

COLOR STRIKE^M

User Manual



Model ID: COLORSTRIKEMV2

CHAUVET
PROFESSIONAL

Edition Notes

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

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Document Printing

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

Intended Audience

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

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Document Revision

Go to www.chauvetprofessional.com for the latest version.

Revision	Date	Description
15	10/2025	Updated DMX chart /added 97CH which was previously removed

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Before You Begin

1. Before You Begin

What Is Included

- Color STRIKE M
- Seetronic Powerkon IP65 power cable
- Omega bracket with mounting hardware
- Quick Reference Guide

Claims

Carefully unpack the product immediately and check the container to make sure all the parts are in the package and are in good condition.

If the box or the contents (the product and included accessories) appear damaged from shipping, or show signs of mishandling, notify the carrier immediately, not Chauvet. Failure to report damage to the carrier immediately may invalidate a claim. In addition, keep the box and contents for inspection.

For other issues, such as missing components or parts, damage not related to shipping, or concealed damage, file a claim with Chauvet within 7 days of delivery.

Text Conventions

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

Symbols

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



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

The term “DMX” used throughout this manual refers to the USITT DMX512-A digital data transmission protocol.



Connection of the control signal: DMX line

- The product has XLR sockets for DMX input and output.
 - Notice: This control circuit is isolated and belongs to the Class 2 data port.
- The control circuit has a cumulative leakage current of less than 3.5 mA.

Safety Notes

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



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



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

- The luminaire is intended for professional use only.
- If the external flexible cable or cord of this luminaire is damaged, it shall be replaced by a special cord or cord exclusively available from the manufacturer or its service agent.
- The light source contained in this luminaire shall only be replaced by the manufacturer or its service agent or a similar qualified person.
- **CAUTION:**
 - This product's housing may be hot when operating. Mount this product in a location with adequate ventilation, at least 20 in (50 cm) from adjacent surfaces.
 - When transferring the product from extreme temperature environments, (e.g., cold truck to warm humid ballroom) condensation may form on the internal electronics of the product. To avoid causing a failure, allow the product to fully acclimate to the surrounding environment before connecting it to power.
 - Flashing light is known to trigger epileptic seizures. User must comply with local laws regarding notification of strobe use.
- **ALWAYS:**
 - Disconnect from power before cleaning the product or replacing the fuse.
 - When using an IP65-rated product in an outdoor environment, use IP65- (or higher) rated power and data cable.
 - Replace and secure IP-rated protective covers to all power, data, USB, or other ports when not in use.
 - Replace the fuse with the same type and rating.
 - Use a safety cable when mounting this product overhead.
 - Connect this product to a grounded and protected circuit.
- **DO NOT:**
 - Open this product. It contains no user-serviceable parts.
 - Look at the light source when the product is on.
 - Leave any flammable material within 20 cm of this product while operating or connected to power.
 - Connect this product to a dimmer or rheostat.
 - Operate this product if the housing, lenses, or cables appear damaged.
 - Submerge this product (adhere to standards for the published IP rating). Regular outdoor operation is fine.
 - Permanently install outdoors in locations with extreme environmental conditions. This includes, but is not limited to:
 - Exposure to a marine/saline environment (within 3 miles of a saltwater body of water).
 - Locations where normal temperatures exceed the temperature ranges in this manual.
 - Locations that are prone to flooding or being buried in snow.
 - Other areas where the product will be subject to extreme radiation or caustic substances.
- ONLY use the handles or the hanging/mounting brackets to carry this product.
- The maximum ambient temperature is 113 °F (45 °C). Do not operate this product at higher temperatures.
- The minimum startup temperature is -4°F (-20°C). Do not start the product at lower temperatures.
- The minimum ambient temperature is 14°F (-10°C). Do not operate the product at lower temperatures.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.
- In the event of a serious operating problem, stop using immediately.



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

Before You Begin

FCC Statement of Compliance

This device complies with Part 15 Part B of the FCC rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

RF Exposure Warning for North America and Australia

Warning! This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20 cm between the radiator and the user. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Expected LED Lifespan

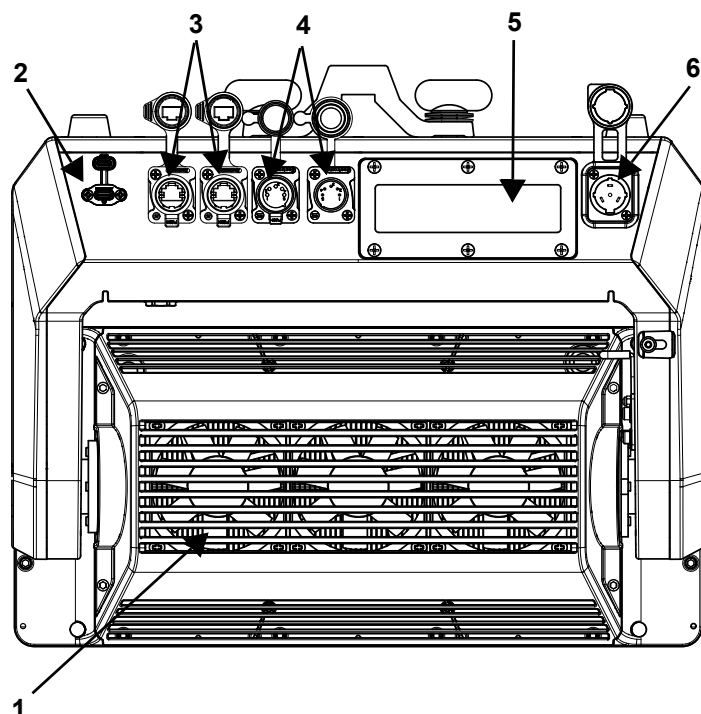
Over time, use and heat will gradually reduce LED brightness. Clustered LEDs produce more heat than single LEDs, contributing to shorter lifespans if always used at full intensity. The average LED lifespan is 40,000 to 50,000 hours. To extend LED lifespan, maintain proper ventilation around the product, and limit the overall intensity.

2. Introduction

Features

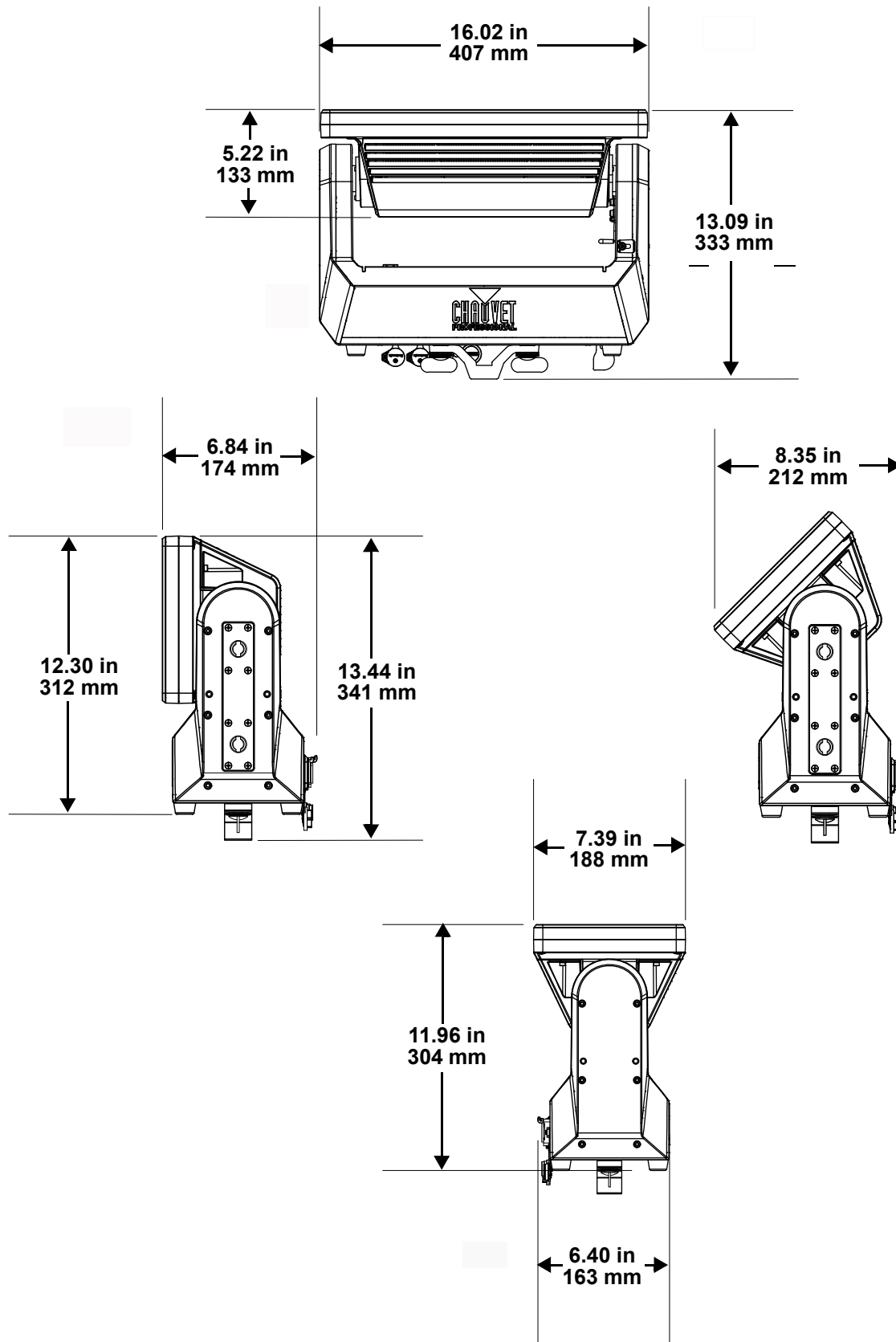
- High-power, 180° tilting hybrid strobe/wash with IP65 rating for all-weather use
- 14 controllable sections of RGB LEDs and 28 sections of control of the white strobe LEDs
- Multiple mounting locations and a yoke that can be repositioned with ¼ turn adapters for creative and convenient rigging options in vertical and horizontal orientations
- Multitude of built-in effect macros with control parameters
- DMX, Art-Net, and sACN control capability
- 16-bit dimming control for smooth, perfect fades
- Easy-to-use OLED display
- Rugged design for years of rough use in the most extreme conditions
- Adjustable PWM and Remote Device Management (RDM) for added flexibility
- USB port for fixture software updates
- Built-in alignment pins to ensure perfectly straight linear arrays

