	White intensity sector 3
...	...	...	...
64	White 16	000 – 255	White intensity sector 16



69 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Detail
1	Master dimmer	000 – 255	Master dimmer of plate + beam
2	Plate strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
3	Beam strobe	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow</i> → <i>Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow</i> → <i>Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow</i> → <i>Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow</i> → <i>Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow</i> → <i>Fast</i>
		250 – 255	No function (LED ON)
4	Red 1	000 – 255	Red intensity sector 1
5	Green 1	000 – 255	Green intensity sector 1
6	Blue 1	000 – 255	Blue intensity sector 1
7	Red 2	000 – 255	Red intensity sector 2
8	Green 2	000 – 255	Green intensity sector 2
9	Blue 2	000 – 255	Blue intensity sector 2
10	Red 3	000 – 255	Red intensity sector 3
11	Green 3	000 – 255	Green intensity sector 3
12	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
49	Red16	000 – 255	Red intensity sector 16
50	Green 16	000 – 255	Green intensity sector 16
51	Blue 16	000 – 255	Blue intensity sector 16
52	White 1	000 – 255	White intensity sector 1



53	White 2	000 – 255	White intensity sector 2
54	White 3	000 – 255	White intensity sector 3
...	...	...	...
67	White 16	000 – 255	White intensity sector 16
68	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
69	Control	000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dir.
		126 – 167	Fans control ON
		168 – 209	Fans control OFF
		210 – 255	Reset

112 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Red 1	000 – 255	Red intensity sector 1
2	Green 1	000 – 255	Green intensity sector 1
3	Blue 1	000 – 255	Blue intensity sector 1
4	Red 2	000 – 255	Red intensity sector 2
5	Green 2	000 – 255	Green intensity sector 2
6	Blue 2	000 – 255	Blue intensity sector 2
7	Red 3	000 – 255	Red intensity sector 3
8	Green 3	000 – 255	Green intensity sector 3
9	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
94	Red 32	000 – 255	Red intensity sector 32
95	Green 32	000 – 255	Green intensity sector 32
96	Blue 32	000 – 255	Blue intensity sector 32
97	White 1	000 – 255	White intensity sector 1
98	White 2	000 – 255	White intensity sector 2
99	White 3	000 – 255	White intensity sector 3
...	...	...	...
112	White 16	000 – 255	White intensity 16



117 - channels mode

Default sectors mapping (Dir0 – Default mapping and patterns direction)

	position of the display															
Upper RGB plate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W beam	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Lower RGB plate	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

FRONT VIEW

Swap sectors mapping (Dir1 – Swap mapping and patterns direction)

	position of the display															
Upper RGB plate	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
W beam	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Lower RGB plate	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FRONT VIEW

Channel	Function	Values	Description
1	Master dimmer	000 – 255	Master dimmer of plate + beam
2	Strobe rate	000 – 255	Duration of plate + beam strobe <i>Slow → Fast</i>
3	Strobe effects	000 – 004	No function (LED ON)
		005 – 049	Strobe <i>Slow → Fast</i>
		050 – 054	No function (LED ON)
		055 – 099	Pulse IN All Sectors <i>Slow → Fast</i>
		100 – 104	No function (LED ON)
		105 – 149	Pulse OUT All Sectors <i>Slow → Fast</i>
		150 – 154	No function (LED ON)
		155 – 199	Random strobe All Sectors <i>Slow → Fast</i>
		200 – 204	No function (LED ON)
		205 – 249	Random strobe Single Sector <i>Slow → Fast</i>
		250 – 255	No function (LED ON)
4	Red 1	000 – 255	Red intensity sector 1
5	Green 1	000 – 255	Green intensity sector 1
6	Blue 1	000 – 255	Blue intensity sector 1
7	Red 2	000 – 255	Red intensity sector 2
8	Green 2	000 – 255	Green intensity sector 2
9	Blue 2	000 – 255	Blue intensity sector 2
10	Red 3	000 – 255	Red intensity sector 3
11	Green 3	000 – 255	Green intensity sector 3
12	Blue 3	000 – 255	Blue intensity sector 3
...	...	...	...
97	Red 32	000 – 255	Red intensity sector 32
98	Green 32	000 – 255	Green intensity sector 32
99	Blue 32	000 – 255	Blue intensity sector 32
100	White 1	000 – 255	White intensity sector 1
101	White 2	000 – 255	White intensity sector 2
102	White 3	000 – 255	White intensity sector 3
...	...	...	...
115	White 16	000 – 255	White intensity 16
116	Frost	000 – 128	Frost ON
		129 – 255	Frost OFF
		000 – 041	No function
		042 – 083	Default sectors mapping and patterns dir.
		084 – 125	Swap sectors mapping and patterns dr.
117	Control	126 – 167	Fans control ON



		168 – 209	Fans control OFF
		210 – 255	Reset

Detail of Macro colors

(Plate)