Product Overview



#	Name
1	Fans
2	USB-C port
3	Network in/out
4	5-pin DMX in/out
5	Touchscreen display/ control panel
6	Power in

Product Dimensions



3. Setup

AC Power

The Color STRIKE M has an auto-ranging power supply, and it can work with an input voltage range of 100 to 240 VAC, 50/60 Hz.

To determine the product's power requirements (circuit breaker, power outlet, and wiring), use the current value listed on the label affixed to the product's back panel, or refer to the product's specifications chart. The listed current rating indicates the product's average current draw under normal conditions.



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



Never connect the product to a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel serves only as a 0 to 100% switch.

AC Plug

The Color STRIKE M comes with a power input cable terminated with a Seetronic Powerkon IP65 connector on one end and an Edison plug on the other end (U.S. market). If the cable has no plug or the plug needs to be changed, use the table below to wire a plug:

Connection	Wire (U.S.)	Wire (Europe)	Screw Color
AC Live	Black	Brown	Yellow or Brass
AC Neutral	White	Blue	Silver
AC Ground	Green/Yellow	Green/Yellow	Green

DMX Linking

The Color STRIKE M can be linked to a DMX controller using a 5-pin DMX connection. If using other DMX-compatible products with this product, it is possible to control each individually with a single DMX controller.

DMX Personalities

The Color STRIKE M uses a 5-pin DMX data connection for the **8Ch, 11Ch, 13Ch, 24Ch, 30Ch, 47Ch, 68Ch, 74Ch, 96Ch, and 97Ch** DMX personalities.

- Refer to the [Introduction](#) for a brief description of each DMX personality.
- Refer to the [Operation](#) chapter to learn how to configure the Color STRIKE M to work in these personalities.
- The [Control Channel Assignments and Values](#) section provides detailed information regarding the DMX personalities.



For information about DMX standards, Master/Slave connectivity, or the DMX cables needed to link this product to a DMX controller, download the DMX Primer from the Chauvet website: www.chauvetprofessional.com.

Remote Device Management

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

USB Software Update

The Color STRIKE M allows for software updates with a USB device using the built-in USB port. To update the software using a USB flash drive, do the following:

1. Power on the product, and plug the flash drive into the USB port.
2. Once the flash drive has been detected, the message “**Upgrade Firmware**” will be displayed. Press **<ENTER>**. If a different message appears on the display, search for the updated software in the main menu (**Update Firmware**) and select from **Only This Unit**, **Multiple Fixture**, or **Other Fixture Type**. A list of the updated software files will be displayed.
3. Select the file that needs to be uploaded. The message “**Are you sure?**” will be displayed. Press **<ENTER>**.



If the selected file is incorrect, the upgrade will fail, and the display will go back to the main interface. Repeat steps 1–3 using the correct file.

4. If the selected file is correct, the upgrade will start. DO NOT turn off the power or disconnect the USB during the process. USB update can take several minutes to complete.
5. When the update is completed, the fixture will automatically reboot.
6. Go to Fixture Information on the product’s menu map and confirm the firmware revision.
7. When the boot-up process is finished, restart the product.



- Place the .chl file in the root directory of the USB drive.
- The product’s USB port supports up to 32GB capacity and only works with FAT32 file format.



Turning off the power, removing the USB, or not setting the fixture to the correct protocol during the update can cause partial or total firmware failure in the targeted fixture(s). Please refer to [Force Upload](#) section to fix firmware failure issues.

Force Upload

A Force Upload is done whenever a software update fails due to accidental removal of the USB flash drive, incorrect control protocol, or loss of power during a regular software update process.



- **A Force Upload process requires a target fixture (the fixture that needs a Force Upload and a main fixture (the fixture that controls the upload process).**
- **The Force Upload process can only be done one target fixture at a time.**

To do a Force Upload, follow the instructions below:

1. Link the target fixture to the main fixture via a DMX 5-pin connection. Ensure that the target fixture is turned off.
2. Turn on the main fixture and set its protocol to **DMX512**.
3. Plug the flash drive into the USB-C port of the main fixture.
4. Go to Upgrade Firmware on the menu map.
5. Choose between **Multiple Fixture** and **Other Fixture Type**. Press **<ENTER>**.
 - **Multiple Fixture:** Both the target fixture and main fixture are from the same product line (e.g., 2 Color STRIKE M fixtures).
 - **Other Fixture Type:** The target fixture and main fixture are from different product series (e.g., a Color STRIKE M as the target fixture and a Maverick Silens 2 Profile as the main fixture).
6. Select the file that needs to be uploaded. The message “**Are you sure?**” will appear on the screen. Press **<ENTER>**. Turn on the target fixture within 1–2 seconds of pressing **<ENTER>**. The display on the target fixture should remain off.
 - a. The main fixture will show the update progress (0–100%).
 - b. The target fixture’s display will turn on, and a notification “**<UPDATE>**” will appear on the screen.



The timing of when the target fixture’s display will turn on varies from fixture to fixture.

7. DO NOT turn off power or remove the USB flash drive. Once the software is done uploading, the target fixture will automatically reboot.
8. Go to the target fixture’s main menu and confirm that the firmware version has been updated.
9. Reboot the target fixture.

Mounting

Before mounting the product, read and follow the safety recommendations indicated in the [Safety Notes](#). For the Chauvet Professional line of mounting clamps, go to <http://trusst.com/products/>.

Orientation

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

Rigging

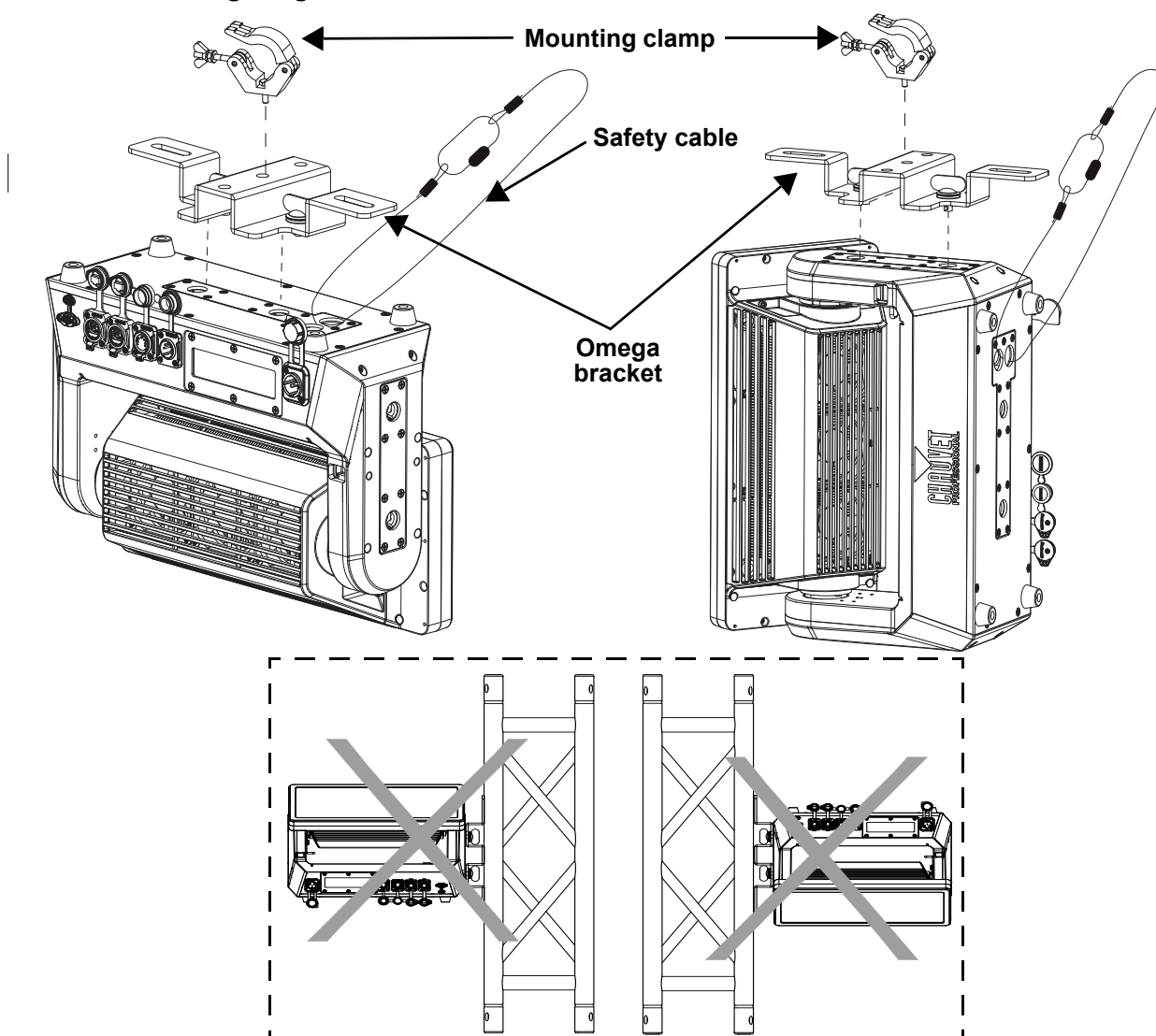
Chauvet recommends using the following general guidelines when mounting this product.

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

Procedure

The Color STRIKE M comes with a bracket to which a mounting clamp can be attached directly. Mounting clamps are sold separately. Make sure the clamps are capable of supporting the weight of this product. For the Chauvet Professional line of mounting clamps, go to <http://www.trusst.com/products>.

Product Mounting Diagram



4. Operation

Control Panel Description

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

Programming

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

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

Passcode

After being prompted to enter the passcode, press <UP>, <DOWN>, <UP>, <DOWN>, <ENTER>.

DMX Configuration

Use control configurations to operate the product with a DMX controller.

Control Personalities

To set the control personality:

1. Go to the **DMX Channel** main level.
2. Select the desired personality, from **8CH**, **11CH**, **13CH**, **24CH**, **30CH**, **47CH**, **68CH**, **74CH**, **96CH**, and **97CH**.
 - See the [Starting Address](#) section for the highest starting address available for each personality.
 - Make sure that the starting addresses on the various products do not overlap due to the new personality setting.



Starting Address

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

1. Go to the **Start Address** main level.
2. Select the starting address (**1–512**).
 - The highest recommended starting address for **8CH** is **505**.
 - The highest recommended starting address for **11CH** is **502**.
 - The highest recommended starting address for **13CH** is **500**.
 - The highest recommended starting address for **24CH** is **489**.
 - The highest recommended starting address for **30CH** is **483**.
 - The highest recommended starting address for **47CH** is **466**.
 - The highest recommended starting address for **68CH** is **445**.
 - The highest recommended starting address for **74CH** is **439**.
 - The highest recommended starting address for **96CH** is **417**.
 - The highest recommended starting address for **97CH** is **416**.

Menu Map

Refer to the Color STRIKE M product page on www.chauvetprofessional.com for the latest menu map.

Main Level	Programming Levels			Description
Protocol	DMX512 Art-Net sACN			Sets the control protocol
DMX Address	1–512*			Selects DMX address (*highest channel restricted to personality chosen)
DMX Channel	8CH			Selects DMX channel
	11CH			
	13CH			
	24CH			
	30CH			
	47CH			
	68CH			
	74CH			
	96CH			
	97CH			
Static	Fixed Color		R	Red
			G	Green
			B	Blue
			GB	Green + blue
			RB	Red + blue
			RG	Red + green
			RGB	Red + green + blue
Manual Color Mixer		Red Green Blue	0–255	Combines red, green, and blue to make a custom color (0–100%)
Plate FX	Speed	1–100		Adjusts the plate movement speed
		Plate Intensity		000–255
	Background Color	R	Selects background color	
		G		
		B		
		GB		
		RB		
		RG		
		RGB		
		Off		Turns off background color
	Foreground Color	R	Selects foreground color	
		G		
		B		
		GB		
		RB		
RG				
RGB				
Off		Turns off foreground color		
Beam Intensity	000–255			Adjusts the beam light intensity
Beam Flash Duration	000–255			Adjusts the duration of the beam flash

Main Level	Programming Levels			Description
Beam Flash Rate	000–255			Adjusts the beam flash rate
Tilt	000–255			Adjusts the tilt range from 0° to 180°
Tilt Offset	000–255			Adjusts the tilt offset range
Tilt Invert	No			Inverts the default tilt orientation
	Yes			
Pixel Invert	Plate1 Invert	No		Inverts the beam and plate pixels individually. Reverts to default setting with a factory reset.
		Yes		
	Plate2 Invert	No		
		Yes		
	Tube1 Invert	No		
		Yes		
Tube2 Invert	No			
	Yes			
LED Array Swap	Plate Swap	No		Swaps the plate and beam pixel mapping. Keeps the setting even after a factory reset.
		Yes		
	Beam Swap	No		
		Yes		
Master/Slave	Master			DMX mode (master)
	Slave			Slave mode
Dimmer Mode	OFF			Linear dimmer
	DIM1–3			Dimming curves: Dimmer 1 (fast) to Dimmer 3 (slow)
White Balance	Off			Turns white balance off
	Manual	Red	125–255	Combines red, green, and blue to create custom color
		Green		
		Blue		
LED Frequency	600Hz			Sets the Pulse Width Modulation (PWM) frequency
	1200Hz			
	2000Hz			
	4000Hz			
	6000Hz			
	25000Hz			
Fan Mode	Auto			Sets fan to auto — fan speed adjusts according to product temperature
	On			Turns fan on
Display Invert	No			Inverts the default display mode
	Yes			
Backlight	10s			Turns off display backlight after 10 seconds of inactivity
	30s			Turns off display backlight after 30 seconds of inactivity
	2Min			Turns off display backlight after 2 minutes of inactivity
	Always On			Display backlight remains on
Key Lock	On			Locks the control panel
	Off			Keeps the control panel unlocked
Ethernet Setting	Universe	0–255 (ArtNet)		Sets the universe
		1–255 (sACN)		
	IP Address	2.192.0.1		Sets the IP address

Main Level	Programming Levels		Description
Information	Fixture Hours:	___Hours	Displays total hours the product has been powered on
	LED Hours:	__H	Displays the total LED hours
	Disp Ver:	V_._._._._	Displays firmware version
	Drv-Y Ver:	V_._	Displays the tilt PCB version
	LED-A Ver:	V_._	Displays the LED A PCB version
	LED-C Ver:	V_._	Displays the LED C PCB version
	Net Ver:	V_._	Displays the network version
	UID	_____.CHL	Displays product UID
Upgrade Firmware	Only This Fixture	_____.CHL	Selects an update file for this product, or shows “ No such file! ”
	Multiple Fixtures	_____.CHL	Selects an update file for this and connected Color STRIKE M products, or shows “ No such file! ”
	Other Fixture Type	_____.CHL	Selects an update file for other connected products, or shows “ No such file! ”
Factory Reset	No		Resets settings to factory default
	Yes		

Control Channel Assignments and Values

97CH

97CH	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
10	Plate pixel 1 red	000 ⇔ 255	0–100%
11	Plate pixel 1 green	000 ⇔ 255	0–100%
12	Plate pixel 1 blue	000 ⇔ 255	0–100%
13	Plate pixel 2 red	000 ⇔ 255	0–100%
14	Plate pixel 2 green	000 ⇔ 255	0–100%
15	Plate pixel 2 blue	000 ⇔ 255	0–100%
16	Plate pixel 3 red	000 ⇔ 255	0–100%
17	Plate pixel 3 green	000 ⇔ 255	0–100%
18	Plate pixel 3 blue	000 ⇔ 255	0–100%
19	Plate pixel 4 red	000 ⇔ 255	0–100%
20	Plate pixel 4 green	000 ⇔ 255	0–100%
21	Plate pixel 4 blue	000 ⇔ 255	0–100%
22	Plate pixel 5 red	000 ⇔ 255	0–100%
23	Plate pixel 5 green	000 ⇔ 255	0–100%
24	Plate pixel 5 blue	000 ⇔ 255	0–100%
25	Plate pixel 6 red	000 ⇔ 255	0–100%
26	Plate pixel 6 green	000 ⇔ 255	0–100%
27	Plate pixel 6 blue	000 ⇔ 255	0–100%
28	Plate pixel 7 red	000 ⇔ 255	0–100%
29	Plate pixel 7 green	000 ⇔ 255	0–100%
30	Plate pixel 7 blue	000 ⇔ 255	0–100%
31	Plate pixel 8 red	000 ⇔ 255	0–100%
32	Plate pixel 8 green	000 ⇔ 255	0–100%
33	Plate pixel 8 blue	000 ⇔ 255	0–100%
34	Plate pixel 9 red	000 ⇔ 255	0–100%
35	Plate pixel 9 green	000 ⇔ 255	0–100%
36	Plate pixel 9 blue	000 ⇔ 255	0–100%
37	Plate pixel 10 red	000 ⇔ 255	0–100%
38	Plate pixel 10 green	000 ⇔ 255	0–100%
39	Plate pixel 10 blue	000 ⇔ 255	0–100%
40	Plate pixel 11 red	000 ⇔ 255	0–100%
41	Plate pixel 11 green	000 ⇔ 255	0–100%
42	Plate pixel 11 blue	000 ⇔ 255	0–100%
43	Plate pixel 12 red	000 ⇔ 255	0–100%