Value	Description		Value	Description		Value	Description
000 – 009	No function		062 – 067	Color 22		134 – 135	Color 44
010	Color 1		068 – 077	Color 23		136 – 137	Color 45
011	Color 2		078 – 088	Color 24		138 – 141	Color 46
012	Color 3		089 – 099	Color 25		142 – 144	Color 47
013	Color 4		100 – 109	Color 26		145	Color 48
014	Color 5		110 – 111	Color 27		146	Color 49
015	Color 6		112	Color 28		147 – 148	Color 50
016	Color 7		113	Color 29		149 – 150	Color 51
017	Color 8		114	Color 30		151 – 154	Color 52
018	Color 9		115	Color 31		155 – 156	Color 53
019	Color 10		116	Color 32		157 – 161	Color 54
020 – 022	Color 11		117	Color 33		162 – 167	Color 55
023 – 026	Color 12		118	Color 34		168 – 171	Color 56
027 – 028	Color 13		119	Color 35		172 – 173	Color 57
029	Color 14		120	Color 36		174	Color 58
030	Color 15		121 – 122	Color 37		175 – 178	Color 59
031	Color 16		123 – 124	Color 38		179	Color 60
032 – 034	Color 17		125	Color 39		180 – 183	Color 61
035 – 044	Color 18		126 – 127	Color 40		184 – 190	Color 62
045	Color 19		128	Color 41		191 – 206	Color 63
046 – 048	Color 20		129	Color 42		207	Color 64
049 – 061	Color 21		130 – 133	Color 43		208 – 255	Color 65



Detail of Pattern effects

(Plate and beam)

Values	Description	Edit (*)		Values	Description	Edit (*)
000 – 003	No effect			128 – 131	Effect 32	Yes
004 – 007	Effect 1	No		132 – 135	Effect 33	Yes
008 – 011	Effect 2	No		136 – 139	Effect 34	Yes
012 – 015	Effect 3	No		140 – 143	Effect 35	Yes
016 – 019	Effect 4	Yes		144 – 147	Effect 36	Yes
020 – 023	Effect 5	Yes		148 – 151	Effect 37	Yes
024 – 027	Effect 6	Yes		152 – 155	Effect 38	Yes
028 – 031	Effect 7	Yes		156 – 159	Effect 39	Yes
032 – 035	Effect 8	Yes		160 – 163	Effect 40	Yes
036 – 039	Effect 9	Yes		164 – 167	Effect 41	Yes
040 – 043	Effect 10	Yes		168 – 171	Effect 42	Yes
044 – 047	Effect 11	Yes		172 – 175	Effect 43	Yes
048 – 051	Effect 12	Yes		176 – 179	Effect 44	Yes
052 – 055	Effect 13	Yes		180 – 183	Effect 45	No
056 – 059	Effect 14	Yes		184 – 187	Effect 46	No
060 – 063	Effect 15	Yes		188 – 191	Effect 47	No
064 – 067	Effect 16	Yes		192 – 195	Effect 48	No
068 – 071	Effect 17	Yes		196 – 199	Effect 49	No
072 – 075	Effect 18	Yes		200 – 203	Effect 50	No
076 – 079	Effect 19	Yes		204 – 207	Effect 51	No
080 – 083	Effect 20	Yes		208 – 211	Effect 52	No
084 – 087	Effect 21	Yes		212 – 215	Effect 53	No
088 – 091	Effect 22	Yes		216 – 219	Effect 54	No
092 – 095	Effect 23	Yes		220 – 223	Effect 55	No
096 – 099	Effect 24	Yes		224 – 227	Effect 56	No
100 – 103	Effect 25	Yes		228 – 231	Effect 57	No
104 – 107	Effect 26	Yes		232 – 235	Effect 58	No
108 – 111	Effect 27	Yes		236 – 239	Effect 59	No
112 – 115	Effect 28	Yes		240 – 243	Effect 60	No
116 – 119	Effect 29	Yes		244 – 247	Effect 61	No
120 – 123	Effect 30	Yes		248 – 251	Effect 62	No
124 – 127	Effect 31	Yes		252 – 255	Effect 63	No

(*)

Yes = It is possible to edit the RGB colors. In case they are not edited, the colors will change in automatic mode

No = The colors change only in automatic mode



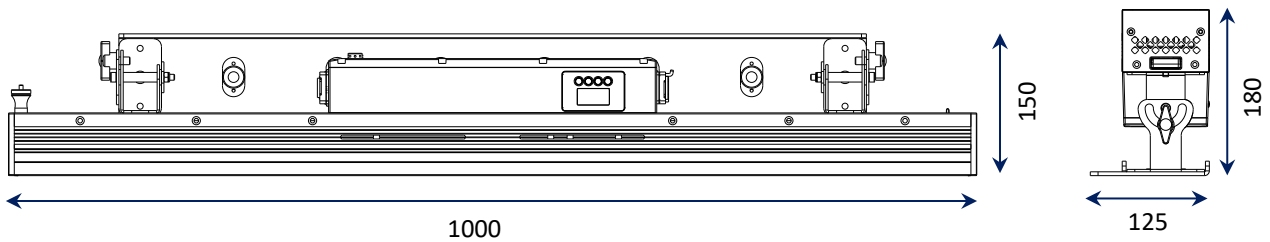
6. - MAINTENANCE

To ensure optimal performance, the unit must be frequently cleaned. Switch OFF the device and, in case, unplug the device from its external adapter and let it cool for at least 35 minutes to avoid the risk of burns. Use a vacuum cleaner or an air compressor and a soft brush or a lens cloth to remove the dust deposited.

The lenses, like any other damaged part, must be replaced with original spare parts.

7. - TECHNICAL SPECIFICATIONS

- Power Supply: 100-240VAC, 50/60 Hz
- LED: 652x0,5W SMD 5050 RGB
112x3W SMD 5050 W
- Power consumption: 310W
- Operation modes: Auto, Master/slave, DMX512
- Electronic Dimming 0-100%
- Electronic frost filter
- DMX: 8 – 11 – 14 – 16 – 18 – 21 – 22 – 27 – 32 – 36 – 64 – 69 – 112 – 117 channels
- Red LED display for address and function setting
- Dimensions: mm. 1000x150x180(h)
- Weight kg. 9











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