97CH	Function	Value	Percent/Setting
44	Plate pixel 12 green	000 ⇄ 255	0–100%
45	Plate pixel 12 blue	000 ⇄ 255	0–100%
46	Plate pixel 13 red	000 ⇄ 255	0–100%
47	Plate pixel 13 green	000 ⇄ 255	0–100%
48	Plate pixel 13 blue	000 ⇄ 255	0–100%
49	Plate pixel 14 red	000 ⇄ 255	0–100%
50	Plate pixel 14 green	000 ⇄ 255	0–100%
51	Plate pixel 14 blue	000 ⇄ 255	0–100%
52	Beam pixel 1	000 ⇄ 255	0–100%
53	Beam pixel 2	000 ⇄ 255	0–100%
54	Beam pixel 3	000 ⇄ 255	0–100%
55	Beam pixel 4	000 ⇄ 255	0–100%
56	Beam pixel 5	000 ⇄ 255	0–100%
57	Beam pixel 6	000 ⇄ 255	0–100%
58	Beam pixel 7	000 ⇄ 255	0–100%
59	Beam pixel 8	000 ⇄ 255	0–100%
60	Beam pixel 9	000 ⇄ 255	0–100%
61	Beam pixel 10	000 ⇄ 255	0–100%
62	Beam pixel 11	000 ⇄ 255	0–100%
63	Beam pixel 12	000 ⇄ 255	0–100%
64	Beam pixel 13	000 ⇄ 255	0–100%
65	Beam pixel 14	000 ⇄ 255	0–100%
66	Beam pixel 15	000 ⇄ 255	0–100%
67	Beam pixel 16	000 ⇄ 255	0–100%
68	Beam pixel 17	000 ⇄ 255	0–100%
69	Beam pixel 18	000 ⇄ 255	0–100%
70	Beam pixel 19	000 ⇄ 255	0–100%
71	Beam pixel 20	000 ⇄ 255	0–100%
72	Beam pixel 21	000 ⇄ 255	0–100%
73	Beam pixel 22	000 ⇄ 255	0–100%
74	Beam pixel 23	000 ⇄ 255	0–100%
75	Beam pixel 24	000 ⇄ 255	0–100%
76	Beam pixel 25	000 ⇄ 255	0–100%
77	Beam pixel 26	000 ⇄ 255	0–100%
78	Beam pixel 27	000 ⇄ 255	0–100%
79	Beam pixel 28	000 ⇄ 255	0–100%
80	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes

97CH	Function	Value	Percent/Setting
81	Plates foreground	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
82	Plates foreground dimmer	000 ⇔ 255	0–100%
83	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
84	Plates background dimmer	000 ⇔ 255	0–100%
85	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
86	Plates 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
87	Plate 1 (pixels 1–7) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long

97CH	Function	Value	Percent/Setting
88	Plate 2 (pixels 8–14) FX select	000 ⇄ 002 003 ⇄ 255	Plate FX All select (all on) see Plate Patterns
89	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
90	Plate 2 (pixels 8–14) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
91	Beams 1 (pixels 1–14) FX select	000 ⇄ 002 003 ⇄ 255	Beam FX All select (all on) see Beam Patterns
92	Beams 1 (pixels 1–14) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
93	Beams 1 (pixels 1–14) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
94	Beams 2 (pixels 15–28) FX select	000 ⇄ 002 003 ⇄ 255	Beam FX All select (all on) see Beam Patterns
95	Beams 2 (pixels 15–28) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
96	Beams 2 (pixels 15–28) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long

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

96CH

96CH	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
10	Plates red	000 ⇔ 255	0–100%
11	Plates green	000 ⇔ 255	0–100%
12	Plates blue	000 ⇔ 255	0–100%
13	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes
14	Plates foreground	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
15	Plates foreground dimmer	000 ⇔ 255	0–100%

96CH	Function	Value	Percent/Setting
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
17	Plates background dimmer	000 ⇔ 255	0–100%
18	Plates 1 & 2 FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
19	Plates 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
20	Plates 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
21	Beams 1 & 2 FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
22	Beams 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
23	Beams 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long

96CH	Function	Value	Percent/Setting
24	Control (hold for 3 seconds)	000 ⇄ 005	No function
		006 ⇄ 010	Off (dimmer mode)
		011 ⇄ 015	Dimmer 1
		016 ⇄ 020	Dimmer 2
		021 ⇄ 025	Dimmer 3
		026 ⇄ 030	600 Hz
		031 ⇄ 035	1200 Hz
		036 ⇄ 040	2000 Hz
		041 ⇄ 045	4000 Hz
		046 ⇄ 050	6000 Hz
		051 ⇄ 055	25 KHz
		056 ⇄ 060	Fan mode auto
		061 ⇄ 065	Fan mode on
		066 ⇄ 070	Tilt reset
		071 ⇄ 075	Plate1 invert off
		076 ⇄ 080	Plate1 invert on
		081 ⇄ 085	Plate2 invert off
		086 ⇄ 090	Plate2 invert on
		091 ⇄ 095	Beam1 invert off
		096 ⇄ 100	Beam1 invert on
		101 ⇄ 105	Beam2 invert off
		106 ⇄ 110	Beam2 invert on
		111 ⇄ 115	Plate swap on
		116 ⇄ 120	Plate swap off
		121 ⇄ 125	Beam swap on
		126 ⇄ 130	Beam swap off
		131 ⇄ 140	No function
		141 ⇄ 150	No function
		151 ⇄ 155	No function
		156 ⇄ 160	No function
		161 ⇄ 170	No function
		171 ⇄ 255	No function
25	Priority - Plate	000 ⇄ 128	Desk priority (pixel channels are ignored)
		129 ⇄ 255	Pixel priority (desk effects/ CH10, CH11, and CH12 are ignored)
26	Priority - Beam	000 ⇄ 128	Desk priority (pixel channels are ignored)
		129 ⇄ 255	Pixel priority (desk effects are ignored)
27	Plate pixel 1 red	000 ⇄ 255	0–100%
28	Plate pixel 1 green	000 ⇄ 255	0–100%
29	Plate pixel 1 blue	000 ⇄ 255	0–100%
30	Plate pixel 2 red	000 ⇄ 255	0–100%
31	Plate pixel 2 green	000 ⇄ 255	0–100%
32	Plate pixel 2 blue	000 ⇄ 255	0–100%
33	Plate pixel 3 red	000 ⇄ 255	0–100%
34	Plate pixel 3 green	000 ⇄ 255	0–100%
35	Plate pixel 3 blue	000 ⇄ 255	0–100%
36	Plate pixel 4 red	000 ⇄ 255	0–100%
37	Plate pixel 4 green	000 ⇄ 255	0–100%
38	Plate pixel 4 blue	000 ⇄ 255	0–100%
39	Plate pixel 5 red	000 ⇄ 255	0–100%
40	Plate pixel 5 green	000 ⇄ 255	0–100%
41	Plate pixel 5 blue	000 ⇄ 255	0–100%
42	Plate pixel 6 red	000 ⇄ 255	0–100%
43	Plate pixel 6 green	000 ⇄ 255	0–100%

96CH	Function	Value	Percent/Setting
44	Plate pixel 6 blue	000 ⇄ 255	0–100%
45	Plate pixel 7 red	000 ⇄ 255	0–100%
46	Plate pixel 7 green	000 ⇄ 255	0–100%
47	Plate pixel 7 blue	000 ⇄ 255	0–100%
48	Plate pixel 8 red	000 ⇄ 255	0–100%
49	Plate pixel 8 green	000 ⇄ 255	0–100%
50	Plate pixel 8 blue	000 ⇄ 255	0–100%
51	Plate pixel 9 red	000 ⇄ 255	0–100%
52	Plate pixel 9 green	000 ⇄ 255	0–100%
53	Plate pixel 9 blue	000 ⇄ 255	0–100%
54	Plate pixel 10 red	000 ⇄ 255	0–100%
55	Plate pixel 10 green	000 ⇄ 255	0–100%
56	Plate pixel 10 blue	000 ⇄ 255	0–100%
57	Plate pixel 11 red	000 ⇄ 255	0–100%
58	Plate pixel 11 green	000 ⇄ 255	0–100%
59	Plate pixel 11 blue	000 ⇄ 255	0–100%
60	Plate pixel 12 red	000 ⇄ 255	0–100%
61	Plate pixel 12 green	000 ⇄ 255	0–100%
62	Plate pixel 12 blue	000 ⇄ 255	0–100%
63	Plate pixel 13 red	000 ⇄ 255	0–100%
64	Plate pixel 13 green	000 ⇄ 255	0–100%
65	Plate pixel 13 blue	000 ⇄ 255	0–100%
66	Plate pixel 14 red	000 ⇄ 255	0–100%
67	Plate pixel 14 green	000 ⇄ 255	0–100%
68	Plate pixel 14 blue	000 ⇄ 255	0–100%
69	Beam pixel 1	000 ⇄ 255	0–100%
70	Beam pixel 2	000 ⇄ 255	0–100%
71	Beam pixel 3	000 ⇄ 255	0–100%
72	Beam pixel 4	000 ⇄ 255	0–100%
73	Beam pixel 5	000 ⇄ 255	0–100%
74	Beam pixel 6	000 ⇄ 255	0–100%
75	Beam pixel 7	000 ⇄ 255	0–100%
76	Beam pixel 8	000 ⇄ 255	0–100%
77	Beam pixel 9	000 ⇄ 255	0–100%
78	Beam pixel 10	000 ⇄ 255	0–100%
79	Beam pixel 11	000 ⇄ 255	0–100%
80	Beam pixel 12	000 ⇄ 255	0–100%
81	Beam pixel 13	000 ⇄ 255	0–100%
82	Beam pixel 14	000 ⇄ 255	0–100%
83	Beam pixel 15	000 ⇄ 255	0–100%
84	Beam pixel 16	000 ⇄ 255	0–100%
85	Beam pixel 17	000 ⇄ 255	0–100%
86	Beam pixel 18	000 ⇄ 255	0–100%
87	Beam pixel 19	000 ⇄ 255	0–100%
88	Beam pixel 20	000 ⇄ 255	0–100%
89	Beam pixel 21	000 ⇄ 255	0–100%
90	Beam pixel 22	000 ⇄ 255	0–100%
91	Beam pixel 23	000 ⇄ 255	0–100%
92	Beam pixel 24	000 ⇄ 255	0–100%
93	Beam pixel 25	000 ⇄ 255	0–100%
94	Beam pixel 26	000 ⇄ 255	0–100%
95	Beam pixel 27	000 ⇄ 255	0–100%
96	Beam pixel 28	000 ⇄ 255	0–100%

74CH

74CH	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Strobe	000 ⇔ 009 010 ⇔ 079 080 ⇔ 149 150 ⇔ 219 220 ⇔ 255	Open Strobe, slow to fast Pulse, slow to fast Random strobe, slow to fast Open
5	Plate pixel 1 red	000 ⇔ 255	0–100%
6	Plate pixel 1 green	000 ⇔ 255	0–100%
7	Plate pixel 1 blue	000 ⇔ 255	0–100%
8	Plate pixel 2 red	000 ⇔ 255	0–100%
9	Plate pixel 2 green	000 ⇔ 255	0–100%
10	Plate pixel 2 blue	000 ⇔ 255	0–100%
11	Plate pixel 3 red	000 ⇔ 255	0–100%
12	Plate pixel 3 green	000 ⇔ 255	0–100%
13	Plate pixel 3 blue	000 ⇔ 255	0–100%
14	Plate pixel 4 red	000 ⇔ 255	0–100%
15	Plate pixel 4 green	000 ⇔ 255	0–100%
16	Plate pixel 4 blue	000 ⇔ 255	0–100%
17	Plate pixel 5 red	000 ⇔ 255	0–100%
18	Plate pixel 5 green	000 ⇔ 255	0–100%
19	Plate pixel 5 blue	000 ⇔ 255	0–100%
20	Plate pixel 6 red	000 ⇔ 255	0–100%
21	Plate pixel 6 green	000 ⇔ 255	0–100%
22	Plate pixel 6 blue	000 ⇔ 255	0–100%
23	Plate pixel 7 red	000 ⇔ 255	0–100%
24	Plate pixel 7 green	000 ⇔ 255	0–100%
25	Plate pixel 7 blue	000 ⇔ 255	0–100%
26	Plate pixel 8 red	000 ⇔ 255	0–100%
27	Plate pixel 8 green	000 ⇔ 255	0–100%
28	Plate pixel 8 blue	000 ⇔ 255	0–100%
29	Plate pixel 9 red	000 ⇔ 255	0–100%
30	Plate pixel 9 green	000 ⇔ 255	0–100%
31	Plate pixel 9 blue	000 ⇔ 255	0–100%
32	Plate pixel 10 red	000 ⇔ 255	0–100%
33	Plate pixel 10 green	000 ⇔ 255	0–100%
34	Plate pixel 10 blue	000 ⇔ 255	0–100%
35	Plate pixel 11 red	000 ⇔ 255	0–100%
36	Plate pixel 11 green	000 ⇔ 255	0–100%
37	Plate pixel 11 blue	000 ⇔ 255	0–100%
38	Plate pixel 12 red	000 ⇔ 255	0–100%
39	Plate pixel 12 green	000 ⇔ 255	0–100%
40	Plate pixel 12 blue	000 ⇔ 255	0–100%
41	Plate pixel 13 red	000 ⇔ 255	0–100%
42	Plate pixel 13 green	000 ⇔ 255	0–100%
43	Plate pixel 13 blue	000 ⇔ 255	0–100%
44	Plate pixel 14 red	000 ⇔ 255	0–100%
45	Plate pixel 14 green	000 ⇔ 255	0–100%
46	Plate pixel 14 blue	000 ⇔ 255	0–100%
47	Beam pixel 1	000 ⇔ 255	0–100%
48	Beam pixel 2	000 ⇔ 255	0–100%
49	Beam pixel 3	000 ⇔ 255	0–100%
50	Beam pixel 4	000 ⇔ 255	0–100%
51	Beam pixel 5	000 ⇔ 255	0–100%
52	Beam pixel 6	000 ⇔ 255	0–100%
53	Beam pixel 7	000 ⇔ 255	0–100%

Operation

74CH	Function	Value	Percent/Setting
54	Beam pixel 8	000 ⇔ 255	0–100%
55	Beam pixel 9	000 ⇔ 255	0–100%
56	Beam pixel 10	000 ⇔ 255	0–100%
57	Beam pixel 11	000 ⇔ 255	0–100%
58	Beam pixel 12	000 ⇔ 255	0–100%
59	Beam pixel 13	000 ⇔ 255	0–100%
60	Beam pixel 14	000 ⇔ 255	0–100%
61	Beam pixel 15	000 ⇔ 255	0–100%
62	Beam pixel 16	000 ⇔ 255	0–100%
63	Beam pixel 17	000 ⇔ 255	0–100%
64	Beam pixel 18	000 ⇔ 255	0–100%
65	Beam pixel 19	000 ⇔ 255	0–100%
66	Beam pixel 20	000 ⇔ 255	0–100%
67	Beam pixel 21	000 ⇔ 255	0–100%
68	Beam pixel 22	000 ⇔ 255	0–100%
69	Beam pixel 23	000 ⇔ 255	0–100%
70	Beam pixel 24	000 ⇔ 255	0–100%
71	Beam pixel 25	000 ⇔ 255	0–100%
72	Beam pixel 26	000 ⇔ 255	0–100%
73	Beam pixel 27	000 ⇔ 255	0–100%
74	Beam pixel 28	000 ⇔ 255	0–100%

68CH

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

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

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

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

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

Operation

47CH / 30CH

30CH	47CH	Function	Value	Percent/Setting
1	1	Tilt	000 ⇄ 255	0–100%
2	2	Fine tilt	000 ⇄ 255	0–100%
3	3	Master dimmer	000 ⇄ 255	0–100%
4	4	Plate dimmer	000 ⇄ 255	0–100%
5	5	Beam dimmer	000 ⇄ 255	0–100%
6	6	Plate flash duration	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
7	7	Plate flash rate	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	100% On, no flash/ strobe Slow to fast 100% On, no flash/ strobe
8	8	Beam flash duration	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
9	9	Beam flash rate	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	100% On, no flash/ strobe Slow to fast 100% On, no flash/ strobe
–	10	Plate Invert	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	Normal alignment Invert Plate 1 and Plate 2 Invert Plate 1, Plate 2 normal Invert Plate 2, Plate 1 normal No function
–	11	Beam Invert	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	Normal alignment Invert Beam 1 and Beam 2 Invert Beam 1, Beam 2 normal Invert Beam 2, Beam 1 normal No function
10	–	Plates red	000 ⇄ 255	0–100%
11	–	Plates green	000 ⇄ 255	0–100%
12	–	Plates blue	000 ⇄ 255	0–100%
13	–	Beam FX	000 ⇄ 005 006 ⇄ 042 043 ⇄ 085 086 ⇄ 128 129 ⇄ 171 172 ⇄ 214 215 ⇄ 255	No function Ramp up Ramp down Ramp up- down Random Lightning Spikes

30CH	47CH	Function	Value	Percent/Setting
14	–	Plates foreground	000 ⇔ 000	No function
			001 ⇔ 002	White (2700K)
			003 ⇔ 004	White (3200K)
			005 ⇔ 006	White (4200K)
			007 ⇔ 008	White (5600K)
			009 ⇔ 010	White (8000K)
			011	Blue R: 0 G: 0 B: 255 W: 0
			012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
			049	Cyan R: 0 G: 255 B: 255 W: 0
			050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
			087	Green R: 0 G: 255 B: 0 W: 0
			088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
			125	Yellow R: 255 G: 255 B: 0 W: 0
			126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
			163	Red R: 255 G: 0 B: 0 W: 0
			164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
			201	Magenta R: 255 G: 0 B: 255 W: 0
			202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
			239	Blue R: 0 G: 0 B: 255 W: 0
			240 ⇔ 247	Color index, fast to slow
			248 ⇔ 255	Color snap, fast to slow
15	–	Plates foreground dimmer	000 ⇔ 255	0–100%
16	–	Plates background	000 ⇔ 000	No function
			001 ⇔ 002	White (2700K)
			003 ⇔ 004	White (3200K)
			005 ⇔ 006	White (4200K)
			007 ⇔ 008	White (5600K)
			009 ⇔ 010	White (8000K)
			011	Blue R: 0 G: 0 B: 255 W: 0
			012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
			049	Cyan R: 0 G: 255 B: 255 W: 0
			050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
			087	Green R: 0 G: 255 B: 0 W: 0
			088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
			125	Yellow R: 255 G: 255 B: 0 W: 0
			126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
			163	Red R: 255 G: 0 B: 0 W: 0
			164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
			201	Magenta R: 255 G: 0 B: 255 W: 0
			202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
			239	Blue R: 0 G: 0 B: 255 W: 0
			240 ⇔ 247	Color index, fast to slow
			248 ⇔ 255	Color snap, fast to slow
17	–	Plates background dimmer	000 ⇔ 255	0–100%
18	–	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)
			003 ⇔ 255	see Plate Patterns
19	–	Plate 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function
			006 ⇔ 124	Left to right, fast to slow
			125 ⇔ 130	No function
			131 ⇔ 249	Right to left, slow to fast
			250 ⇔ 255	No function

30CH	47CH	Function	Value	Percent/Setting
20	–	Plate 1 (pixels 1–7) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
21	–	Plate 2 (pixels 8–14) FX select	000 ⇄ 002 003 ⇄ 255	Plate FX All select (all on) see Plate Patterns
22	–	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
23	–	Plate 2 (pixels 8–14) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
24	–	Beams 1 (pixels 1–14) FX select	000 ⇄ 002 003 ⇄ 255	Beam FX All select (all on) see Beam Patterns
25	–	Beams 1 (pixels 1–14) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
26	–	Beams 1 (pixels 1–14) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
27	–	Beams 2 (pixels 15–28) FX select	000 ⇄ 002 003 ⇄ 255	Beam FX All select (all on) see Beam Patterns
28	–	Beams 2 (pixels 15–28) FX movement speed & direction	000 ⇄ 005 006 ⇄ 124 125 ⇄ 130 131 ⇄ 249 250 ⇄ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
29	–	Beams 2 (pixels 15–28) FX crossfade	000 ⇄ 002 003 ⇄ 255	Snap from cell to cell Fade duration: short to long
–	12	Plate Pixel 1 + 8 Red	000 ⇄ 255	0–100%
–	13	Plate Pixel 1 + 8 Green	000 ⇄ 255	0–100%
–	14	Plate Pixel 1 + 8 Blue	000 ⇄ 255	0–100%
–	15	Plate Pixel 2 + 9 Red	000 ⇄ 255	0–100%
–	16	Plate Pixel 2 + 9 Green	000 ⇄ 255	0–100%
–	17	Plate Pixel 2 + 9 Blue	000 ⇄ 255	0–100%
–	18	Plate Pixel 3 + 10 Red	000 ⇄ 255	0–100%
–	19	Plate Pixel 3 + 10 Green	000 ⇄ 255	0–100%
–	20	Plate Pixel 3 + 10 Blue	000 ⇄ 255	0–100%
–	21	Plate Pixel 4 + 11 Red	000 ⇄ 255	0–100%
–	22	Plate Pixel 4 + 11 Green	000 ⇄ 255	0–100%
–	23	Plate Pixel 4 + 11 Blue	000 ⇄ 255	0–100%
–	24	Plate Pixel 5 + 12 Red	000 ⇄ 255	0–100%
–	25	Plate Pixel 5 + 12 Green	000 ⇄ 255	0–100%
–	26	Plate Pixel 5 + 12 Blue	000 ⇄ 255	0–100%
–	27	Plate Pixel 6 + 13 Red	000 ⇄ 255	0–100%
–	28	Plate Pixel 6 + 13 Green	000 ⇄ 255	0–100%
–	29	Plate Pixel 6 + 13 Blue	000 ⇄ 255	0–100%
–	30	Plate Pixel 7 + 14 Red	000 ⇄ 255	0–100%
–	31	Plate Pixel 7 + 14 Green	000 ⇄ 255	0–100%
–	32	Plate Pixel 7 + 14 Blue	000 ⇄ 255	0–100%
–	33	Beam Pixel 1 + 15	000 ⇄ 255	0–100%
–	34	Beam Pixel 2 + 16	000 ⇄ 255	0–100%
–	35	Beam Pixel 3 + 17	000 ⇄ 255	0–100%

30CH	47CH	Function	Value	Percent/Setting
–	36	Beam Pixel 4 + 18	000 ⇄ 255	0–100%
–	37	Beam Pixel 5 + 19	000 ⇄ 255	0–100%
–	38	Beam Pixel 6 + 20	000 ⇄ 255	0–100%
–	39	Beam Pixel 7 + 21	000 ⇄ 255	0–100%
–	40	Beam Pixel 8 + 22	000 ⇄ 255	0–100%
–	41	Beam Pixel 9 + 23	000 ⇄ 255	0–100%
–	42	Beam Pixel 10 + 24	000 ⇄ 255	0–100%
–	43	Beam Pixel 11 + 25	000 ⇄ 255	0–100%
–	44	Beam Pixel 12 + 26	000 ⇄ 255	0–100%
–	45	Beam Pixel 13 + 27	000 ⇄ 255	0–100%
–	46	Beam Pixel 14 + 28	000 ⇄ 255	0–100%
30	47	Control (hold for 3 seconds)	000 ⇄ 005	No function
			006 ⇄ 010	Off (dimmer mode)
			011 ⇄ 015	Dimmer 1 (dimmer mode)
			016 ⇄ 020	Dimmer 2 (dimmer mode)
			021 ⇄ 025	Dimmer 3 (dimmer mode)
			026 ⇄ 030	600 Hz
			031 ⇄ 035	1200 Hz
			036 ⇄ 040	2000 Hz
			041 ⇄ 045	4000 Hz
			046 ⇄ 050	6000 Hz
			051 ⇄ 055	25 KHz
			056 ⇄ 060	Auto (Fan mode)
			061 ⇄ 065	On (Fan mode)
			066 ⇄ 070	Tilt reset
			071 ⇄ 075	Plate 1 invert off
			076 ⇄ 080	Plate 1 invert on
			081 ⇄ 085	Plate 2 invert off
			086 ⇄ 090	Plate 2 invert on
			091 ⇄ 095	Beam 1 invert off
			096 ⇄ 100	Beam 1 invert on
			101 ⇄ 105	Beam 2 invert off
			106 ⇄ 110	Beam 2 invert on
			111 ⇄ 115	Plate swap on
			116 ⇄ 120	Plate swap off
			121 ⇄ 125	Beam swap on
			126 ⇄ 130	Beam swap off
			131 ⇄ 140	No function
			141 ⇄ 150	FX pattern priority
			151 ⇄ 155	Color mix HTP on
			156 ⇄ 160	Color mix HTP off
			161 ⇄ 170	Color priority
			171 ⇄ 255	No function

Operation

24CH / 13CH

13CH	24CH	Function	Value	Percent/Setting
1	1	Tilt	000 ⇔ 255	0–100%
2	2	Fine tilt	000 ⇔ 255	0–100%
–	3	Master dimmer	000 ⇔ 255	0–100%
3	4	Plate dimmer	000 ⇔ 255	0–100%
4	5	Beam dimmer	000 ⇔ 255	0–100%
5	6	Plate flash duration	000 ⇔ 009 010 ⇔ 250 251 ⇔ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
6	7	Plate flash rate	000 ⇔ 009 010 ⇔ 250 251 ⇔ 255	100% Slow to fast 100%
7	8	Beam flash duration	000 ⇔ 009 010 ⇔ 250 251 ⇔ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
8	9	Beam flash rate	000 ⇔ 009 010 ⇔ 250 251 ⇔ 255	100% Slow to fast 100% on
9	10	Plates red	000 ⇔ 255	0–100%
10	11	Plates green	000 ⇔ 255	0–100%
11	12	Plates blue	000 ⇔ 255	0–100%
12	13	Beam FX	000 ⇔ 005 006 ⇔ 042 043 ⇔ 085 086 ⇔ 128 129 ⇔ 171 172 ⇔ 214 215 ⇔ 255	No function Ramp up Ramp down Ramp up-down Random Lightning Spikes
–	14	Plates foreground	000 ⇔ 000 001 ⇔ 002 003 ⇔ 004 005 ⇔ 006 007 ⇔ 008 009 ⇔ 010 011 012 ⇔ 048 049 050 ⇔ 086 087 088 ⇔ 124 125 126 ⇔ 162 163 164 ⇔ 200 201 202 ⇔ 238 239 240 ⇔ 247 248 ⇔ 255	No function White (2700K) White (3200K) White (4200K) White (5600K) White (8000K) Blue R: 0 G: 0 B: 255 W: 0 Green+ / Blue R: 0 G: + B: 255 W: 0 Cyan R: 0 G: 255 B: 255 W: 0 Green / Blue- R: 0 G: 255 B: - W: 0 Green R: 0 G: 255 B: 0 W: 0 Red+ / Green R: + G: 255 B: 0 W: 0 Yellow R: 255 G: 255 B: 0 W: 0 Red / Green- R: 255 G: - B: 0 W: 0 Red R: 255 G: 0 B: 0 W: 0 Red / Blue+ R: 255 G: 0 B: + W: 0 Magenta R: 255 G: 0 B: 255 W: 0 Red- / Blue R: - G: 0 B: 255 W: 0 Blue R: 0 G: 0 B: 255 W: 0 Color index, fast to slow Color snap, fast to slow
–	15	Plates foreground dimmer	000 ⇔ 255	0–100%

13CH	24CH	Function	Value	Percent/Setting
–	16	Plates background	000 ⇔ 000	No function
			001 ⇔ 002	White (2700K)
			003 ⇔ 004	White (3200K)
			005 ⇔ 006	White (4200K)
			007 ⇔ 008	White (5600K)
			009 ⇔ 010	White (8000K)
			011	Blue R: 0 G: 0 B: 255 W: 0
			012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
			049	Cyan R: 0 G: 255 B: 255 W: 0
			050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
			087	Green R: 0 G: 255 B: 0 W: 0
			088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
			125	Yellow R: 255 G: 255 B: 0 W: 0
			126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
			163	Red R: 255 G: 0 B: 0 W: 0
			164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
			201	Magenta R: 255 G: 0 B: 255 W: 0
			202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
			239	Blue R: 0 G: 0 B: 255 W: 0
			240 ⇔ 247	Color index, fast to slow
			248 ⇔ 255	Color snap, fast to slow
–	17	Plates background dimmer	000 ⇔ 255	0–100%
–	18	Plates 1 & 2 FX select	000 ⇔ 002 003 ⇔ 255	Plate FX All select (all on) see Plate Patterns
–	19	Plates 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
			006 ⇔ 124	Left to right, fast to slow
			125 ⇔ 130	No function
			131 ⇔ 249	Right to left, slow to fast
			250 ⇔ 255	No function
–	20	Plates 1 & 2 FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
–	21	Beams 1 & 2 FX select	000 ⇔ 002 003 ⇔ 255	Beam FX All select (all on) see Beam Patterns
–	22	Beams 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
			006 ⇔ 124	Left to right, fast to slow
			125 ⇔ 130	No function
			131 ⇔ 249	Right to left, slow to fast
			250 ⇔ 255	No function
–	23	Beams 1 & 2 FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long

13CH	24CH	Function	Value	Percent/Setting
13	24	Control (hold for 3 seconds)	000 ⇔ 005	No function
			006 ⇔ 010	Off (dimmer mode)
			011 ⇔ 015	Dimmer 1
			016 ⇔ 020	Dimmer 2
			021 ⇔ 025	Dimmer 3
			026 ⇔ 030	600 Hz
			031 ⇔ 035	1200 Hz
			036 ⇔ 040	2000 Hz
			041 ⇔ 045	4000 Hz
			046 ⇔ 050	6000 Hz
			051 ⇔ 055	25 KHz
			056 ⇔ 060	Fan mode auto
			061 ⇔ 065	Fan mode on
			066 ⇔ 070	Tilt reset
			071 ⇔ 075	Plate1 invert off
			076 ⇔ 080	Plate1 invert on
			081 ⇔ 085	Plate2 invert off
			086 ⇔ 090	Plate2 invert on
			091 ⇔ 095	Beam1 invert off
			096 ⇔ 100	Beam1 invert on
			101 ⇔ 105	Beam2 invert off
			106 ⇔ 110	Beam2 invert on
			111 ⇔ 115	Plate swap on
			116 ⇔ 120	Plate swap off
			121 ⇔ 125	Beam swap on
			126 ⇔ 130	Beam swap off
			131 ⇔ 140	No function
			141 ⇔ 150	No function
			151 ⇔ 155	No function
			156 ⇔ 160	No function
			161 ⇔ 170	No function
			171 ⇔ 255	No function

11CH / 8CH

8CH	11CH	Function	Value	Percent/Setting
1	1	Tilt	000 ⇔ 255	0–100%
2	2	Fine tilt	000 ⇔ 255	0–100%
3	3	Dimmer	000 ⇔ 255	0–100%
4	–	Strobe	000 ⇔ 009	Open
			010 ⇔ 079	Strobe, slow to fast
			080 ⇔ 149	Pulse, slow to fast
			150 ⇔ 219	Random strobe, slow to fast
			220 ⇔ 255	Open
–	4	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
			010 ⇔ 250	Slow to fast
			251 ⇔ 255	100% On, no flash/strobe
–	5	Plate flash rate	000 ⇔ 009	100%
			010 ⇔ 250	Slow to fast
			251 ⇔ 255	100%
–	6	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
			010 ⇔ 250	Slow to fast
			251 ⇔ 255	100% On, no flash/strobe
–	7	Beam flash rate	000 ⇔ 009	100%
			010 ⇔ 250	Slow to fast
			251 ⇔ 255	100% on
–	8	Plates red	000 ⇔ 255	0–100%
–	9	Plates green	000 ⇔ 255	0–100%
–	10	Plates blue	000 ⇔ 255	0–100%
5	–	Red	000 ⇔ 255	0–100%
6	–	Green	000 ⇔ 255	0–100%
7	–	Blue	000 ⇔ 255	0–100%
8	11	Beam	000 ⇔ 255	0–100%

*Strobe channel can always affect the fixture even when set to pixel priority.

Pixel Mapping

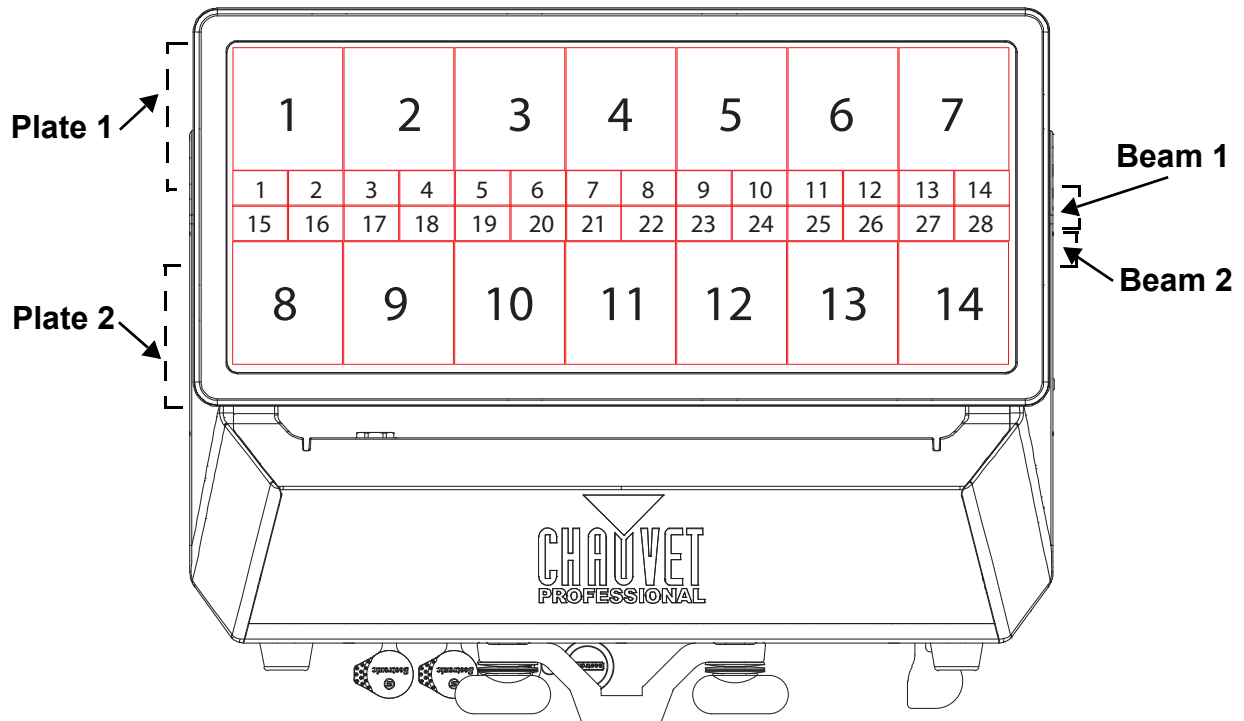


Plate Patterns

000- 002		022		042		062	
003		023		043		063	
004		024		044		064	
005		025		045		065	
006		026		046		066	
007		027		047		067	
008		028		048		068	
009		029		049		069	
010		030		050		070	
011		031		051		071	
012		032		052		072	
013		033		053		073	
014		034		054		074	
015		035		055		075	
016		036		056		076	
017		037		057		077	
018		038		058		078	
019		039		059		079	
020		040		060		080- 255	
021		041		061			

Beam Patterns

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

Configuration

Static Color

There are two options to run the Color STRIKE M on a static color setting: Fixed Color and Manual Color Mixer. The Static Fixed Color mode allows for permanent RGB presets without a DMX controller. To run the Static Fixed Color mode, do the following:

1. Go to the **Static** main level.
2. Select **Fixed Color**.
3. Choose among the preset RGB color options and combinations (**R**, **G**, **B**, **GB**, **RB**, **RG**, and **RGB**).

The Static Manual Color Mixer mode allows for permanent RGB color mixing without a DMX controller. To run the Static Manual Color Mixer mode, do the following:

1. Go to the **Static** main level.
2. Select **Manual Color Mixer**.
3. Choose among **Red**, **Green**, or **Blue**.
4. Adjust the color value from **0** to **255**.

Plate FX

This setting allows users to adjust the speed, intensity, and the background and foreground colors of each of the plate of the Color STRIKE M. To access these settings and choose a specific plate effect, follow the instructions below:

1. Go to the **Plate FX** main level.
2. Choose among **Plate FX 1–9**.

To adjust the speed of the effect:

1. Follow steps 1–2 above to choose a specific Plate FX.
2. Select **Speed**.
3. Adjust the speed from **1** (slowest) to **100** (fastest).

To adjust the intensity of the effect:

1. Follow steps 1–2 above to choose a specific Plate FX.
2. Select **Plate Intensity**.
3. Adjust the intensity from **0** (darkest) to **100** (brightest).

To choose the background or foreground color:

1. Follow steps 1–2 above to choose a specific Plate FX.
2. Select **Background Color** or **Foreground Color**.
3. Choose among the preset RGB color options and combinations (**R**, **G**, **B**, **GB**, **RB**, **RG**, and **RGB**) or **Off** (turns off the background or foreground color).

Beam Intensity

To adjust the beam intensity of the Color STRIKE M, do the following:

1. Go to the **Beam Intensity** main level.
2. Choose the intensity from **000** (darkest) to **255** (brightest).

Beam Flash Duration

To adjust the duration of the beam flash of the Color STRIKE M, do the following:

1. Go to the **Beam Flash Duration** main level.
2. Choose the intensity from **000** (slowest) to **255** (fastest).

Beam Flash Rate

To adjust the beam flash rate of the Color STRIKE M, do the following:

1. Go to the **Beam Flash Rate** main level.
2. Choose the intensity from **000–009** (always on), **010** (slowest), **250** (fastest) to **251–255** (always on).

Tilt

To adjust the tilt angle of the Color STRIKE M, follow the instructions below:

1. Go to the **Tilt** main level.
2. Choose from **000** (0°) to **255** (180°).

Tilt Offset

To set the tilt offset of the Color STRIKE M, do the following:

1. Go to the **Tilt Offset** main level.
2. Choose from **000** (0°) to **255** (180°).

Operation

Tilt Invert

To invert the default tilt orientation of the Color STRIKE M, do the following:

1. Go to the **Tilt Invert** main level.
2. Choose from **No** (keep default tilt orientation) to **Yes** (invert tilt orientation).

Pixel Invert

To invert the beam and plate pixels individually, do the following:

1. Go to the **Pixel invert** main level.
2. Choose which Plate (**Plate 1 Invert** or **Plate 2 Invert**) or Beam (**Tube 1 Invert** or **Tube 2 Invert**) to activate pixel invert.
3. Choose from **No** (keep default pixel orientation) or **Yes** (activate pixel invert).



The pixel orientation reverts to default setting with a factory reset.

LED Array Swap

To swap the beam and plate pixel mapping, do the following:

1. Go to the **LED Array Swap** main level.
2. Choose between **Plate Swap** and **Beam Swap**.
3. Choose from **No** (keep default pixel mapping) to **Yes** (invert pixel mapping).



The pixel mapping setting remains even after a factory reset.

To reset the LED Array Swap, use the Display, Control Channel, or RDM manufacture PIDS.

Master Slave

The Master/Slave mode allows a group of Color STRIKE M (the slaves) to simultaneously duplicate the output of another Color STRIKE M (the master) without a DMX controller. To set the Color STRIKE M product to master or slave mode, do the following:

1. Go to the **Master/Slave** main level.
2. Select from **Master** (sends control signal) or **Slave** (receives control signal).



- The master should be the first product in the daisy chain.
- Configure all the slave products before connecting the master to the daisy chain.
- Never connect a DMX controller to a DMX string configured for Master/Slave operation because the controller may interfere with the signals from the master.

Dimmer Mode

To select the dimmer mode, follow the instructions below:

1. Go to the **Dimmer Mode** main level.
2. Select from **Off** (linear dimmer) or **Dimmer 1–3** (fast to slow).

White Balance

To adjust the white balance, do the following:

1. Go to the **White Balance** main level.
2. Choose between **Off** (to turn off white balance) and **Manual** (to manually adjust the white balance).

To manually adjust the white balance using RGB color setting:

1. Go to the **White Balance** main level.
2. Choose **Manual**.
3. Select among **Red**, **Green**, and **Blue** color setting.
4. Choose the respective value for each color, from **000** to **255**.

Pulse Width Modulation

To set the PWM frequency, follow the instruction below:

1. Go to the **LED Frequency** main level.
2. Select from **600Hz**, **1200Hz**, **2000Hz**, **4000Hz**, or **25KHz**.

Display Invert

To invert the display on the Color STRIKE M, do the following:

1. Go to the **Display Invert** main level.
2. Select between **No** (keep default display setting) and **Yes** (invert display).

Display Back Light

To select how long a period of inactivity before the display automatically turns off:

1. Go to the **Back Light** main level.
2. Select from **10S** (10 seconds), **30S** (30 seconds), **2Min** (2 minutes), or **Always On**.

Key Lock

To lock or unlock the control panel:

1. Go to the **Key Lock** option.
2. Select **On** (locks control panel) or **Off** (control panel stays unlocked).



When the key lock is activated, the product will prompt for the passcode in order to access the menu. The passcode is <UP>, <DOWN>, <UP>, <DOWN>, <ENTER>.

Product Information

To view the product information:

1. Go to the **Information** main level.
2. Choose among:
 - **Fixture Hours** – to display the number of hours the fixture has been on
 - **LED Hours** – to display the total LED hours used
 - **Display Ver** – to display the current software version of the fixture
 - **Drv-Y Ver** – to display the tilt PCB version
 - **LED-A Ver** – to display the LED A PCB version
 - **LED-C Ver** – to display the LED C PCB version
 - **Net Ver** – to display the network version
 - **UID** – to display the fixture's unique identification (UID)

Factory Reset

To reset the product to factory default settings:

1. Go to the **Factory Reset** main level.
2. Select from **No** (cancel) or **Yes** (reset).

5. Maintenance

Product Maintenance

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

To clean the product, follow the instructions below:

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



Always dry the transparent surfaces carefully after cleaning them.

Torque Measurements

To maintain the IP rating when reassembling the product, use the given torque measurements for each of the following screws and bolts:

Fixture Parts	Torque Rating (Kgf.cm)	Torque Rating (lbf.in)
Power and DMX connectors	15	13.02
USB connector	5±0.5	4.3
DMX connectors	15	13.02
Base plate	15	13.02
Heat sink	15	13.02
Fan plate	15	13.02
Top and arm covers	15	13.02
Display plate and rear cover	10	8.68

Vacuum Test Measurements

Use the IP Tester from Chauvet Professional to ensure the product has been reassembled correctly by following the information below:

Parameters	Values
Method	Positive
Test pressure	40 kPa
Test duration	60 seconds
PASS state leak pressure	0.5 kPa

6. Technical Specifications

Dimensions and Weight

Length	Width	Height	Weight
16.02 in (407 mm)	6.90 in (175.4 mm)	12.30 in (312.5 mm)	26.6 lb (12.1 kg)

Note: Dimensions in inches are rounded.

Power

Power Supply Type	Range	Voltage Selection
Switching (internal)	100 to 240 VAC, 50/60 Hz	Auto-ranging

Parameter	100 V, 60 Hz	120 V, 60 Hz	208 V, 60 Hz	230 V, 50 Hz	240 V, 50 Hz
Consumption	720 W	740 W	716 W	696 W	709 W
Operating current	7.14 A	6.36 A	2.35 A	3.27 A	3.02 A

Power I/O	U.S./Worldwide	UK/Europe
Power input connector	Seetronic Powerkon IP65	Seetronic Powerkon IP65
Power output connector	Seetronic Powerkon IP65	Seetronic Powerkon IP65
Power cord plug	Edison (U.S.)	Local plug

Light Source

Type	Color	Quantity	Power	Current	Lifespan
LED SMD 5050	Tricolor	896	0.784 W	252 mA	50,000 hours
LED	Cool white	432	1.56 W	696 mA	50,000 hours

Photometrics

	Beam Angle	Field Angle	Illuminance @ 5 m
Plate	123°	160°	231 lux
Beam	95° x 50°	138° x 100°	1,432 lux
Plate + Beam	98° x 57°	146° x 122°	1,591 lux

Thermal

Ambient Temperature Range	Cooling System
-4 °F to 113 °F (-20 °C to 45 °C)	Convection

DMX

I/O Connector	Channel Range
5-pin IP65 XLR, Seetronic etherCON IP65	8, 11, 13, 24, 30, 47, 68, 74, 96, 97

Ordering

Product Name	Item Name	Item Code	UPC Number
Color STRIKE M	COLORSTRIKEMV2	03011799	781462221478



UL 1573
CSA C22.2 No. 166
E113093



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Warranty & Returns

For warranty terms and conditions and return information, please visit our website.

For customers in the United States and Mexico: www.chauvetlighting.com/warranty-registration.

For customers in the United Kingdom, Republic of Ireland, Belgium, the Netherlands, Luxembourg, France, and Germany: www.chauvetlighting.eu/warranty-registration.